

INTERNATIONAL PASS

This is the International Pass make by the F.I.P.J.P.

You must point and shoot to practice Pétanque Sport.

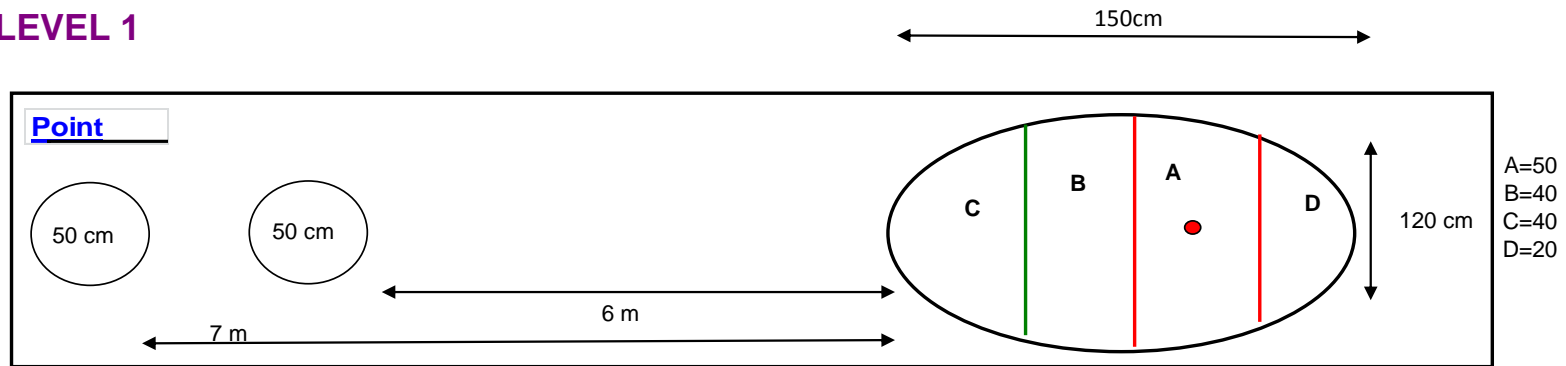
You've got 3 levels to point,shoot and throw the but progressively

Two distances : 6 m and 7 m

Deux distances : 6m et 7 m



LEVEL 1



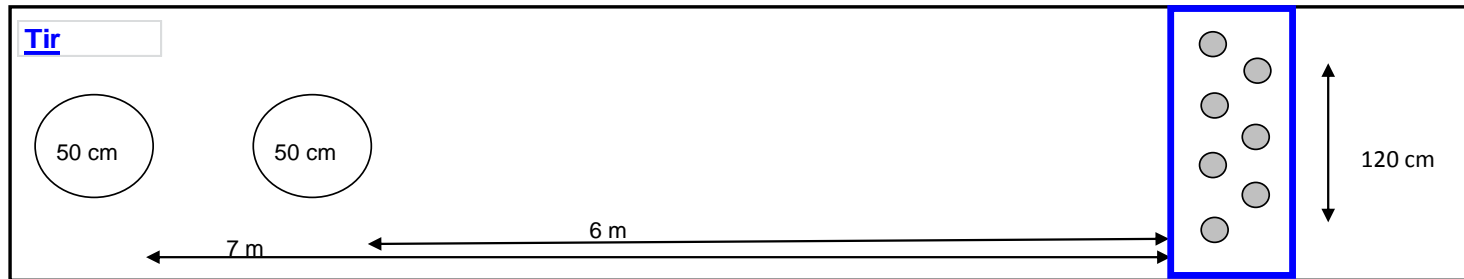
6 boules to shoot

18 pts for success the exercise

Goal : point in target areas the trainer choice the distance between 6m or 7m

Areas correspond to the level of accuracy, their values are calculated by difficulty level

Area A = 6 points, B = 5 points, C = 4 points, D = 3 points. Balls throw outside of the area count for nothing = 0



6 boules to shoot to push other boules out of the square frame

18 pts for success the exercise

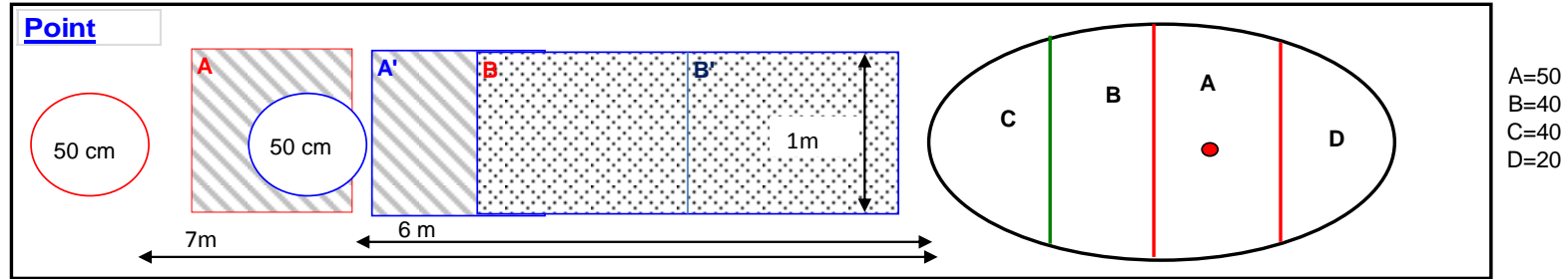
Boules knocked out = 5 points, boule touched = 3 points, "Carreau" = 6 points



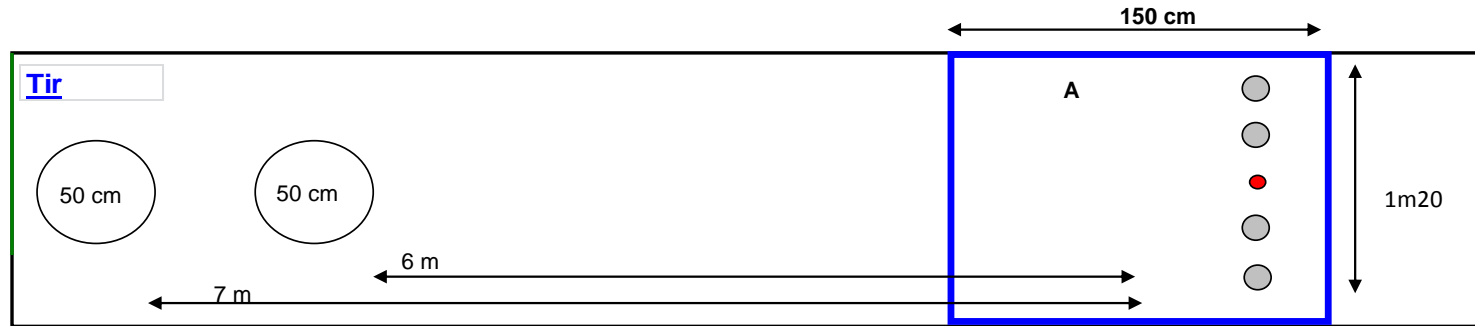
3 buts to throw, 3 target areas : Area A = 1 point, B = 3 points, C = 5 points

5 pts for success the exercise

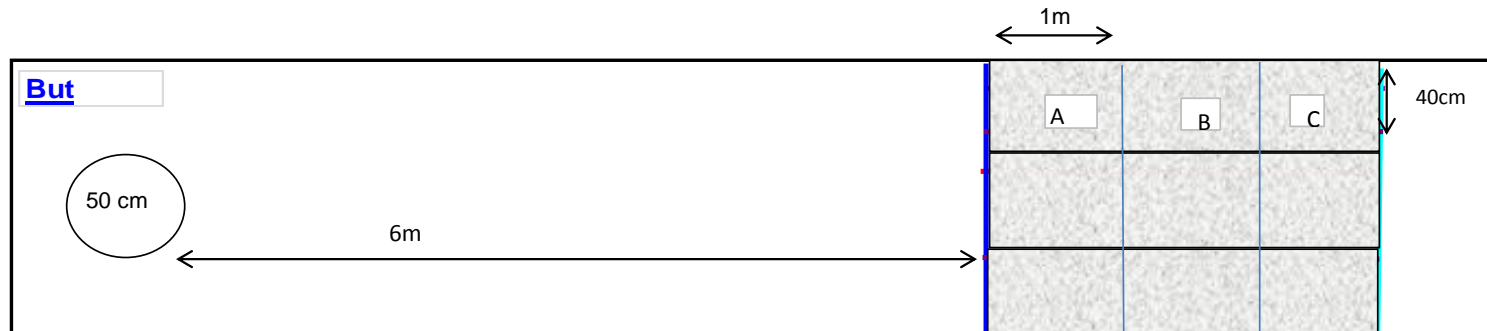
LEVEL 2



6 boules to shoot with a first impact inside the different square areas : A = "point glissé", B = 1/2 lob 18 pts for success the exercise
 Red areas are for the 7 meters starting point, and the blue ones for the 5 meters starting point. Remove balls after each throw
 Goal : get the closest possible from : area A = 6 points, B = 5 points, C = 4 points, D = 3 points. Outside of the ellipse = 0 points
 3 boules in "point glissé" and 3 boules in 1/2 lob

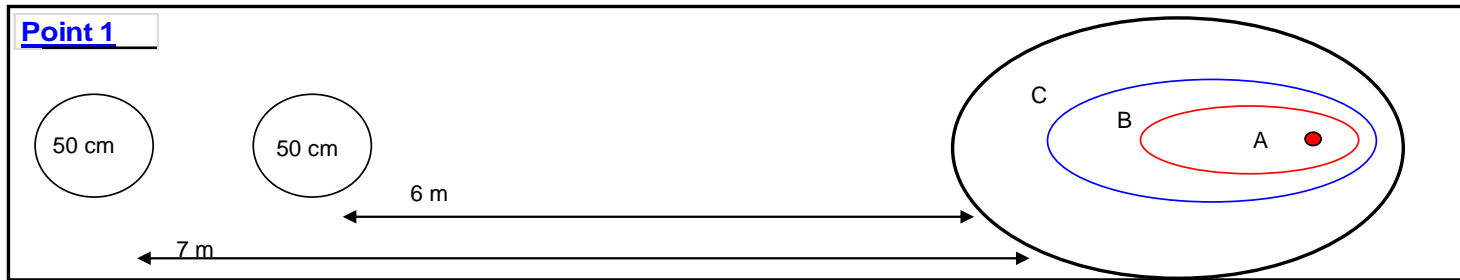


6 boules to throw 18 pts for success the exercise
 Shoot the boules from the left to the right or right to left, as the player want and finish by the but
 Boules shooted must stay in the area A, otherwise it will count for nothing. Put back boules in place after each shoot.
 Boules knocked out of the square = 5 points, boules touched = 3 points, "Carreau" = 6 points

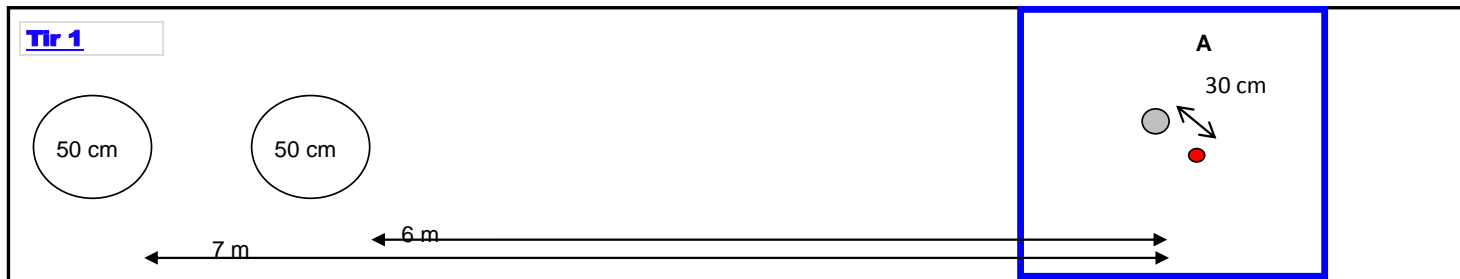


3 butts to throw 5 pts for success the exercise
 3 areas to reach in each areas : left, middle, and right
 A = 1 point B = 3 points, C = 5points

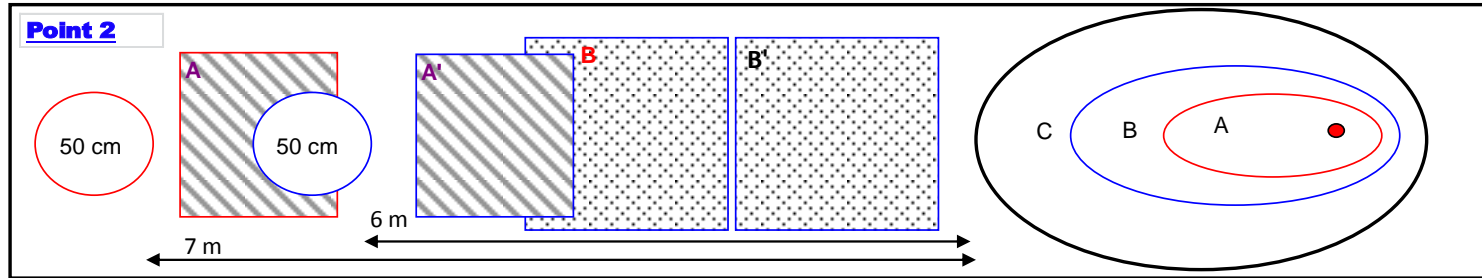
LEVEL 3 : THE RACE



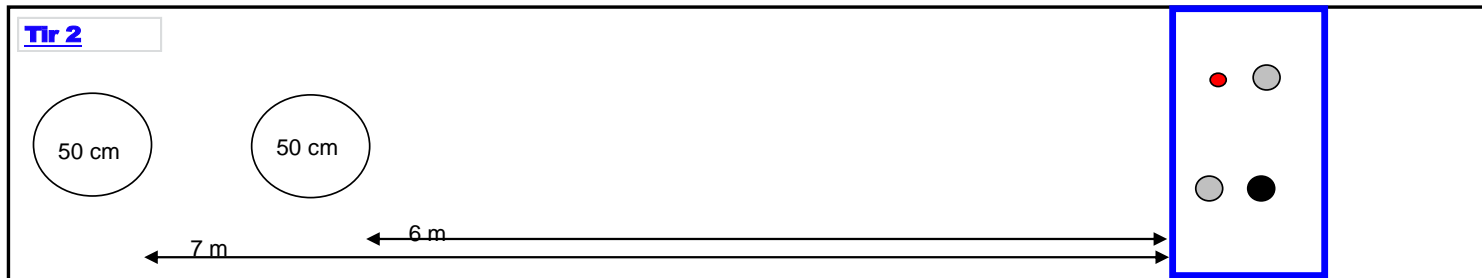
3 buts to throw
 3 areas to reach in each areas : left, middle, and right
 A = 1 point B = 3 points, C = 5points



6 boules to shoot
 Shoot alternatively one boule on the boule, and one boule on the but by hitting the target area first, otherwise it will count for nothing
 Boule knocked out = 5 points, boule touched = 3 points, "Carreau" = 6 points, but knocked out = 6 points, but touched = 3 points



3 buts first and 6 boules to throw in 3 target areas
 Point the square areas first A "point glissé", B half range, and reach the target areas : A = 6 points, B = 3 points, C = 1 point
 If boules get out of the ellipse, it will count for nothing



6 boules to shoot
 Shoot alternatively the white boule without touching the but nor the black boule. Put back boules in place after each shoot.
 White boule knocked out = 5 points, White ball touched = 3 points, "Carreau" = 6 points
 If the but or the black ball are knocked out = 0 points

for success the race minimum 80 pts in 10 minutes maximum