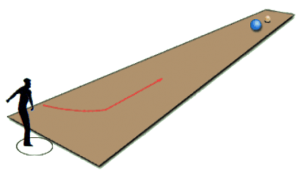
**1, 2, 3 Stages of Pointing and Shooting:**

**Key Strategies:**

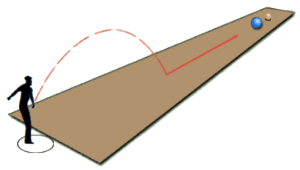
*-- The player and team-mates helps decide which kind of throw and outcome is needed; and suggests possible landing zones,*

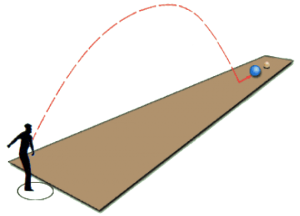
*--The player in circle visualizes the trajectory of ball to landing zone; visualizes the spot the boule will come to a stop and the desired outcome of the throw.*

*--The player throwing in the circle is not alone, but should be helped with landing zone and resting zone selection and verbally encouraged by the team.*



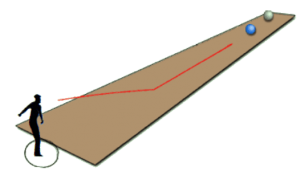
1. ROLLING POINT

  
2. HALF LOB POINT

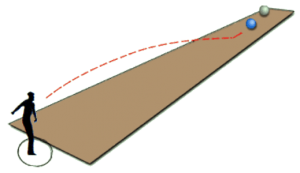


3. HIGH LOB POINT (advanced)

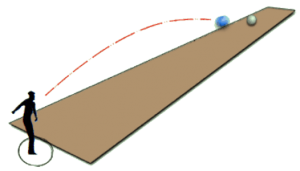
**Shooting:**



1. ROLLING SHOOTING



2. IN FRONT SHOOTING (Landing zone closer and closer to target boule. Good for pointing and giving closest boule a push)



3. ON THE BOULE SHOOTING (Au Fer/ Carreau) Landing zone right in front of target boule.