

ADVANTAGE GC FAQs (HTP indicates reference is also made in How To Play Advantage GC 2026)

What is the benefit of playing Advantage GC?

A. Advantage GC allows players of different abilities to play each other competitively using the same tactics as Level Play, but players with different handicaps will have a different target number of hoops to score to win the game. The tactics required for handicap (extra turns) are quite different. This was one of the major reasons why Advantage was developed.

Why has there been a change from Starting Score Method to the new Target Score Method?

A. Some people still struggled to cope with a negative start and the results of a worldwide trial involving England, Australia and New Zealand demonstrated a strong preference for the 0:0 starts provided by target scores. Scoring on the court is now identical to Level Play with no extra clips required for use on centre peg or Advantage post.

How are the Target Scores derived?

A. Each Target Score is related to the difference in ability between the two players as measured by index number. The probability of winning a hoop in each instance is derived from 2022/23 UK league match data and used in millions of computer simulated games to generate targets which offer both players a 50% chance of winning the game. Simulations are modelled to take account of the toss, who won the previous hoop and parity of the hoop number. The length of the resulting game is also chosen to match the average length of the equivalent Level Play game although scores in the grey area of the table are more likely to produce wide divergences. Of 900 league games analysed in the 2025 Target Scores Trial the stronger player won 50.2% of them.

Are the tactics required to play Advantage GC using Target Scores different? HTP

A. The tactics required for Advantage using target scores are EXACTLY the same as those for Advantage using starting scores. It is the same game. Only the scoring mechanism has changed.

How does the Target Score Method differ from the Starting Score Method? HTP

A. When using Starting Scores each player had the same target number of hoops but a different starting score, which for the stronger player would normally be a negative number. With Target Scores there is a 0:0 start but each player has a different target number of hoops to score. There is no change in the number of hoops required to win for the same handicap combinations. Scoring is now the same as with Level Play and timed games and tournament blocks easily managed using scoring fractions.

How many scoring clips should each side carry? HTP

A. As in Level Play, you should carry one clip less than the number of hoops required. In Level Play, we carry 6 clips, so that when your last clip is placed on the hoop, you know you need 1 more hoop. In Target Advantage carry (your target score -1) clips. E.g. if your target is 8 hoops, carry 7 clips, if your target is 5 hoops, carry 4 clips?

Can a Tournament Manager for an Advantage Play event still use the old Starting Score Method? HTP

A. No. The WCF has determined that Advantage Play using Target Scores Tables is the only authorised form of Advantage Play.

If a tournament is advertised as a 'Handicap' tournament, does that mean that it could be played under Advantage Play rules?

A. Either Advantage Play (using Target Scores) (Rule 21) or Handicap (Extra Strokes) (Rule 20) may be used, but the form of game being used should be advised well in advance of the tournament.

When will the GC Rules reflect the Target Score Method? HTP

A. The 7th Edition WCF GC Rules is in preparation in which Rule 21 no longer refers to Starting Scores and replaces all tables with Target Scores Tables. Meanwhile WCF GCRC has produced advice on the WCF website for playing the revised game.

What is the difference between a Scoring Fraction and Scoring Fraction Percentage? HTP

A. Scoring Fraction is equal to hoops scored divided by target score. A fraction can be written with a numerator and denominator (proper fraction) e.g. $\frac{3}{4}$ or converted to a decimal e.g. 0.75. Multiplying by 100 will convert the fraction to a percentage e.g. 75%. The first gives information about the game. The percentage is easier to make comparisons with. Mathematically they are just different forms of the same value.

Why are there two tables of target scores for each type of game (Short, Standard, Long)? HTP

A. Depending on the handicaps of your players you can either use a reduced version of the table covering only handicaps -6 to 14, or if you need handicaps higher than 14 you can use the full table up to handicap 20.

What do I do when a Target Scores Advantage game times out? HTP

A. Compare each player's scoring fraction. The winner will have the higher fraction. You can use the Scoring Fraction Percentage (SF%) Table to make the comparison. If the fractions are equal in value you may be asked to play one more hoop to determine the winner.

Can the Scoring Fraction Percentage Tables be used during a game to establish who is winning at any given moment? HTP

A. Yes. Scoring Fraction Percentage (SF%) tables may be consulted during a game to compare scoring fractions.

How are Advantage Play game scores recorded on a handicap card? HTP

A. To provide independent verification of the result of a game the handicap card should show at least the full scoring fraction (SF) of both players (as a proper fraction).

e.g. a defeat might be recorded as $\frac{5}{6} \text{ v } \frac{8}{8}$.

If the card has space to include the scoring fraction percentage, that could also be shown.

e.g. $\frac{5}{6}$ (83%) v $\frac{8}{8}$ (100%).

How are Advantage Play game results recorded on Croquet Scores? HTP

A. To retain full information for a game the results are entered as e.g. Player A, 100% (8/8), beat Player B, 83% (5/6).

Where can I find the authoritative tables for Target Score Method and will the old Starting Score Method tables be maintained alongside the Target Score Tables?

A. All tables for Target Scores are on the WCF Advantage website page ([link](#)). These have replaced the Starting Score tables.

Old Advantage tables from 2025 and earlier are of historic interest only. Please ensure they are not used as they are no longer part of any official version of Advantage. They are the equivalent of an out-of-date rule book.

What are Short, Standard and Long Games? HTP

A. When using Level Play, we refer to the three forms of game as 7, 13 & 19 point games. In Advantage, Short is the equivalent of a 7-point game, Standard is the equivalent of a 13-point game and Long is the equivalent of a 19-point game.

Is the same Scoring Fraction Percentage (%) Table used for the 3 different length games? HTP

A. Yes. There is only one Scoring Fraction Percentage (%) Table and it is used for Short, Standard and Long games.

What do I need to do before the start of a Target Scores Advantage game? HTP

A. Both sides need to determine their Targets based on their respective handicaps. This is done by referencing the appropriate table (Short, Standard or Long) for the length of game being played. They should agree their respective targets and either make a (written) note of them or set up a scoreboard to display them if one is available. After tossing to determine colours, they should each then carry 1 scoring clip less than their respective target.

How do players maintain the score in the Target Score Method? HTP

A. The score should be maintained throughout the game in the normal ways by announcing the score after each hoop is run, AND by using clips on the hoops. Players should make the relationship between score and target clear to both players. Dialogue such as "I have 5 out of 8" and "I have 2 out of 4" is simple and effective.

How are the Target Scores for each side recorded so that all can see them during a game? HTP

A. A4 sheets of paper on a clipboard, laminated numbers on a post, a whiteboard, a scoreboard are all possible ways of doing this. This negates the need for clips to be put on an Advantage post or centre peg.