

One Ball – Simple Rules

... for those who already know how to play GC

How many players and balls?

This is a **2-person** game.

Despite the name, there are **TWO** balls on the lawn – one for each person.

The start:

Officially, this game starts from either the A or B baulk as in AC.

A-baulk - draw a line from Corner 1 to half-way toward Corner 4

B-baulk – draw a line from Corner 3 to half-way toward Corner 2

An alternative, if your club members find it easier, is to start from corner 4, as in GC.

Hoop order:

Run the hoops in the same order as for a game of GC.

You can play 6 hoops, then hit the peg, or as many points as you agree in advance.

e.g. 1, 2, 3, 4, 5, 6.... Hit the peg

Each player makes all the hoops with their ball, so players may end up going for different hoops at times during the game.

Turns – how do these work?

You get extra shots in two ways: ‘Running a hoop’, or by hitting another ball ‘Making a Roquet’

Running a hoop



If your ball goes through the next hoop in order, you get one extra shot – the ‘continuation shot’.

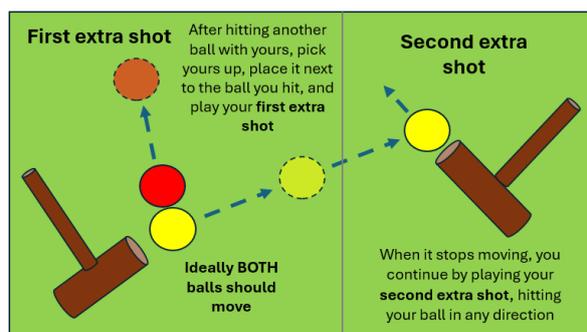
With that extra shot, you can:

Hit your opponent’s ball
or

Go through the next hoop in order.

Making a roquet

You get two extra shots whenever you hit the opponent ball.



1. First extra shot = Roquet
2. Second extra shot = Continuation - hit another ball or run a hoop

Join these extra shots together to get near the next hoop or move your opponent away.

You may only hit the opponent ball **ONCE** per turn, unless you run a hoop, then you can hit it again.

To win the game: After going through all the required hoops, hit your ball onto the peg.