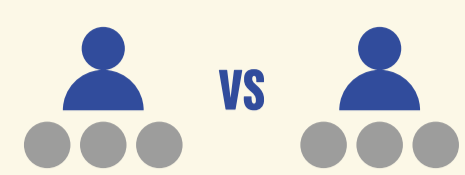


## SET UP



**SINGLES – 1 VS 1  
3 BOULES EACH**



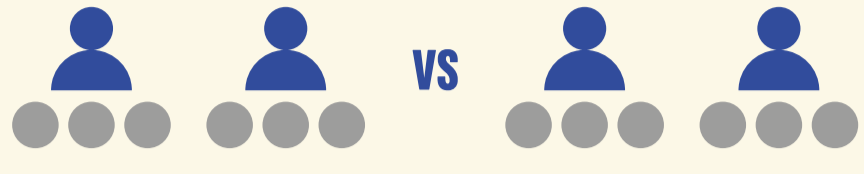
A boule



The jack



**TRIPLES – 3 AGAINST 3  
2 BOULES EACH**



**DOUBLES – 2 AGAINST 2  
3 BOULES EACH**

## THE AIM OF THE GAME

To get your boules closer to the jack than your opponent. Points are scored at the end of every round (known as an 'end' – like a set in tennis). Once you've reached 13 points, you've won!

## HOW TO PLAY

### 1 DECIDE WHICH TEAM IS STARTING, THEY DRAW THE THROWING CIRCLE.

The starting team draw a throwing circle in the sand about 50cm wide.

### 2 STARTING PLAYER THROWS THE JACK

The first player from the starting team stands with both feet in the circle and throws the jack 6–10m away from them (1m away from the sides of the pitch).

### 3 SAME PLAYER THROWS A BOULE

The same starting player throws their first boule, aiming to land it as close as possible to the jack.

### 4 OPPOSITION THROWS A BOULE

The play passes to the first player of the opposing team who throws their boule from the throwing circle. They can try to place it even closer to the jack or knock the opponent's boule away.

### 5 OBSERVE THE BOULES. WHO IS WINNING?

The team whose boule is closer to the jack is winning and they are said to 'have the point'.

### 6 THE LOSING TEAM ALWAYS THROWS NEXT

Players from the losing team take it in turns to throw their boule. If they throw one of their boules closer to the jack than the other team, then they have the point. Play then passes back to the other team who try to regain the point.

### 7 THE WINNING TEAM THROWS WHEN THE LOSING TEAM RUNS OUT OF BOULES

If the losing team is out of boules, then the winning team can throw the rest of their boules until they run out and the 'end' is over.

## FOLLOW THE FLOOR SIGNS TO COLLECT YOUR PÉTANQUE SET. IT'S JUST 2 MINUTES AWAY!

## HOW TO SCORE

The team whose boule is closest to the jack is declared the winner of the 'end'. The winning team gets 1 point for each of their boules that is closer to the jack than the losing team's closest boule (get that measuring tape out!). The losing team **doesn't score** any points.

The winning team then draws a new throwing circle around the jack's position, throws it again and a new 'end' begins.

## THE WINNER

The first team to reach 13 points is declared the winner of this game! There is no limit to the number of 'ends' in a game.

## TIPS ON THROWING

- Always throw underarm.
- 'Pointing' is when you throw a boule so that it stops close to the jack. If you want to throw accurately, try to toss your boule high in the air because then it will roll less.
- 'Shooting' is when you aim to knock an opponent's boule out of the way and further away from the jack. For this you want to throw the boule low and parallel to the ground.

## OUT OF BOUNDS

If your boule leaves the pitch then it is out of play and not scored during this round.

If the jack is knocked out of bounds then the 'end' is immediately over and the winning team before the last throw wins. If the losing team has no boules left then the winning team scores as many points as it still has boules in hand, otherwise no one scores and a new 'end' begins.