

How to Play ADVANTAGE Golf Croquet – 2026

Following successful trials in England, Australia and New Zealand in 2025 the WCF Advantage GC Rules described in this document replace the original advantage scoring method (using starting scores) with a simpler method using target scores. Games using this new scoring method are tactically identical to games played using the *2024/25 Starting Score Tables* which are now superseded.

RULES OF PLAY

Advantage GC is a simple way for players of differing abilities to play each other using Level Play tactics and with each having an equal chance of winning. Extra strokes are not used; instead the game starts with a score of 0:0 and finishes when one player achieves their target score. The stronger player will normally have a higher target than the weaker player.

Advantage Play is included at Rule 21 in the WCF Rules of Golf Croquet, 6th Edition, published in 2022. Subsequently the WCF GC Rules Committee (GCRC) have issued advice notes to include timed games and the replacement target scoring method, both of which are described in this document and will be included in future editions of Rule 21.

Because players will not routinely have target scores of 4, 7 or 10 points **the advantage equivalents of best of 7, 13 or 19 point games in Level Play are known as Short, Standard and Long games.**

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 until one player reaches their target.

USE OF TARGET SCORES TABLES 2026 v1

Tables are available for all three games providing target scores for all handicap combinations from -6 to 20 which replace ALL previous *Tables of Starting Scores*. A reduced set of tables (handicaps -6 to 14) is made available for users not requiring the full set to handicap 20.

The tables should be used to determine the target score of each player in any particular game using their handicaps as reference.

Those without handicaps should use their current DGrade if they have one. New players should ask their club handicapper to provide one.

The target score for both players in a game is found at the intersection of the corresponding column (stronger player) and row (weaker player) and is listed as Stronger ~ Weaker.

Some target scores between players of widely differing ability are shaded grey and may involve either excessively long or very short games.

KEEPING SCORE

During Advantage games the current state of the game (scores and targets) should be:

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

To achieve this players should both:

- ◆ announce the score after each hoop has been run
AND
- ◆ use scoring clips (in the traditional manner).

Players who fail to follow this protocol can easily become confused during the game. Some detailed help and advice is included in the Appendix to this document.

TIME LIMITS AND UNFINISHED GAMES

In recognition of the need for some Advantage games to be timed, WCF GCRC advise the use of **scoring fractions** to determine the winner once play has stopped.

A player's **scoring fraction (SF)** at any time is equal to the number of hoops scored divided by their target score.

The player with the higher scoring fraction will be the winner.

To aid this comparison a *Scoring Fraction Percentage (SF%) Table* is provided, suitable for instant reference using the player's finishing score and their target [see p4].

It is possible for an unfinished game to conclude (after an extension period or otherwise) with both players having an identical scoring fraction (neither player reached their target).

If a drawn result is not acceptable, organisers may require one further hoop to be played to determine the winner.

DOUBLES PLAY

A doubles game can be played by calculating the average handicap for each side (half the sum of the two handicaps) with halves rounded up.

Players without handicaps should first use the *Target Scores Table* to convert their DGrade to handicap.

The target score for each side can then be obtained from the table using the average handicaps [see *Use of Target Scores Tables* p1].

For average handicaps greater than 12, this rounding may give an invalid result.

In such cases, either add one to odd integers (e.g. 13 becomes 14) or round non-integers (up or down) to the nearest even integer (e.g. 12.5 becomes 12).

DOWNLOADABLE PDF DOCUMENTS

Links to printable landscape copies of the tables are available in four configurations:

- ◆ Set A (Standard Game)
Target Scores Table (handicap -6 to 14); *Scoring Fraction Percentage (SF%) Table*
- ◆ Set B (Long Game)
Target Scores Table (handicap -6 to 14); *Scoring Fraction Percentage (SF%) Table*
- ◆ Set C (Short Game)
Target Scores Table (handicap -6 to 14); *Scoring Fraction Percentage (SF%) Table*
- ◆ Set D (All games, complete handicap range of Target Scores Tables)
Target Scores Table (handicap -6 to 20) (Standard Game)
Target Scores Table (handicap -6 to 20) (Long Game)
Target Scores Table (handicap -6 to 20) (Short Game)

Appendix

Feedback on the following advice/recommendations in this Appendix is welcomed by AGCOC at advantagegc@worldcroquet.org

SCORING ADVICE

Keeping score is fundamental to any croquet game and advantage trials have shown the following advice helpful for players to avoid confusion.

ANNOUNCING THE SCORE

Best practice involves making the relationship between score and target clear to both players. Dialogue such as “I have 5 out of 8” and “I have 2 out of 4” is simple and effective but many players will find this unfamiliar at first and need reminding.

USE OF SCORING CLIPS

In Level Play a widely used method is to carry one clip less than the winning target (6 clips in a 13-point game) such that the winning hoop is not claimed with a clip.

We encourage using the same method for Advantage games, e.g. with targets of 9 ~ 6 players will take 8 and 5 clips respectively and the winning hoop will not be clipped.

To aid visibility and avoid confusion primary and secondary clips should not be attached to the same sections of the hoop.

In order to establish the state of the game 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 target scores
 - an effective method is to use an off-court scoreboard, single or double-banked e.g.



In competitive play this method enables tournament managers, referees and spectators to assess any game without disturbing the players.

Counting clips on clothing instead of hoops is unreliable and strongly discouraged.

RECORDING THE SCORE

To provide independent verification of the result of a game the handicap card should show at least the full scoring fraction (SF) of both players (as a proper fraction).

e.g. a defeat might be recorded as $5/6$ v $8/8$.

If the card has space to include the scoring fraction percentage that could also be shown.

e.g. $5/6$ (83%) v $8/8$ (100%).

For ordering blocks in tournament documentation results will need to be recorded using percentages (SF%) [see *Tournament Play* p4].

SCORING FRACTION PERCENTAGE (SF%) TABLE

This look-up table enables a player's scoring fraction percentage (SF%) to be determined at any point in the game – in particular at the end of an unfinished game to determine the winner – by cross-referencing their finishing and target scores as in the example:

Target Score

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	59	67	75	83	91	100								
13	0	8	15	23	31	38	46	54	62	70	78	86	94	100							
14	0	7	14	21	29	36	43	50	57	64	71	78	85	92	100						
15	0	7	13	20	27	33	40	47	54	61	68	75	82	89	96	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
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



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

Example	Finish	Target	SF%
Side S (stronger)	5	8	63%
Side W (weaker)	4	5	80%

Side W wins with higher SF% regardless of lower finishing score

TOURNAMENT PLAY

Ordering of Tournament Blocks

Net hoops are not a suitable method of ordering players in an advantage block.

Instead it is recommended to record the scoring fraction percentage (SF%) in place of the player's score and order by net SF% across all games [see *Scoring Fraction Percentage (SF%) Table* above].

This figure is conventionally used to separate players with an equal number of wins.

Croquet Scores Website

By entering a player's SF% instead of their score, Croquet Scores will summarise blocks by number of wins and net hoops as usual. In this case though 'net hoops' should read 'net SF%' and the above ordering is simply accomplished.

The 2025 New Zealand target scores trial tournament linked below is strongly recommended as a model for advantage tournament managers to follow.

To retain full information for a game the results are entered as e.g. Player A, 100% (8/8), beat Player B, 83% (5/6).

Timed games are written similarly although a draw cannot be accepted.

<https://croquetscores.com/2025/gc/wca-interclub-sunday-target-handicap>