Club competitions #1

We've noticed from our travels playing the game that many clubs don't run many competitions. It may be that they don't want them or that they don't know how to so we'll look at how to take the first step.

Firstly competitions don't have to be intense, day long events with huge prize funds full of top players. There's a place for these but there's also room for friendly competitions, short competitions, silly competitions and unusual competitions. Today is short ones.

The easiest to organise is an individual mêlée. The word has been used many ways in history. Knights would fight in melees; The wiki definition refers to disorganised close combat in battles fought at abnormally close range with little central control once it starts (sounds familiar?) The French term mêlée was first used in English in about 1640. A modern version is meli-melo in French which translates into mish mash or hodge podge in English. Don't let these horrible histories put you off.

It's a turn up on the day event where any number of players can be accommodated as long as there are pistes to play on. Players can arrive late, leave early or dropout of a round. The organiser will adjust. With 2 pistes you can only have between 8 and 12 players. With 4 pistes you can host 16 to 24 players. Large clubs can host mêlées with over 50 players.

It can be done with a sheet of paper to record the scores and a pen. 3 round mêlées take an afternoon or an evening and often produce surprising results. There will be time in between rounds as you wait for long games to finish where you can take refreshment and have a chat.



It's an individual event where partners are changed each round and teams usually play in pairs but because of numbers there will sometimes be triples. Regardless of the number of players there will never be more than 3 triples. It is possible with small numbers to play with or against the same person twice. It's a random draw for partners so you could play with the club chairman or Aunt Ethel's cousin who's just visiting.



You need to be able to draw teams so you have to do some preparation. The smart way to do it is search **numbered discs** on the internet. There are many suppliers to choose from. Buy discs with a hole in as it helps people differentiate between 6 & 9 and also means you could hang them up on hooks if you feel the need. They're just over a pound each and should last for ages. Add a cloth bag and you have a random draw mechanism. If you don't want to spend too much money you can make your own with some craft skills.

Before the event

Advertise on your website or on your clubhouse door. If you have member emails use them. Give date & start time; cost; prizes. Tell people to be early.

On the day

Collect names and entry fees as people arrive. You can charge an entry fee or not; you can offer a prize for winner(s). It's up to you.

- Enter their names on the scoresheet. Check that the number of players matches the names on the scoresheet.
- Set a cutoff time and stick to it. Latecomers can join in round 2.
- Perform the draw for round 1.
- Use Piste 1 for players 1,2,3,4. Piste 2 for 5,6,7,8 etc.
- You can prepare a lane draw yourself for your number of pistes.
- Collect scores as games finish. Each player must report their own score.
- Check how many players are still there (and adjust numbers)
- Re draw for partners for next round.

When it's all over add up the scores. The person with the most wins is the winner and any ties are resolved with the points difference.

Basic scoresheet

https://huddersfieldpetanque.files.wordpress.com/2020/03/master-scoresheet-3-rounds1-1.pdf

Numbered discs

https://www.plasticdiscs.co.uk/numbereddiscs.html