

How to play ADVANTAGE Golf Croquet - 2023

- incorporating recommendations arising from 2021 trials

RULES OF PLAY

Advantage GC is a simple way for players of differing abilities to play each other using level play rules and with each having an equal chance of winning. Extra strokes are no longer used; instead the players will usually start the game with a score other than 0:0. Stronger players may start with a negative score and weaker players with a positive one.

Advantage play is included at Rule 21 in the 6th Edition WCF Rules of Golf Croquet.

(The references which follow in this document are to the First-to-7-points game but may be easily adapted to the untried First-to-10 and First-to-4 points games which are also available).

As is usual the game ends when one side reaches a score of 7.

It should be appreciated that the winner will have *physically run* more than 7 hoops (from a negative start) or will have *physically run* less than 7 hoops (from a positive start). The winner will only have *physically run* exactly 7 hoops if their starting score was zero.

Hoops are played in the same order as usual for a 13-point game with occasional extension to hoop 14 (hoop 4) and exceptionally to hoop 15 (hoop 1). *Advantage games can end at any hoop from 5 to 15.* If the score reaches 6:6 play continues with the deciding hoop being *the next hoop in order.*

USE OF CURRENT TABLE OF STARTING SCORES

Ensure you are using the **2022 revision** of the First-to-7-points starting scores table.

Players should reference the table by using their handicap. Those without handicaps should use their current DGrade. *Note that the handicap/DGrade alignment has been revised for 2023 and is indicated as such in the current starting scores table.*

The starting score for a game is found at the intersection of the corresponding column (stronger player) and row (weaker player) and is listed as Stronger : Weaker.

Trials have confirmed that handicap games between players of widely different abilities are not ideal and such Advantage games are not generally recommended. A single suggested starting score is given but for increasingly large handicap differences an unbalanced game may result.

KEEPING SCORE

In most competitive play the current game score should be:

- ◆ Known by both teams
- ◆ Capable of interpretation by an off-court observer without intervention
- ◆ Capable of correction in the event of an error.

To achieve this players **MUST** adhere to Rule 7.8 in full by BOTH:

- ◆ announcing the score after each hoop has been run
- ◆ using scoring clips (in the advised manner).

Players who were unfamiliar with this protocol during the 2021 trials easily became confused and distracted during the game.

Some detailed help and advice is included in the APPENDIX to this document.

The following recommendations have not been the subject of organised trials and feedback would be welcome along with any suggestions for improvement.

TIME LIMITS AND UNFINISHED GAMES

Time limited games are not covered by GC Rule 21 but there is a recommended, and fair method of deciding the winner of an unfinished game.

Using the current score is inherently unfair and **instead** a comparison should be made of the *ratios* of hoops actually run to the total number needed to win at the start, the player with the higher ratio being declared the winner; see the Appendix for how to determine this efficiently and a graphic suitable for instant reference in practice.

DOUBLES PLAY

A doubles game can be played by calculating the average handicap for each team (half the sum of the two handicaps) with halves rounded up. We suggest that players without handicaps could first use the table to convert their DGrade to handicap. The starting score for each team can then be obtained from the table using the average handicaps.

For average handicaps greater than 12 this rounding may give an invalid result. In such cases, either add one to odd integers (eg 13 becomes 14) or round non-integers (up or down) to the nearest even integer (eg 12.5 becomes 12).

TOURNAMENT PLAY

Ordering of Tournament Blocks

If a net hoops calculation is required the final score should be used as normal, and **not** the actual number of hoops run. Note that in unfinished games (see above) it is possible for the winner to have a lower score than the loser; the winner's net hoops total in this case will be negative.

CroquetScores Website

Please be aware that CroquetScores is currently unable to accept negative scores nor results in which the winner has a lower score than the loser in an unfinished game.

PRINTABLE PDF DOCUMENTS

At the end of the Appendix are printable versions of:

- How Many Clips table
- Unfinished Game Scales
- Table of Starting Scores (all games/versions)

Roy Tillcock
February 2023

APPENDIX

SCORING ADVICE

It is strongly recommended that players new to the game should practice keeping score before taking part in competitive play and should clearly understand the principles involved.

When announcing the score after each hoop the recommended convention is to **state the stronger player's score first, followed by the weaker player's score.**

It is fundamental here to realise that counting up from a negative score to a positive one includes the score of zero (as on a thermometer scale, minus two, minus one, zero, plus one etc.).

[a player with a starting score of minus 2 must run 2 hoops MORE than normal (9 rather than 7) to win the game]

USE OF SCORING CLIPS

To aid visibility and avoid confusion **primary coloured clips should be placed on the crown of the hoop and secondary colours on the hoop upright(s).**

In order to establish the game score at any time there are two requirements.

- ◆ To **count the hoops** scored by each player
 - achieved as normal by adding a clip to the hoop as it is run
- ◆ To have a permanent reminder of the **starting score**
 - the advised method uses clips on the centre peg and a stand-alone “Advantage post” and is explained more fully with examples below.

At any time a player's score is the number of their hoop clips combined with their starting score.

[with 3 hoop clips and starting at plus 2, the player's score is (3 plus 2) = 5

with 3 hoop clips and starting at minus 2, their score is (3 minus 2) = 1]

HOW MANY CLIPS

In the original method a positive score was indicated on hoop 1 and a negative score on the centre peg. **To avoid overloading hoop 1 it is now strongly recommended that positive clips are placed on a stand-alone “Advantage post” (image below) or similar indicator situated beside the court. This enables the hoop clips to be used solely for counting the number of hoops run, as is normal, and the starting score(s) to be visible separately.**

The following table shows how many clips you will need at the start of a First-to-7-points game for any specific starting score and where they should be placed.

(the convention used is that players do not carry a scoring clip for their final winning hoop – when all clips have been used one more hoop must be run to win the game)

Your starting score	Total number of clips needed	Add this number to Advantage post	Add this number to centre peg	Carry these to use for hoops run
2	6	2		4
1	6	1		5
0	6			6
-1	8		1	7
-2	10		2	8
-3	12		3	9
-4	14		4	10

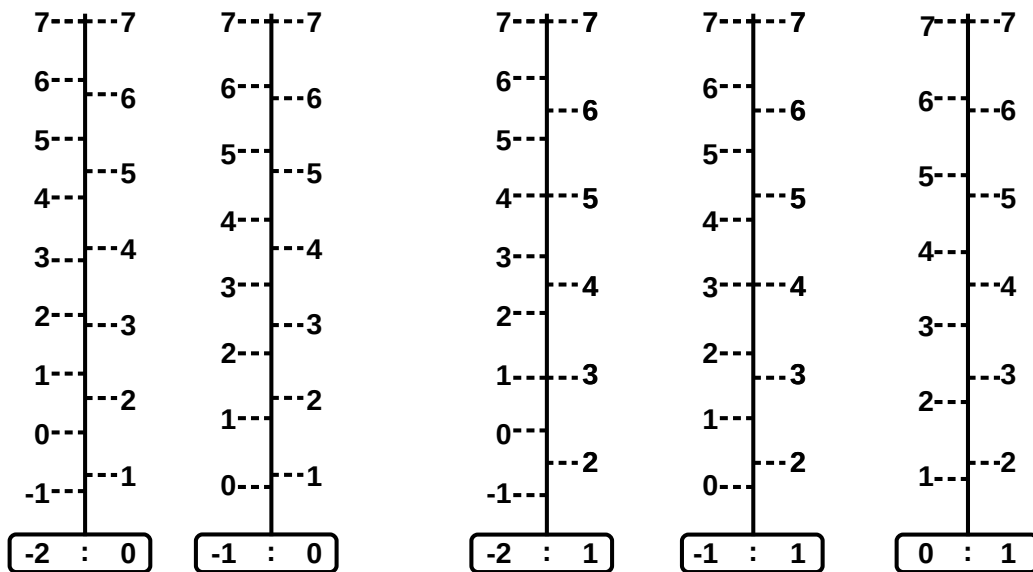


Advantage post

GRAPHICAL COMPARISON OF SCORES IN AN UNFINISHED GAME

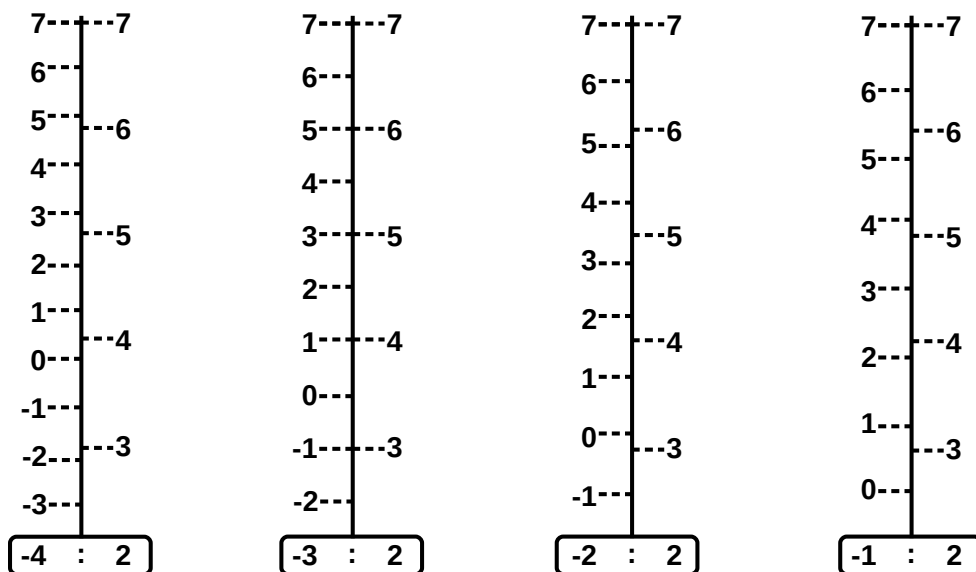
For each of the nine possible starting scores in a First to 7 game (excluding 0 : 0) the vertical scale shows the relative position of the two teams (stronger : weaker) for any score in an unfinished game.

STRONGER : WEAKER



Each starting score scale gives the *relative* position of the two teams for any SCORE in an unfinished game

STRONGER : WEAKER

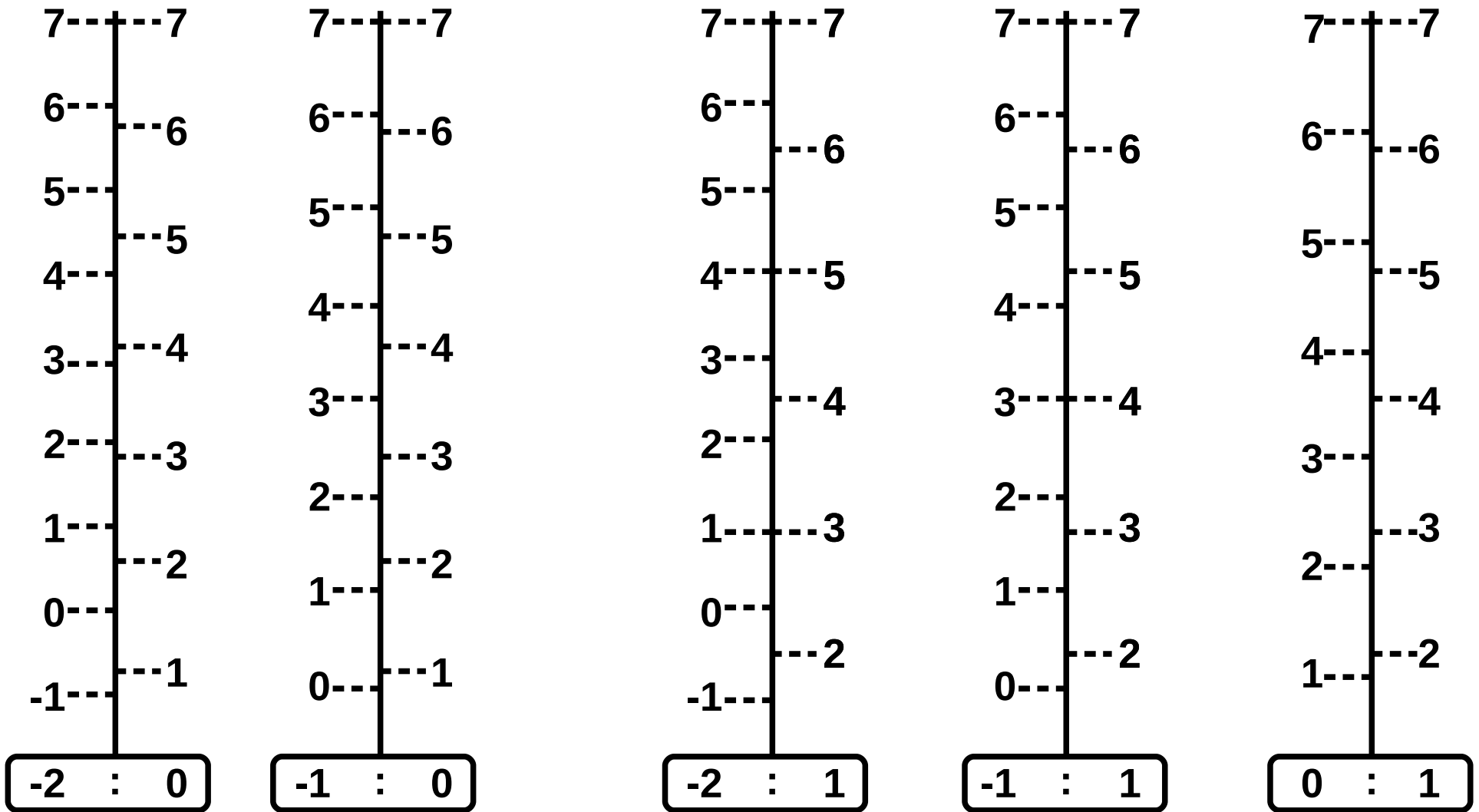


Each starting score scale gives the *relative* position of the two teams for any SCORE in an unfinished game



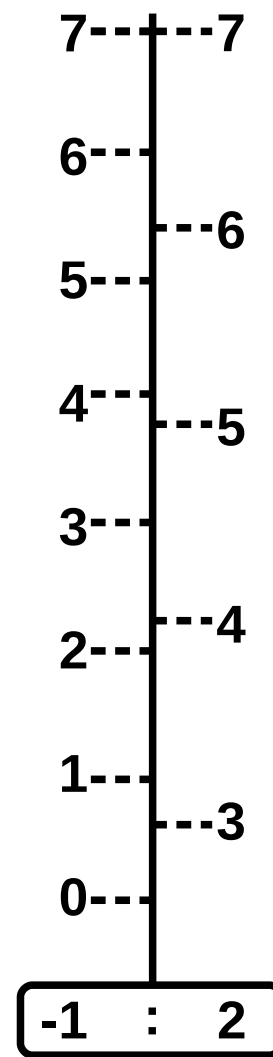
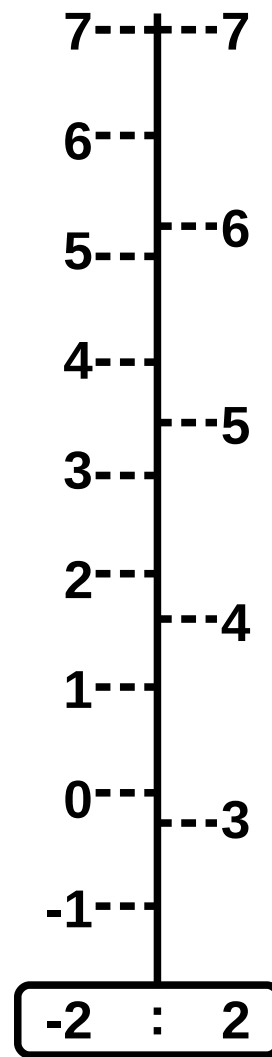
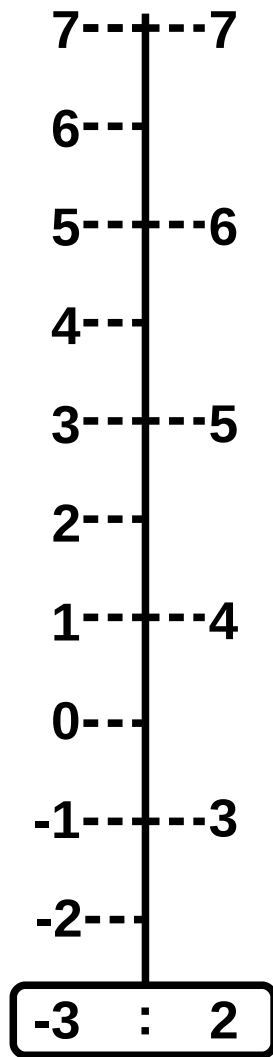
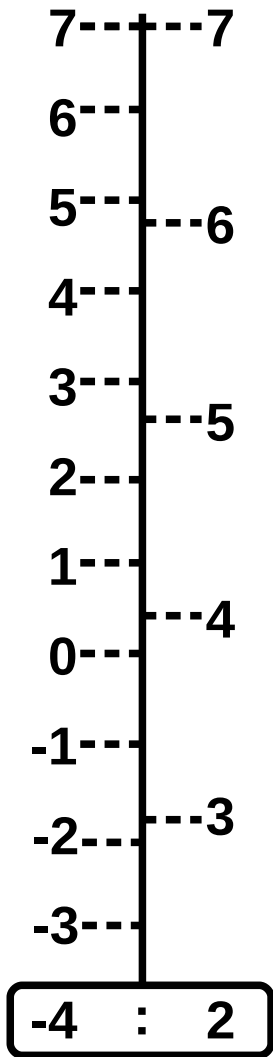
Your starting score	Total number of clips needed	Add this number to Advantage post	Add this number to centre peg	Carry these to use for hoops run
2	6	2		4
1	6	1		5
0	6			6
-1	8		1	7
-2	10		2	8
-3	12		3	9
-4	14		4	10

STRONGER : WEAKER



Each starting score scale gives the *relative* position of the two teams for any SCORE in an unfinished game

STRONGER : WEAKER



Each starting score scale gives the *relative* position of the two teams for any SCORE in an unfinished game

ADVANTAGE Golf Croquet

Table of Starting Scores
for first-to-7-points

Stronger : Weaker

2022 Revision

Roy Tillcock

*2023 Revised DGRADE scale

Weaker player

Weaker player	HCP	Stronger player																					
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14		
DGRADE RANGE*		2799	2649	2499	2349	2199	2099	1999	1899	1799	1699	1599	1499	1399	1349	1299	1249	1199	1149	1099			
2800-	-6	0:0																					
2650-2799	-5	0:1	0:0																				
2500-2649	-4	-2:1	0:1	0:0																			
2350-2499	-3	-2:2	-2:1	0:1	0:0																		
2200-2349	-2	-3:2	-2:2	-2:1	0:1	0:0																	
2100-2199	-1		-3:2	-1:2	-1:1	-1:0	0:0																
2000-2099	0			-2:2	-1:2	-2:0	-1:0	0:0															
1900-1999	1			-3:2	-2:2	-2:1	-2:0	-1:0	0:0														
1800-1899	2				-3:2	-1:2	-2:1	-2:0	-1:0	0:0													
1700-1799	3					-2:2	-1:2	-2:1	-2:0	-1:0	0:0												
1600-1699	4					-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0											
1500-1599	5					-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0										
1400-1499	6						-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0									
1350-1399	7							-3:2	-3:2	-2:2	-1:2	-1:1	0:1	-1:0	0:0								
1300-1349	8								-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	-1:0	0:0							
1250-1299	9									-3:2	-2:2	-1:2	-1:1	0:1	-1:0	-1:0	0:0						
1200-1249	10										-3:2	-2:2	-1:2	-2:1	-2:0	0:1	-1:0	-1:0	0:0				
1150-1199	11											-3:2	-2:2	-1:2	-1:1	-2:0	0:1	-1:0	-1:0	0:0			
1100-1149	12												-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0	
1050-1099	14													-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0

-4:2

first-to-7-points

Stronger player

ADVANTAGE Golf Croquet

Table of Starting Scores for first-to-7-points

Stronger : Weaker

2022 Revision Roy Tillcock

*2023 Revised DGRADE scale

first-to-7-points

Weaker player	HCP	Stronger player																										
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20				
DGRADE RANGE*		2800	2650	2500	2350	2200	2100	2000	1900	1800	1700	1600	1500	1400	1350	1300	1250	1200	1150	1100	1050	1000	950	900				
2800-	-6	0:0																										
2650-2799	-5	0:1	0:0																									
2500-2649	-4	-2:1	0:1	0:0																								
2350-2499	-3	-2:2	-2:1	0:1	0:0																							
2200-2349	-2	-3:2	-2:2	-2:1	0:1	0:0																						
2100-2199	-1		-3:2	-1:2	-1:1	-1:0	0:0																					
2000-2099	0			-2:2	-1:2	-2:0	-1:0	0:0																				
1900-1999	1			-3:2	-2:2	-2:1	-2:0	-1:0	0:0																			
1800-1899	2				-3:2	-1:2	-2:1	-2:0	-1:0	0:0																		
1700-1799	3					-2:2	-1:2	-2:1	-2:0	-1:0	0:0																	
1600-1699	4					-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0																
1500-1599	5					-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0															
1400-1499	6						-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0														
1350-1399	7							-3:2	-3:2	-2:2	-1:2	-1:1	0:1	-1:0	0:0													
1300-1349	8								-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	-1:0	0:0												
1250-1299	9									-3:2	-2:2	-1:2	-1:1	0:1	-1:0	-1:0	0:0											
1200-1249	10										-3:2	-2:2	-1:2	-2:1	-2:0	0:1	-1:0	-1:0	0:0									
1150-1199	11											-3:2	-2:2	-1:2	-1:1	-2:0	0:1	-1:0	-1:0	0:0								
1100-1149	12												-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0						
1050-1099	14													-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0					
1000-1049	16														-3:2	-2:2	-1:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0			
950- 999	18															-3:2	-2:2	-1:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0		
900- 949	20																-3:2	-2:2	-2:2	-1:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0

-4:2

ADVANTAGE Golf Croquet

Table of Starting Scores
for first-to-10-points

Stronger : Weaker

2022 Trial version Roy Tillcock

*2023 Revised DGRADE scale

first-to-10-points

Weaker player

HCP	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14			
2800-	-6		0:0																				
2650-2799	-5	-2:0	0:0																				
2500-2649	-4	-1:2	-2:0	0:0																			
2350-2499	-3	-3:2	-1:2	-2:0	0:0																		
2200-2349	-2	-3:3	-3:2	-1:2	-2:0	0:0																	
2100-2199	-1	-3:3	-2:2	-2:1	0:1	0:0																	
2000-2099	0		-3:2	-2:2	-1:1	0:1	0:0																
1900-1999	1		-3:3	-3:2	-1:2	-1:1	0:1	0:0															
1800-1899	2			-3:3	-2:2	-1:2	-1:1	0:1	0:0														
1700-1799	3				-3:2	-2:2	-1:2	-1:1	0:1	0:0													
1600-1699	4				-3:3	-3:2	-2:2	-1:2	-1:1	0:1	0:0												
1500-1599	5					-3:3	-3:3	-3:2	-2:2	-1:2	-1:1	0:1	0:0										
1400-1499	6						-3:3	-3:3	-3:2	-2:2	-1:2	-1:1	0:1	0:0									
1350-1399	7							-3:3	-3:3	-3:2	-2:2	-2:1	-2:0	-1:0	0:0								
1300-1349	8								-3:3	-3:2	-2:2	-1:2	-1:1	0:1	-1:0	0:0							
1250-1299	9		-4:3							-3:3	-3:2	-2:2	-2:1	-2:0	0:1	-1:0	0:0						
1200-1249	10										-3:3	-3:2	-2:2	-1:2	-1:1	-2:0	0:1	-1:0	0:0				
1150-1199	11											-3:3	-3:2	-2:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0			
1100-1149	12												-3:3	-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0	
1050-1099	14													-3:3	-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0

Stronger player

ADVANTAGE Golf Croquet

Table of Starting Scores
for first-to-10-points

Stronger : Weaker

2022 Trial version Roy Tillcock

*2023 Revised DGRADE scale

Weaker player	HCP	Stronger player																													
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20							
DGRADE RANGE*		2799	2649	2499	2349	2199	2099	1999	1899	1799	1699	1599	1499	1399	1349	1299	1249	1199	1149	1099	1049	999	949								
2800-	-6	0:0																													
2650-2799	-5	-2:0	0:0																												
2500-2649	-4	-1:2	-2:0	0:0																											
2350-2499	-3	-3:2	-1:2	-2:0	0:0																										
2200-2349	-2	-3:3	-3:2	-1:2	-2:0	0:0																									
2100-2199	-1		-3:3	-2:2	-2:1	0:1	0:0																								
2000-2099	0			-3:2	-2:2	-1:1	0:1	0:0																							
1900-1999	1				-3:3	-3:2	-1:2	-1:1	0:1	0:0																					
1800-1899	2					-3:3	-2:2	-1:2	-1:1	0:1	0:0																				
1700-1799	3						-3:2	-2:2	-1:2	-1:1	0:1	0:0																			
1600-1699	4							-3:3	-3:2	-2:2	-1:2	-1:1	0:1	0:0																	
1500-1599	5								-3:3	-3:2	-2:2	-1:2	-1:1	0:1	0:0																
1400-1499	6									-3:3	-3:2	-2:2	-1:2	-1:1	0:1	0:0															
1350-1399	7										-3:3	-3:2	-2:2	-2:1	-2:0	-1:0	0:0														
1300-1349	8											-3:3	-3:2	-2:2	-1:2	-1:1	0:1	-1:0	0:0												
1250-1299	9												-3:3	-3:2	-2:2	-2:1	-2:0	0:1	-1:0	0:0											
1200-1249	10													-3:3	-3:2	-2:2	-1:2	-1:1	-2:0	0:1	-1:0	0:0									
1150-1199	11														-4:3	-3:3	-3:2	-2:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0							
1100-1149	12															-3:3	-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0						
1050-1099	14																-3:3	-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0					
1000-1049	16																	-3:3	-3:2	-2:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0			
950- 999	18																		-3:3	-3:2	-2:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0		
900- 949	20																			-3:3	-3:2	-3:2	-2:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	0:0

first-to-10-points

Weaker player	HCP	Stronger player																					
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14		
DGRADE RANGE*		2799	2649	2499	2349	2200	2100	2000	1900	1800	1700	1600	1500	1400	1350	1300	1250	1200	1150	1100	1050		
2800-	-6	0:0																					
2650-2799	-5	-1:0	0:0																				
2500-2649	-4	-1:1	-1:0	0:0																			
2350-2499	-3	-2:1	-1:1	-1:0	0:0																		
2200-2349	-2	-1:2	-2:1	-1:1	-1:0	0:0																	
2100-2199	-1		-1:2	-3:0	-2:0	-1:0	0:0																
2000-2099	0			-2:1	-3:0	0:1	-1:0	0:0															
1900-1999	1			-1:2	-2:1	-1:1	0:1	-1:0	0:0														
1800-1899	2				-1:2	-3:0	-1:1	0:1	-1:0	0:0													
1700-1799	3					-2:1	-3:0	-1:1	0:1	-1:0	0:0												
1600-1699	4					-1:2	-2:1	-3:0	-1:1	0:1	-1:0	0:0											
1500-1599	5					-1:2	-1:2	-2:1	-3:0	-1:1	0:1	-1:0	0:0										
1400-1499	6						-1:2	-1:2	-2:1	-3:0	-1:1	0:1	-1:0	0:0									
1350-1399	7							-1:2	-1:2	-2:1	-3:0	-2:0	-1:0	0:0	0:0								
1300-1349	8								-1:2	-2:1	-3:0	-1:1	0:1	-1:0	0:0	0:0							
1250-1299	9									-1:2	-2:1	-3:0	-2:0	-1:0	-1:0	0:0	0:0						
1200-1249	10										-1:2	-2:1	-3:0	-1:1	0:1	-1:0	-1:0	0:0	0:0				
1150-1199	11											-1:2	-2:1	-3:0	-2:0	0:1	-1:0	-1:0	0:0	0:0			
1100-1149	12												-1:2	-2:1	-3:0	-1:1	-2:0	0:1	-1:0	-1:0	0:0	0:0	
1050-1099	14													-1:2	-2:1	-3:0	-1:1	-2:0	0:1	-1:0	-1:0	0:0	0:0

ADVANTAGE Golf Croquet

Table of Starting Scores
for first-to-4-points

Stronger : Weaker

2022 Trial version *Roy Tillcock*

*2023 Revised DGRADE scale

first-to-4-points

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ADVANTAGE Golf Croquet
Table of Starting Scores
 for first-to-4-points

Stronger : Weaker

2022 Trial version

Roy Tillcock

*2023 Revised DGRADE scale

Weaker player	HCP	Stronger player																														
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20								
DGRADE RANGE*		2800	2650	2500	2350	2200	2100	2000	1900	1800	1700	1600	1500	1400	1350	1300	1250	1200	1150	1100	1050	1000	950	900								
2800-	-6	0:0																														
2650-2799	-5	-1:0	0:0																													
2500-2649	-4	-1:1	-1:0	0:0																												
2350-2499	-3	-2:1	-1:1	-1:0	0:0																											
2200-2349	-2	-1:2	-2:1	-1:1	-1:0	0:0																										
2100-2199	-1		-1:2	-3:0	-2:0	-1:0	0:0																									
2000-2099	0			-2:1	-3:0	0:1	-1:0	0:0																								
1900-1999	1				-1:2	-2:1	-1:1	0:1	-1:0	0:0																						
1800-1899	2					-1:2	-3:0	-1:1	0:1	-1:0	0:0																					
1700-1799	3						-2:1	-3:0	-1:1	0:1	-1:0	0:0																				
1600-1699	4							-1:2	-2:1	-3:0	-1:1	0:1	-1:0	0:0																		
1500-1599	5								-1:2	-1:2	-2:1	-3:0	-1:1	0:1	-1:0	0:0																
1400-1499	6									-1:2	-1:2	-2:1	-3:0	-1:1	0:1	-1:0	0:0															
1350-1399	7										-1:2	-1:2	-2:1	-3:0	-2:0	-1:0	0:0	0:0														
1300-1349	8											-1:2	-2:1	-3:0	-1:1	0:1	-1:0	0:0	0:0													
1250-1299	9												-1:2	-2:1	-3:0	-2:0	-1:0	-1:0	0:0	0:0												
1200-1249	10													-1:2	-2:1	-3:0	-1:1	0:1	-1:0	-1:0	0:0	0:0										
1150-1199	11															-1:2	-2:1	-3:0	-2:0	0:1	-1:0	-1:0	0:0	0:0								
1100-1149	12																-1:2	-2:1	-3:0	-1:1	-2:0	0:1	-1:0	-1:0	0:0	0:0						
1050-1099	14																	-1:2	-2:1	-3:0	-1:1	-2:0	0:1	-1:0	-1:0	0:0	0:0					
1000-1049	16																		-1:2	-2:1	-3:0	-3:0	-1:1	-2:0	0:1	-1:0	-1:0	0:0	0:0			
950- 999	18																			-1:2	-2:1	-3:0	-3:0	-1:1	-2:0	0:1	-1:0	-1:0	0:0	0:0		
900- 949	20																				-1:2	-2:1	-2:1	-3:0	-3:0	-1:1	-2:0	0:1	-1:0	-1:0	0:0	0:0

first-to-4-points

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