

HOW TO PLAY PETANQUE - BASIC RULES

Equipment needed: 3 boules (per player); a tape measure, and 1 cochonnet

Playing Area: Petanque is played on a large dirt or gravel/dirt, semi-level surface. If you wish, the playing area (terrain) can be marked off in a rectangular area with string. 15 meters x 4 meters (13ft x 49 ft).

Teams: Players are divided into 2 teams. Depending on the number of available players, or the type of tournament, each team is made up as follows:

- one player vs. one player (tete-a-tete) with 3 boules each player
- two players vs. two players (doublettes) with 3 boules each
- three players vs. three players (triplettes) with 2 boules each

Goal: The first team to score 13 points wins. It will take a series of rounds (ends) to get to 13.

Start of Play: The *starting team* is selected at random by flipping a coin. Any player in the starting team selects a place on the playing field and draws a circle in the soil 35-50 cm (14-20 inches) in diameter. *When throwing the boules, each player must stand within the circle and not raise their feet completely off the ground until their boule is thrown.*

The **cochonnet**, which serves as the aim-ball, is thrown from the circle to a distance of 6 to 10 meters. The cochonnet, after it lands, must also be at least 1 meter from the boundaries of the playing area (if there are boundaries). If the cochonnet is thrown **invalidly**, then it must be re-thrown.

Any member of the *starting team* that tossed out the cochonnet throws their first boule as close as possible to the **cochonnet**. Being closest to the cochonnet is called "*having the point*."

A member of the *opposing team* then stands in the circle and attempts to throw their boule closer to the cochonnet than the other team's boule. That team must keep trying until it "*has the point*" or runs out of boules to throw.

Whichever team has thrown its boule(s) closest to the cochonnet "*has the point*" and forces the other team (which "does not have the point") to throw their boules until they get a boule closest to the cochonnet (or they run out of boules to throw).

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How to Score Points: Only one team scores points during each round. That score is the sum of all of the one team's boules that are **closest** to the **cochonnet** before the other team's first closest boule.

The first team to acquire **13** points wins the game. If neither team has reached 13 points, the players pick up their boules and start another round. Typically the new throwing circle is drawn around the cochonnet.

Playing Styles: Pointers and Shooters:

After a little experience, players usually categorize themselves as being either a *pointer* or *shooter*.

The **pointer** lobs or rolls their boule as close as possible to the cochonnet. They are trying to "get the point" by moving their boule nearest to the cochonnet.

The **shooter** (*tirer*) hits the boule of an opponent away from the cochonnet by rolling, throwing, or lobbing their boule at the opposing team's boule. There is an especially difficult shot that a *tirer* makes called a **carreau**. This is when the shooter throws his/her boule hitting an opponent's boule directly without touching the ground, in such a way as to replace it's position perfectly with their own boule.

Strategy and Technique:

1. point your boules so that they rest in front (and in the way) of your opponent's boules. This "boule-in-front" not only presents a barrier to your opponent, but that boule can be accidentally "pushed" closer to the cochonnet by an opponent's boule.
2. keep track of the boules your opponent has left to play so that you know what shooting risks you can take.
3. leave a "wall" in front of the cochon to block your opponent's boules.
4. use an opponent's boule as a "backstop" when pointing to the cochonnet.

There is much more information posted on our websites:

**WWW.DETROITPETANQUE.COM - Saturdays 11am to 5pm - Campus Martius
Weekdays 12pm-1pm - Detroit Riverwalk**

WWW.MICHIGANPETANQUE.COM - Sundays 1pm to 6pm - Royal Oak

PURCHASE BOULES AT: WWW.PETANQUEAMERICA.COM

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