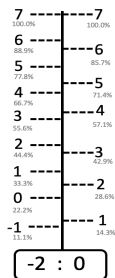


Advantage Rule 21

Scoring Scales



Purpose

This module explains the purpose of **Scoring Scales** and explains how they are used

Essential Definitions

Example:

Starting Score -2 : 0

Stronger player has run 7 Hoops

Weaker Player has run 5 hoops

- **Hoops run/won** – the number of hoops a side has successfully run. When starting with a minus score this will need to be more than 7 to win the game
- **Points** - At any time the number of hoops run combined with the starting score is the number of POINTS achieved by a side.
- **Score** - After each hoop run the number of points accrued by each side is their current SCORE
In a First-to-7-points game the winner is the first to achieve a SCORE of 7 points.
In the example above the score is 5 : 5 (5 points all)
- **Scoring scale** – A points scale marked in intervals of 1 point showing progress from the starting score for each side

What are Scoring Scales for?

- ▶ In any first-to-7 points Advantage game, the side who achieves the score of 7 points wins
- ▶ However, given that starting scores may not be 0 : 0, sides may have to run more, or less, than 7 hoops to win
- ▶ Thus the side who is winning during a game is not always the side with the highest score!
- ▶ This matters during timed games which may not always run their full course

Determining the Winner in a Timed Advantage Game

- ▶ In a Timed Advantage game, when time is called, the winner is the side **with the higher percentage of hoops won**
- ▶ The percentage calculation:

$$\frac{\text{Number of actual hoops won}}{\text{Number of hoops required to win}}$$

Example

Number of actual hoops won

Number of hoops required to win

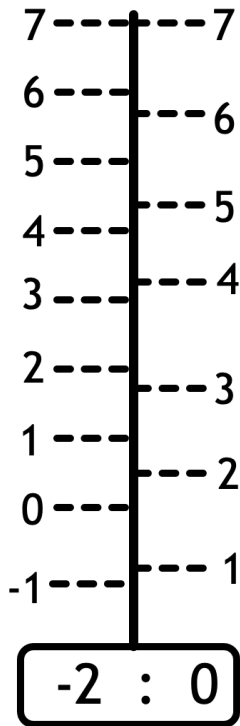
Teams A : B

Example Starting Scores: -2 : 0

Score when time called: 2 : 3

Team A's percentage: $4 / 9 = 44.4\%$

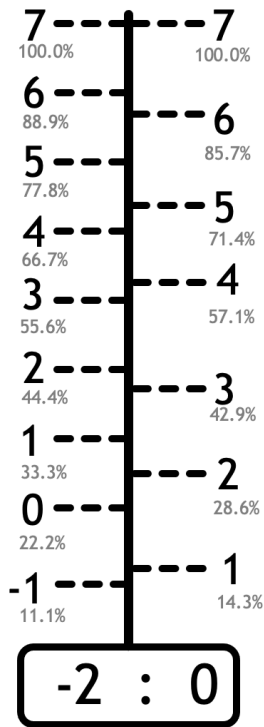
Team B's percentage: $3 / 7 = 42.9\%$



Scoring Scales

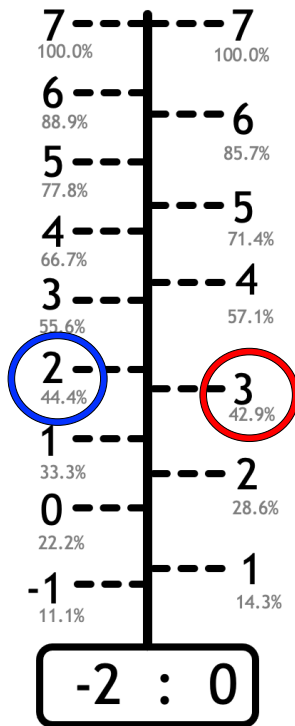
To provide a handy 'ready reckoner', a set of scoring scales has been designed. One scale for each possible pair of starting scores from the Starting Scores Table

Example is for -2 : 0 starting scores



To demonstrate why the scale bars are spread as they are, the relevant percentages have been shown here

While the percentages will differ for each set of Scoring Scales, the principle is the same



Example

Dr Blue's score,
(announced first
as the stronger player),
is **2 points**

Miss Scarlett's score,
(announced second
as the weaker player),
is **3 points**

Although Miss Scarlett's score
is more than Dr Blue's
If time is called,
Dr Blue wins given
relative position on the scale
(nearest to top wins)

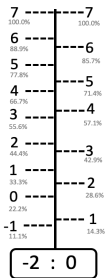
Usage of Scoring Scales

- ▶ The Scoring Scales have been designed for use at the end of timed games to establish who has won
- ▶ They also meet the requirement of 6th Ed GC Rules, 14.2, re reference to printed information during a game
- ▶ Players may, however, find them, in printed A6 format, a useful aid to keeping the score in any Advantage game
- ▶ N.B. Use of the scales during a game does not obviate the requirement to announce the score and place appropriate scoring clips on hoops [6th Ed GC Rules, 7.8]

Advantage Rule 21

Scoring Scales

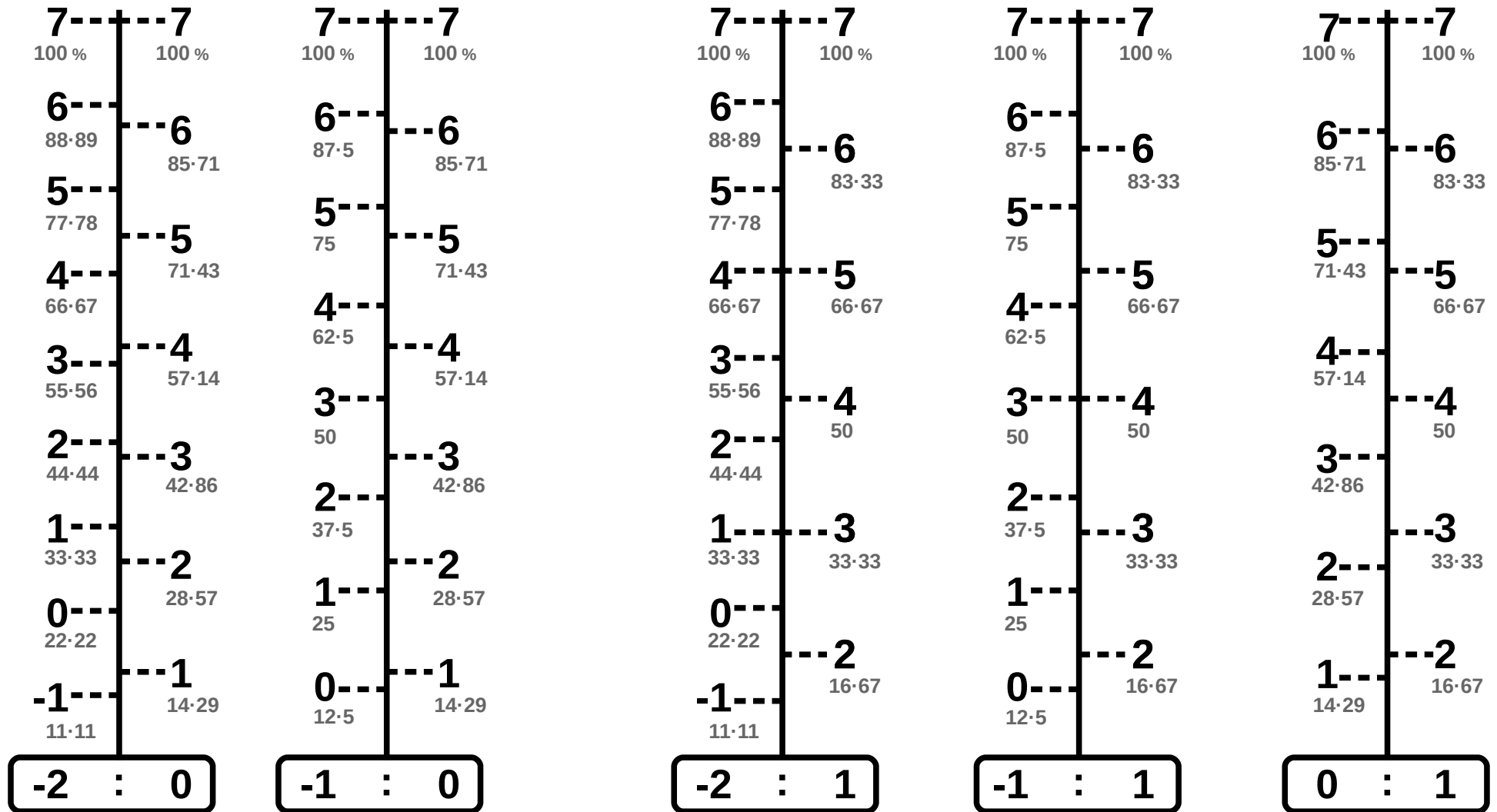
The End



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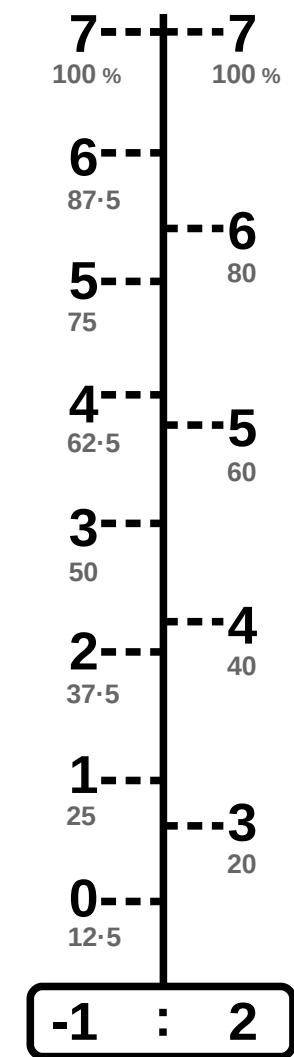
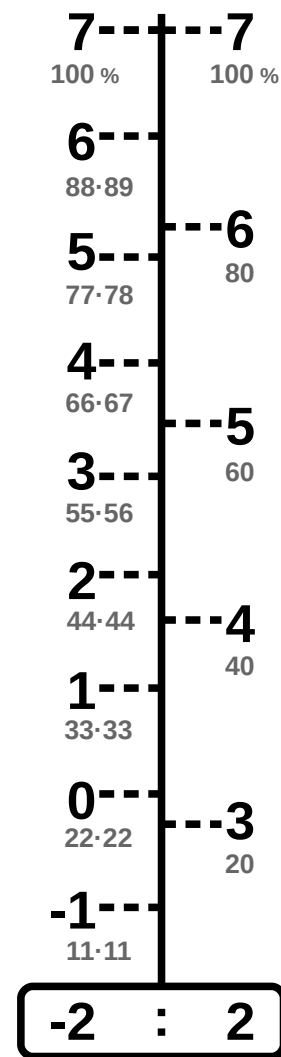
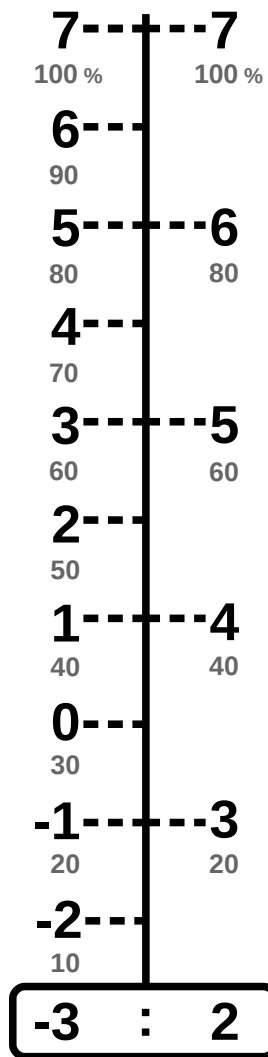
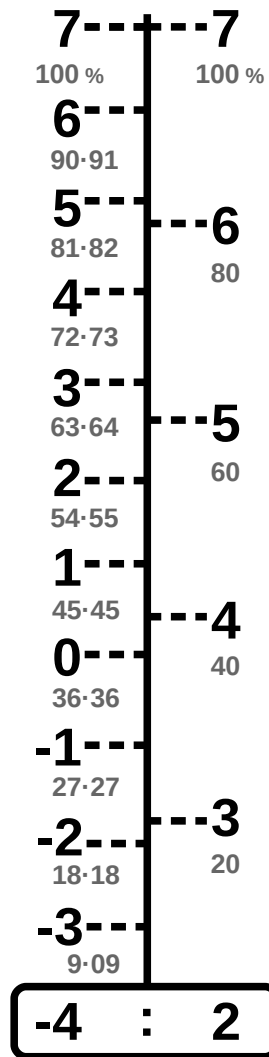
- ▶ This coaching material is copyrighted by Ian Shore
- ▶ It may be used by qualified Croquet England coaches to coach about Advantage Scoring Scales

STRONGER : WEAKER



Each starting score scale gives the *relative* position of the two teams for any SCORE in an unfinished game

STRONGER : WEAKER



Each starting score scale gives the *relative* position of the two teams for any SCORE in an unfinished game