

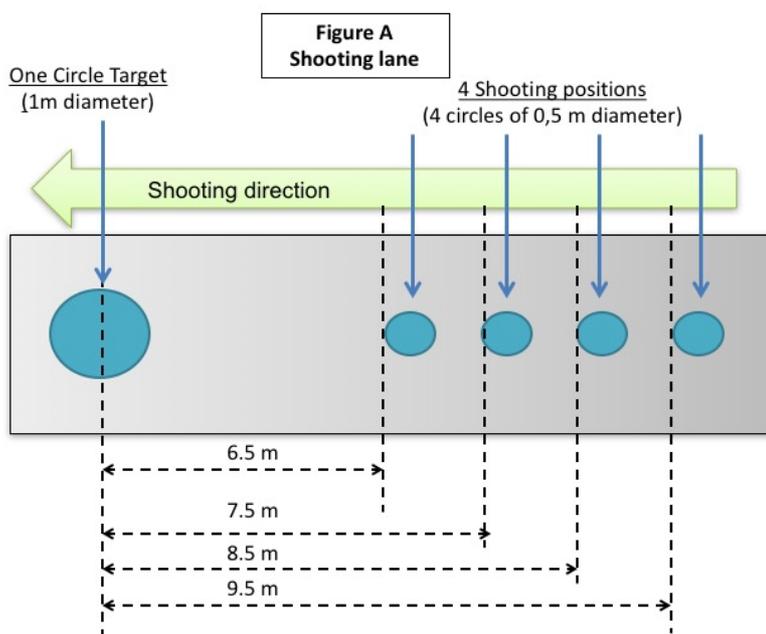
**FÉDÉRATION INTERNATIONALE DE PÉTANQUE ET JEU PROVENÇAL**  
*RULES for the INDIVIDUAL SHOOTING WORLD CHAMPIONSHIP*

**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 colour.
- 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.

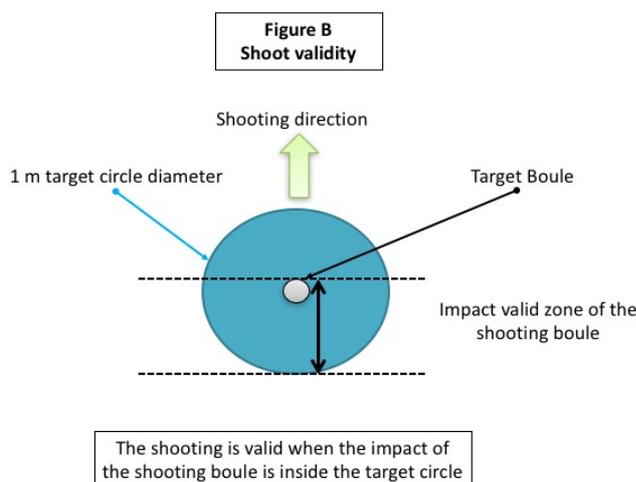
The objects are separated:

- 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 centre 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 plasticine.



**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, 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 equality, 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 when **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 finals.

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 shoot one after another from Figure 1 at 6 meters to Figure 5 at 9 meters. They have a maximum a maximum of 20 minutes to do all their shots.

Only **an** 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.

The Coach may only stand beside the player, he or she is not permitted beyond the 4 shooting positions. ~~OK~~

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. He must be in front of the circle that the shooter will use and always at least 2 meters **away** from him.
- 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 **score** marker for each player to record the results boule by boule on a specific form

- 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 and only in these conditions; otherwise he should be a member of the team. 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.

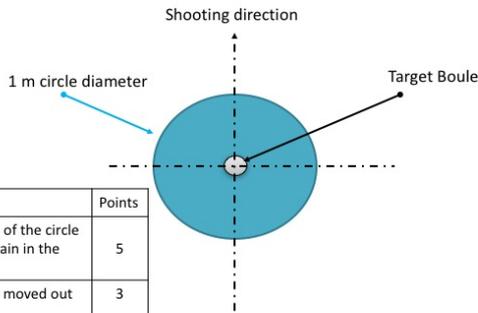
The medals are given by the FIPJP on the podium provided for this purpose; this ceremony is followed by the raising of the National flags of the medallists and the playing of the national anthem of the winner.

- 9 Incidents** - If an incident occurs during the test (power failure, storm, incorrect behaviour of the public (throwing objects or laser beam etc.) not directly involving a player, this competition is cancelled. 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.

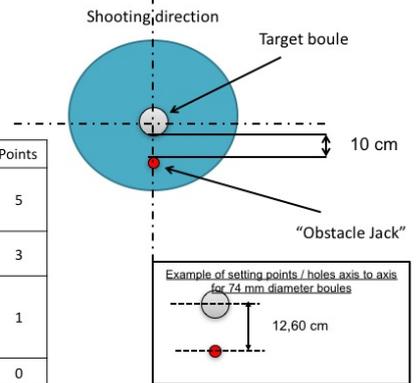
Appendix – Figures of targets (Fig. 1 – 5)

**Figure 1**  
One target boule



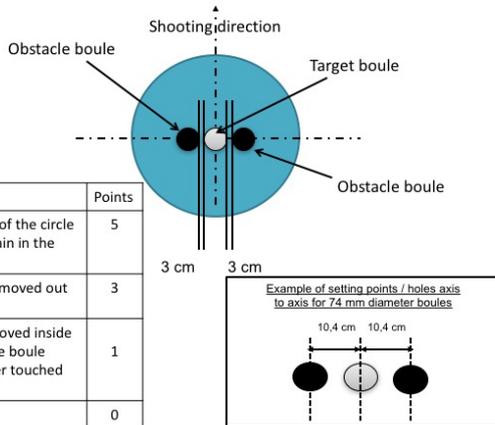
Shooting results	Points
Target boule moved out of the circle and shooting boule remain in the circle « Carreau »	5
Successful (target boule moved out of the circle)	3
Touched (target boule moved inside the circle)	1
Failed	0

**Figure 2**  
Target boule behind the Jack



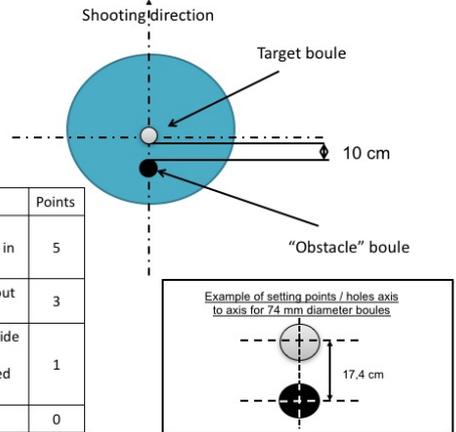
Shooting results	Points
Target boule moved out of the circle and shooting boule remain in the circle « Carreau »	5
Successful (target boule moved out of the circle)	3
Touched (target boule moved inside the circle and/or obstacle jack touched by rebound after touched target boule)	1
Failed	0

**Figure 3**  
Target boule between 2 "obstacle" boules



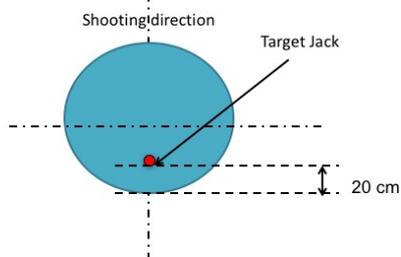
Shooting results	Points
Target boule moved out of the circle and shooting boule remain in the circle « Carreau »	5
Successful (target boule moved out of the circle)	3
Touched (target boule moved inside the circle and/or obstacle boule touched by rebound after touched target boule)	1
Failed	0

**Figure 4**  
Target boule behind "obstacle" boule



Shooting results	Points
Target boule moved out of the circle and shooting boule remain 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 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