



PRECISION SHOOTING

BECOME A SHOOTING AGE

Become a real champion thanks to this game and the FIPJP* competition precision shooting events

The boules in this set are the approved boules used in competition precision shooting events

WHAT YOU NEED:



Contents of the set :
- 2 black boules (obstacles)
- 1 white boule (target)
- 1 jack



Your usual 3-boule set

HOW TO PLAY

Play alone: to practise your skills
Play in a group: to challenge each other

Aim : Throw the white target boule or the jack, depending on the event. Each time you hit the target, you score from 0 to 5 points. Score as many points as you can to win the challenge.

The 5 events take place at 4 distances, 6, 7, 8 and 9 metres between the start zone and the shooting zone.

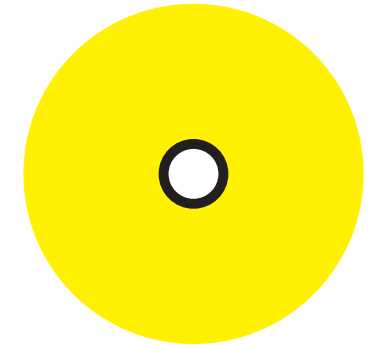
You have one shooting boule per distance, so 4 boules per event.

Start with event I at a distance of 6 m and go up to 9 m, then go on to the next event.

Each player shoots in turn.

EVENT 1

One target boule on its own



AIM :
To hit the target boule

NOTE THE POINTS SCORED:

5 pts : carreau (direct stun shot) if the target boule is knocked out of the circle and the thrown boule stays inside the circle

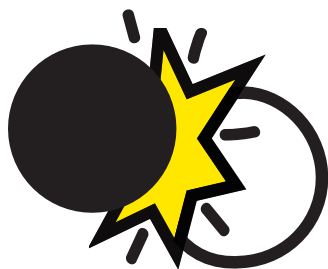
3 pts : sortie (out) if the target boule and the thrown boule both go out of the circle

1 pt : touché (touched) if the target boule is touched but stays inside the circle

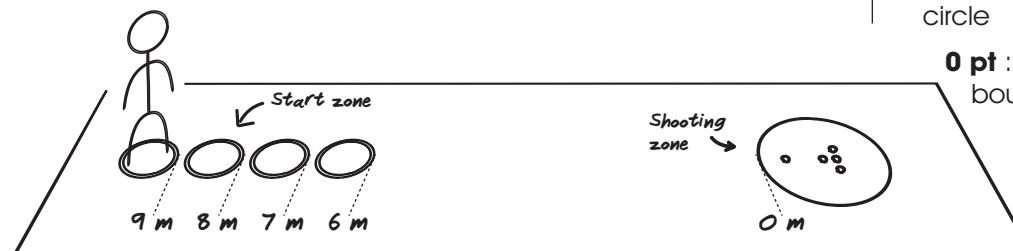
0 pt : manqué (missed) if the thrown boule misses the target

PRECISION SHOOTING GAME: TARGET BOULES

Rules of the game



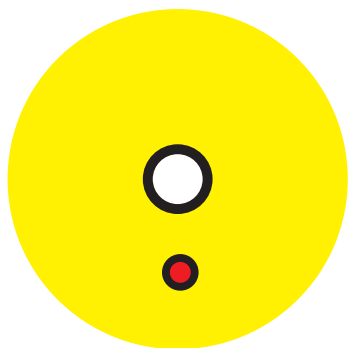
You can find the official precision shooting rules on OBUT.COM in:



* FIPJP : Fédération Internationale de Pétanque et Jeu Provençal

EVENT 2

Target boule behind a jack



AIM:

To hit the target boule without touching the jack

NOTE THE POINTS SCORED:

5 pts : carreau (direct stun shot) if the target boule is knocked out of the circle and the thrown boule stays inside the circle

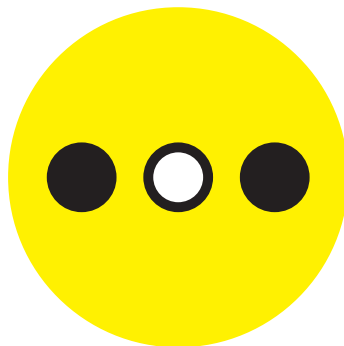
3 pts : sortie (out) if the target boule and the thrown boule both go out of the circle

1 pt : touché (touched) if the target boule is touched but stays inside the circle or if the jack is touched after the target boule

0 pt : manqué (missed) if the thrown boule misses the target or if the jack is touched first

EVENT 3

Target boule between 2 obstacle boules



AIM :

To hit the target boule while avoiding the black obstacle boules

NOTE THE POINTS SCORED:

5 pts : carreau (direct stun shot) if the target boule is knocked out of the circle and the thrown boule stays inside the circle

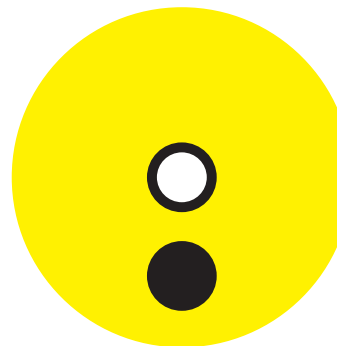
3 pts : sortie (out) if the target boule and the thrown boule both go out of the circle

1 pt : touché (touched) if the target boule is touched but stays inside the circle or if an obstacle boule is touched after the target boule

0 pt : manqué (missed) if the thrown boule misses the target or if an obstacle boule is touched first

EVENT 4

Target boule behind another boule



AIM:

To hit the target boule while avoiding the black obstacle

NOTE THE POINTS SCORED:

5 pts : carreau (direct stun shot) if the target boule is knocked out of the circle and the thrown boule stays inside the circle

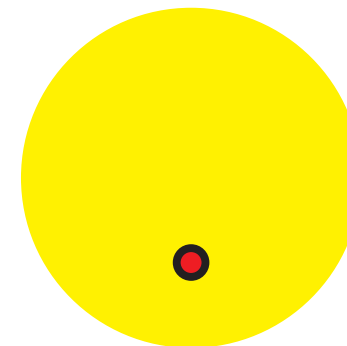
3 pts : sortie (out) if the target boule and the thrown boule both go out of the circle

1 pt : touché (touched) if the target boule is touched but stays inside the circle or if an obstacle boule is touched after the target boule

0 pt : manqué (missed) if the thrown boule misses the target or if an obstacle boule is touched first

EVENT 5

Target jack



AIM:

To hit the jack

NOTE THE POINTS SCORED:

5 pts : sortie (out) if the jack is knocked out of the circle

3 pts : touché (touched) if the jack is touched but stays in the circle

0 pt : manqué (missed) if the jack is missed

