

After all four balls have been played to the hoop in question, use the following decision tree to determine the shots to take on your second turn. Ask yourself the following series of questions:

1. Can I run the hoop or knock my partner through with my ball?

If Yes- a) should I delay before scoring, because my other ball is illegally off-side, an opponent is legally off-side and a threat to score the next hoop, etc?

b) if there is no good reason to delay, shoot the hoop!

If No- Go to step #2.

2. The “danger ball” or “hot ball” is the one that plays after you. Ask yourself, is that ball a threat? (e.g., can it score the hoop, clear your partner ball from scoring, cannon or peel its partner into scoring, etc.)

If Yes- you must eliminate the threat, usually by clearing the danger ball or by blocking it.

If No- go to step #3

3. Your second ball to play is your partner ball, and it is important, especially if it can shoot the hoop or can clear away the ball that plays after it. Ask yourself, can I promote my partner ball to a scoring position, protect it from the “hot ball,” or promote it to a defensive position where it can destroy the ball that plays after it?

If Yes – promote it or protect it.

If No – go on to step #4

4. The spent ball is the one that played just before your current turn, and it will be the last one to play in this sequence of turns. Ask yourself, is the spent ball a threat to score or to harm either of my two balls?

If Yes – eliminate the threat.

If No – choose from these options:

a) *if your opponent is almost certain to score the wicket and there is nothing you can do with your ball or your partner ball to prevent it, now is the time to consider damage control (conceding up to half-way to the next hoop; cannoning off an opponent to get legally off-side; blocking or foiling your opponent’s attempt to do a 2:1 shot).*

b) *if it’s not clear your opponent can score and you can’t think of anything else, what remains is to simply knock your ball in position to score. Remember in doing so to not place your ball too close to the hot ball, or too close to the spent ball if you don’t think your partner ball can eliminate the spent ball. When in doubt, set up defensively, like closer to a boundary line for odd numbered hoops or toward the side of the wicket opposite your opponent’s ball.*

c) *if you can’t think of anything else to do, clear the danger ball far away!*