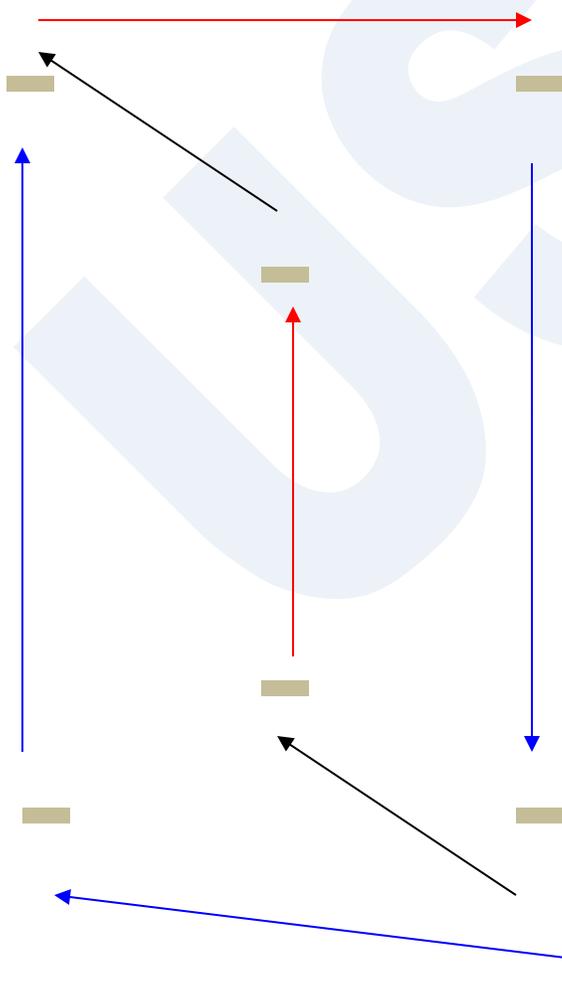


The approach shot is very important in golf croquet. In my last article, I described the way to aim and power the approach shot by the correct use of backswing and follow through, which I called “the accelerator” and the “steering wheel.”

Now I can simplify all the possible approach shots you may encounter in a game of golf croquet. Looking at the attached diagram reveals that there are essentially three types of approach shots. I dub them long, medium and short shots. The diagram shows the approach shots for the first seven wickets. The remaining hoops are mirror images of those depicted.

Once I realized there are basically three types of approach shots, I stopped my never ending trial-and-error (mostly error) experiment on the perfect approach shot for each specific approach, and just focused on perfecting those three swings. The **long shot** requires a lot of backswing and a good measure of follow through. This is the shot you use at the beginning of the game from corner IV to hoop one, or from one corner hoop to another corner hoop. The **medium shot** uses less of each, and is usually taken when going parallel with the north and south boundaries or going up or down the middle of the court. The **short shot**, taken when going from a corner hoop to a middle hoop, or from a middle hoop to a corner hoop, requires less. For the short shot, my backswing usually stops at my ankles, and my follow through is much less pronounced, just a foot or two past my ball after impact.

These shots vary, based on your build, power and type of swing. But you can find your own after very little practice and experiment. Once you know how much accelerator and steering wheel to use for those three shots, it’s just a matter of selecting which to use on a specific turn. When in doubt, use the shot that will cause your ball to travel less. It is better to come up short but still have a shot on the hoop than to run past the hoop and have no way to score it on your next shot.



#### The Three Approach Shots:

1. Long shot, maximum backswing and follow through. **Blue arrows.**
2. Medium shot, less backswing and follow through. **Red arrows.**
3. Short shot, minimum backswing and follow through. **Black arrows.**