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

long games

Weaker player	HCP	−6	−5	−4	−3	−2	−1	0	1	2	3	4	5	6	7	8	9	10	11	12	14
2800–	−6	10~10																			
2650–2799	−5	10~9	10~10																		
2500–2649	−4	13~10	10~9	10~10																	
2350–2499	−3	12~8	13~10	10~9	10~10																
2200–2349	−2	14~8	12~8	13~10	10~9	10~10															
2100–2199	−1	13~7	15~9	13~9	10~8	11~10	10~10														
2000–2099	0	15~7	11~6	11~7	11~8	12~10	11~10	10~10													
1900–1999	1	14~6	12~6	14~8	12~8	13~10	12~10	11~10	10~10												
1800–1899	2	16~6	16~7	13~7	15~9	13~9	13~10	12~10	11~10	10~10											
1700–1799	3	18~6	15~6	15~7	11~6	11~7	13~9	13~10	12~10	11~10	10~10										
1600–1699	4	17~5	17~6	14~6	12~6	14~8	11~7	13~9	13~10	12~10	11~10	10~10									
1500–1599	5	20~5	16~5	16~6	16~7	13~7	14~8	11~7	13~9	13~10	12~10	11~10	10~10								
1400–1499	6	18~4	18~5	18~6	15~6	15~7	13~7	14~8	11~7	13~9	13~10	12~10	11~10	10~10							
1350–1399	7	20~4	20~5	16~5	16~6	16~7	12~6	11~6	15~9	12~8	11~8	10~8	10~9	10~10	10~10						
1300–1349	8	16~3	17~4	17~5	17~6	14~6	15~7	13~7	14~8	11~7	13~9	13~10	12~10	11~10	10~10	10~10					
1250–1299	9	17~3	18~4	18~5	18~6	15~6	16~7	12~6	11~6	15~9	12~8	11~8	10~8	10~9	11~10	10~10	10~10				
1200–1249	10	19~3	20~4	20~5	16~5	16~6	14~6	15~7	13~7	14~8	11~7	13~9	13~10	12~10	10~9	11~10	10~10	10~10			
1150–1199	11	22~3	16~3	17~4	17~5	17~6	15~6	16~7	12~6	11~6	15~9	12~8	11~8	10~8	12~10	10~9	11~10	10~10	10~10		
1100–1149	12	25~3	17~3	18~4	18~5	18~6	16~6	14~6	15~7	13~7	14~8	11~7	13~9	13~10	10~8	12~10	10~9	11~10	10~10	10~10	
1050–1099	14	28~3	19~3	20~4	20~5	16~5	17~6	15~6	16~7	12~6	11~6	15~9	12~8	11~8	13~10	10~8	12~10	10~9	11~10	10~10	10~10
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

Stronger player

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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