

PETANQUE AUSTRALIA LTD

RULE OF THE INDIVIDUAL SHOOTING COMPETITION

(Version 3D)

1. **Terrain** – The terrain used is designated by the organizing committee and as foreseen in (art 5 and figures 1-5). There is one circle with 1m diameter where the objects are placed, and 4 circles of about 50cm for the position of the shooter at 6 meters, 7 meters, 8 meters and 9 meters from the edge of the circle of 1m in which the targets & obstacles are located.
2. **Targets and obstacles** – They are placed as indicated on the diagram figures 1 – 5 inside a circle with 1m diameter, secured on the terrain with nails or “sardines” (clamps) or marked. When there are at least 2 objects, they are separated by a space of 10 centimeters from one end of the targets to the other end of the obstacles, except in figure 3 where the space between the target and the obstacles is reduced to 3 cm (Precision Shot). The target boules are always placed in the middle of the target circles i.e. at 6.5 meters, 7.5 meters, 8.5 meters and 9.5 meters from the edge of the circle in which the shooter is located. The target jack is located at 20cm from the edge of the delimitation circle of the target in front of the shooter’s position. It is thus located at 6.2 meters, 7.2 meters, 8.2 meters and 9.2 meters.
3. **Material used:**
 - a) Target boules, figures 1, 2, 3 and 4. All have identical diameter of 74mm, their weight is 700 grammes and they are smooth. Their colour is fair.
 - b) Target jack, figure 5. Its diameter is identical to the one of figure 2, its colour fair.
 - c) Obstacle boules, figures 3 and 4. They are identical to point a) above. Their colour is dark.
 - d) Obstacle jack, fig. 2. It has a diameter identical to the one of fig. 5. Its colour dark.
 - e) A Pétanque Australia Kit, consisting of a 1 metre diameter circle with clamps or nails.
 - f) Nails and corks, included in the Kit, to mark the centre of the circle where the targets and obstacles are located.
 - g) Each Kit has a Mat consisting of 4 circles of approximately 50cm diameter with clamps or nails.

The diameter as well as the weight of the objects may vary. However they will be identical for the competition.

4. **Validity of the Shot** – The shot is valid when the impact of the shot is located within the circle in which the targets and obstacles are located.

1 point is marked – The shot is valid when the target boule is touched correctly without leaving the circle.

- For figures 2 and 4 if the obstacle object is moved when the shooting boule comes back, whatever the positions of the target boules, the obstacle jack or boule may be, as well as that of the shooting boule.
- For figure 3, if the impact of the shot is the target boule and one or two of the obstacles (black) boules are hit.

3 points are marked – The shot is valid when the correctly touched object leaves definitely the circle. This counts for figures 1, 2, 3 and 4. For figures 2, 3 and 4, the obstacle boules or jack may not move.

- For fig. 5 the shot is valid if the target jack is correctly touched and does not leave the circle in which it was placed.

5 points are marked – The shot is valid when shooting boule does not leave the location of the circle where the target and obstacles are located (carreau) for figures 1, 2, 3, and 4. For figures 2, 3, and 4 the obstacle boules or jack may not move.

For figure 5 the shot is valid if the target jack leaves the circle where it was located, after being correctly touched.

Maximum mark for a series 100 points.

5 – **Procedure** – Each shooter must carry out a complete series of 20 shots from figure 1 to figure 5; the 4 best results will qualify for the Semi-Final. If there are players with the same amount of points, (*tied score*) the player with the most 5point shots or 3point shots per target will decide the position.

The organizing Committee in consultation with the National umpire will choose the terrain.

Time allowed between shooting the boules is 30 seconds. The umpire will mark the points on the control sheet and the other members of the shooter's team will put the objects back in their position for their teammate. As of the ½ finals, the competition will be played by matches between two shooters. Thus two parallel terrains with 2 shooters at the same time. The opponents shoot one after the other from figure 1 to figure 5, from 6 meters to 9 meters. Players have 30 seconds per shot.

For the semi-final: 1st will play against the 4th; 2nd against the 3rd.

This procedure will also be followed for the final. The player with the best ranking will start the shooting order in the matches. At equal semi final result (*tied score*), one will proceed with a new series between the players, the two players in direct confrontation, this with 1 shot only per figure at 7 meters i.e. new balance of the points, max 25 points, after 5 shots each in turns, and so forth, 5 shots one after the other, 5 figures and at 7 meters.

The other members of team, represented by the shooter, will have the task of putting the objects back in their position.

One umpire is needed per terrain to announce the result to the markers, and one umpire or official, will superintend the position of the shooter's feet in the circle.

Moreover, there will be one marker per terrain, 3 people are needed for 1 terrain, and for a match on 2 terrains (Final matches) 4 people are needed for each match.

6 – Entries for the Individual Shooting Championship – Each State can have one competitor in each division (Men senior, Men over 60 yrs, Women senior, & Women over 60yrs and Junior) Only participants member of a team have the right to enter. The titleholder of the preceding year may defend his/her title, providing he/she is a member of a team participating in the tournament and must also participate in the preliminaries.

7 – Prizes and Title – the first three places of the competition, 1st, 2nd & equal third will receive medals and the winner receives a winner trophy. Petanque Australia Ltd will give the prizes, on the stand foreseen for the prize giving.

8 – If an accidental incident occurs during the test – (current breakdown, storm, improper behaviour by the crowd (throwing of objects or laser beam etc...) which does not directly involve the player the test will have to be cancelled. It must be started again as soon as possible, with the same players, starting at figure number 1.

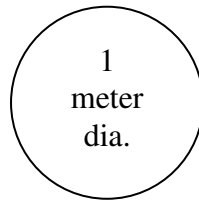
9 – Delays – At the first call, the player has 5 minutes to be present on the terrain. In case of absence he/she is called a second time, he/she starts the end with a penalty of 5 points. If he/she is absent after the second call, then he/she is eliminated.

10 – Same rules and conditions to apply to all divisions.

**Rules of the F.I.P.J.P adopted by the Petanque Australia Ltd.
At Melbourne on the 2nd December 2002.
(Amended August 2007)**

PETANQUE AUSTRALIA KIT

Target
Circle



The Mat

Consisting of
4 Shooting Stations
6m, 7m, 8m, 9m
@50cm approx dia.

