ADVANTAGE PLAY GUIDELINES – applicable to CNZ Don Reyland Stars Final

Advantage play is included at Rule 21 in the 6th Edition WCF Rules of Golf Croquet.

As is usual, the game ends when one side reaches a score of 7 for a 13-point match. Hoops are played in the same order as usual for a 13-point match; after hoop 12 the cycle of hoops 3, 4, 1, 2, 11, 12 can be repeated as often as required.

If the score reaches 6:6, play continues with the deciding hoop being the next hoop in order.

TABLE OF STARTING SCORES 2800-0:0 ADVANTAGE Golf Croquet 0:1 0:0 2650-2799 **Table of Starting Scores** 0:1 0:0 0:2 2500-2649 -4 for first-to-7-points 0:0 0:2 0:1 2350-2499 -3 -4:0 Stronger: Weaker 0:0 2200-2349 -2 -4:0 0:2 0:1 2024/25 version Roy Tillcock -2:1 -1:1 -1:0 0:0 2100-2199 -1 -4:1 -3:1 -2:2 2000-2099 0 -4:2 -1:2 -3:0 -2:0 -1:0 0:0 Note that scores shaded grey may involve either excessively long or very short games 1900-1999 1 -5:2 -3:2 0:3 -4:0 0:2 -2:0 -1:0 0:0 2 -6:2 -2:3 -4:1 -3:1 -2:1 0:2 -2:0 -1:0 1800-1899 0:0 -5:3 -3:3 -4:2 -2:2 -1:2 -2:1 0:2 -2:0 -1:0 1700-1799 3 1600-1699 4 -6:3 -4:3 -5:2 -3:2 -1:2 -2:1 0:2 2:0 -1:0 0:0 0:3 ě 5 -4:4 -2:4 -6:2 -2:3 0:3 -1:2 -2:1 0:2 -2:0 -1:0 -6:4 -3:4 -3:3 -4:1 -1:2 0:2 -1:0 6 -5:3 -4:2 0:3 0:0 1400-1499 -2:1 -2:0 1350-1399 -2:5 -4:4 -2:4 -6:2 -2:3 -3:2 -2:2 -3:1 -4:0 -3:0 -1:1 0:1 0:0 0:0 -5:4 -6:3 0:3 -2:1 -3:5 -4:3 -5:2 -4:2 -4:1 -1:2 0:2 -2:0 -1:0 0:0 -3:4 -4:5 -6:4 -5:3 -3:3 -2:3 -3:2 -2:2 -3:1 -4:0 -3:0 -1:1 0:1 -1:0 0:0 0:0 1250-1299 9 1200-1249 10 -5:5 -2:5 -4:4 -2:4 -6:2 -5:2 -4:2 -4:1 0:3 -1:2 -2:1 0:2 -2:0 0:1 -1:0 0:0 0:0 -5:4 -3:2 1150-1199 11 -7:5 -3:5 -6:3 4:3 -3:3 -2:3 -2:2 -3:1 -4:0 -3:0 -1:1 -2:0 -1:0 0:0 0:0 -9:5 -4:5 -6:4 -3:4 -6:2 -5:2 -4:2 0:3 -2:1 -1:1 -1:0 0:0 1100-1149 12 -5:3 -4:1 -1:2 0:2 -2:0 0:1 0:0 1050-1099 14 -11:5 -2:4 -4:3 -2:3 -2:2 -4:0 0:0 -5:5 -2:5 -4:4 -3:3 -3:2 -3:1 -3:0 0:2 -1:1 -2:0 0:1 -1:0 0:0 10 12 -3 0 11 14 DGRADE 2199 2099 1999 1899 1699 1599 1299 1099

This version of the table of starting scores will be referenced using player's handicap to determine the starting scores for a game. The starting score is found at the intersection of the corresponding column (stronger player) and row (weaker player) and is listed as Stronger: Weaker.

Stronger player

KEEPING SCORE

At any given time, a player's score is the number of their clips on hoops, combined with their starting score clips.

Players MUST adhere to Rule 7.8 in full by BOTH announcing the score after each hoop has been run and using scoring clips as outlined below. The recommended convention, when announcing the score after each hoop, is to state the stronger player's score first, followed by the weaker player's score.

When counting up from a negative score to a positive score, zero is included (as on a thermometer scale, minus two, minus one, zero, plus one etc).

To aid visibility and avoid confusion, primary-coloured clips should be placed on the crown of the hoop and secondary-coloured clips on the hoop upright(s).

HOW MANY CLIPS AND HOOPS?

Players will carry ONE less clip than the number of hoops needed to win. When you have no clips left, announce "last peg/clip" and endeavour to run one more hoop to win.

Be warned! Counting clips on your jacket or in your pocket can lead to errors as they fall off, get lost, or you may have taken the wrong number initially! This is why it is important to verbally agree what the match score is after each hoop.

Your starting score	Total number of clips needed	Add this number of clips to the Advantage	Add this number of clips to the Centre Peg	Number of clips to carry for hoops run	Total of hoops needed to win
	0	Post		4	0
5	6	5		1	2
4	6	4		2	3
3	6	3		3	4
2	6	2		4	5
1	6	1		5	6
0	6			6	7
-1	8		1	7	8
-2	10		2	8	9
-3	12		3	9	10
-4	14		4	10	11
-5	16		5	11	12
-6	18		6	12	13
-7	20		7	13	14
-9	24		9	15	16
-11	28		11	17	18

ORDERING OF PLACINGS

In the first instance, placings will be ordered by most matches won. In the event of a tie for matches won, the ratio of hoops run to the total number of hoops needed to win at the start for each game played will be compared, with the higher ratio taking the higher placing. If a tie still exists, then who beat who will determine the higher placing.

RECORDING MATCH RESULTS IN CROQUET SCORES

When inputting match results into Croquet Scores, use the following format:

<Match Result> then a space, then "SS", then another space, and finally the <Starting Score>

This allows you to ascertain, at a glance, how many hoops were run, and how many hoops were needed to win, which aids in the manual calculation of a player's Hoop Ratio.

For a visual example click the following link: https://croquetscores.com/2025/gc/cnz-don-reyland-memorial-stars-event/competition/final

Using Croquet Scores in this way still does **NOT** enable the use of NET HOOPS to determine placings between those tied for match wins!

TIME LIMITS AND UNFINISHED MATCHES

There are no time limits. However, the Tournament Manager reserves the right to peg down any match considered to be impeding the progress of the event. Should a match need to be carried over to the next day due to inclement weather/poor light/any reason, pegged down matches will be completed at the next most convenient time in the schedule, which more than likely will be at the end of a day's play.

In the event of an unfinished game, a comparison of the ratios of actual hoops run to the total number of hoops needed to win at the start of the game (as shown in the table below) will be made, and the player with the higher hoop ratio will be declared the winner.

Be aware! In an unfinished match, there are instances when a "draw" may occur. However, this will be actively avoided at all costs in the CNZ Don Reyland Stars Final.

Scoring Ratio Table for unfinished Advantage games - first to 7 points
Starting scores from -6 to 3

	pare %						. 0		:3	0	25	50	75	100
	ded to de's <i>sta</i>	rting a	nd finis	hing sc	ore.	. 0	4	:2	0	20	40	60	80	100
	Highe	er % rat	io wins	game.	9	C	:1	0	17	33	50	67	83	100
				5	S	0	0	14	29	43	57	71	86	100
			× ³	, ,	-1:	0	13	25	38	50	63	75	88	100
		2 5		-2:	0	11	22	33	44	56	67	78	89	100
	s×	,	-3:	0	10	20	30	40	50	60	70	80	90	100
	7	-4:	0	9	18	27	36	45	55	64	73	82	91	100
	-5:	0	8	17	25	33	42	50	58	67	75	83	92	100
-6:	0	8	15	23	31	38	46	54	62	69	77	85	92	100
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7
			F	i n	i	s h	i	n g	s	c	r	е		
	Example Start			Finish % ra		atio]				
	Side S (stronger)		-1 2				3	Side S wins regardless of						

Golf Croquet Advantage Play Pegging Down Sheet

Event:				Date:	
√atch bet	ween:		Ball Colours:		
an	d		Ball Colours:		
Court:		Starting Score:	Current score:	Next to play: _	
II			NORTH		III
WEST					EAST
1	Control of the Control	30 30 60 75 Et Et Us 525	SOUTH	5 65 75 62 65	IV

Filled in by: 1 Yard Grid