

How to Play *Pétanque*

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Based on the original idea by Klaus Eschbach



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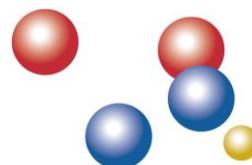
Pétanque is the most popular of the family of boule games and perhaps the widest spread, from its origins in Provence across Europe and in over 65 nations around the world.



Today there are over 583,026 licensed players around the world with 2,800 of them from Cornwall to the borders with Scotland, who are members of the English Pétanque Association the governing body for the sport in England

THE PLAY: You play with a metal ball called a “boule” and a jack made from wood. The boules have a diameter from 7.05 to 8.00 cm and a weight from 650 to 800 gram. At first sight they look identical but they differ greatly by being made from different metals with a wide range of markings or engravings

THE AIM OF THE GAME: The aim is to place your boules nearer to the jack than those of your opponents.



COMPOSITION OF TEAMS: Pétanque is a sport in which



3 players play against 3 players (triples),
each player uses 2 boules.



2 players against 2 players (doubles),
each player uses 3 boules



1 player against 1 player (singles),
each player uses 3 boules.

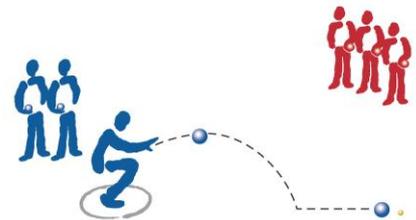


START OF THE GAME: To start a game the teams toss a coin to see which team will throw the jack (a small wooden ball of 30 mm in diameter). In the following example the **Blue** team has won the toss.

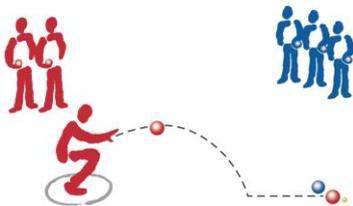
BEGINNING OF PLAY: A player of the **Blue** team draws a circle on the ground (35-50 cm diameters) from which the jack is thrown to a distance of 6-10 metres from the circle. When throwing the jack and boules both feet of the player must be within the circle and on the ground, until the played boule has touched the ground.



THE FIRST BALL: The **Blue** team now play their first ball by trying to get it as close to the jack as possible. Then the first player of the **Red** team steps into the circle to play their first boule and it tries to beat the **Blue** team's boule.

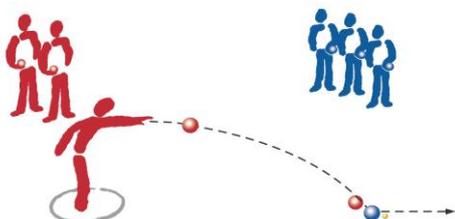


This can happen in one of two ways either by



POINTING: When the team pitches or rolls their boule, judging the distance so that it stops closer than the opponents boule

or by

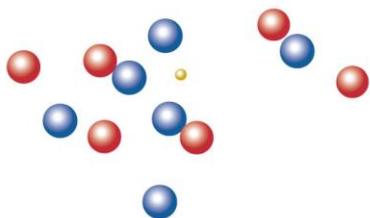
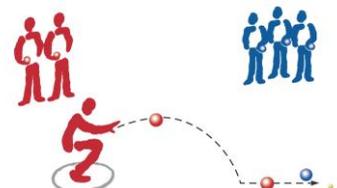


SHOOTING: With a purposeful throw the thrown boule removes the opponent's boule.

IF SUCCESSFUL: It is a player of the **Blue** team that must now play.



IF NOT SUCCESSFUL: The players of the **Red** team must continue to play, until either they place a boule closer to the jack than the opponent's boule or they have no boules left to play. If a team has no more boules, the other team now plays until they have played all their remaining boules.



THE POINTS: A team receives as many points as it has boules closest to the jack than those of their opponents (at least 1 point to a maximum of 6 points). In our example **Blue** made 3 points.

The team winning the end draws the circle and throws the jack to start the next end.

THE END OF A PLAY

The team, which first reaches 13 points, is the winner.

