In 2026 CNZ has adopted Advantage Target Scores for which the new Rule 21 can be found in Appendix 4. This supersedes the Rule 21 currently included in the WCF Rules Book 6th Edition.

APPENDIX 4 (NEW ZEALAND) - ADVANTAGE PLAY

21.1 GENERAL

21.1.1 An advantage game is played to allow sides of different playing abilities to compete with more equal chances of winning by requiring the stronger player to score more points than the weaker player.

21.1.2 This is achieved using the Target Score Method (see Rule 21.5).

21.2 THE GAME

21.2.1 Rules 1 to 19 apply subject to Rule 21.2.2.

21.2.2 Rules 1.4.1 to 1.4.5 do not apply but the hoops are contested in the order hoop 1 to hoop 12. If it is necessary to contest more than 12 hoops, further hoops are repeatedly contested in the order 3, 4, 1, 2, 11, 12, until the game ends.

21.2.3 An advantage game may be a Short, Standard or Long Game (see Rule 21.2.4) as notified to both sides by the organising body or, if no such notification has been given, as agreed between the sides. Such notification or agreement should normally be given or reached before the start of the game. In the absence of any notification or agreement to the contrary, a game will be a Standard Game.

21.2.4 Short, Standard and Long Games are defined as games in which two players with the same advantage

handicaps would have target scores of 4, 7 and 10 points respectively.

21.3 ADVANTAGE HANDICAP

21.3.1 A player's playing ability is indicated by the player's advantage handicap. This is equal to the player's Rule 20 handicap or, if the player does not have a Rule 20 handicap, is derived from the player's published WCF Dynamic Grade ("published DGrade") using the conversion table at https://worldcroquet.org/advantagegc.

21.3.2 If a player does not have a Rule 20 handicap or a published DGrade, the organising body may award the player a temporary advantage handicap.

21.4 DOUBLES

21.4.1 In doubles, subject to Rule 21.4.2, the advantage handicap of each side is the average of the advantage handicaps of its players and, if it is not an integer, it is to be rounded upwards.

21.4.2 If an average handicap calculated in accordance with Rule 12.4.1 is greater than 12, it is to be adjusted as follows:

(a) if it is an odd integer, it is to be increased by one (e.g. 13 becomes 14); or

(b) if it is a non-integer, it is to be rounded either up or down to the nearest even integer (e.g. 12.5 becomes 12 and 13.5 becomes 14).

21.5 TARGET SCORE METHOD

21.5.1 Each side has a starting score of zero but has its own target score.

21.5.2 The target scores depend on the sides' advantage handicaps as set out in the Target Scores Tables for Short, Standard and Long Games in Appendix 5.

21.5.3 The game ends at the end of the turn in which one side wins by being the first to achieve its target score, subject to any remedies under Rules 8 to 16.

21.6 TIME-LIMITED ADVANTAGE GAMES

21.6.1 If play stops at the end of the final turn, the winner is the side which has achieved the higher scoring fraction percentage. To simplify calculations a Scoring Fraction Percentage Table (used for Short, Standard and Long games) is set out in Appendix 6. If the scoring fraction percentages are equal then, subject to Rule 21.6.3, play is to continue, and the winner is the side for which the next point is scored.

21.6.2 At the end of any extension period or other form of resolution, if the game has not already been won in accordance with Rule 21.2.2, the winner is the side with the greater scoring fraction percentage. If the scoring fraction percentages are equal then, subject to Rule 21.6.3, play is to continue, and the winner is the side for which the next point is scored.

21.6.3 The organizing body may direct that, even if the scoring fraction percentages are equal, play is not to continue after the end of the final turn or, if there is one, after the end of an extension period or other form of resolution. In this case, the game ends and the result is to be reported as a tie.

FURTHER INFORMATION

Further information on Advantage Play and printable tables can be obtained from CNZ:

ADVANTAGE Golf Croquet

Target Scores Table

For 0:0 start

Stronger ~ Weaker

2026 v1

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

standard games

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 2650	2649 2500	2499 2350	2349 2200	2199 2100	2099 2000	1999 1900	1899 1800	1799 1700	1699 1600	1599 1500	1499 1400	1399 1350	1349 1300	1299 1250	1249 1200	1199 1150	1149 1100	1099 1050
2800-	−6	7~7																			
2650-2799	−5	7~6	7~7																		
2500-2649	−4	7~5	7~6	7~7																	
2350-2499	−3	11~7	7~5	7~6	7~7																
2200-2349	−2	7~4	11~7	7~5	7~6	7~7															
2100-2199	−1	11~6	10~6	9~6	8~6	8~7	7~7														
2000-2099	0	11~5	9~5	8~5	10~7	9~7	8~7	7~7													
1900-1999	1	12~5	10~5	7~4	11~7	7~5	9~7	8~7	7~7												
1800-1899	2	13~5	9~4	11~6	10~6	9~6	7~5	9~7	8~7	7~7											
1700-1799	3	12~4	10~4	11~5	9~5	8~5	9~6	7~5	9~7	8~7	7~7										
1600-1699	4	13~4	11~4	12~5	10~5	7~4	8~5	9~6	7~5	9~7	8~7	7~7									
1500-1599	5	11~3	9~3	13~5	9~4	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7								
1400-1499	6	13~3	10~3	12~4	10~4	11~5	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7							
1350-1399	7	9~2	11~3	9~3	13~5	9~4	10~5	9~5	10~6	11~7	10~7	8~6	7~6	7~7	7~7						
1300-1349	8	10~2	12~3	13~4	11~4	12~5	11~5	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7	7~7					
1250-1299	9	11~2	13~3	10~3	12~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	8~6	7~6	8~7	7~7	7~7				
1200-1249	10	12~2	9~2	11~3	9~3	13~5	12~5	11~5	11~6	7~4	8~5	9~6	7~5	9~7	7~6	8~7	7~7	7~7			
1150-1199	11	14~2	10~2	12~3	13~4	11~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	8~6	9~7	7~6	8~7	7~7	7~7		
1100-1149	12	16~2	11~2	13~3	10~3	12~4	13~5	12~5	11~5	11~6	7~4	8~5	9~6	7~5	8~6	9~7	7~6	8~7	7~7	7~7	
1050-1099	14	18~2	12~2	9~2	11~3	9~3	11~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	7~5	8~6	9~7	7~6	8~7	7~7	7~7