

How to play ADVANTAGE Golf Croquet – 2024/25 revision

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 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; after hoop 12 the cycle of hoops 3, 4, 1, 2, 11, 12 can be repeated as often as required. 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 **2024/25 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.

The table now contains starting scores for all handicap combinations. Some of these, shaded grey, may involve either excessively long or very short games of between 2 and 28 hoops at the extremes. 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.

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 are unfamiliar with this protocol can easily become confused during the game.

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

Feedback on the following recommendations is welcome (advantagegc@worldcroquet.org).

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 hoop ratio being declared the winner; see the Appendix for a Scoring Ratio Table (replacing Scoring Scales) 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

Net hoops are no longer considered a suitable method of ordering players. Instead it is recommended to use the above mentioned ratio of hoops actually run to the total number needed to win at the start for each game played.

In the case of unfinished games the ratio for each player should be scaled up by dividing both ratios by the winner's ratio in order that every winner's ratio shall be *one* (or 100%).

Players may be ordered by considering the *average of their ratios* expressed as a percentage. This figure could be used either to separate players with an equal number of wins or could be used alone to order the complete block.

CroquetScores Website

Currently this resource is unable to record Advantage data sufficiently to enable the above ordering to be calculated.

PRINTABLE PDF DOCUMENTS

At the end of the Appendix following Page 4 are printable landscape versions of:

- Table of Starting Scores (all games/all handicaps/handicaps -6 to 14)
- Scoring Ratio Table (all games/all starting scores/common starting scores)
- How Many Clips Table (suitable for the majority of first to 7 games)

Roy Tillcock
December 2024

APPENDIX

SCORING ADVICE

It is strongly recommended that players new to the game should practise 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 between -6 and 3 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
3	6	3		3
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
-5	16		5	11
-6	18		6	12



Advantage post

CHECKING THE SCORE AGAINST THE POSITION ON THE COURT

In conventional play it is common practice to confirm the score or position on the court by using the relationship:

$$\text{total of current scores} = \text{last hoop run}$$

In Advantage this relationship becomes:

$$\text{total of current scores} = \text{last hoop run } \textit{adjusted by the total of starting scores}$$

Starting score -2 : 0
After running hoop 5
Hence total of current scores should be
total = minus 2
5
5 minus 2 = 3

Starting score -1 : 2
After running hoop 5
Hence total of current scores should be
total = 2 minus 1 = plus 1
5
5 plus 1 = 6]

Knowing the total of starting scores at the beginning of a game is recommended. It is then a simple matter to reconcile the current score in the usual way by using the adjusted hoop number.

[Starting at -2 : 0 — use the hoop number which is two before the last hoop run
Starting at -1 : 2 — use the hoop number which is one after etc.
Starting at -1 : 1 or -2 : 2 or 0 : 0 for example requires no adjustment at all]

If this relationship fails consider a clip counting error or faulty clip placement. When you have no clips left you would expect to run one more hoop to win BUT be warned about counting clips on your jacket or in your pocket – they fall off, get lost, or you may have taken the wrong number initially!

This is why it is so important to verbally agree the score after each hoop.

SCORING RATIO TABLE

This look-up table replaces Scoring Scales and enables a player’s hoop ratio to be determined at any point in the game – in particular at the end of an unfinished game – by cross-referencing their starting and finishing scores (see Time Limits and Unfinished Games page 2).

Scoring Ratio Table for unfinished Advantage games - first to 7 points

Compare % ratios of hoops run to hoops needed to win corresponding to each side’s starting and finishing score. Higher % ratio wins game.

Example	Start	Finish	% ratio			Scoring Ratio Table for unfinished Advantage games - first to 7 points																													
						Side S (stronger)	Side W (weaker)																												
						S C O U T																													
						:5	0	50	100																										
						:4	0	33	67	100																									
						:3	0	25	50	75	100																								
						:2	0	20	40	60	80	100																							
						:1	0	17	33	50	67	83	100																						
						0	0	14	29	43	57	71	86	100																					
						-1:	0	13	25	38	50	63	75	88	100																				
						-2:	0	11	22	33	44	56	67	78	89	100																			
						-3:	0	10	20	30	40	50	60	70	80	90	100																		
						-4:	0	9	18	27	36	45	55	64	73	82	91	100																	
						-5:	0	8	17	25	33	42	50	58	67	75	83	92	100																
						-6:	0	8	15	23	31	38	46	54	62	69	77	85	92	100															
						-7:	0	7	14	21	29	36	43	50	57	64	71	79	86	93	100														
						-9:	0	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	100												
						-11:	0	6	11	17	22	28	33	39	44	50	56	61	67	72	78	83	89	94	100										
						-14:	0	5	10	14	19	24	29	33	38	43	48	52	57	62	67	71	76	81	86	90	95	100							
						-17:	0	4	8	13	17	21	25	29	33	38	42	46	50	54	58	63	67	71	75	79	83	88	92	96	100				
						-20:	0	4	7	11	15	19	22	26	30	33	37	41	44	48	52	56	59	63	67	70	74	78	81	85	89	93	96	100	
							-20	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	

F i n i s h i n g S c o r e

ADVANTAGE Golf Croquet
Table of Starting Scores
 for first-to-7-points

Stronger : Weaker

2024/25 version *Roy Tillcock*

Note that scores shaded grey may involve either excessively long or very short games

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

Stronger player

Scoring Ratio Table for unfinished Advantage games - first to 7 points

Starting scores from -6 to 3

Compare % ratios of hoops run to hoops needed to win corresponding to each side's starting and finishing score.

Higher % ratio wins game.

								:3		0	25	50	75	100				
								:2		0	20	40	60	80	100			
						:1		0	17	33	50	67	83	100				
				0		0	14	29	43	57	71	86	100					
				-1:		0	13	25	38	50	63	75	88	100				
				-2:		0	11	22	33	44	56	67	78	89	100			
				-3:		0	10	20	30	40	50	60	70	80	90	100		
				-4:		0	9	18	27	36	45	55	64	73	82	91	100	
				-5:		0	8	17	25	33	42	50	58	67	75	83	92	100
-6:		0	8	15	23	31	38	46	54	62	69	77	85	92	100			
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7			
F i n i s h i n g S c o r e																		

Example	Start	Finish	% ratio	
Side S (stronger)	-1	4	63	Side S wins regardless of lower finishing score
Side W (weaker)	2	5	60	

ADVANTAGE Golf Croquet

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

Stronger : Weaker

2024/25 version *Roy Tillcock*

Note that scores shaded grey may involve either excessively long or very short games

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	0:2	0:1	0:0																					
2350-2499	-3	-4:0	0:2	0:1	0:0																				
2200-2349	-2	0:3	-4:0	0:2	0:1	0:0																			
2100-2199	-1	-4:1	-3:1	-2:1	-1:1	-1:0	0:0																		
2000-2099	0	-4:2	-2:2	-1:2	-3:0	-2:0	-1:0	0:0																	
1900-1999	1	-5:2	-3:2	0:3	-4:0	0:2	-2:0	-1:0	0:0																
1800-1899	2	-6:2	-2:3	-4:1	-3:1	-2:1	0:2	-2:0	-1:0	0:0															
1700-1799	3	-5:3	-3:3	-4:2	-2:2	-1:2	-2:1	0:2	-2:0	-1:0	0:0														
1600-1699	4	-6:3	-4:3	-5:2	-3:2	0:3	-1:2	-2:1	0:2	-2:0	-1:0	0:0													
1500-1599	5	-4:4	-2:4	-6:2	-2:3	-4:1	0:3	-1:2	-2:1	0:2	-2:0	-1:0	0:0												
1400-1499	6	-6:4	-3:4	-5:3	-3:3	-4:2	-4:1	0:3	-1:2	-2:1	0:2	-2:0	-1:0	0:0											
1350-1399	7	-2:5	-4:4	-2:4	-6:2	-2:3	-3:2	-2:2	-3:1	-4:0	-3:0	-1:1	0:1	0:0	0:0										
1300-1349	8	-3:5	-5:4	-6:3	-4:3	-5:2	-4:2	-4:1	0:3	-1:2	-2:1	0:2	-2:0	-1:0	0:0	0:0									
1250-1299	9	-4:5	-6:4	-3:4	-5:3	-3:3	-2:3	-3:2	-2:2	-3:1	-4:0	-3:0	-1:1	0:1	-1:0	0:0	0:0								
1200-1249	10	-5:5	-2:5	-4:4	-2:4	-6:2	-5:2	-4:2	-4:1	0:3	-1:2	-2:1	0:2	-2:0	0:1	-1:0	0:0	0:0							
1150-1199	11	-7:5	-3:5	-5:4	-6:3	-4:3	-3:3	-2:3	-3:2	-2:2	-3:1	-4:0	-3:0	-1:1	-2:0	0:1	-1:0	0:0	0:0						
1100-1149	12	-9:5	-4:5	-6:4	-3:4	-5:3	-6:2	-5:2	-4:2	-4:1	0:3	-1:2	-2:1	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0					
1050-1099	14	-11:5	-5:5	-2:5	-4:4	-2:4	-4:3	-3:3	-2:3	-3:2	-2:2	-3:1	-4:0	-3:0	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0				
1000-1049	16	-14:5	-7:5	-3:5	-5:4	-6:3	-5:3	-6:2	-5:2	-4:2	-4:1	0:3	-1:2	-2:1	-3:0	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0			
950- 999	18	-17:5	-9:5	-4:5	-6:4	-3:4	-2:4	-4:3	-3:3	-2:3	-3:2	-2:2	-3:1	-4:0	-2:1	-3:0	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0		
900- 949	20	-20:5	-11:5	-5:5	-2:5	-4:4	-6:3	-5:3	-6:2	-5:2	-4:2	-4:1	0:3	-1:2	-4:0	-2:1	-3:0	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0	

Scoring Ratio Table for unfinished Advantage games - first to 7 points

Compare % ratios of hoops run to hoops needed to win corresponding to each side's *starting and finishing score*. Higher % ratio wins game.

Example	Start	Finish	% ratio	
Side S (stronger)	-1	4	63	Side S wins regardless of
Side W (weaker)	2	5	60	lower finishing score

Start	Finish	-20	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7
-20:	-17:	0	4	7	11	15	19	22	26	30	33	37	41	44	48	52	56	59	63	67	70	74	78	81	85	89	93	96	100
-14:	-11:	0	5	10	14	19	24	29	33	38	43	48	52	57	62	67	71	76	81	86	90	95	100						
-9:	-6:	0	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	100											
-5:	-2:	0	8	17	25	33	42	50	58	67	75	83	92	100															
-1:	0	0	9	18	27	36	45	55	64	73	82	91	100																
0	0	0	10	20	30	40	50	60	70	80	90	100																	
1	0	0	11	22	33	44	56	67	78	89	100																		
2	0	0	13	25	38	50	63	75	88	100																			
3	0	14	29	43	57	71	86	100																					
4	0	17	33	50	67	83	100																						
5	0	20	40	60	80	100																							
6	0	25	50	75	100																								
7	0	33	67	100																									
8	0	43	86	100																									
9	0	57	100																										
10	0	75	100																										
11	0	100																											

ADVANTAGE Golf Croquet

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

Stronger : Weaker

2024/25 version *Roy Tillcock*

Note that scores shaded grey may involve either excessively long or very short games

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		2800	2650	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	-3:0	0:1	0:0																						
2350-2499	-3	-2:2	-3:0	0:1	0:0																					
2200-2349	-2	-4:2	-2:2	-3:0	0:1	0:0																				
2100-2199	-1	-5:2	-5:1	-3:1	0:2	-1:0	0:0																			
2000-2099	0	-5:3	-1:4	-1:3	-1:2	-2:0	-1:0	0:0																		
1900-1999	1	-4:4	-2:4	-4:2	-2:2	-3:0	-2:0	-1:0	0:0																	
1800-1899	2	-6:4	-6:3	-5:2	-5:1	-3:1	-3:0	-2:0	-1:0	0:0																
1700-1799	3	-8:4	-5:4	-5:3	-1:4	-1:3	-3:1	-3:0	-2:0	-1:0	0:0															
1600-1699	4	-7:5	-7:4	-4:4	-2:4	-4:2	-1:3	-3:1	-3:0	-2:0	-1:0	0:0														
1500-1599	5	-10:5	-6:5	-6:4	-6:3	-5:2	-4:2	-1:3	-3:1	-3:0	-2:0	-1:0	0:0													
1400-1499	6	-8:6	-8:5	-8:4	-5:4	-5:3	-5:2	-4:2	-1:3	-3:1	-3:0	-2:0	-1:0	0:0												
1350-1399	7	-10:6	-10:5	-6:5	-6:4	-6:3	-2:4	-1:4	-5:1	-2:2	-1:2	0:2	0:1	0:0	0:0											
1300-1349	8	-6:7	-7:6	-7:5	-7:4	-4:4	-5:3	-5:2	-4:2	-1:3	-3:1	-3:0	-2:0	-1:0	0:0	0:0										
1250-1299	9	-7:7	-8:6	-8:5	-8:4	-5:4	-6:3	-2:4	-1:4	-5:1	-2:2	-1:2	0:2	0:1	-1:0	0:0	0:0									
1200-1249	10	-9:7	-10:6	-10:5	-6:5	-6:4	-4:4	-5:3	-5:2	-4:2	-1:3	-3:1	-3:0	-2:0	0:1	-1:0	0:0	0:0								
1150-1199	11	-12:7	-6:7	-7:6	-7:5	-7:4	-5:4	-6:3	-2:4	-1:4	-5:1	-2:2	-1:2	0:2	-2:0	0:1	-1:0	0:0	0:0							
1100-1149	12	-15:7	-7:7	-8:6	-8:5	-8:4	-6:4	-4:4	-5:3	-5:2	-4:2	-1:3	-3:1	-3:0	0:2	-2:0	0:1	-1:0	0:0	0:0						
1050-1099	14	-18:7	-9:7	-10:6	-10:5	-6:5	-7:4	-5:4	-6:3	-2:4	-1:4	-5:1	-2:2	-1:2	-3:0	0:2	-2:0	0:1	-1:0	0:0	0:0					

Stronger player

Scoring Ratio Table for unfinished Advantage games - first to 10 points

Starting scores from -8 to 4

Compare % ratios of hoops run to hoops needed to win corresponding to each side's *starting and finishing score*.

Higher % ratio wins game.

										: 4									
										: 3									
										: 2									
										: 1									
										0									
-1:																			
-2:																			
-3:																			
-4:																			
-5:																			
-6:																			
-7:																			
-8:																			
										-8									
										-7									
										-6									
										-5									
										-4									
										-3									
										-2									
										-1									
										0									
										1									
										2									
										3									
										4									
										5									
										6									
										7									
										8									
										9									
										10									

F i n i s h i n g S c o r e

Example	Start	Finish	% ratio	
Side S (stronger)	-1	6	64	Side S wins regardless of
Side W (weaker)	2	7	63	lower finishing score

Scoring Ratio Table for unfinished Advantage games - first to 10 points

Compare % ratios of hoops run to hoops needed to win corresponding to each side's *starting and finishing score*. Higher % ratio wins game.

Example Start Finish % ratio Side S wins regardless of
 Side S (stronger) -1 6 64 lower finishing score
 Side W (weaker) 2 7 63

		S c o r i n g S t a t i s t i c s																																																																																																				
				-18:		-15:		-12:		-9:		-7:		-6:		-5:		-4:		-3:		-2:		-1:		:1		:2		:3		:4		:5		:6		:7		:8																																																														
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
-20:		0	3	7	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	67	70	73	77	80	83	87	90	93	96	97	100																																																																					
		-20	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10																																																																						

ADVANTAGE Golf Croquet

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

Stronger : Weaker

2024/25 version *Roy Tillcock*

Note that scores shaded grey may involve either excessively long or very short games

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

Stronger player

Scoring Ratio Table for unfinished Advantage games - first to 4 points

Compare % ratios of hoops run to hoops needed to win corresponding to each side's *starting and finishing score*.

Higher % ratio wins game.

																:3			0	100													
																:2			0	50	100												
																:1			0	33	67	100											
																0			0	25	50	75	100										
																-1:			0	20	40	60	80	100									
																-2:			0	17	33	50	67	83	100								
																-3:			0	14	29	43	57	71	86	100							
																-4:			0	13	25	38	50	63	75	88	100						
																-5:			0	11	22	33	44	56	67	78	89	100					
																-6:			0	10	20	30	40	50	60	70	80	90	100				
																-7:			0	9	18	27	36	45	55	64	73	82	91	100			
																-8:			0	8	17	25	33	42	50	58	67	75	83	92	100		
																-10:			0	7	14	21	29	36	43	50	57	64	71	79	86	93	100
-12:	0	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	100																
	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4																
F i n i s h i n g S c o r e																																	

Example	Start	Finish	% ratio	
Side S (stronger)	-3	2	71	Side S wins regardless of lower finishing score
Side W (weaker)	1	3	67	

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
3	6	3		3
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
-5	16		5	11
-6	18		6	12