

SWF Guidance on playing Advantage Golf Croquet (AGC)

All Team Captains and players must be familiar with this guidance and with the Croquet England document: 'How to play Advantage Golf Croquet – 2024 / 2025

<https://worldcroquet.org/wp-content/uploads/2021/12/How-to-play-Advantage-GC-Complete-2024-25-revision.pdf>

This is referred to in this guidance as the Document.

Description of AGC scoring.

In AGC each player / pair is likely to have a different number of hoops to run in order to win the game. How many they each have to run is determined by the starting scores table.

Both players start at 0% of their target number of hoops to run/score to win.

A game is won by the side who reaches their target first.

SWF League Rules.

The existing rules are judged to be appropriate for AGC play.

- There will be no change to rules regarding time limits which states:
***8a** Games should be played without a time limit, unless it is believed that court availability will make it difficult to complete the games within the available time. In such a case a time limit, agreed by the captains and of not less than 50 minutes, shall be set etc*
 - The length of time needed to complete an AGC game has been of concern to some players, but research indicates that overall, they take no longer than Extra Strokes games
- Game Formats remain unchanged for similar reasons and a match will still comprise 20 games: 16 singles and 4 doubles, played by teams of 4 - 8 players.
- Tie break rules
 - Referring to the Document p2 section "Tournament Play" we have decided not to use the method described to replace Net Hoops, and won't be using an alternate Tie Break.
 - Please refer to the League Rules for a full description of Tie-Breaks.

However, we are introducing one additional rule:

- If, within 5 minutes of time, both players agree, then the clock can be stopped so that the leading player can be calculated – see Keeping the Score section below

Calculating starting scores.

In AGC each player / pair is likely to have a different number of hoops to run in order to win the game. How many they each have to run is determined by the starting scores table.

The method described in the Document p3 and sections "Use of scoring clips" and "How many clips" is compulsory in SWF League Play.



Additionally, the Captains must agree the starting score and this should be entered into the League Scoresheet under columns "Starting Score" before play commences.

This may also be calculated by Brian Wainman's website: <https://chc.eu.pythonanywhere.com/>

This shows the starting score, how many hoops to run, how many clips to add to the advantage post/centre peg, as well as the scoring scale.

To establish the game score at any time there must be a permanent reminder of the starting score, the advised method uses clips on the centre peg and a stand-alone "Advantage post"

To indicate the Starting Score Clubs may prefer to use other methods than the Advantage Post method outlined in the Document. However, the Advantage Post method is the minimum requirement.

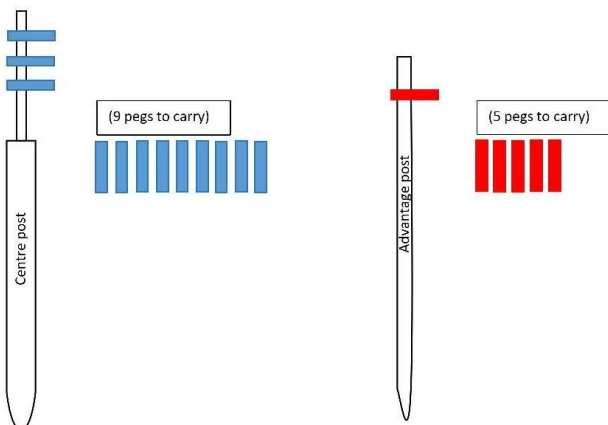
Advantage Post method.

Numeric Display method.

Starting Scores for -
Stronger player H'cap 2, (starts on -3)

v

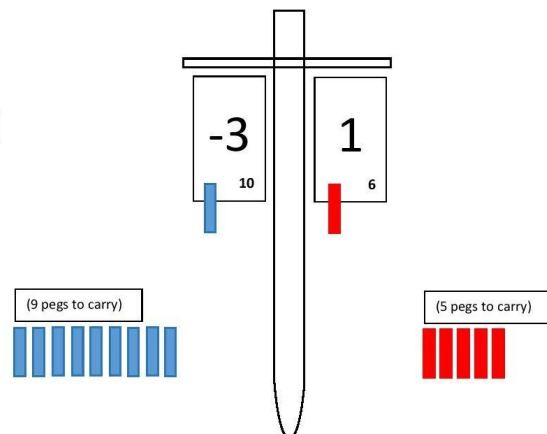
Weaker player H'cap 9, (starts on 1)



Starting Scores for -
Stronger player H'cap 2, (starts on -3)

v

Weaker player H'cap 9, (starts on 1)



Keeping the score

We would like to emphasise the importance of announcing the score as indicated in the Document p4 "Checking the score....".

In addition players may find it useful to use a mechanical aid, this is for their own personal use and is not used for the official score-keeping. An example of this aid is given in the link below.

<https://brookwoodcroquet.co.uk/advantage-golf-croquet-counters/>

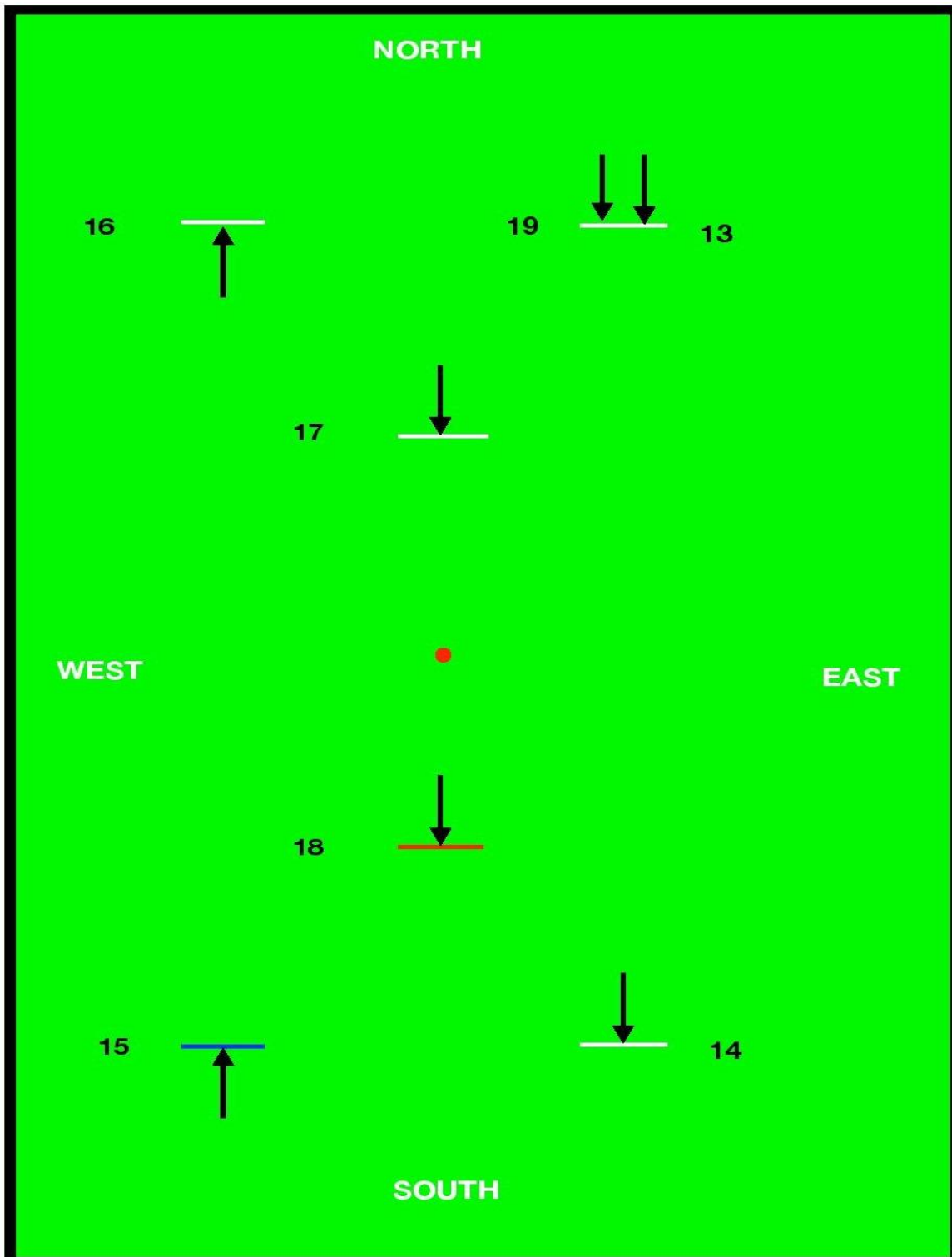
Ensuring the current score is clear to players and spectators

This is a requirement as stated in the Document p1 Keeping Score

Hoop 14 and beyond

In a 'first to 7 hoops' game, AGC can result in the game being played to Hoop 14 and beyond. This doesn't occur in the Extra Strokes version of the game so a player may not be familiar with the location of these hoops.

To aid understanding, please study this hoop map



Determining the winner in timed-out games

Both players start at 0% of their target number of hoops to run/score to win. A game is won by the side who reaches their target first. In a timed game, neither player may reach their goal. In that situation, the winner is determined by calculating the percentage of target achieved. The side scoring the higher percentage has won.

Please refer to the Document p2 "Time Limits and Unfinished Games", for the method for determining the winner.

Alternatively this may also be calculated by Brian Wainman's app:

<https://chc.eu.pythonanywhere.com/>

A player may find it useful during the game to keep track of who is ahead, by calculating their Vantage score as described below. This is optional and is an internal record-keeping, not part of the official scoring.

Each side starts with a Vantage score of 0.

When a side runs a hoop, their Vantage score is increased by the total number of hoops that the opponent has to score.

The side with the higher Vantage score is in the lead.

For example, with a starting score of [-2, 1], The low handicapper needs to score 9 hoops and the high handicapper needs to score 6 hoops.

The low handicapper's Vantage score goes up by 6 every time they run a hoop.

The high handicapper's Vantage score goes up by 9 every time they run a hoop.

Completing Handicap Cards

There are some minor changes due to AGC.

"How to fill out your GC Handicap Card"

How to fill out your GC handicap card

Starting handicap in this example is a 7

Date	OPPONENT		H'cap	H/L	Result	INDEX	
	Name					Change	New
						B/forward	1376
	South West Hcap Lge v South Bay						
5/7/24	Brian Jones		12	E	7-6	+10	1386
5/7/24	John Shuttleworth		8	E	5-7	-10	1376
	CqE Inter-Club v Reading						
10/7/24	Robert Armstrong		0	A	7-2	+10	1386
10/7/24	Mary Smith		10	A	6-6	+10	1396
	West Dorset Harvey Cup						
17/7/24	David Lyons		14	L	7-6	+4	1400
	CHANGED TO 6 Mike Rice						
	West Dorset B Blo						
31/7/24	Stephen Cutler		4	A	3(2)	-10	1390

ADVANTAGE Golf Croquet.
 First to 7 points.
 Table of starting scores.
 2024/25 version

0	0:0														
1	-1:0	0:0													
2	-2:0	-1:0	0:0												
3	0:2	-2:0	-1:0	0:0											
4	-2:1	0:2	-2:0	-1:0	0:0										
5	-1:2	-2:1	0:2	-2:0	-1:0	0:0									
6	0:3	-1:2	-2:1	0:2	-2:0	-1:0	0:0								
7	-2:2	-3:1	-4:0	-3:0	-1:1	0:1	0:0	0:0							
8	-4:1	0:3	-1:2	-2:1	0:2	-2:0	-1:0	0:0	0:0						
9	-3:2	-2:2	-3:1	-4:0	-3:0	-1:1	0:1	-1:0	0:0	0:0					
10	-4:2	-4:1	0:3	-1:2	-2:1	0:2	-2:0	0:1	-1:0	0:0	0:0				
11	-2:3	-3:2	-2:2	-3:1	-4:0	-3:0	-1:1	-2:0	0:1	-1:0	0:0	0:0			
12	-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		
Hcp	0	1	2	3	4	5	6	7	8	9	10	11	12		

Stronger player

Weaker player

ADVANTAGE Golf Croquet.
 First to 7 points.
 Table of starting scores.
 2024/25 version

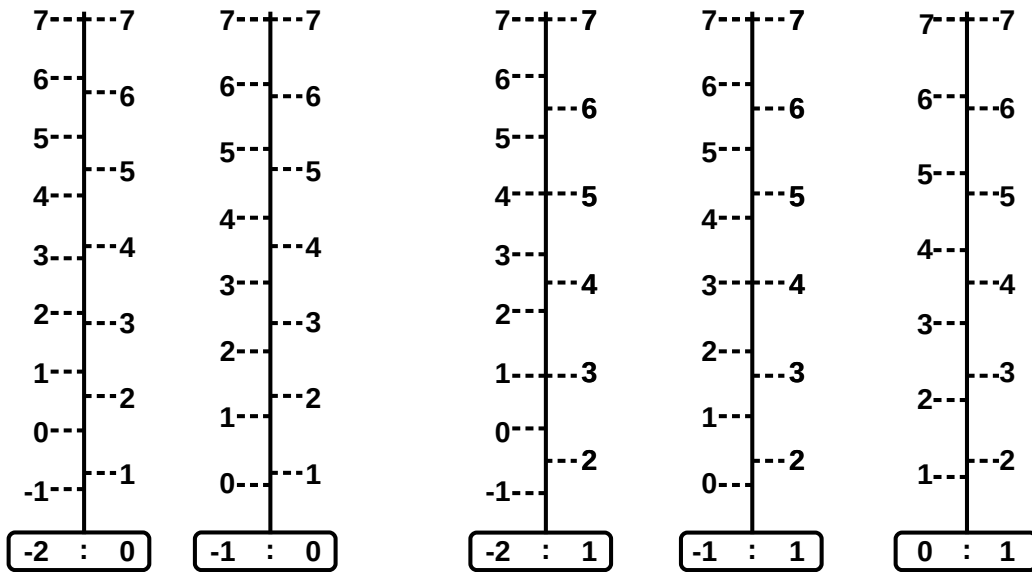
Weaker player	7	0:0									
	8	0:0	0:0								
	9	-1:0	0:0	0:0							
	10	0:1	-1:0	0:0	0:0						
	11	-2:0	0:1	-1:0	0:0	0:0					
	12	-1:1	-2:0	0:1	-1:0	0:0	0:0				
	14	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0			
	16	-3:0	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0		
	18	-2:1	-3:0	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0	
	20	-4:0	-2:1	-3:0	0:2	-1:1	-2:0	0:1	-1:0	0:0	0:0
	Hcp	7	8	9	10	11	12	14	16	18	20
	Stronger player										

Your starting score	Total number of clips needed	Add this number to Advantage post	Add this number to centre peg	Carry these to use for hoops run
3	6	3		3
2	6	2		4
1	6	1		5
0	6			6
-1	8		1	7
-2	10		2	8
-3	12		3	9
-4	14		4	10
-5	16		5	11
-6	18		6	12

GRAPHICAL COMPARISON OF SCORES IN AN UNFINISHED GAME

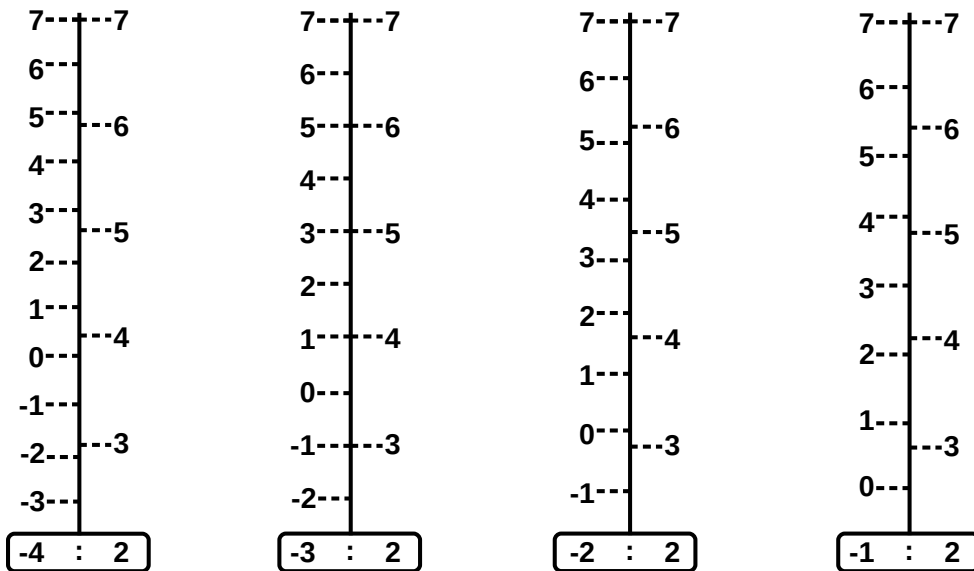
For each of the nine possible starting scores in a First to 7 game (excluding 0 : 0) the vertical scale shows the relative position of the two teams (stronger : weaker) for any score in an unfinished game.

STRONGER : WEAKER



Each starting score scale gives the *relative* position of the two teams for any SCORE in an unfinished game

STRONGER : WEAKER



Each starting score scale gives the *relative* position of the two teams for any SCORE in an unfinished game



Scoring Ratio Table for unfinished Advantage games - first to 7

Compare % ratios of hoops run to hoops needed to win corresponding to each side's *starting and finishing score*.

Higher % ratio wins.

										:5	0	50	100	
									:4	0	33	67	100	
								:3	0	25	50	75	100	
							:2	0	20	40	60	80	100	
					:1	0	17	33	50	67	83	100		
				0	0	14	29	43	57	71	86	100		
			-1:	0	13	25	38	50	63	75	88	100		
		-2:	0	11	22	33	44	56	67	78	89	100		
	-3:	0	10	20	30	40	50	60	70	80	90	100		
	-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
Finishing Score														

Example	Start	Finish	% Ratio	
Side S (Stronger)	-1	4	63	Stronger side S wins regardless of lower finishing score.
Side W (Weaker)	2	5	60	