

FÉDÉRATION INTERNATIONALE DE PÉTANQUE ET JEU PROVENÇAL

INDIVIDUAL PRECISION SHOOTING CHAMPIONSHIP RULES

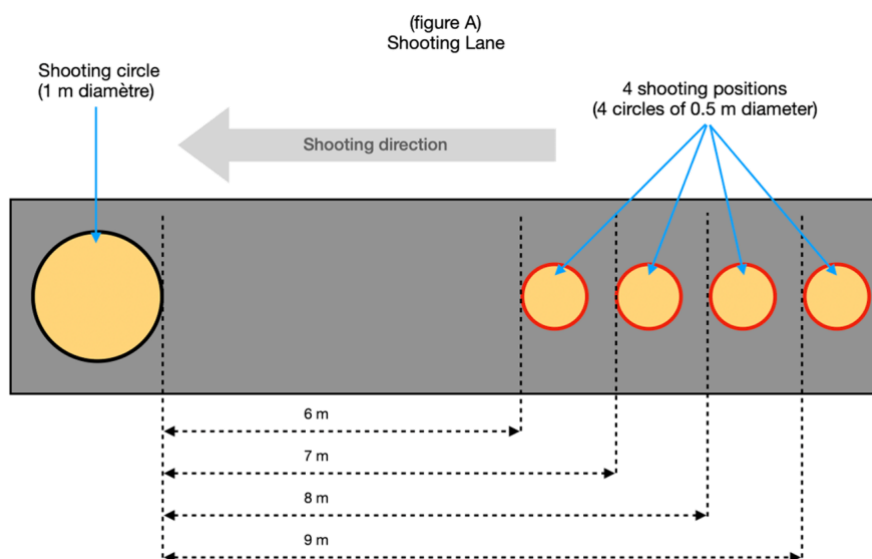
PRECISION SHOOTING RULES FIGURES

- Shooting Lane: Figure A
- Validity of the shot: Figure B
- Positioning of the objects within the 1m circle and allocation of points: Figures 1 to 5

1. Shooting Lane:

The shooting lane will consist of a 1 metre diameter circle that is marked to locate the objects - target and obstacles - and four 50 centimetres diameter throwing circles which are linked together and whose front edges are 6 metres, 7 metres, 8 metres and 9 metres from the nearest edge of the circle where the targets and obstacles are located.

For the confrontation between two shooters, that is, from the quarter finals onwards, it is preferable that the shooting lanes are placed in the direction of the width of the competition event playing lanes.



2. Material used:

- Target boules (fig. 1, 2, 3, and 4) are all 74 mm in diameter, weigh 700 grams and are smooth. They are light in colour (steel) and identical for all disciplines.
- 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 colour.
- Obstacle boules (fig 3 & 4) with the same characteristics as the target boules but are dark in colour and identical for the two disciplines in which they are used.

For the World Shooting Championship, it is imperative to install a minimum of 4 shooting lanes equipped with the necessary markings to place targets and obstacles in precise locations.

3 Positioning of the Targets and Obstacles:

The targets and obstacles are placed in the one metre diameter circle by an experienced volunteer and using a template approved by the FIPJP, according to the standards set out in figures 1, 2, 3, 4 and 5.

The objects are separated as follows:

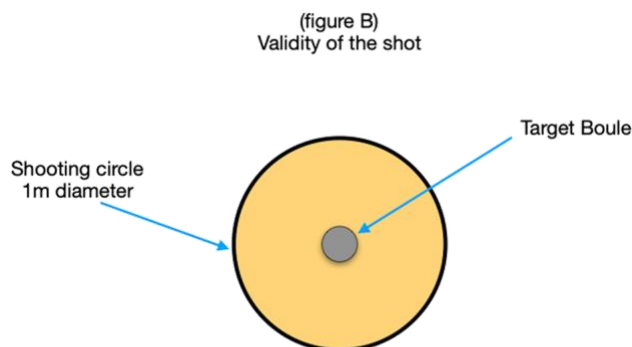
- When there are two objects (figures 2 and 4) these are placed 10 cm apart measuring from the edge of the target to the nearest edge of the obstacles.
- When there are three objects (figure 3) the space between the target and the obstacles is reduced to 3 cm

The target boules are always placed in the centre of the target circles i.e., 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 void even if it only partially touches the edge of the circle. To check this, it is recommended to place chalk or plasticine on the edge of the circle.



The shot is valid when the impact of the player's boule is within the shooting circle

Mark 1 point

- When the target boule is hit correctly but it does not leave the circle.
- For disciplines 2 and 4, if the obstacle is touched by the shooting boule rebounding from the target boule, whatever the position of the target boule, the jack, obstacle boule or the shooting boule. The point will only be awarded if the impact of the players boule is beyond the obstacle that is front of the target boule. If not, it will be zero (0) points.
- For discipline 3, when after the target boule has been hit, the shooting boule hits an obstacle boule that remains in the circle. Zero (0) points will automatically be given when the target and an obstacle boule leave the circle.

Mark 3 points

- When the target boule is hit correctly and both it and the shooters boule completely leave the circle and for disciplines with obstacles, without touching them.
- When the target jack (discipline 5) is hit correctly but does not leave the circle.

Mark 5 points

- When the target boule is hit correctly and completely leaves the circle, but the shooters boule remains and for disciplines with obstacles, without touching them.
- When the target jack leaves the 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 precision 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 over four distances for each discipline in a maximum time of 15 minutes.

For the first qualifying round, the order is determined by the draw for the first game 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, at least, are selected to participate in the second round. However, if some players have the same total as the sixteenth, they also qualify for the second round.

For the second round of qualification 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.

For the results the score of each player is added to that achieved in the first round.

At the end of the second qualifying round, the 4 best results, following the rules given above, are qualified for the quarterfinal and they take the numbers 5 to 8.

In the case of a tie for the four qualifying places in each round, 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.

Barrage - In case of perfect tie, a barrage is organised in which each player shoots only one boule for each discipline from the circle located at 7 meters. If still tied, this procedure is repeated but stopped as soon as one of the players scores more points than the other on a target. This procedure is also followed in case of a tie during the final phase.

The final phase takes place in direct confrontation according to the following table, which is followed until the final:

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, semi-final and final, the two opponents shoot, alternately on the same shooting lane.

6 General rules:

The players, playing alone during the qualifications or one after the other in direct opposition, shoot in order from figure 1 at 6 metres to figure 5 at 9 metres.

Each player has a maximum of 15 minutes to make all their shots. The time is tracked at the scoring table, announced to the players at the end of each discipline and, if possible, displayed visibly.

The countdown starts when the points umpire raises his arm after the set-up template for the discipline has been removed; the time is stopped when the boule leaves the player's hand.

The player must remain in the circle with both feet on the ground until their thrown boule hits the ground or target. Having one foot completely off the ground will result in a red card, which will cancel the shot, even if the player, in the process of their throw, does not leave the circle before the impact of the shooting boule.

A red card will also be awarded to any player whose foot touches the throwing circle

A player receiving a second red card will have their round of shooting stopped but will retain the points they have already scored.

Only an umpire or a designated member of the organisation is entitled to replace targets and obstacles using a template approved by the FIPJP. It is forbidden for coaches or other players to intervene in the shooting lane.

The Coach may assist the player but is not permitted beyond the 4 shooting positions.

For each lane there must be:

- An umpire or an official to check the position of the feet of the shooter. They should have a white sign to announce that the shot is valid and a red one to announce that the shot is void. They must be extremely strict in awarding a red card to the player who raises a foot before their boule has struck the ground or target. The umpire must be situated opposite the circle that the shooter is going to use and always at least 2 metres from it. The umpire or official must not warn the player whose foot is touching the circle.
- An umpire who, using markers with numbers 0, 1, 3 or 5, announces the results to the score table, after taking care to control that the shot was validated.
- One score marker per player at the scoring table to record the results boule by boule on the specific forms and an official to record and announce, at the end of each discipline, the time remaining for the player; this role can be fulfilled by the score marker.

7 Use of video:

When it is possible to arrange, video can be used for the direct confrontation matches in the event of a challenge to an umpire's decision. To this end, each coach will be given a green card that can be used to request reviewing the video.

If the challenge is upheld, the card may be used again during the match. If the challenge fails, the coach will not be able to make any further complaints until the end of the match.

8 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 and only in these conditions; otherwise, he should be a member of the team. He benefits from the same conditions of support.

9 Prize and Title:

The first four of the Championship receive: for the winner a gold medal, a personal World Champion trophy, another one for the federation and a World Champion shirt. For the finalist, a silver medal, a personal trophy and another one for the federation, presented by the organising Committee; and for the two semi-finalists, a bronze medal and a trophy presented by the organising committee. Each quarter finalist also receives a trophy presented by the organising 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 medallists and the playing of the national anthem of the winner.

10 Incidents:

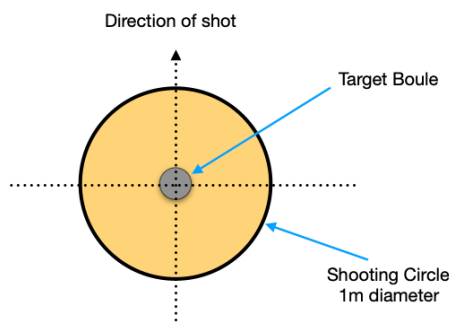
If an incident occurs during the course of the event (power failure, storm, incorrect behaviour of the public (throwing objects or laser beam etc.) not directly involving a player, this competition is stopped. It will resume as soon as possible, with the same players starting again with figure 1.

At the first call, a player has 5 minutes to present themselves 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.

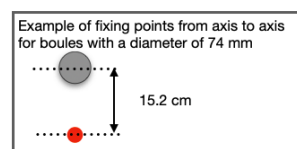
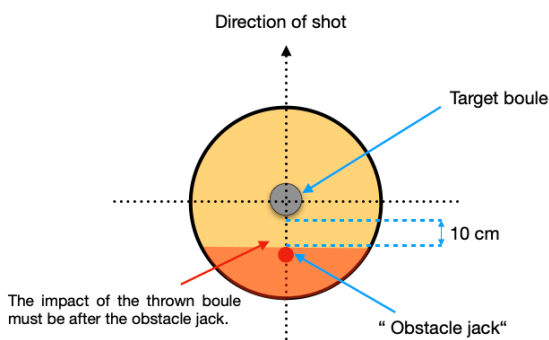
Annex 1 – figures 1 to 5

(figure 1)
Discipline 1
A Target Boule

Shooting result	Points
The target boule goes out of the circle and the thrown boule remains in the circle "Carreau"	5
Successful (target boule and the thrown boule completely leave the circle).	3
Touched (target boule hit but remains in the circle)	1
Miss	0

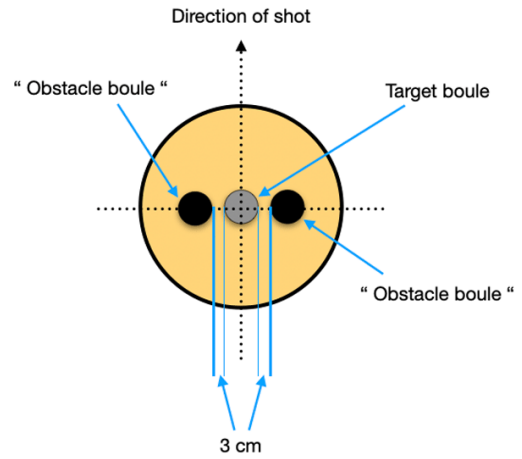
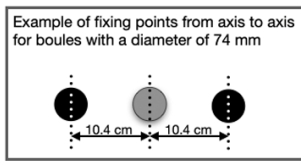


(figure 2)
Discipline 2
Target boule behind the jack



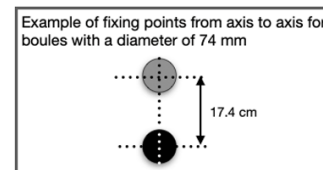
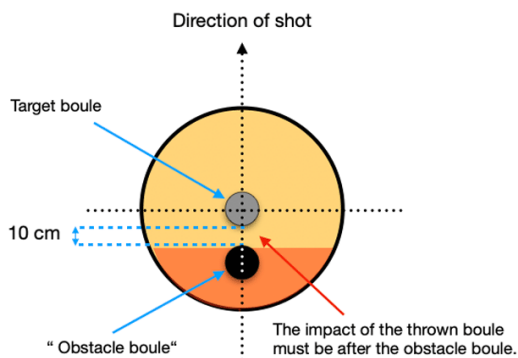
Result of shots	Points
The target boule goes out of the circle and the thrown boule remains in the circle "Carreau"	5
Successful (target boule and the thrown boule completely leave the circle).	3
Touched - target boule hit and remains in the circle. - target boule hit and the obstacle jack is touched by the rebounding thrown boule.	1
Missed or the impact of the thrown boule is before the obstacle jack.	0

(figure 3)
Discipline 3
Target boule between 2 obstacle boules



Shooting results	Points
The target boule goes out of the circle and the thrown boule remains in the circle . "Carreau"	5
Successful (target boule hit and shooting boule completely leave the circle)	3
Touched - target boule hit and remains in the circle. - target boule hit and an obstacle boule is touched by the rebounding thrown boule.	1
Missed or both the target boule and an obstacle boule leave the circle	0

(figure 4)
Discipline 4
Target boule behind the obstacle boule



Result of shots	Points
The target boule goes out of the circle and the thrown boule remains in the circle. "Carreau"	5
Successful (target boule hit and shooting boule completely leave the circle).	3
Touched - target boule hit and remains in the circle. - target boule hit and the obstacle boule is touched by the rebounding thrown boule.	1
Missed or the impact of the thrown boule is before the obstacle boule.	0

Discipline 5
Target jack

Shooting result	Points
The jack completely goes out of the circle	5
Successful: Jack touched but remains in the circle (The jack is considered as "touched" if it is moved from the set position)	3
Miss	0

