

Replacing balls after a collision between balls from different games

Based on a diagram in the [ACA Golf Croquet Referees Manual Page 46](#)

The procedure is:

- 1.1 Mark, as near as possible, the original positions of the Striker's Ball (S_O) and the Hit Ball (H_O) from the other game;
- 1.2 Extend, and mark, the line from S_O to H_O , along which the striker's ball will be placed in its measured final position (S_F);
- 1.3 Measure S and H by pacing the distances – these are the distances from the marked H_O to where the balls came to rest (S_R and H_R in the diagram);
- 1.4 Calculate the distance that the striker's ball would have travelled beyond H_O if contact had not been made – this is $S + 2.5 \times H$;
- 1.5 Replace the hit ball (at H_O);
- 1.6 Place the striker's ball at S_F by pacing out the distance $S + 2.5 \times H = S + 2H + H/2$.

The balls are now placed as close as possible to where they would have been if interference had not occurred. The logic in the mnemonic "SHHh" is about the distances - **S**triker's ball, **H**it ball, **H**it ball, **h**alf hit ball.

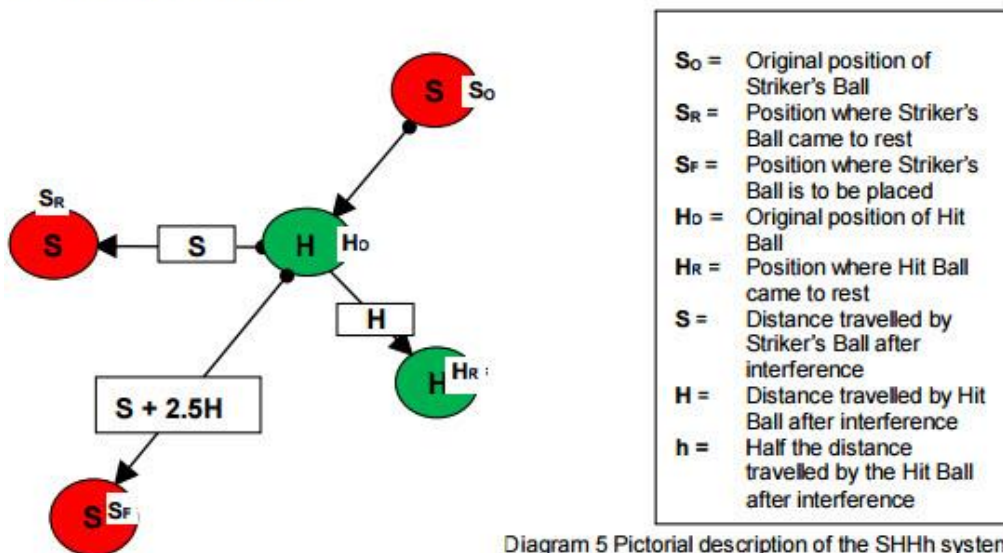


Diagram 5 Pictorial description of the SHHh system