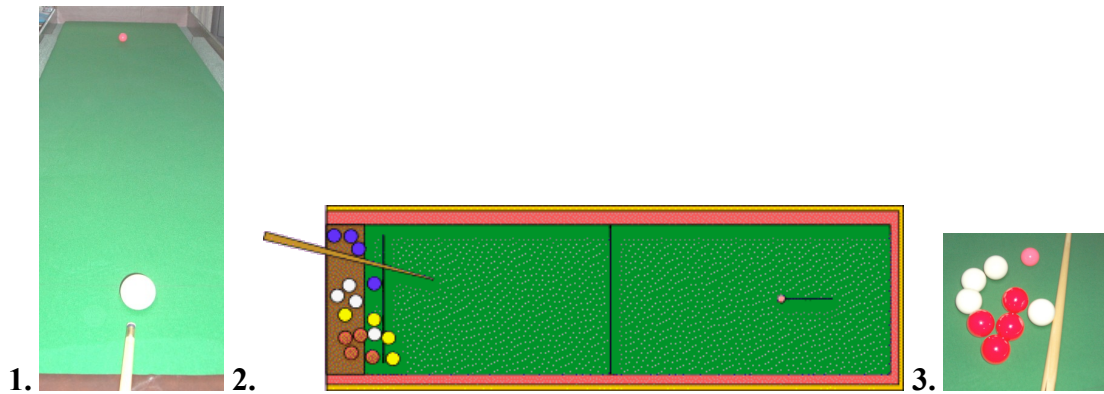


Petanque de Table (France)



The Game

Each player (pair) has 4 balls each (**pic 3**). These balls are played from the head of the table towards a smaller cochonnet (jack) (**pic 1**). The aim is to score one point for each ball that is nearer to the cochonnet than any opponent's ball once all the balls have been played. Games are played to 11 up or when time is limited the highest score wins after a set number of rounds.

To start the game the cochonnet is placed on a fixed spot (**pic 2**). It may be moved from that spot by subsequent played balls but should always remain on the surface of the piste. The piste itself is surrounded on 3 sides by a ditch. A ball lying in the ditch cannot score any points. The player to play is always the one whose nearest ball is further away from the cochonnet than those of his opponent's nearest balls (except in the case of penalty shots).

Playing Order for 2 player singles

First ball – each player plays one ball.

Thereafter the furthest away (2nd nearest player) plays until one of his balls becomes nearest or he has no balls remaining. Then the other player follows in the same manner.

Balls in Ditch.

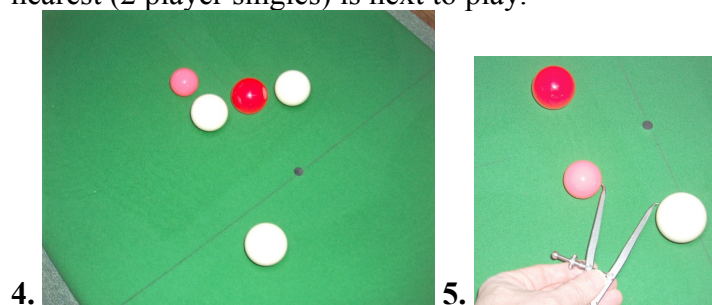
After each player has played one ball each, if one player has a ball on the piste and the other player has entered the ditch with their first ball then they must play their second ball. If both players have put their first ball in the ditch then they follow in the same order.

If only one player still has balls to play, and **whilst he is still nearest**, then he may play as many of the balls as he wishes.

example - both play one ball – red is nearest. White follows, and after playing all his balls, red is still nearest. Red can then decide if he wants to play or just take one point. If he plays a second ball and does no damage (he is still nearest) then he may or may not decide to follow with another ball, and so on until his fourth ball. However, if red plays and causes a change in the end, where his ball is **no longer nearest**, then he has no option but to play again and keep playing until he becomes nearest or uses all his balls.

Nearest to cochonnet and order of play.

The player with a ball nearest to the cochonnet might also have one ball furthest away (**pic 4**) – this doesn't mean that they play next (as being furthest away). The player 2nd nearest (2 player singles) is next to play.



example pic 4 - Red played the first ball, white played next and red was nearest so white played again. Red was still nearest so white played a third ball. Now white is nearest so red plays the next ball.

Measures

Only balls still on the piste can count towards the score. Measures can be taken (**pic 5**) to see who is closest, but only once all balls have been played.

* * *

Penalties

1. Cochonnet knocked into ditch.

Cochonnet is **always** replaced on its spot.

Any change to the position of balls on the piste remains.

Offending player has a ball on the piste removed (if any).

Whoever is now nearest, offending player plays another ball (if any left)

2. Own ball played or knocked into ditch.

Any change to the position of balls on the piste remains.

Whoever is now nearest, offending player plays another ball (if any left)

3. Opponent's ball knocked into ditch.

Any change to the position of balls on the piste remains.

Offending player has a ball on the piste removed (if any).

Whoever is now nearest, offending player plays another ball (if any left)

All of the opponent's balls that were knocked into the ditch **on that shot**, are returned to the opponent to play again when it next becomes their turn.

Removed balls

Any removed balls cannot be played again.

The ball to be removed is always the ball of the offending player that is nearest to the cochonnet once all the balls have stopped and once the cochonnet has been respotted (if necessary).

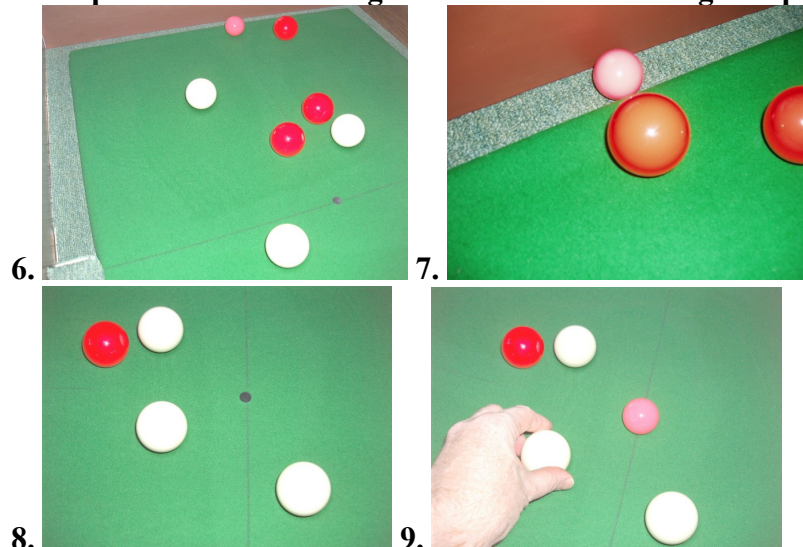
N.B. There are **no double penalties** – if opponent's ball **and** cochonnet are knocked into ditch then the offending player plays another ball but only one ball is removed (not two). Opponent's balls are returned to opponent to be played again.

Other penalties

4. If one's own ball **and** cochonnet are played into ditch then play again (no ball removed). Playing again is the penalty (although your ditched ball is now dead).

5. If one's own ball **and** an oppo ball are played into the ditch then play again (no ball removed – oppo gets ball(s) back to play again). Playing again is the penalty (although your ditched ball is now dead).

Example - Penalties arising from the last remaining ball played.



Pic 6 - White to play (both white and red have one ball left).

Pic 7 - White knocks a red towards the cochonnet knocking it into the ditch – **foul**.

Pics 8 and 9 - The cochonnet is replaced on its spot where white now has 3 balls closest. White is **penalised** for the foul by having the ball nearest the cochonnet removed from the piste. White cannot play again as they have no balls remaining. Red now has one ball left to redeem the end.

* * *

<p>Format 2 player singles Pairs (play half balls)</p>	<p>For 3 or 4 player singles – see extra sheet</p>
<p>NB – Equipment also used by Table Bowls 2, Billiard Target Board, Table Curling</p>	<p>Dimensions 8 ft x 2 ft 8” (on table supplied)</p>

General

Balls should be struck with the lightest of touch (the lightest touch I've come across in any cue game). A short cue is preferable to impart less power to a shot. Stationary balls will move easily once connected with by a moving ball.

Practice

Each player is allowed 4 practice balls to check the pace and roll of the piste. If the piste is not exactly level then this is the time for a player to find out and use any roll to their advantage during the game. Suggest one ball to check the pace, one ball down each side and one ball down the middle.

* * *

Quick Start Guide

4 coloured balls per player. One smaller cochonnet (jack ball)

The table is surrounded on 3 sides by a ditch.

At start of each end the cochonnet is spotted.

One ball per player is played from baulk until at least one player has a ball on the table.

Then the furthest away from the cochonnet continues to play until nearest to cochonnet or runs out of balls.

All balls of one player nearer to cochonnet than any other player's balls score 1 point each.

Further details, fouls and penalties – **see rules** (e.g. ball, cochonnet knocked into ditch)