

## 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

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

ADVANTAGE Golf Croquet

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

Stronger : Weaker

2024/25 version Roy Tillcock

Note that scores shaded grey may involve  
either excessively long or very short games

first-to-7-points

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.

## 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 Post | Add this number of clips to the Centre Peg | Number of clips to carry for hoops run | Total of hoops needed to win |
|---------------------|------------------------------|------------------------------------------------|--------------------------------------------|----------------------------------------|------------------------------|
| 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>

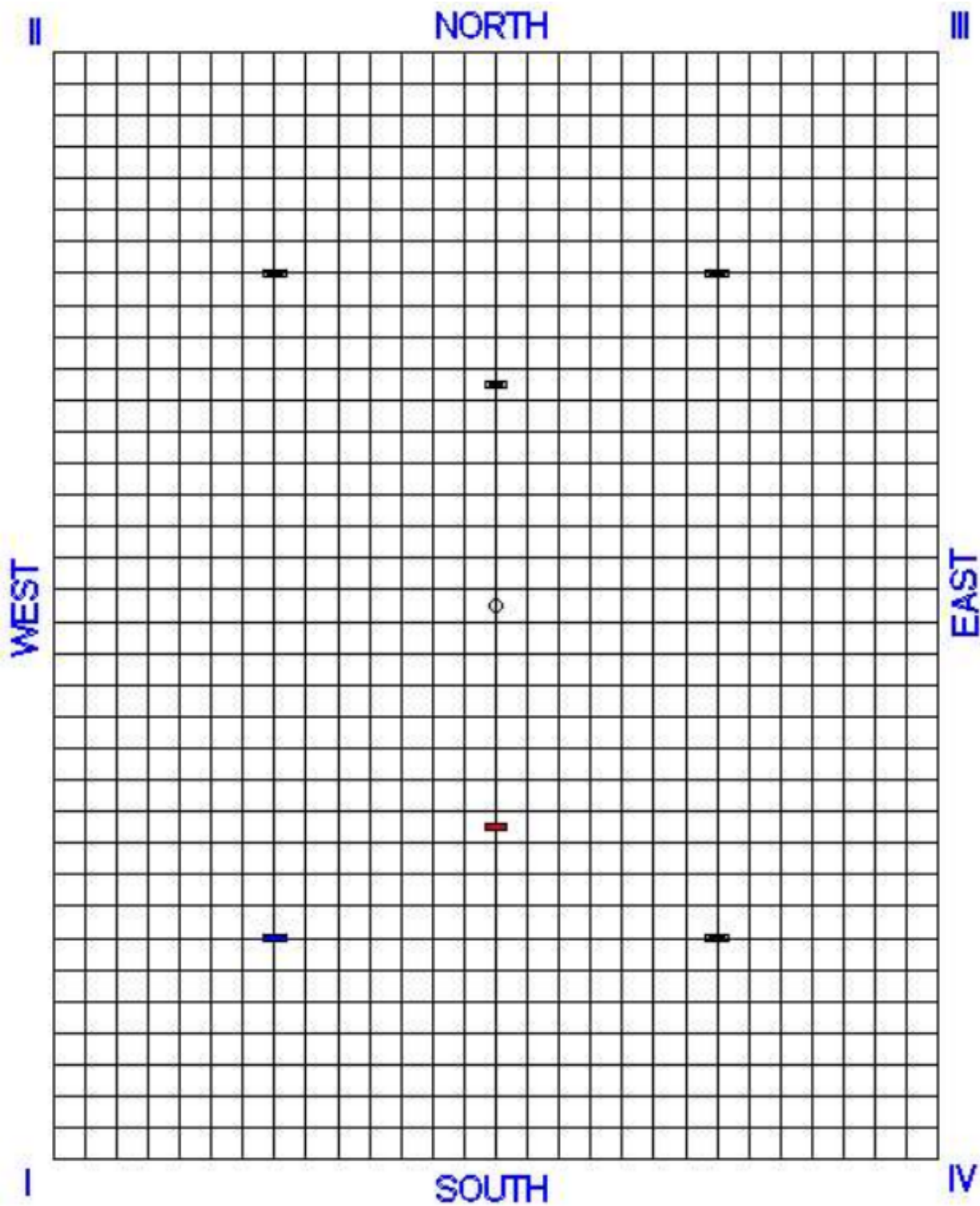
| Example           | Start | Finish | % ratio |                           |
|-------------------|-------|--------|---------|---------------------------|
| Side S (stronger) | -1    | 4      | 63      | Side S wins regardless of |
| Side W (weaker)   | 2     | 5      | 60      | lower finishing score     |

# Golf Croquet Advantage Play Pegging Down Sheet

Event: \_\_\_\_\_ Date: \_\_\_\_\_

Match between: \_\_\_\_\_ Ball Colours: \_\_\_\_\_  
and \_\_\_\_\_ Ball Colours: \_\_\_\_\_

Court: \_\_\_\_\_ Starting Score: \_\_\_\_\_ Current score: \_\_\_\_\_ Next to play: \_\_\_\_\_



Filled in by:

1 Yard Grid