

# THE SIMPLE RULES OF BOULES

## BASIC PLAY

TEAMS MADE UP OF ONE, TWO OR THREE OF FOUR PLAYERS  
EACH PLAYER USES TWO OR THREE BOULES

TOSS A COIN TO DECIDE THE FIRST THROW.

THE TOSS WINNER DECIDES THE PLAYING AREA AND THROWS THE  
COCHONNET (JACK)

PLAYING AREA CAN BE ANYWHERE DRAW A  
CIRCLE TO STAND IN TO THROW, AND THROW THE JACK  
ABOUT 8 TO 10 METERS FROM THE THROWING CIRCLE.

THE FIRST TEAM THEN SENDS A PLAYER TO THE CIRCLE TO THROW  
THE FIRST BOULE TRYING TO GET AS CLOSE TO THE JACK AS POSSIBLE  
THE OPPOSING TEAM THEN ATTEMPTS TO THROW A BOULE CLOSER TO  
THE JACK THAN THE FIRST THROWER.

THEY CONTINUE TO THROW UNTIL THEY DO SO (GET CLOSER)

OR UNTIL THEY RUN OUT OF BOULES

ONCE A LEAD IS ESTABLISHED BY EITHER SIDE, THE OTHER SIDE MUST  
THROW  
UNTIL THEY REGAIN THE LEAD, OR RUN OUT OF BOULES.

DO NOT PLAY ALTERNATE THROWS.

ONCE ALL BOULES HAVE BEEN THROWN THE SCORE IS RECORDED.  
THE TEAM CLOSEST TO THE JACK WINS ONE POINT.  
EXTRA POINTS ARE WON FOR ANY OTHER BOULES THAT THE WINNING  
TEAM HAVE, WHICH ARE CLOSER TO THE JACK THAN THE OPPOSITION  
TEAM.

THE WINNER THEN DRAWS A CIRCLE AROUND THE JACK AND STARTS A  
NEW END.

THE GAME CONTINUES UNTIL ONE SIDE SCORES 13 POINTS. OR 9 POINTS

A MATCH CONSISTS OF THREE GAMES