ADVANTAGE Golf Croquet

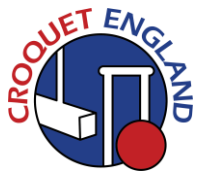
Target Scores Table

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

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

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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	Finishing 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