

APPENDIX B

SKILL COMPETITION

Skill Competition Score Sheet

SKILL COMPETITION

This type of competition can be used as a training or coaching exercise to help players develop their individual skills. It can be used as part of a club day or a coaching session. The competition consists of seven disciplines and can be played over any number of rounds. Selected disciplines can be used for different occasions.

1. Placing the Cochonnet.

A test for players to throw the cochonnet where they intend it to go.

Draw three 0.5 metre diameter circles at distances of 7, 8 and 9 metres from the throwing circle. Each player will then try to place the cochonnet into each of the target circles.

Scoring: 2 points for cochonnet that finishes up in the circle.

2. Standard Pointing.

A test for players to point a boule close to the “target” without actually touching the “target”.

Place three metal or plastic tent pegs (about 15cms showing above the terrain) into the terrain at distances of 7, 8 and 9 metres from the throwing circle. Each player then to point one boule at each of the target pegs.

Scoring: 2 points for each boule within 15cms of the peg. 1 point for each boule that is within 30cms of the peg. Measure from the peg to the centre of the boule. Any boule touching or has touched the peg is disqualified.

3. High Lob Pointing.

The idea is to teach players to play the high boule.

Draw three 0.5 metre diameter circles 7, 8 and 9 metres from the throwing circle. Then 1 metre in front of each target circle, lay a length of timber (30cms x 75mm x 50mm) across the terrain. Each player to “high lob point” one boule at each target circle. The player’s boule must not pitch on the throwing circle side of the timber.

Scoring: 2 points for each boule that finishes in the target circle.

4. Target Shooting.

A test for players to shoot three boules.

Draw three 0.5 metre diameter target circles 7, 8 and 9 metres from the throwing circle. Place one target boule in each circle. Each player to shoot one boule at each of the target boule.

Scoring: 1 point for hitting the target boule and a further 1 point if the player's boule remains within the target circle. Any boule pitching outside of the target circle will be disqualified.

5. Shooting Over Top

The idea is to create a situation where an opponents boule that must be shot is screened in front by one of your own teams' boule.

Place three target boule 7, 8 and 9 metres in front of the throwing circle. In front of each target boule, place a 30cm length of 75mm x 50mm timber which should be secured into the terrain by a couple of metal tent pegs. Each player then shoots one boule at each target boule. The distance between the target boule and the timber can be altered for each round. It is suggested that a starting distance should be 30cms. The shorter the distance, the more difficult the shot becomes.

Scoring: 2 points for each boule that hits the target boule. Any boule pitching before the timber is disqualified.

6. Side by Side Shooting.

The idea is to create the situation of an opponents and your own teams' boule are side by side and the opponents must go!

Draw three 0.5 metre diameter circles 7, 8 and 9 metres in front of the throwing circle. Into the centre of these target circles, place two boules side by side, with a gap of about 2cms. One of these boules should be identified as the "friendly boule". Each player shoots one boule at each target circle trying to remove the other boule.

Scoring: 1 point for each "non friendly boule" boule hit and 1 further point if the "non friendly boule" is removed from the target circle and the players shooting boule stays within the target circle. Any boule pitching outside of the target circle is disqualified.

7. Promoting a Boule.

The idea is to practise promoting one of your own team's boule towards the cochonnet.

Place three metal or plastic tent pegs (about 15cms showing above the terrain) into the terrain at distances of 7, 8 and 9 metres from the throwing circle. 1 metre in front of each target peg secure two pieces of 30cm long x 75mm x 50mm timber in an arrow shape with the point of the arrow towards the throwing circle. There should be a gap in the front of the arrow 1 1/2 times the width of a boule. Place a boule inside the V of the arrow about 15cms from the point. Each player to point one boule at each target boule with the idea of promoting the target boule towards the target peg. Any boule that is touching or has touched the target peg is disqualified..

Scoring: 2 points for each boule within 15cms of the peg and 1 point for each boule that is within 30cms of the peg. Measure from the peg to the centre of the boule.

Results:

Rather than just have an overall winner there are several other options.

- a. Overall pointing and overall shooting winner.
- b. Juniors and adults separately.
- c. Novices and experienced players separately.
- d. If there are a series of these events then an accumulative winner for each discipline

SKILL COMPETITION SCORE SHEET		PLAYER NAME				
DISCIPLINES		No of Boule	ROUND (1)	ROUND (2)	ROUND (3)	TOTAL
1	PLACING THE COCHONNET 2 points for each cochonnet that finishes up in the target circle.	1				
		2				
		3				
		TOTAL				
2	STANDARD POINTING 2 points within 15cms of peg. 1 points within 30cms of peg. Touch the peg - disqualified.	1				
		2				
		3				
		TOTAL				
3	HIGH LOB POINT 2 points for each boule that finishes up in the target circle.	1				
		2				
		3				
		TOTAL				
4	TARGET SHOOTING 1 point for hitting target boule. 1 more point if players boule remains in target circle. No pitching outside of target circle.	1				
		2				
		3				
		TOTAL				
5	SHOOTING OVER THE TOP 2 points for hitting each target boule.	1				
		2				
		3				
		TOTAL				
6	SIDE BY SIDE SHOOTING 1 point for hitting target boule. 1 more point if target boule leaves circle and players boule remains.	1				
		2				
		3				
		TOTAL				
7	PROMOTING THE BOULE 2 points for each boule within 15cms, 1 point within 30cms of target peg. touch the peg - disqualified.	1				
		2				
		3				
		TOTAL				
TOTAL POINTS						