

National Pointing Competition Rules

1. Pointing Lane:

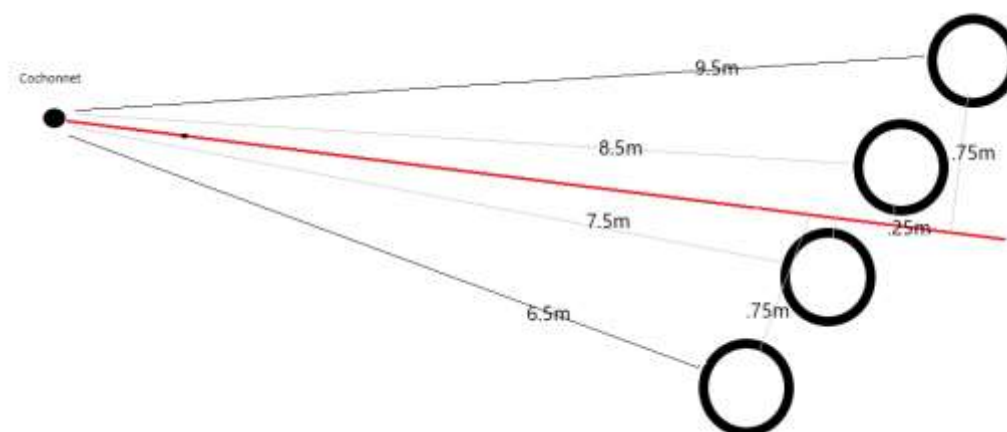
The pointing lane will consist of a mark (typically a 75mm x 3.15m flat head nail with a 15mm washer) to indicate the position of the cochonnet and four 50 centimetres diameter throwing circles which are placed in an offset position at 6.5, 7.5, 8.5 and 9.5 metres from the cochonnet position. From the cochonnet end, the 6.5 m throwing circle is on the right and the 9.5 m throwing circle is on the left.

Notes

- The shooting competition circles which are linked together in a straight line should not be used for the pointing competition.
- The circles can be held in place by 4 nails with washers attached

Layout

Note that all measurements are made from the cochonnet end.



Mark the cochonnet point and using a tape or string mark out a line at approximately 30 degree angle to the right from directly up the throwing lane. This is the red line in the above diagram.

At 53cm from the first nail, place a second nail (on the red line). This indicates the position of the obstacle boule in exercise 2.

Make marks along the tape at 6.5, 7.5, 8.5 and 9.5 metres.

The 6.5m throwing circle is placed to the right of the tape at 75cm to the inside left edge of the circle

The 7.5m throwing circle is placed to the right of the tape at 25cm to the inside left edge of the circle

The 8.5m throwing circle is placed to the left of the tape at 25cm to the inside right edge of the circle

The 9.5m throwing circle is placed to the left of the tape at 75cm to the inside right edge of the circle

Note: The scoring chart makes reference to an 80cm circle (exercises 1 to 4) and 1 metre circle (exercise 5). These are not drawn on the ground but are used to explain the scoring concept.

2. Materials used:

- Target boule and obstacle boules are all 74 mm in diameter, weigh 700 grams and are smooth. The target boule (exercise 4 should be light in colour (steel). Obstacle boules (exercise 2, 3 and 4) should be dark in colour.
- The jack (all exercises) with a diameter of 30 mm; weight more than 10 grams, made of boxwood and a plain colour.

3 Positioning of the Targets and Obstacles:

The targets and obstacles are placed by an experienced volunteer and using a template approved by PNZ, according to the standards set out in figures 1, 2, 3, 4 and 5.

The placement of the obstacles and targets are made in relationship to the red line in the above diagram.

Note that the tape/string line is removed prior to the commencement of the competition.

4. Validity and value of the throw:

For exercises 1, 2 and 3 a displaced cochonnet is put back to the original position and the measure to the thrown boule is taken from there.

Exercise 1

The boule is less than 20cm from the cochonnet – 5 points

The boule is less than 30cm from the cochonnet – 3 points

The boule is less than 40cm from the cochonnet – 1 point

The boule is more than 40cm from the cochonnet – 0 points

Exercise 2

The points allocation is the same as for Exercise 1. However, if the obstacle boule is touched, the score is 0 points, no matter the final distance from the cochonnet.

Exercise 3

The thrown boule is holding and did not touch either obstacle boule – 5 points

The thrown boule is holding and did touch an obstacle boule – 3 points

The thrown boule is not holding but is second and less than 40cm from the cochonnet – 1 point

The thrown boule is more than 40cm from the cochonnet – 0 points

Exercise 4

Target boule and thrown boule both closer to the cochonnet than the two obstacle boules – 5 points

Target boule closer to the cochonnet than the two obstacle boules – 3 points

Target boule touched first but not holding the point – 1 point

Target boule not touched – 0 points

Exercise 5

The cochonnet and the thrown boule are less than 50cm from the mark (used to place the cochonnet in exercise 1 to 4) – 5 points

The cochonnet is less than 50cm from the mark and the thrown boule is less than 80cm from the mark – 3 points

The cochonnet is touched and more than 50cm from the mark – 1 point

The cochonnet is not touched – 0 points

The maximum score for the Pointing Competition is 100 points.

5. Progress of the test:

Each Pointer must perform a complete series of twenty throws. That means four throws over four distances for each discipline in a maximum time of 15 minutes.

At the end of the qualifying round, the players are ranked, with the top two scores qualifying for the final in the Men's competition and the top two scores in the Women's competition.

In the case of ties, the players will be ranked according to who scored the most 5 points; and if still tied the winner will be the player who scored the most 3 points. If the players are still tied then they will be listed in alphabetic order of the player's surname.

When more than two players have qualified for the final due to tied scores, a barrage is organised in which each of the tied player throws only one boule for each discipline from the circle located at 7 meters. If still tied, this procedure is repeated but stopped when one player scores more points than the other on a target.

This procedure is also followed in case of a tie during the final.

In the final, the two opponents point, alternately on the same pointing lane.

6 General rules:

The players, playing alone during the qualifications or one after the other in direct opposition, throw in order from exercise 1 at 6 metres to exercise 5 at 9 metres.

Each player has a maximum of 15 minutes to make all their throws. The time is tracked at the scoring table, announced to the players at the end of each discipline and, if possible, displayed visibly.

The countdown starts when the points umpire raises their arm after the set-up template for the discipline has been removed; the time is stopped when the boule leaves the player's hand.

The player must remain in the circle with both feet on the ground until their thrown boule hits the ground. Having one foot completely off the ground will result in a red card, which will cancel the throw, even if the player, in the process of their throw, does not leave the circle before the impact of the thrown boule.

A red card will also be awarded to any player whose foot touches the throwing circle

A player receiving a second red card will have their round of pointing stopped but will retain the points they have already scored.

Only an umpire or a designated member of the organisation is entitled to replace targets and obstacles using a template approved by the PNZ. It is forbidden for coaches or other players to intervene in the pointing lane.

For each lane there must be:

- An umpire or an official to check the position of the feet of the pointing. They should have a white sign to announce that the throw is valid and a red one to announce that the throw is void. They must be extremely strict in awarding a red card to the player who raises a foot before their boule has struck the ground. The umpire must be situated opposite the circle that the pointer is going to use and always at least 2 metres from it. The umpire or official must not warn the player whose foot is touching the circle.
- An umpire who, using markers with numbers 0, 1, 3 or 5, announces the results to the score table, after taking care to control that the throw was validated.
- One score marker per player at the scoring table to record the results boule by boule on the specific forms and an official to record and announce, at the end of each discipline, the time remaining for the player; this role can be fulfilled by the score marker.

7 Use of video:

When it is possible to arrange, video can be used for the direct confrontation matches to confirm the validity of an umpire's decision.

8 Incidents:

If an incident occurs during the course of the event (power failure, storm, incorrect behaviour of the public (throwing objects or laser beam etc.) not directly involving a player, this competition is stopped. It will resume as soon as possible, with the same players starting again with figure 1.

At the first call, a player has 5 minutes to present at the pointing competition. In case of absence, they will be called a second time, but in this case, they start the competition with a penalty of 5 points. If the player is not present 5 minutes after the second call, they are eliminated.