



Westfield Health **BRITISH**
TRANSPLANT
GAMES SHEFFIELD
2026

PETANQUE

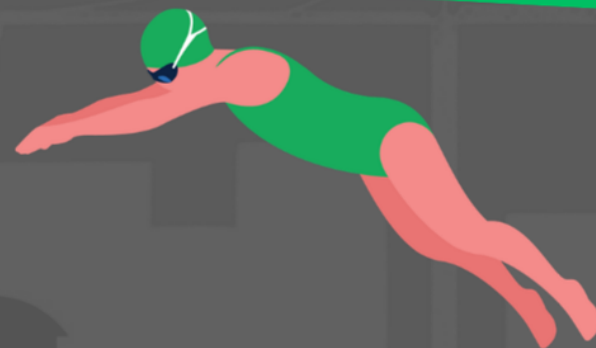
SPORT SCHEDULE

ENGLISH INSTITUTE OF SPORT, S9 5DA

SUNDAY 9TH AUGUST

WHAT 3 WORDS

//////wage.arch.unity



Round 1				
Team		Team		Lane
1	v	29	on	1
2	v	30	on	2
3	v	31	on	3
4	v	32	on	4
5	v	33	on	5
6	v	34	on	6
7	v	35	on	7
8	v	36	on	8
9	v	37	on	9
10	v	38	on	10
11	v	39	on	11
12	v	40	on	12
13	v	41	on	13
14	v	42	on	14
15	v	43	on	15
16	v	44	on	16
17	v	45	on	17
18	v	46	on	18
19	v	47	on	19
20	v	48	on	20
21	v	49	on	21
22	v	50	on	22
23	v	51	on	23
24	v	52	on	24
25	v	53	on	25
26	v	54	on	26
27	v	55	on	27
28	v	56	on	28

Round 2				
Team		Team		Lane
1	v	33	on	21
2	v	34	on	22
3	v	35	on	23
4	v	36	on	24
5	v	37	on	25
6	v	38	on	26
7	v	39	on	27
8	v	40	on	28
9	v	41	on	1
10	v	42	on	2
11	v	43	on	3
12	v	44	on	4
13	v	45	on	5
14	v	46	on	6
15	v	47	on	7
16	v	48	on	8
17	v	49	on	9
18	v	50	on	10
19	v	51	on	11
20	v	52	on	12
21	v	53	on	13
22	v	54	on	14
23	v	55	on	15
24	v	56	on	16
25	v	29	on	17
26	v	30	on	18
27	v	31	on	19
28	v	32	on	20

Round 3				
Team		Team		Lane
1	v	37	on	13
2	v	38	on	14
3	v	39	on	15
4	v	40	on	16
5	v	41	on	17
6	v	42	on	18
7	v	43	on	19
8	v	44	on	20
9	v	45	on	21
10	v	46	on	22
11	v	47	on	23
12	v	48	on	24
13	v	49	on	25
14	v	50	on	26
15	v	51	on	27
16	v	52	on	28
17	v	53	on	1
18	v	54	on	2
19	v	55	on	3
20	v	56	on	4
21	v	29	on	5
22	v	30	on	6
23	v	31	on	7
24	v	32	on	8
25	v	33	on	9
26	v	34	on	10
27	v	35	on	11
28	v	36	on	12

GUIDANCE FOR PLAYERS

1. Players should have a set of 3 matching boules. Boules can be marked with colours to assist identification.
2. The games will use the FIPJP general rules but consideration will be given to the inexperience of players.
3. Your team will be issued with a number. You will keep this all day. All lanes will be numbered. You will play 3 games on 3 different lanes with 3 different opponents.
4. Games are 40 minutes each in the morning session. Games start simultaneously with a bell/whistle. First to 13 wins the game. If the whistle sounds before a team reaches 13 the score stands. If teams are level it's a draw and each team gains half a point. Games finish with a whistle. When the finish whistle sounds complete the end you are playing. Do not throw another jack.
5. Your games will be listed on a sheet on the control table. It will say who you play and on which lane. This will change every round. When you find your lane and your opponents toss a coin to decide who plays first and wait for the start. There will be a short break between games. Each team should report their score to the control table asap. If you do not report your score before the next round starts you will score zero.
6. There will be marshalls/helpers to assist with rules, measure and keep play going.
7. There will be an umpire and any player can call for a ruling by the umpire whose decision is final.
8. Teams will be ranked after the third round by games won, points difference, points scored then one end tiebreaker to resolve ties. The 4 top ranked teams after the morning session will play in semifinals and final in the afternoon (1 v 4 and 2 v 3). The semifinals will be 40 minutes long and the final is untimed.
9. If a team is incomplete at the start time it can start the game but not use the boules of the missing player. If the missing player turns up they can join in at the next end.
10. If a complete team is missing at the start time it will forfeit the game 7-13.
11. If a player becomes unwell during a game and cannot continue a substitute approved by organisers can be used. The organisers reserve the right to use their own volunteers as substitutes to enable teams to continue.
12. There is no entry on the day.

On arrival register your team and find out which lane you will be playing your first game on.
Practise if you wish. Briefing for players will be 0945. Games will start at 1000