

PHYLLIS COURT CROQUET CLUB

ADVANTAGE GC

This explanation applies to a "First to 7" singles game (the equivalent of a "level" 13-point game).

Advantage GC is a simple way for players of differing handicaps to play each other using level play rules, with each having an equal chance of winning. Instead of using extra strokes, players start the game with a score other than 0:0. Stronger players may start with a negative score and weaker players with a positive one.

As with a normal, "level-play", 13-point game, the winner is the first player to reach a score of 7. If you start on a negative score, you will need to run more than 7 hoops to achieve this. If you start on a positive score, you will need to run less than 7 hoops to win.

Before you start

- Look up your starting score on the grid. Your starting score is found at the intersection of the corresponding column (stronger player) and row (weaker player) and is listed as Stronger : Weaker.
- Take the correct number of coloured clips - six for the weaker player, six plus twice any negative starting score for the positive player. There is another grid for this if you are unsure.
- If you are starting on a negative score, put that number of clips on the centre peg. They stay there for the duration of the game.
- If you are starting on a positive score, put that number of clips on the Advantage peg, which is positioned by the start corner. They stay there for the duration of the game.

During the game

- The winner of each hoop must put one of his/her clips on the hoop - remember, top of the hoop if playing with Primary balls, upright of the hoop if using Secondaries.
- Vocalise and agree the score after each hoop is run. The convention is that you say the stronger player's score first, whoever might be saying it.
- You play the hoops in exactly the order you would for a normal, level-play, 13-point game. You might need to play 14 or 15 hoops, in which case hoop 14 is the same as hoop 4, and hoop 15 is the same as hoop 1.

Have we got the score correct?

- If you vocalise and agree the score after each hoop is scored, it should be easy to keep score correctly, as you should be able to just add one to the existing score for whoever won the hoop.
- But if you need to check:
 - ◇ The stronger player's score is the number of clips on hoops LESS any clips on the centre peg; and
 - ◇ The weaker player's score is the number of clips on hoops PLUS any clips on the Advantage peg.

As a quick check, the total of your current scores must equal the number of hoops run PLUS or MINUS the net sum of the starting score (e.g. a total of 7 (8 minus 1) if you started on -2:1 and have run 8 hoops).
- It is very poor practice to work out the score backwards from the number of clips you have left as this not only assumes you have correctly clipped, but that you carried the correct number of clips onto the court in the first place.

Have we finished?

- Remember, the winner is the first to 7. When you have placed your last clip on a hoop, you have **not** (yet) won as you have to score one more hoop.