

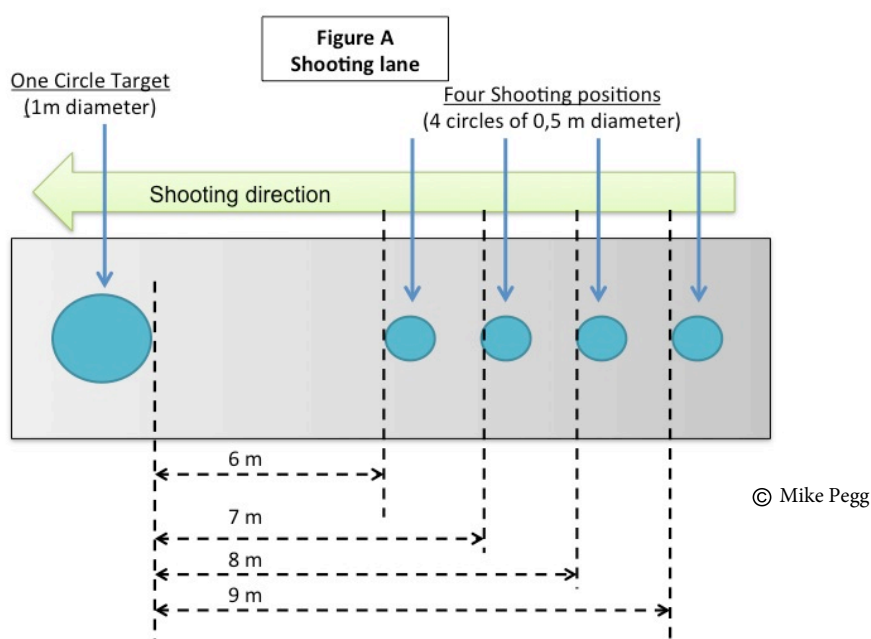
FÉDÉRATION INTERNATIONALE DE PÉTANQUE ET JEU PROVENÇAL
RULES for the INDIVIDUAL SHOOTING WORLD CHAMPIONSHIP

SHOOTING RULES SUMMARY

- **Shooting Lane: Figure A**
- **Shot Validity: Figure B**
- **Shooting Rules Summary and points to award: Figure C**
- **Positioning the objects in the 1m target circle and points to award: Appendix - Figures 1 to 5**

1. **Shooting Lane** – The Shooting Lane will consist of a 1 metre diameter Target Circle that is marked to locate the target and obstacles and 4 circles of 50 cm at 6, 7, 8 and 9 metres from the edge of the Target Circle for the player's position.

For the confrontation between two shooters, that is to say from the ¼ finals, the lanes may be prepared in the direction of the width of the competition event playing lanes.



2. Material used

- a) Target boules (fig. 1, 2, 3, and 4) - All the boules are identical, 74 mm diameter with a weight of 700 g, smooth and of a light colour.
- b) Target Jack (fig. 5) and Obstacle Jack (fig. 2) with a diameter of 30 mm; weight more than 10 grams, made of boxwood and a plain color.
- c) Obstacle boules (fig 3 & 4) with the same characteristics as the target boules but of a darker colour and identical for each discipline.

For the World Shooting Championship it is imperative to install a minimum of 4 shooting lanes equipped as stated above.

3 Positioning of the Target and Obstacles

These are placed in the Target Circle on fixed marks as indicated in figures 1, 2, 3, 4 and 5.

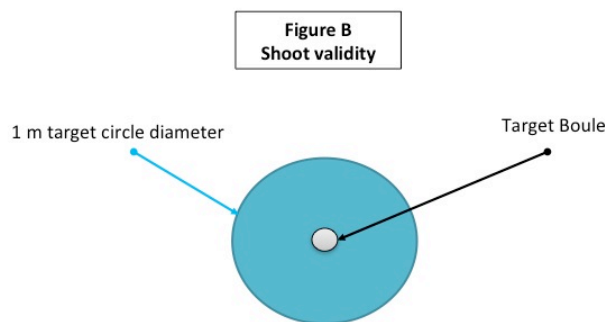
The objects are separated:

- When there are two objects (figures 2 and 4) these are placed 10 cm apart measuring from the edge of the target to the nearest edge of the obstacles.
- When there are three objects (figure 3) the space between the target and the obstacles is reduced to 3 cm

The target boules are always placed in the center of the target circles or at 6.5 metres, 7.5 metres, 8.5 metres and 9.5 metres from the edge of the shooter's circle.

The target jack is placed at 20 cm from the edge of the target circle that is nearest to the shooter. It is therefore located at 6.2 metres, 7.2 metres, 8.2 metres and 9.2 metres from the edge of the shooter's circle.

4. **Validity and value of the shot** – For a shot to be valid the impact of it must be inside the circle where the targets and obstacles are positioned. It is not valid if the boule touches the edge of the circle. To verify this it is recommended to mark the edge of the circle with chalk or plastacine.



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The shot is valid when the impact of the shooting boule is inside the target circle

Mark 1 point

- The shot is valid when the target boule is hit correctly without leaving the circle.
- **For figures 2 and 4** if the obstacle is touched with the rebounding shooting boule, whatever the position of the target boule, the jack, obstacle boule or the shooting boule.
- **For figure 3** when one of the obstacle boules is struck after the target boule.

Mark 3 points

- When the object boule is hit correctly and completely leaves the target circle without the obstacle boules or jack being touched.
- When the target jack (**Figure 5**) if the target jack is hit correctly and does not leave the target circle.

Mark 5 points

- When the shooting boule does not leave the Target Circle and the object boule is hit correctly and completely leaves the target circle without the obstacle boules or jack being touched.
- When the target jack leaves the target circle after being correctly hit.

The maximum score of one shooting series is 100 points (see figures. 1 to 5).

5. **Progress of the test** – The World Championship of shooting begins with two qualifying rounds in order to select eight players for the final phase. Each shooter must perform a complete series of twenty shots, that means four shots on four distances for each discipline.

For the first qualifying round, the order is determined by the draw for the first part of the World Championship Triples, the control table is responsible for the allocation of players to the shooting lanes.

At the end of the first round the 4 best results are qualified for the quarterfinals by taking, respectively, the numbers 1 to 4. The next 16 are selected to participate in the second round. However, if two or more players are tied for sixteenth place, they will also qualify for the second round.

For the second test the order of play is the reverse of the order of the results of the first round, the players who have achieved the lowest scores playing first. The control table is responsible for the allocation of players to the shooting lanes.

At the end of the second test the 4 best results are qualified for the quarterfinal and they take the numbers 5 to 8. In the case of a tie the winner will be the player who scored the most 5 points; if still tied the winner will be the player who scored the most 3 points.

In case of perfect equality, a barrage is organized in which each player shoots only one ball for each discipline from the circle located at 7 meters. If still tied this procedure is repeated but stopped when a player misses a target. This procedure is also followed in case of a tie during the finals.

The final phase takes place in direct confrontation according to the following table:

1 against 8
4 against 5
3 against 6
2 against 7

In each game the player qualifies by having achieved a better score than his opponent.

In the quarterfinals the two opponents shoot, alternately from parallel shooting lanes, but the scoring table may decide to make them shoot on the same shooting lane.

In the final the two players shoot alternately using the same shooting lane.

The scoring table, or jury decides which of these two processes is selected for the semi-finals based on time remaining and the good running of the World Championship competition.

In the case of equality for the 16 to qualify to the second phase we can increase the number of qualified players taking into account their results being identical in total points. For the 2nd phase, the top 4 will be decided by using the same process as for the 4 first of the 1st phase. For confrontation with 2 players, starting from the ¼ finals, there will be a series of 5 shots, at figure 1 to a distance of 7 metres only, with a new count of points, maximum 25, this in the same order of play. In case of further equality we will use the same procedure.

Replacing objects in the 1m Target Circle: ONLY the UMPIRE or OFFICIAL Member of the organization are allowed to fulfill this task. Coaches, Players and Members of the team are not permitted to "touch" anything in the shooting lane.

One umpire per lane is required to announce the results to the scoring table. In addition, one umpire or official will control the positions of the shooters feet in the circle (1 umpire more or official more for 2 lanes).

In addition there will be one person at the scoring table for each lane. Requirement per lane : 3 people and for a match in 2 lanes: 4 people.

6. **General rules** - The players shoot one after another from Figure 1 at 6 meters to Figure 5 at 9 meters. They have a maximum of 30 seconds to throw each ball.

Only umpire or an authorized member of the organization is entitled to replace targets and obstacles. It is forbidden for coaches or other players to intervene in the shooting lane.

For each lane there must be:

- an umpire or an official to check the position of the feet of the shooter. He should have a white signboard to announce that the shot is valid and a red one to announce that the shot is void.
- An umpire who, using signboards with numbers 0, 1, 3 or 5, announces results to the score table, after taking care to control that the shot was validated.
- One or two markers (during matches with alternating shooting) to record the results ball by ball.

Recommendations:

- 1 Umpire by the target circle (points allocation), for the 1/4 finals, 1/2 finals and finals 2 umpires
- 1 Umpire by the shooting circles (validity of the position of the players feet)
- 1 Official to record the points at the control sheet (one table per lane placed 2m distance to the left of the shooter)
- 1 person (must be an umpire or official) for setting the objects in the 1 m target circle
- In the case of TV broadcasting: the lanes should be prepared (shooting direction and color of background) and the color of the jack must be agreed with the TV Technicians to ensure the best possible TV images.

7. **Registration in the World Championship of Shooting** - There can only be one competitor per nation and they must be a part of the team of four players registered by their federation for the World Championship - Triples.

However, as an exception the title holder may attend to defend it, even though his country has not qualified for the World Championship - Triples. He benefits from the same conditions of support.

8. **Prize and Title** - The first four of the Championship receive: for the winner a gold medal, a trophy of World Champion for himself, another one for his federation and a World Champion shirt. For the finalist, a silver medal, a trophy for himself, another one for his federation, presented by the organizing Committee, and for the two semi-finalists, a bronze medal and a trophy presented by the organizing committee.

Each quarter finalist also receives a trophy presented by the organizing committee.

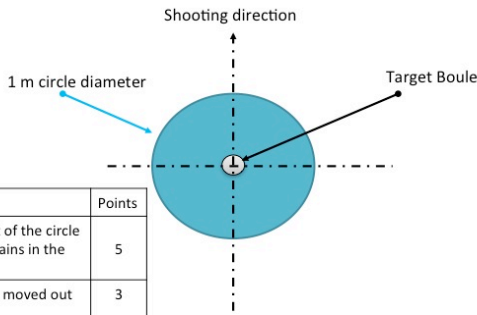
The medals are given by the FIPJP on the podium provided for this purpose, this ceremony is followed by the raising of the National flags of the medalists and the playing of the national anthem of the winner.

9. **Incidents** - If an incident occurs during the test (power failure, storm, incorrect behavior of the public (throwing objects or laser beam etc) not directly involving a player, this competition is canceled. It will resume as soon as possible, with the same players starting with figure 1.

At the first call, a player has 5 minutes to present him/herself at the shooting competition. In case of absence they will be called a second time, but in this case they start the competition with a penalty of 5 points. If the player is not present 5 minutes after the second call they are eliminated.

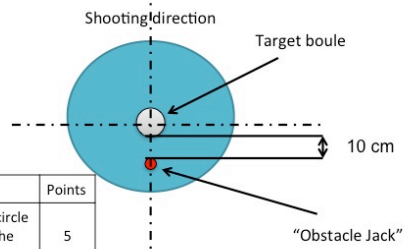
| Individual Shooting Rules Summary | |
|---|---|
| * When the shooting competition is ready to start; the player has 30 sec per boule * The shot is valid if the impact is inside the 1m target circle * The shot is not valid if the shooter is standing outside or on the line of the 0.50m circle * The target boule or jack must be hit/touched first | |
| TEST/FIGURES 1, 2, 3 & 4 | |
| 5 pts | Target boule is moved out of the target circle and the shooting boule remains within the circle No obstacle must move |
| 3 pts | Target boule and shooting boule are moved outside the circle No obstacle must move |
| 1 pt | The touched target boule remains in the circle If an obstacle is touched with the rebounding shooting boule after it has touched the target boule |
| 0 pts | Impact outside of the target circle The player stands outside or on the line of the shooting circle Obstacle is touched first |
| TEST/FIGURE 5 | |
| 5 pts | Jack is moved outside of the circle |
| 3 pts | Jack is touched: the jack is considered as touched when it is moved from its set position |
| 0 pts | Jack not touched Impact outside of the target circle The player stands outside or on the line of the shooting circle |

Figure 1
One target boule



| Shooting results | Points |
|---|--------|
| Target boule moved out of the circle and shooting boule remains in the circle « Carreau » | 5 |
| Successful (target boule moved out of the circle) | 3 |
| Touched (target boule moved inside the circle) | 1 |
| Failed | 0 |

Figure 2
Target boule behind the Jack



| Shooting results | Points |
|---|--------|
| Target boule moved out of the circle and shooting boule remains in the circle « Carreau » | 5 |
| Successful (target boule moved out of the circle) | 3 |
| Touched (target boule moved inside the circle) | 1 |
| Failed | 0 |

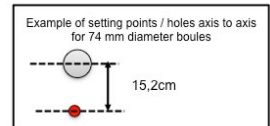
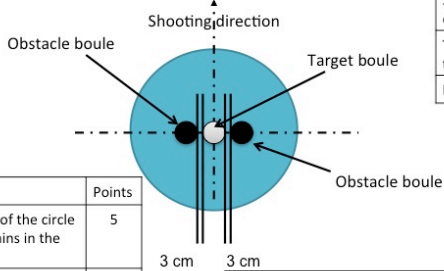


Figure 3
Target boule between 2 "obstacle" boules



| Shooting results | Points |
|--|--------|
| Target boule moved out of the circle and shooting boule remains in the circle « Carreau » | 5 |
| Successful (target boule moved out of the circle) | 3 |
| Touched (target boule moved inside the circle and/or obstacle boule touched by rebound after touched target boule) | 1 |
| Failed | 0 |

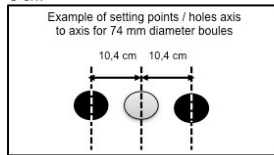
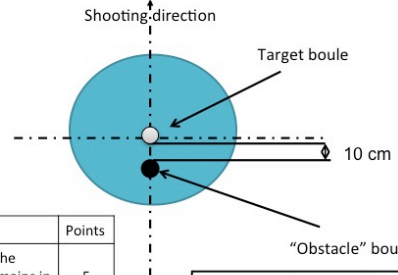


Figure 4
Target boule behind "obstacle" boule



| Shooting results | Points |
|---|--------|
| Target boule moved out of the circle and shooting boule remains in the circle « Carreau » | 5 |
| Successful (target boule moved out of the circle) | 3 |
| Touched (target boule moved inside the circle) | 1 |
| Failed | 0 |

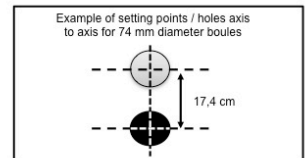
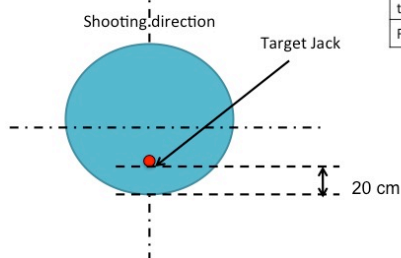


Figure 5
Target Jack



| Shooting results | Points |
|--|--------|
| Jack moved out of the circle | 5 |
| Successful : jack moved inside the circle (jack is considered touched when moved out of its setting point) | 3 |
| Failed | 0 |