ADVANTAGE GC – Playing Your Game (Target Scoring)

Advantage handicap play using Target Scores is easy if you remember the simple concept – different players are required to score different numbers of hoops for a win. From the table below, you'll see a player on a handicap of 11 needs to run only 6 hoops while their opponent on 6 needs to run 8.

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

standard games

Weaker player		Stronger player																		
2800-	-6	7~7																		
2650-2799	-5	7~6	7~7																	
2500-2649	-4	7~5	7~6	7~7																
2350-2499	-3	11~7	7~5	7~6	7~7															
2200-2349	-2	7~4	11~7	7~5	7~6	7~7														
2100-2199	-1	11~6	10~6	9~6	8~6	8~7	7~7													
2000-2099	0	11~5	9~5	8~5	10~7	9~7	8~7	7~7												
1900-1999	1	12~5	10~5	7~4	11~7	7~5	9~7	8~7	7~7											
1800-1899	2	13~5	9~4	11~6	10~6	9~6	7~5	9~7	8~7	7~7										
1700-1799	3	12~4	10~4	11~5	9~5	8~5	9~6	7~5	9~7	8~7	7~7									
1600-1699	4	13~4	11~4	12~5	10~5	7~4	8~5	9~6	7~5	9~7	8~7	7~7								
1500-1599	5	11~3	9~3	13~5	9~4	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7							
1400-1499	6	13~3	10~3	12~4	10~4	11~5	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7						
1350-1399	7	9~2	11~3	9~3	13~5	9~4	10~5	9~5	10~6	11~7	10~7	8~6	7~6	7~7	7~7					
1300-1349	8	10~2	12~3	13~4	11~4	12~5	11~5	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7	7~7				
1250-1299	9	11~2	13~3	10~3	12~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	8~6	7~6	8~7	7~7	7~7			
1200-1249	10	12~2	9~2	11~3	9~3	13~5	12~5	11~5	11~6	7~4	8~5	9~6	7~5	9~7	7~6	8~7	7~7	7~7		
1150-1199	11	14~2	10~2	12~3	13~4	11~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	8~6	9~7	7~6	8~7	7~7	7~7	
1100-1149	12	16~2	11~2	13~3	10~3	12~4	13~5	12~5	11~5	11~6	7~4	8~5	9~6	7~5	8~6	9~7	7~6	8~7	7~7	7~7
1050-1099	14	18~2	12~2	9~2	11~3	9~3	11~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	7~5	8~6	9~7	7~6	8~7	7~7	7~7
	HCP	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14
DGRADE RANGE		2800	2799 2650	2649 2500	2499 2350	2349 2200	2199 2100	2099 2000	1999 1900	1899 1800	1799 1700	1699 1600	1599 1500	1499 1400	1399 1350	1349 1300	1299 1250	1249 1200	1199 1150	1149 1100	1099 1050

1. A Good Scoring Habit

In line with GC competition rules, players should always agree on the number of hoops scored. For Advantage play it is also recommended they call their target score as a reminder, - eg "5 out of 8".

2. Your Clips

Clips should be used in all competition play. The score is then always visible to players and to others off court (referees, scorers, spectators, etc)

The number of Clips required for each player is their Target Score, less one (we don't normally carry the last clip). And remember, high Target Scores will require a large number of clips.

3. Calculating Doubles Target Scores

To calculate Target Scores for a doubles game, average the team handicaps and, if needed, round the result up (an average of 7.5 becomes 8).

For averages above 12, use the next even number (eg 13 becomes 14). For fractional averages use the nearest even number (12.5 becomes 12 or 13.5 becomes 14).

> **Example 1**: Team A has handicaps of 8 and 9 so the average is 8.5. This is rounded up to 9. Team B has handicaps of 10 and 12, so will average 11. The Target Scores table will then show 8:7
>
> **Example 2**: If the above Team B had handicaps of 12 and 14, the average would be 13 but taken up to the next handicap (14). The Target Scores table will then show 9:7.

4. Playing Your Game

The great advantage of an Advantage game is it is played in exactly the same way as any level play game. No need for any special skills. Just remember to call scores.

5. Unfinished Timed Games

(a) When a game is timed out, the winner is the most successful side at the time, with the higher scoring **RATIO** of **hoops actually run** versus **hoops needed to be run for the win.**

Example for the Standard (best of 13 hoops) game with Target scores of 9 & 7 and time out at 6 & 5:

Score Ratio for (stronger) player A = 6 hoops run / 9 hoops needed to be run = 67**%**

Score Ratio for (weaker) player B = 5 hoops run / 7 hoops needed to be run = **71% (Winner)**

NOTE: These calculations can be done without a table using the following fractions - 1/4 = 25%, 1/5=20%, 1/6=16%, 1/7=14%, 1/8=12 or 13%, 1/9=11%, 1/10=10%, 1/11=9%, 1/12=8%, 1/13=8%.

(b) Using this calculation, the **Scoring Fraction Percentages** table below shows % scoring ratios of starting and finishing scores.

ADVANTAGE Golf Croquet
Scoring Fraction Percentage (SF%) Table
For all Target Score Games

SF% = (Finishing Score / Target Score)%
A game is won with the higher SF%

Each side's SF% may be recorded as a game score for block ordering

Target Score	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	0	33	67	100																	
4	0	25	50	75	100																
5	0	20	40	60	80	100															
6	0	17	33	50	67	83	100														
7	0	14	29	43	57	71	86	100													
8	0	13	25	38	50	63	75	88	100												
9	0	11	22	33	44	56	67	78	89	100											
10	0	10	20	30	40	50	60	70	80	90	100										
11	0	9	18	27	36	45	55	64	73	82	91	100									
12	0	8	17	25	33	42	50	58	67	75	83	92	100								
13	0	8	15	23	31	38	46	54	62	69	77	85	92	100							
14	0	7	14	21	29	36	43	50	57	64	71	79	86	93	100						
15	0	7	13	20	27	33	40	47	53	60	67	73	80	87	93	100					
16	0	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	100				
17	0	6	12	18	24	29	35	41	47	53	59	65	71	76	82	88	94	100			
18	0	6	11	17	22	28	33	39	44	50	56	61	67	72	78	83	89	94	100		
19	0	5	11	16	21	26	32	37	42	47	53	58	63	68	74	79	84	89	95	100	
20	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

Finishing Score

(c) Another method uses multiplication but is mathematically the same:

Calculation is **Hoops Run** (when time expired) *multiplied by* **Opponent's Target Score** (at the start of the game).

For A and B's Target Scores of 9 and 7 and a game finishing at 6-5:

Result for A= 6 (Run) * 7 (B's Target) = 42

Result for B= 5 (Run) * 9 (A's Target) = 45 **(Winner)**

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