

Advantage Play



Advantage Play is a simple way for players of differing abilities to play each other (using level play rules), with each having an equal chance of winning. Extra turns are no longer used. Instead, either side may start the game with a score other than zero. The stronger side may start with zero or a negative score. The weaker side may start with zero or a positive score. As is usual, the game ends when one side reaches a score of 7.

For the stronger side to win, it may have to *physically run* more than 7 hoops (from a negative start). For the weaker side to win, it may *physically run* less than 7 hoops (from an advantage start).

Weaker player	HCP	Stronger player																																					
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14																		
2650-	-6	0:0																																					
2500-2649	-5	0:1	0:0																																				
2350-2499	-4	-2:1	0:1	0:0																																			
2200-2349	-3	-2:2	-2:1	0:1	0:0																																		
2100-2199	-2	-3:2	-2:2	-2:1	0:1	0:0																																	
2000-2099	-1		-3:2	-1:2	-1:1	-1:0	0:0																																
1900-1999	0			-2:2	-1:2	-2:0	-1:0	0:0																															
1800-1899	1				-3:2	-2:2	-2:1	-2:0	-1:0	0:0																													
1700-1799	2					-3:2	-1:2	-2:1	-2:0	-1:0	0:0																												
1600-1699	3						-2:2	-1:2	-2:1	-2:0	-1:0	0:0																											
1500-1599	4							-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0																									
1400-1499	5								-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0																							
1350-1399	6									-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0																						
1300-1349	7										-3:2	-3:2	-2:2	-1:2	-1:1	0:1	-1:0	0:0																					
1250-1299	8											-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	-1:0	0:0																				
1200-1249	9												-3:2	-2:2	-1:2	-1:1	0:1	-1:0	-1:0	0:0																			
1150-1199	10													-3:2	-2:2	-1:2	-2:1	-2:0	0:1	-1:0	-1:0	0:0																	
1100-1149	11														-3:2	-2:2	-1:2	-1:1	-2:0	0:1	-1:0	-1:0	0:0																
1050-1099	12															-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0														
1000-1049	14																-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0													
DGRADE RANGE		2649	2499	2349	2199	2099	1999	1899	1799	1699	1599	1499	1399	1349	1299	1249	1199	1149	1099	1049																			

ADVANTAGE Golf Croquet

Table of Starting Scores
for first-to-7-points

Stronger : Weaker

2022 Revision Roy Tillcock

The starting situation for each side in an advantage game is found at the intersection of the corresponding column (stronger player) and row (weaker player). The stronger player situation is recorded before the colon, the weaker player situation is given after the colon (stronger:weaker). In a doubles game you average the handicap for each team (halve the sum of the two handicaps), with halves rounded up.

Example: The stronger side for a particular game has a handicap of 2 and the weaker a handicap of 7. The stronger player/side starts on -2, and weaker on 2. This means the stronger side must win 9 hoops to win the game. The weaker side will only need to win 5 hoops to win the game.

Hoop 1. the stronger side won the first hoop → score announced as -1:2.

Hoop 2. Weaker side scores the second hoop → score announced as -1:3

Hoop 3. Stronger side wins the third hoop → score 0 (zero):3

Clips In a normal 13-point game, each side carries 6 clips, even though 7 hoops must be run. We do not carry a clip for the last hoop which must be run to win the game. The same principle applies to advantage play. But in advantage play there are 2 posts needed:

If the **stronger** side for a game starts with -2, 2 clips must be placed on the centre post. This side then takes 6 clips to be worn on clothing (these must be visible to opponent/s). When this side has used the 6 clips carried, they then use clips from the centre peg. When all clips from the centre peg have been placed on hoops won, the side has only one more hoop to win.



The **weaker** side for a game takes from their 6 pegs the number of clips representing the hoops given (e.g. 2). These clips are attached to the advantage post at the side of the court and the remaining clips (4) are worn on players clothing. But remember after 4 hoops have been won to win there is still one extra hoop that must be won. Pegs are not removed from the advantage post.



Hoops are played in the same order as usual for a 13-point game, but advantage games can end at any hoop from 5 to 15. If the score reaches 6:6 play continues with the deciding hoop being the next hoop in order.

Always announce the score after each hoop is made. It is particularly important in advantage play. Remember the player who runs a hoop should call out the score after a hoop has been run. Unlike normal play where it is expected that the player who runs a hoop calls the score in terms of their side, it has been advised that the stronger player score should be announced first after any hoop has been run.