

'Shooter'

a practice game for three players

The three players point simultaneously to a jack and the nearest two (from now on labelled A & B) play against each other on the first end, the third player (C) being 'Shooter'.

A & B have their own three boules to use as they wish but each **must** ask C to shoot twice for them during the end.

Scoring is as normal for A & B but each time C hits a designated boule for either of the other two he / she receives a point to add to their own score. Any touch on the target boule, however slight, counts as a hit, even if it does not bring about the desired result.

Thus, during any one end, A or B can score up to 3 points but, potentially, C can score 4 if they hit successfully every time.

A & B, therefore, need to think of themselves as having 5 boules at their disposal during the end, their own three plus the Shooter's two, which **must** be used for shooting.

The Shooter's boules are always taken out of the game after each shot as they must not impede the boules of A & B and if the jack is displaced accidentally by the Shooter it stays where it finishes. A dead jack during an end means that the end is replayed, other than in the 'boules in hand' situation below.

After the end has finished, the loser becomes the new Shooter for the next one. Thus, if A wins the first end, A will play C in the second end – with A throwing the jack and starting - and B playing the role of Shooter. The loser always becomes the Shooter for the next end.

The first player to 13 wins, even if that is the Shooter in the course of an end.

If a player still has to use the Shooter on an end and there are none of the opponent's boules left on the terrain, the Shooter must be asked to shoot the jack for their point and the player with boules remaining scores 'boules in hand' if the shot is successful in making the jack dead.

The Shooter may not be asked by a player to shoot that player's own boule but, if only one player has boules left that player may select tactically which of the opponent's boules must be shot, perhaps to make it more difficult for the Shooter to score.

Landing Area

A focus on the landing area. Landing in rings is easy to score and give the youngsters something to land in and achieve before we move on to pointing to a target. It gives the students a win and a clear task to practice and improve. The distance can be increased and a dead board line placed after the landing circle to get the boule to stop before it hits it but still land in the target circle. It is a wax on wax off approach that works on the throwing technique without objective views of what is a good position for a boule to be in. Once this task has been done the game will become easier to understand and the basics drilled in without complicating the boule and jack situation.

Having three circles on an arc works on the feet and line up of the throw, again focus away from the game but working on the technique.