



Advantage Golf Croquet

for First-to-7-points games

Download this chart before you start

Advantage First-to-7-Points [Table](#) – download and print a copy for yourself to refer to and carry with you. Clubs will also provide a copy for players to refer to.

https://worldcroquet.org/wp-content/uploads/2021/12/Advantage-2022_First-to-7-points_Handicaps-6-to-14.pdf

Preamble

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

CNZ is recommending AHS Cards be used, but not for timed Advantage games at present. In the event that the Tournament manager absolutely must stop a game before it ends, there is a differential calculation to be used to more accurately represent the score. In this regard, Referees and Tournament Managers may find it useful to read the document found at the URL below.

[How-to-play-Advantage-GC-2022-19th-March-revision.pdf \(worldcroquet.org\)](#)

It is important every player learns how to:

1. apply the system of calculating the starting score by using the chart.
2. take the right number of hoop pegs with you.
3. calculate the end score once the first player has used up all their hoop pegs.

This page aims to keep it simple!

Read on as we follow two players Jed on handicap 12 (Jed12) and Lin on handicap 6 (Lin6)

Calculating your Advantage starting score

Refer to the chart (URL at the top of this page): **Advantage Golf Croquet Table of Starting Scores for First-to-7-Points: Roy Tillcock**. There should be at least one in every club; you can also carry your own copy.

Note: there are different tables for use on longer and shorter games. We will focus on the table for first-to-7-point games.

When playing Doubles, add your handicaps, divide by 2, and if an uneven number round it up. That becomes your combined handicap that applies to the chart.

You must use the chart, which is designed by mathematicians to best reflect relative difference amongst players' abilities.

Example: Go to the chart to find Jed12, the weaker player down the left-hand column, over to Lin6 the stronger player along the bottom, gives your starting score of -2 : +1 (stronger : weaker). So, Lin starts on -2 hoops and

will need to score 9 hoops to win the first-to-7-point game, while Jed starts on +1 hoop already scored and will need to score 6 more hoops to win the game. In announcing the starting score before play begins, confirm with each other that it is -2/1. (always call the stronger player's score first)

Taking the right number of hoop pegs

Lin6 will need to take 9 hoop pegs (7+2), for a starting score of -2

Jed12 will take 6 hoop pegs (7-1), for a starting score of +1

Take the exact number of hoop pegs, not one less as we usually do with GC.

Important:

All the pegs need to be carried on the outside of your clothing.

Take the correct number, don't drop any, or hide any, or forget to put one on a hoop that you have won.

The game ends when one player has used all their hoop pegs, which may require play to go to hoop 15.

Announcing the Score at each hoop won

This is noted as one of the rules of the game.

Lin6 will count down from -2, so at the first hoop won will have -1, then to 0 followed by counting up from 1 to 7.

Jed12 will count up from 1, so at the first hoop won will have 2, then to 3 and so on to 7.

It is possible to omit this process and skip to the end of the game provided you have taken the right number of hoop pegs showing on your clothing, don't drop any and don't forget to place one on each hoop you win.

Calculating your game score at the end of the game for your game score to be recorded

If you have been successful at announcing the score at each hoop, then there will be no calculation required.

However, that method is not proving easy to apply. So, use this as a back-up method.

The player with no hoop pegs left is the winner and will always have a game score of 7.

So, focus your game score calculation on the loser's score.

The losing player will have hoop pegs left and can calculate their game score by subtracting the number of pegs in their hand from 7. If it happens to be a minus score, record it as zero.

Agree your final game score before leaving the lawn.

Examples:

1: Jed12 wins and Lin6 has 3 pegs left. Their game score is 7/4 to Jed.

2: Lin6 wins and Jed12 has 1 peg left. Their game score is 7/6 to Lin.

3: When Milly (-1) plays Jed (12) their starting score is -11:5. If Milly loses and has 8 pegs left (a real bad day) then the final score would be 7/-1, to be recorded as 7/0 to Jed.

There are other approaches suggested. The above will suffice for CA games this coming season.

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