

## Golf Croquet - Rules, Tips and Tactics No 6

### Double taps and hoop crushes

When playing a croquet shot you must only hit your ball once.

So, when and how might you hit it more than once or commit the fault of a double tap or a hoop crush.

**A double tap cannot occur if the balls are actually touching.** If you believe they are, make sure that your opponent agrees.

A double tap is one kind of striking fault. If any striking fault occurs and is noticed before an opponent has played the next shot, the striker's turn ends. The opponent can choose to leave the balls where they end up or replace them where they were before the fault was committed; if a hoop has been run in the turn in which the fault occurred it does not count.

1. For more or less straight shots, if the starting separation is 4mm or less, a fault will definitely have occurred.

2. For straight shots with larger separations (up to 50mm or 2 inches), a double tap will have occurred **if the object ball travels less than 8 times** the distance of the striker's ball. A fault may still occur above 50mm separation (and still be shown by the relative distances travelled) but becomes less likely.

You may find this video helpful:

<https://www.youtube.com/watch?v=FZwli0SUbco>

To avoid a double tap, play away from the object ball. The closer the balls are together, the closer to at least 45° your shot should be.

If the stroke is played at an acceptable angle to a line joining the centres of the balls, then they should separate at an angle of close to 90° or more.

A crush or push shot is also a fault and occurs more often than we think.

See: <https://www.youtube.com/watch?v=k9IB4dV9oYs>

I hope that this helps and results in some thought and discussion when faced with these tricky situations. Try to avoid conflict with your opponent. We are playing for fun, not the World Championship Trophy.

Next Time, The Golden Hoop!