

Petanque for beginners: Three main pointing throws

There are probably three main pointing throws in Petanque:-

- a.) "The High Lob"
- b.) "The Half Lob"
- c.) "The Rolling Throw"

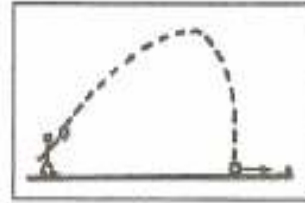


Fig. 7 The High Lob

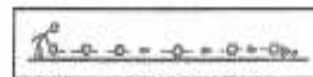
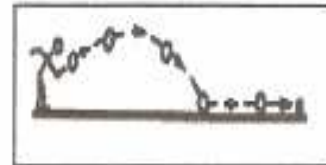


Fig. 8 The Rolling throw

THE HIGH LOB

The "high lob" is the most difficult of the three pointing throws, and requires a great deal of height and a lot of backspin to prevent the boules rolling forward too much. The idea is to throw the boules up and across landing as close to the jack as possible then stopping without moving forward too much. At times the throw is executed so well that the boules stops dead where it lands. The throw is difficult to master but a very effective one when carried out correctly. This throw is particularly useful on rough and uneven terrains.

THE HALF LOB

The most frequent and common way of pointing is the "half lob". Most players adopt this as their standard form for throwing their boules, for many others it is their only way. The half lob is throwing your boules so that it lands between the circle where you are standing and the target, allowing the boules to run along the terrain for the rest of the way to the target. The terrain needs to be reasonably smooth, to allow the boules to roll forward in a line directly to the target.

THE ROLLING THROW

The last of the pointing throws is the rolling throw, as the name implies your boules is rolled all the way from your circle to the jack. This throw of course requires a terrain with a very smooth surface. There are two main variations of this. The directed roll is usually executed from a semi crouching position, and the other is where you bend forward from your waist and release the boules close to your feet.

Note: Whether you stand, bend forward or squat to make a throw depends largely on the type of terrain you are using. As a general rule for pointing, you need to be higher off the ground on a terrain that is rough and closer to the ground when the terrain is smooth.