Playing your ADVANTAGE GC Game

Advantage play is simple if you understand the starting score concept. But the process does require some understanding and some basic habits. And competition rules **CAN BE SIMPLIFIED** as needed.

In line with GC rules, players should always agree on the score after every hoop (call the Stronger side first) AND clips should be used in all competition play. The score is then always visible to players and to others off court (referees, scorers, etc). The following should help you play your games:

1. Reminder Posts

As an ongoing reference, two reminder markers can be used in Advantage games.

- A readily visible Advantage post is placed near the start point as a reminder of hoops already won by the Weaker player. They will place their advantage clips on it. If their starting score is 2, they will place 2 of their clips on it and only carry the remaining 4 at the start of the game.

- The centre peg is used by the Stronger player for duplicate clips as reminders of the extra hoops they need to win. For example, if their starting score is -4, the chart shows they need to carry 10. The centre peg can carry another 4 clips as a reminder.

2. Your Clips

This chart shows the number of Clips required for each Starting Score. Note that the Starting Score combined with number of Clips carried always equals 6 (we don't normally carry the 7th clip.

When doubling up games, you **CAN PLACE** winning primary coloured clips on the crown and secondaries on the leg of the hoop for easier viewing.

Starting Score	Clips Carried	Clips on Advantage post	Reminder Clips on centre peg
2	4	2	
1	5	1	
0	6	0	0
-1	7		1
-2	8		2
-3	9		3
-4	10		4

3. Calculating Doubles Starting Scores

To calculate Starting Scores for a doubles game, average the team handicaps and, if needed, round the result up (an average of 7.5 becomes 8).

For averages above 12, use the next even numbers (eg 13 becomes 14). For fractional averages use the nearest even number (12.5 becomes 12 or 13.5 becomes 14).

Example 1: Team A has handicaps of 8 and 9 so the average is 8.5. This is rounded up to 9. Team B has handicaps of 10 and 12, so will average 11. The Starting Scores table will then show -1:0.

Example 2: If the above Team B had handicaps of 12 and 14, the average would be 13 but taken up to the next handicap (14). The Starting Scores table will then show -2:0.

4. Playing Your Game

The great advantage of an Advantage game is it is played in exactly the same way as any level play game. No need for any special extra turn skills. Just remember - concentrate and always call scores.

5. Unfinished Timed Games

(a) When a game is timed out, the winner is not necessarily the one with the highest score. It is the most successful side, the one with the higher **RATIO** of **hoops actually run** versus **hoops needed to be run (for a full game win)**.

Example: for a game with a -2:1 starting score that is timed out at 3-5:

Ratio for (stronger) player A = 5 hoops actually run / 9 hoops needed to be run = **55%**

Ratio for (weaker) player B = 4 hoops actually run / 6 hoops needed to be run = **67%**

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(b) Using the above calculation, tables show % success ratios for all starting and finishing scores.

The table alongside shows (%) success ratios for a 7 point game.

Example - Timeout when a score is 4:

A player with a Starting Score of -2 needs to run 9 hoops for a win. If the game is timed out when their score is 4 the chart shows a 67% ratio.

They have been 67% successful because they have run 6 hoops out of the 9 required for a full game win.

Scoring Ratio Table for unfinished Advantage games - first to 7 points
Starting scores from -6 to 3

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

Starting Score \ Finishing Score	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7
-6:	0	8	15	23	31	38	46	54	62	69	77	85	92	100
-5:	0	8	17	25	33	42	50	58	67	75	83	92	100	
-4:	0	9	18	27	36	45	55	64	73	82	91	100		
-3:	0	10	20	30	40	50	60	70	80	90	100			
-2:	0	11	22	33	44	56	67	78	89	100				
-1:	0	13	25	38	50	63	75	88	100					
0	0	14	29	43	57	71	86	100						
:1	0	17	33	50	67	83	100							
:2	0	20	40	60	80	100								
:3	0	25	50	75	100									

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(c) Another calculation method (with the same result), gives the winner as the player with the higher **PRODUCT** of **hoops actually run** multiplied by **hoops the opponent needed to run from the start**.

Example: Using the same details as above, player A (the Stronger) has a Starting Score of -2 and Player B (the Weaker) has a Starting Score of 1. This means Player A needs to run 9 hoops and Player B needs only 6 hoops. If the game times out at a score of 3-5, Player A has run 5 hoops and Player B has run 4 hoops (9 hoops played).

Player A's calculation is (5 * 6 = 30) and Player B's calculation is (4 * 9 = 36) - a win for the Weaker player.

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