

ADVANTAGE GC - Introduction (Target Scoring)

In traditional handicap GC games, players were given extra turns to help them win their required hoops. In **Advantage handicap games**, players are required to score different numbers of hoops for a win. The Stronger player's advantage and the Weaker player's disadvantage are offset by both methods.

A modification has been made to make Advantage scoring simpler. Players (or teams) now start on the first hoop but are given different **Target Scores** for their win. The targets are based on the starting scores calculated for the previous version, so the difference in hoops required has not changed.

The trial **Table of Target Scores** shows how many hoops each player must score to win a singles games. For doubles, we use the average of both players handicaps, rounded up (differs slightly for averages above 12).

A Stronger player's handicap is shown on the horizontal axis and the Weaker's is shown on the vertical. Their Target Scores are then shown where the axes meet (Stronger player's first). A player on 6 playing a player on 9 will need to score 7 hoops, their opponent only 6.

ADVANTAGE Golf Croquet Target Scores Table
For 0:0 start
Stronger ~ Weaker
2026 v1

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

| Stronger player \ Weaker player | 2000 | 2010 | 2020 | 2030 | 2040 | 2050 | 2060 | 2070 | 2080 | 2090 | 2100 | 2110 | 2120 | 2130 | 2140 | 2150 | 2160 | 2170 | 2180 | 2190 | 2200 |
|---------------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 2000 | 7-6 | 7-7 | | | | | | | | | | | | | | | | | | | |
| 2010 | 7-6 | 7-7 | 7-7 | | | | | | | | | | | | | | | | | | |
| 2020 | 7-5 | 7-6 | 7-7 | 7-7 | | | | | | | | | | | | | | | | | |
| 2030 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | | | | | | | | | | | | | | | | |
| 2040 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | | | | | | | | | | | | | | | |
| 2050 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | | | | | | | | | |
| 2060 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | | | | | | | | |
| 2070 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | | | | | | | |
| 2080 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | | | | | | |
| 2090 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | | | | | |
| 2100 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | | | | |
| 2110 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | | | |
| 2120 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | | |
| 2130 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | | |
| 2140 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | | |
| 2150 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | | |
| 2160 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | | |
| 2170 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | | |
| 2180 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | |
| 2190 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 |
| 2200 | 7-4 | 7-5 | 7-6 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 | 7-7 |

Examples of Target Scores for a Standard (best of 13 hoops) singles game:

- As the simplest example, **a Stronger player (on 8) plays a Weaker player (on 11)**. In this case the table shows 7:6. The Stronger player needs to win their normal 7 hoops-but the Weaker player (or team)-only needs to win 6 hoops.
- In another example, **a Stronger player (on 5) plays a Weaker player (on 8)**. The table shows 9-7 so the Stronger player must win 9 hoops while the Weaker player only has to win the 7 hoops.
- In a rarer example, **a Stronger player (on 4) plays a Weaker player (on 10)**. The table shows 9-6. In this case the Stronger player needs to win 2 more hoops (total of 9) while the Weaker player only has to win 6 hoops for a win.

To avoid errors when playing any game (social or competition), you should:

- Always** check the **Table of Target Scores** (to calculate the number of hoops required for each player to win) before every game.
- Always** verbally agree on scores after every hoop (call Stronger player's score first).

More information is available in another ADVANTAGE GUIDE – Playing Your Game (Target Scoring).