

Advantage Play – Golf Croquet (13-point game)

Starting scores, which hoops to play and keeping score

What's different:

- Starting scores are not necessarily zero
- Pegs are used as well as hoops to hold scoring clips
 - Use the centre peg for the stronger side
 - Use a sideline peg (outside the court) for the weaker side
- The deciding hoop (if scores are 6-6) might not be the thirteenth hoop.

What's the same:

- First hoop played is hoop 1
- Six scoring clips per team
- Game finishes when one team has seven points (after allowing for starting score)

Starting scores for a singles game

Use player's handicaps to look up the Advantage Golf Croquet Table of Starting Scores.

That table can be found at <https://worldcroquet.org/advantagegc>. See a printed version on the next page.

Example: Player 1 (Hcp = 4) versus Player 2 (Hcp = 8) gives starting scores of **minus two** and **plus one**.

Starting scores for doubles game

For each side average the handicaps and round up if necessary to give whole numbers.

Use player's handicaps to look up the Advantage Golf Croquet Table of Starting Scores.

Look up the same table using those handicaps.

Example: Side 1 (Hcps = 3 and 12) versus Side 2 (Hcps = 7 and 11).

Average after rounding up: Side 1 (Hcp = 8) versus Side 2 (Hcp = 9).

The table gives starting scores of **minus one** and **zero**.

What to do with the scoring clips (each side has six scoring clips as usual)

• Before the game

Stronger side: Put clips on the centre peg if they have a negative starting score.

The number of clips initially on the centre peg should be the **negative** of their starting score.

Singles example: Player 1 puts two clips on the centre peg.

Doubles example: Side 1 puts one clip on the centre peg.

Weaker side: Put clips on the sideline peg if they have a positive starting score.

The number of clips initially on the sideline peg should be equal to their starting score.

Singles example: Player 2 puts one clips on the sideline peg.

Doubles example: Side 2 put no clips on the sideline peg (because starting score = 0).

• During the game when a hoop is scored

Stronger side: If they still have clips on the centre peg, remove one and add it to their clothing.

Otherwise put a clip on the hoop they just scored.

Weaker side: Put a clip on the hoop they just scored.

If a side puts its last clip on a hoop, then (unless they have lost a clip) they must have scored their sixth point (but not necessarily their sixth hoop) and need to score one more hoop to win.

Players should agree on and announce the score after each hoop

As a check:

Stronger side: Their score should be equal to the number of their clips on hoops.

Weaker side: Their score should be equal to the number of their clips on hoops plus the number of clips on the sideline peg.

ADVANTAGE Golf Croquet

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

Stronger : Weaker

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first-to-7-points

Weaker player/side	-1	0:0																		
	0	-1:0	0:0																	
	1	-2:0	-1:0	0:0																
	2	-2:1	-2:0	-1:0	0:0															
	3	-1:2	-2:1	-2:0	-1:0	0:0														
	4	-2:2	-1:2	-2:1	-2:0	-1:0	0:0													
	5	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0												
	6	-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0											
	7		-3:2	-3:2	-2:2	-1:2	-1:1	0:1	-1:0	0:0										
	8			-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	-1:0	0:0									
	9				-3:2	-2:2	-1:2	-1:1	0:1	-1:0	-1:0	0:0								
	10					-3:2	-2:2	-1:2	-2:1	-2:0	0:1	-1:0	-1:0	0:0						
	11						-3:2	-2:2	-1:2	-1:1	-2:0	0:1	-1:0	-1:0	0:0					
	12							-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0			
	14								-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0		
HCP	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14					

Stronger player/side