

SWF Guidance on playing GC Handicap using the Advantage Golf Croquet (AGC) Target Score Method

Introduction

All Team Captains and players must be familiar with this guidance and with the Croquet England document: 'How to play Advantage GC2026-R6'

<https://www.croquet.org.uk/?d=3347>

SWF League Rules

There have been some changes to the League rules to reflect the change to the use of the Target Score method of scoring. The recently updated League rules can be found at:

<https://www.swfcroquet.org.uk/wp-content/uploads/2026/03/League-Rules-GC-2026-Final.pdf>

Determining Target 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 Target scores table which can be found within the GC League rules.



Additionally, the Captains should agree the Target scores and this should be entered into the League result sheet under columns "Target Score" before play commences.

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

Target Scores for Standard games – How to Play

1. Determine each side's **Target Score from the Target Scores table.**

Because the winner (or leading side during a game) cannot now be identified from the score alone it is essential that target scores are known by both sides throughout a game and that this target is recorded as part of the match result. An off-court reminder (see below) will reduce the opportunity for confusion on-court and assist in resolving any misunderstandings re the score.

2. Each side should take one scoring clip less than their target score (as in conventional play)

3. Clip winning hoops conventionally

4. Announce the score conventionally BUT advisable to give a reminder of the target score eg **"I have made 3 out of 9"**, partner replies **"I have made 2 out of 5"**

5. The game ends when a player reaches their target **"I have reached my target of 5 out of 5"**

6. Record the final score using **two numbers** (hoops scored/target score) **for each side eg 8/9 against 5/5**. These fractions are a side's scoring fraction and the winning fraction **will always be equal to 1** in a completed game. For a timed out game put a circle around the winning fraction as determined by the **Scoring Fraction Percentage Table**.

Keeping the score

We would like to emphasise the importance of announcing the score and the preferred 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-2/>

Ensuring the current score is clear to players and spectators

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

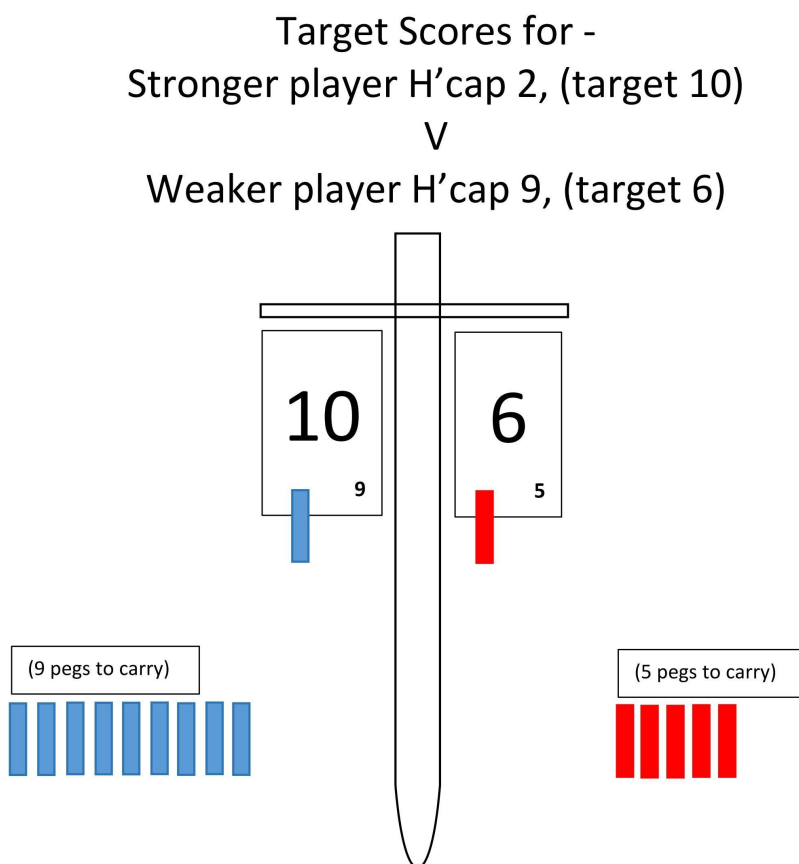
To aid visibility and avoid confusion primary and secondary clips should not be attached to the same sections of the hoop.

In order to establish the state of the game at any time there are two requirements:

To count the hoops scored by each player — achieved as normal by adding a clip to the hoop as it is run

To have a permanent reminder of the target scores.

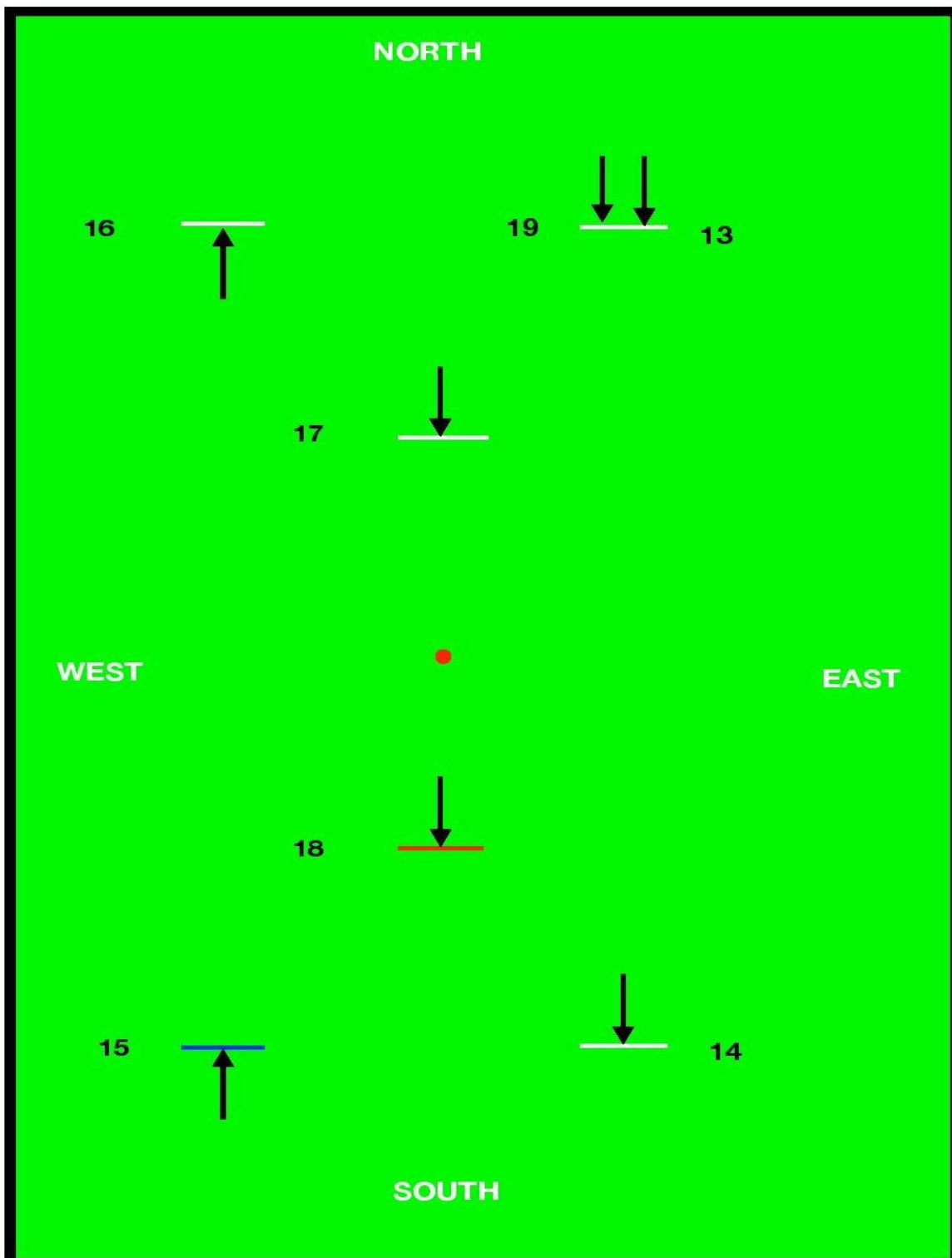
An effective method is to use an off-court scoreboard, single or double-banked e.g. In competitive play this method enables tournament managers, referees and spectators to assess any game without disturbing the players.



Hoop 14 and beyond

Playing an AGC Target Score game can result in the game being played to Hoop 15 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 using the **Scoring Fraction Percentage Table**. The side scoring the higher percentage has won.

Alternatively this may also be calculated by Brian Wainman's app:
<https://chc.eu.pythonanywhere.com/>

Completing Handicap Cards

There are some minor changes due to using the AGC Target Score Method.

How to fill out your GC handicap card

Starting handicap in this example is a 7

Result – Always enter your score first .e.g. in ES 7-6 for win to you, or 6-7 for loss to you.
In Advantage, again your score first in the H/L column, entering the scoring fraction for each player, always ring the winning score & if the game is timed out add a T

Your opponent's handicap

E for extra strokes, & L for level play or your Advantage score

Your new index

Name of competition or tournament

Change to your index

Date	OPPONENT	H'cap		GAME		INDEX		
	Name	H'cap	H/L	Result	+/-	New		
	<u>South West H League v South Bay</u>						B/forward	1376
5/7/24	Brianna Jones	12	E	7-6	+10	1386		
5/7/24	John Shuttleworth	8	E	5-7	-10	1376		
	<u>CqE Inter-Club v Reading</u>							
10/7/24	Robert Armstrong	0	(5/5)	8/9	+10	1386		
10/7/24	Mary Smith	10	(5/7)	7/10 T	+10	1396		
	<u>West Dorset Harvey Cup</u>							
17/7/24	David Lyons	14	L	7-6	+4	1400		
	CHANGED TO 6 Mike Rice							
	<u>West Dorset B Block</u>							
31/7/24	Stephanie Cutler	4	2/6	(3/8) T	-10	1390		

Change of handicap clearly identified and signed off by appropriate handicapper

Handicap does not go back to 7 until you drop right back to 1350