

THE 10 SHOT GAME

The aim of this variation is to provide a more flexible format which keeps both players involved for more of the game.

The fundamental change is to add two laws to the game.

1. No turn shall consist of more than 10 shots or less than 2. You leave the lawn as usual when you break down or have taken 10 shots.
2. If the **first** shot does not make a roquet or run a hoop, the second is played from where it stops, i.e. it is not put on the yard line as normally happens.

In every other situation the rules are those of existing Association Croquet Laws.

Each game is a 14 point game with a time limit of one hour. Play finishes as soon as both players have the **same number of completed turns**. This may mean that the player who started second has one more turn after time has been called.

Since counting shots is not a familiar practice, when playing it is suggested that you count the number of the shot out loud as you take it and the non-player makes the effort to count as well.