

### 3 - Way

Suggestion: Put this on a clipboard (in office). Nominate one player to keep all scores

#### Who starts

Each throw one boule at the coche for the starting order 1, 2, 3

After that the player whose BEST boule is FURTHEST from the coche plays next

A new end is started by the WINNER of the LAST END. Then 2nd placed, then 3rd

#### Scoring

First to 26 wins. 26 because SHOOT automatically halves these scores for prizes

Nearest boule to the coche scores 3 points. Second nearest 2. Third nearest 1.

Regardless of whose boules they are. A good player may thus score 3 + 2 + 1

#### Timing

As usual. At the bell finish this end, play one more end. If a draw, the 2 play an extra end

#### Entering the score on the score sheet

Write on the computer score sheet the actual scores for all 3 players, e.g. 18, don't halve it

Enter the 'For' score. The two Against scores go in 'Against1' & 'Against2', in any order

Name	A		B		C			
	End	Cum	End	Cum	End	Cum		
End 1								
End 2								
End 3								
End 4								
End 5								
End 6								
End 7								
End 8								
End 9								
End 10								
End 11								
End 12								
End 13								
End 14								
End 15								
End 16								
End 17								
End 18								

### Singles

Timed game rules. Play to 13 points. Or if you prefer, to 26. Then enter half the scores (rounded up)