

- b. from a position in contact with the ball that was hit, with the striker ball held steady by the striker's foot or hand (a "foot shot" or "hand shot").
- c. from a position in contact with the ball that was hit, with the striker ball not held by foot or hand (a "croquet shot").
- d. from where the striker ball stopped after the roquet.

The second bonus shot after a roquet is an ordinary shot played from where the striker ball came to rest, called a "continuation shot". You are "dead" on a ball for extra shots until you clear your next wicket or start of your next turn whichever comes first. Please see the USCA 9 Wicket Rules for a more comprehensive description of deadness.

4) **Special Conditions:**

Two strokes are earned for going through the first two or upper two wickets, or wicket #7 and the turn stake in one stroke. If you hit the turning stake deadness is cleared and you play from where the ball came to rest.

If you make your wicket and then hit a ball on the other side of the wicket you get one shot for having made the wicket and may hit (roquet) the ball again if you wish to get two extra shots. The maximum number of bonus shots earned by a striker is two; there is never a time when a striker is allowed three shots.

5) **Rover Ball:** If you score all the wickets you are a rover. A rover helps his/her side's ball(s) while hindering the opponent's balls. A rover may roquet all the balls only once per turn. Any ball can cause the rover ball to hit the finishing stake thereby removing it from the game.