

Guide to Five Hoop Croquet

Five Hoop (or Fast Five) Croquet is a quick and simple adaptation of the rules of Golf Croquet. The rules are as follows:

- Play as individuals (up to 4) or in teams of 2 (one ball per person).
- Players take alternating turns. The blue ball starts, followed by red, black, then yellow. There are no additional turns or continuation shots.
- The first player or team to go through a hoop wins the hoop and receives 1 point! All players now proceed to the next hoop. No one else need go through the won hoop.
- Start is at the southeast corner, as normal, and proceeds through only the first five hoops in regular order. (see diagram)
- Make sure not to go more than halfway to the next hoop before the current hoop is won or you will be offside and your ball will be sent to the penalty area.
- Once the fifth hoop has been won, the player or team with the most points wins the game!

Variations

- There is a timed variation (usually 10-20 minutes) where in who ever has run the most hoops by the end of time wins the game.
- There is also a **Rush or Chaos version** in which all players can hit their ball(s) any time that ball is stationary, even while other players are doing the same. Obviously, balls are not played in color order. The only time you cannot hit your ball is when that ball is already in motion.

