



Pétanque+

User manual

Competitions, registrations, draws, matches, scores, analysis and rankings

Item	Description
Version	1.0 - EN user guide
Audience	Competition organizers, club managers and people in charge of the scorer's table

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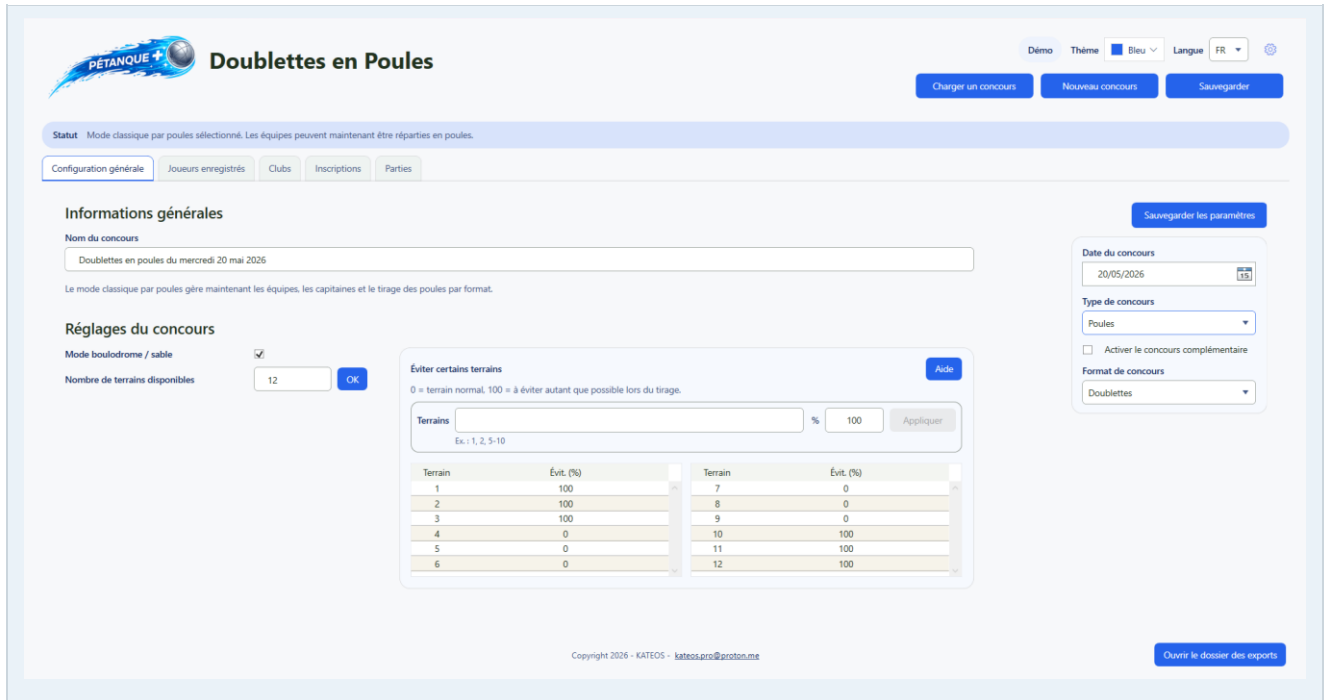
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General overview

Pétanque+ is desktop software designed to organize and track pétanque competitions. It brings together competition information, players, clubs, teams, draws, scores, analysis and rankings in a single application.

Its main goal is to make the organizer's work easier: prepare the competition, launch matches, enter results, check for issues and produce the documents needed for display or printing.

The application also addresses a need for transparency when running rotating melee competitions: it helps track repeated partners, opponents and terrains, within the mathematical limits imposed by the number of players, rounds and terrains.



The screenshot shows the 'Doublettes en Poules' configuration screen. At the top, there are navigation buttons: 'Charger un concours', 'Nouveau concours', and 'Sauvegarder'. Below this is a 'Statut' bar indicating 'Mode classique par poules sélectionné. Les équipes peuvent maintenant être réparties en poules.' A menu bar includes 'Configuration générale', 'Joueurs enregistrés', 'Clubs', 'Inscriptions', and 'Parties'.

The main section is titled 'Informations générales' and contains a text field for 'Nom du concours' with the value 'Doublettes en poules du mercredi 20 mai 2026'. Below it, a note states: 'Le mode classique par poules gère maintenant les équipes, les capitaines et le tirage des poules par format.'

The 'Réglages du concours' section includes a checked checkbox for 'Mode boudrome / sable' and a 'Nombre de terrains disponibles' field set to '12' with an 'OK' button. To the right, there is a 'Date du concours' field set to '20/05/2026', a 'Type de concours' dropdown set to 'Poules', an unchecked checkbox for 'Activer le concours complémentaire', and a 'Format de concours' dropdown set to 'Doublettes'. A 'Sauvegarder les paramètres' button is located above these settings.

The 'Éviter certains terrains' section features a percentage input set to '100' and an 'Appliquer' button. Below this is a table with two columns of terrain data:

Terrain	Évit. (%)	Terrain	Évit. (%)
1	100	7	0
2	100	8	0
3	100	9	0
4	0	10	100
5	0	11	100
6	0	12	100

At the bottom of the interface, there is a copyright notice: 'Copyright 2026 - KATEOS - kateos.pro@proton.me' and an 'Ouvrir le dossier des exports' button.

Who the software is for

- Clubs that organize internal or official competitions.
- Organizers who want to avoid manual draws and scoring errors.
- People who manage the scorer's table during the day.
- Users who want to keep a history of competitions and rankings.

Product evolution framework: Pétanque+ is provided as a standard, evolving solution. Suggestions and specific requests may be reviewed, but they do not constitute an automatic commitment to implementation. Some adaptations may require an additional paid service.

How to read this guide

This documentation is written as a user manual. It explains what to do, in what order, and which checks to perform before moving to the next step.

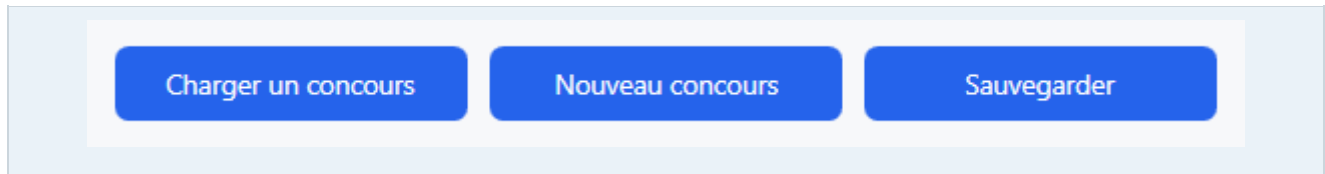
Overall workflow

1. Create or open a competition.
2. Fill in the general settings: type, format, date, number of rounds and terrains.
3. Prepare the players, clubs and teams according to the competition type.
4. Generate the draw or pools.
5. Enter scores after each match.
6. Refresh the rankings, export the required documents and archive them if necessary.

Getting started

Open, create and save

The top bar provides access to the basic actions: load an existing competition, create a new competition and save the current competition. It is recommended to save as soon as the main setup is confirmed, then regularly throughout the day.

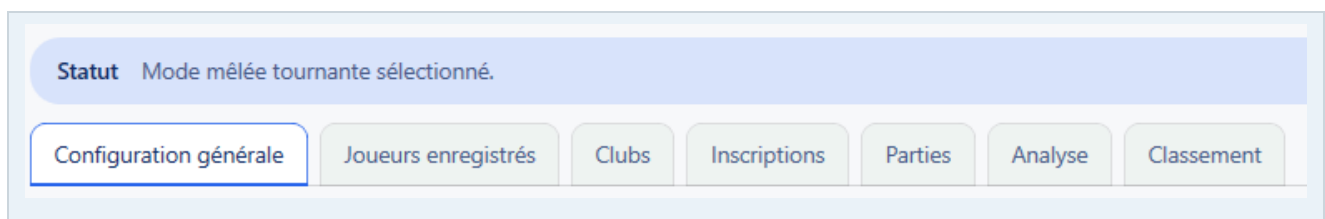


Action	Usage
Load	Opens a previously saved competition.
New competition	Resets the current work and prepares a new competition.
Save	Saves the competition state: settings, players, teams, draws and scores.
Exports folder	Opens the location where print and export files are created.

Understanding the main screen

The main screen is organized into tabs. Some tabs appear or change their content depending on the selected competition type. For example, a classic pool competition shows areas related to pools and final brackets, while a marathon competition shows specific tracking information.

- The title area shows the current competition and its format.
- The status banner displays important messages: successful action, error to fix, generated draw, missing score.
- The theme selector and language selector let you adapt the interface.
- The settings icon opens the license and application settings.



Key concepts

Competitions, players, teams and matches

Concept	Definition
Competition	The full set of settings, registrations, draws, matches, scores and rankings.
Player	A person saved in the player database, with last name, first name, club, role, gender, strength and active status.
Team	A group of one, two or three players depending on the format: singles, doubles or triples.
Terrain	The place where a match is played. The software can take into account the number of available terrains and terrains to avoid.
Round	A round of play generated by the software. One round contains several matches on different terrains.
Score	The result entered for each match. Scores are then used to build the rankings.
Rankings	A result calculated from played rounds: wins, points, points for, points against and goal average.

Player roles

Roles help balance certain line-ups, especially in doubles, triples and marathon formats. The main roles are Pointer, Middle and Shooter. A player can also have no defined role if the format does not require one.

Good practice

The more complete the player records are, the more useful the draws and analysis reports become. Roles, gender and strength help detect unbalanced line-ups or distributions that should be monitored.

Fictitious players and odd cases

When the number of players does not allow complete teams to be formed, the software may report the issue or add fictitious players depending on the format. Fictitious players are used to complete a draw, but they should not be confused with real registered players.

- The assignment of fictitious players aims to preserve draw balance as much as possible.
- The same real player should not be paired with the same fictitious player more than once when the algorithm can avoid it.
- The software may prioritize matches between teams that include a fictitious player to limit the sporting impact.

Create and configure a competition

General configuration tab

The General configuration tab is used to define the competition framework before starting registrations and draws. This is the tab to check first at the beginning of the day.

The screenshot shows the 'Configuration générale' tab with the following sections:

- Informations générales:** Nom du concours: Doublettes mêlées tournantes du mercredi 20 mai 2026. Buttons: Ouvrir la présentation PDF, Sauvegarder les paramètres.
- Réglages du concours:**
 - Mode boudrome / sable:
 - Nombre de terrains disponibles: 12 (OK)
 - Nombre de parties prévues: 1
 - Nombre d'essais de tirage: 300
- Éviter certains terrains:** 0 = terrain normal, 100 = à éviter autant que possible lors du tirage. Includes a table of terrain avoidance percentages.

Terrain	Évit. (%)	Terrain	Évit. (%)
1	100	7	0
2	100	8	0
3	100	9	0
4	0	10	100
5	0	11	100
6	0	12	100
- Date du concours:** 20/05/2026
- Type de concours:** Mêlées tournantes
- Format de concours:** Doublettes

Setting	Role
Name and date	Identify the competition in the application and in exports.
Competition type	Defines the overall logic: rotating melee, classic pools, 4-round WW/LL or marathon.
Format	Defines team composition: singles, doubles, triples, melee, customizable or marathon depending on the type.
Number of rounds	Number of planned rounds. Melee marathon uses 9 rounds.
Terrains	Number of available terrains and management of special terrains, such as sand terrains.
Draw attempts	Number of attempts allowed for the draw engine to find a satisfactory solution.
Balancing	Options designed to improve the distribution of strengths, roles, terrains or opponents.

Settings to confirm before the first draw

- The type and format match the actual competition.
- The number of terrains is sufficient for the number of matches to launch.
- The number of rounds is correct.
- Sand terrain or terrain avoidance options are filled in if they are used.
- Players and teams are ready before generating the first round.

Warning

Avoid changing the type or format after rounds have been generated. If a change is necessary, then check the registrations, already created rounds and rankings.

Registered players and clubs

Registered players tab

The Registered players tab contains the database of players known by the software. This database is then used for registrations, classic team creation and exports.

The player database can be enriched by importing external files. Feel free to export the import template, complete it, and import it back into the application. After an import, check possible duplicates, P/M/T roles, clubs and active status before generating a draw.

Licence	Nom	Prénom	Nom complet	Club	Type	Sexe	Sociétaire	Actif
DEMO-001	DEMO-ALPHA	Alice	DEMO-ALPHA Alice		P	Féminin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-002	DEMO-BRAVO	Bruno	DEMO-BRAVO Bruno		T	Masculin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-003	DEMO-CHARLIE	Camille	DEMO-CHARLIE Camille		P	Féminin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-004	DEMO-DELTA	David	DEMO-DELTA David		T	Masculin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-005	DEMO-ECHO	Emma	DEMO-ECHO Emma		P	Féminin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-006	DEMO-FOXTROT	Felix	DEMO-FOXTROT Felix		T	Masculin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-007	DEMO-GOLF	Gaëlle	DEMO-GOLF Gaëlle		P	Féminin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-008	DEMO-HOTEL	Hugo	DEMO-HOTEL Hugo		T	Masculin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-009	DEMO-INDIA	Ines	DEMO-INDIA Ines		P	Féminin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-010	DEMO-JULIET	Jules	DEMO-JULIET Jules		T	Masculin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-011	DEMO-KILO	Karine	DEMO-KILO Karine		P	Féminin	<input type="checkbox"/>	<input checked="" type="checkbox"/>
DEMO-012	DEMO-LIMA	Lucas	DEMO-LIMA Lucas		T	Masculin	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Field	Usage
License	Useful identifier for finding a player and avoiding duplicates.
Last name, first name, display name	Information used in grids, draws, tickets and rankings.
Club	Club association, useful for filters, exports and organization.
Role	Pointer, Middle, Shooter or undefined depending on the format requirements.
Gender	Used by some analysis reports and balance checks.
Strength	Balancing indication used to distribute levels when the option is enabled.
Active	Indicates whether the player is available for the current competition.

Add or edit a player

The add or edit window is used to fill in a player record. The software normalizes some fields, for example the last name in uppercase or the first name with an initial capital.

+ Ajouter un joueur — □ ×

Renseignez la ligne du nouveau joueur puis cliquez sur Enregistrer.

Le joueur est créé inactif par défaut. Le nom passe en majuscules, le prénom est capitalisé automatiquement et le nom complet se remplit tout seul.

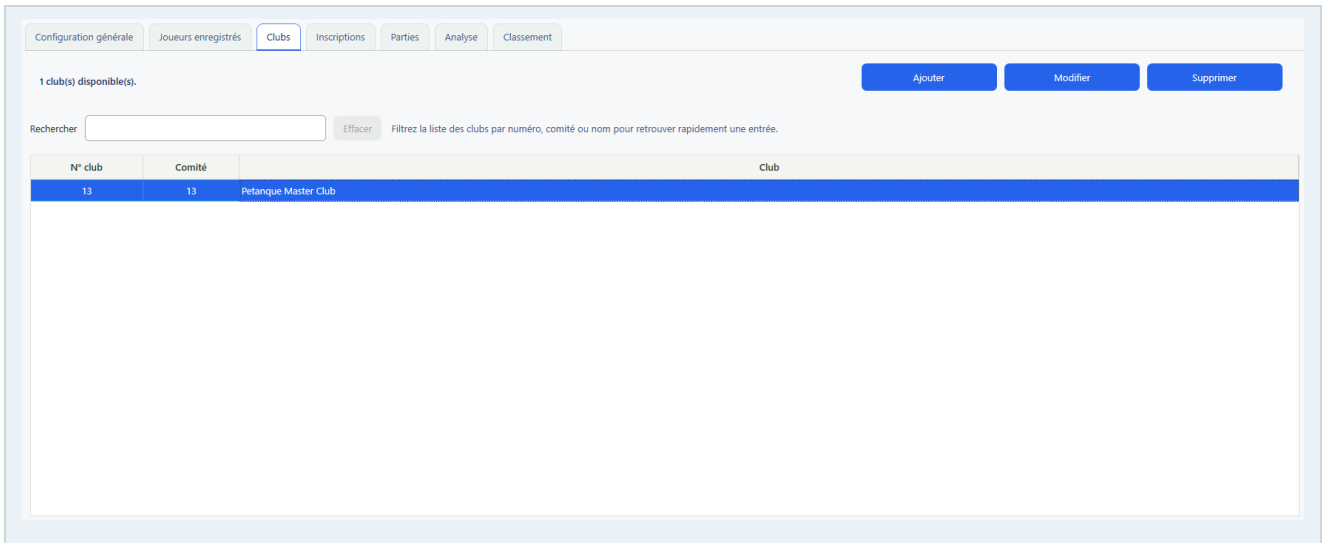
Licence	
Nom	
Prénom	
Nom complet	
Club	▼
Type	▼
Sexe	▼
Sociétaire	<input type="checkbox"/>

Annuler
Enregistrer

- Use Add to create a new record.
- Use Edit to correct an existing record.
- Use Delete only if the player should no longer appear in the database.
- Before a competition, check especially the active status, role and club.

Clubs tab

The Clubs tab is used to manage the list of available clubs. Clubs can then be assigned to players and appear in some exports.



The screenshot shows the 'Clubs' tab interface. At the top, there are navigation tabs: 'Configuration générale', 'Joueurs enregistrés', 'Clubs' (selected), 'Inscriptions', 'Parties', 'Analyse', and 'Classement'. Below the tabs, it says '1 club(s) disponible(s)'. There are three buttons: 'Ajouter', 'Modifier', and 'Supprimer'. A search bar is present with the text 'Rechercher' and a placeholder 'Filtrez la liste des clubs par numéro, comité ou nom pour retrouver rapidement une entrée.' Below the search bar is a table with the following data:

N° club	Comité	Club
13	13	Petanque Master Club

Good to know

Deleting a club may remove that association from the affected players. It is better to correct the club name or number when the entry only needs adjustment.

Registrations and teams

Registrations tab

The Registrations tab is used to prepare the list of participants actually present for the competition. Its content varies depending on the selected competition type.

Configuration générale
Joueurs enregistrés
Clubs
Inscriptions
Parties
Analyse
Classement

Inscriptions : 12 | Actifs par type : P 6 | M 0 | T 6 | Aucune ligne sélectionnée.

Imprimer les inscriptions
Remplacer un joueur
Supprimer la sélection

Rechercher
Effacer
Ajouter
Saisissez une licence, un nom ou un prénom pour retrouver un joueur inactif.

Licence	Nom	Prénom	Nom complet	Club	Type	Sexe	Sociétaire
DEMO-001	DEMO-ALPHA	Alice	DEMO-ALPHA Alice		P	Féminin	<input type="checkbox"/>
DEMO-002	DEMO-BRAVO	Bruno	DEMO-BRAVO Bruno		T	Masculin	<input type="checkbox"/>
DEMO-003	DEMO-CHARLIE	Camille	DEMO-CHARLIE Camille		P	Féminin	<input type="checkbox"/>
DEMO-004	DEMO-DELTA	David	DEMO-DELTA David		T	Masculin	<input type="checkbox"/>
DEMO-005	DEMO-ECHO	Emma	DEMO-ECHO Emma		P	Féminin	<input type="checkbox"/>
DEMO-006	DEMO-FOXTROT	Felix	DEMO-FOXTROT Felix		T	Masculin	<input type="checkbox"/>
DEMO-007	DEMO-GOLF	Gaëlle	DEMO-GOLF Gaëlle		P	Féminin	<input type="checkbox"/>
DEMO-008	DEMO-HOTEL	Hugo	DEMO-HOTEL Hugo		T	Masculin	<input type="checkbox"/>
DEMO-009	DEMO-INDIA	Ines	DEMO-INDIA Ines		P	Féminin	<input type="checkbox"/>
DEMO-010	DEMO-JULIET	Jules	DEMO-JULIET Jules		T	Masculin	<input type="checkbox"/>
DEMO-011	DEMO-KILO	Karine	DEMO-KILO Karine		P	Féminin	<input type="checkbox"/>
DEMO-012	DEMO-LIMA	Lucas	DEMO-LIMA Lucas		T	Masculin	<input type="checkbox"/>

Situation	What to prepare
Rotating melee	The active players who will take part in successive draws.
Customizable competition	The active players and planned round formats.
Classic pools	Classic teams: singles, doubles, triples or melee teams generated from active players.
4 rounds WW/LL	Classic teams or generated melee teams, depending on the selected format.
Marathon	Teams or players depending on the selected mode, with special attention to roles.

Classic teams

For classic pool competitions and 4-round WW/LL competitions, teams must be ready before generating pools or the first round. An incomplete team prevents the draw from being launched.

Configuration générale
Joueurs enregistrés
Clubs
Inscriptions
Parties

Inscriptions classiques : 4 équipe(s) classique(s) - 8 Joueur(s) affecté(s).
 Format courant : 2 joueur(s) par équipe classique.

Exporter les joueurs inscrits
Ajouter une équipe
Modifier
Supprimer

Chaque équipe classique utilise des joueurs de la base. Le capitaine devient le nom affiché au tirage si aucun nom personnalisé n'est saisi.

Rechercher Effacer Filtrez par numéro d'équipe, nom affiché, capitaine, joueur ou club.

#	Nom affiché	Capitaine	Joueur 1	Joueur 2	Club(s)
1	DEMO-ALPHA Alice	DEMO-ALPHA Alice	DEMO-ALPHA Alice	DEMO-BRAVO Bruno	
2	DEMO-CHARLIE Camille	DEMO-CHARLIE Camille	DEMO-CHARLIE Camille	DEMO-DELTA David	
3	DEMO-ECHO Emma	DEMO-ECHO Emma	DEMO-ECHO Emma	DEMO-FOXTROT Felix	
4	DEMO-GOLF Gaelle	DEMO-GOLF Gaelle	DEMO-GOLF Gaelle	DEMO-HOTEL Hugo	

- The same person cannot appear twice in the same team.
- A player already assigned to a classic team must not be assigned to another team.
- The custom name can be used to choose the name displayed in the draw.
- If the custom name is empty, the captain is used as the default team name.

Replace a player

The Replace a registered competition player window is used when a player must be replaced. Already played rounds remain assigned to the replaced player, and the replacement is taken into account from the selected round.

- If no score has been entered yet for the current round, the replacement can be applied immediately.
- If the current round has already started or if its scores must be kept, apply the replacement from the next round.

Remplacer un joueur inscrit au concours

Les parties déjà jouées restent au joueur remplacé. Le remplaçant sera pris en compte à partir de la partie choisie.

Joueur à remplacer	Licence	Prénom	Nom complet	Type	Début
<input type="text" value="DEMO-ALPHA Alice"/>	<input type="text" value="DEMO-001"/>	<input type="text" value="Alice"/>	<input type="text" value="DEMO-ALPHA Alice"/>	<input type="text" value="P"/>	<input type="text" value="Partie 1"/>
Remplaçant	Licence	Prénom	Nom complet	Type	Sexe
<input type="text" value="DEMO-LIMA Lucas"/>	<input type="text" value="DEMO-012"/>	<input type="text" value="Lucas"/>	<input type="text" value="DEMO-LIMA Lucas"/>	<input type="text" value="T"/>	<input type="text" value="Masculin"/>

Le remplaçant est déjà inscrit au concours.

Annuler
Valider

Competition types and formats

Rotating melee

Rotating melee generates new teams for each round. It is suited to competitions where players change partners and opponents throughout the day.

Transparency scope

Rotating melee competitions cover doubles, triples, melee marathon and customizable formats depending on the selected configuration.

- In a boudrome, the software is suited to competitions on numbered terrains, especially up to 24 teams when the event is organized on a defined set of terrains.
- Outdoors, it remains usable without a strict limit other than the practical constraints of players, terrains and rounds.
- Several competitions can be managed independently, for example men's doubles and women's doubles.

Draws and constraints

- Draws can be simulated or regenerated as long as no score has been entered for the relevant round.
- In a mixed competition, the software can try to place one female player in each team when this is mathematically possible.
- Optimization limits repeated partners, opponents and terrains, without guaranteeing zero repetition when constraints are strong.

Format	Usage
Rotating melee doubles	Common format: players are distributed into doubles for each round.
Rotating melee triples	Same principle, with teams of three players.
Rotating melee marathon	Specific 9-round format, alternating triples and doubles according to roles.
Customizable	Lets you choose the format of each round: singles, doubles or triples depending on your needs.

Date du concours

Type de concours

Format de concours

Classic pools

A classic pool competition groups fixed teams into pools. Pool rounds determine the qualified teams, then the software can prepare the final brackets.

- Available formats: singles, doubles, triples, melee doubles and melee triples.
- Pools must contain 3 or 4 teams.
- The 1st round can be regenerated as long as no score has been entered.
- The following pool rounds are prepared automatically from the results.
- The main bracket and complementary bracket depend on the qualifications.

Statut 1re partie générée : 2 match(s) à saisir.

Configuration générale | Joueurs enregistrés | Clubs | Inscriptions | **Parties**

Relancer la 1re partie
Exporter les poules
Sauvegarder

Poules générées
2 poule(s) générée(s) pour 6 équipe(s) : 2 poule(s) de 3
Aucune équipe 100 % club détectée dans ce format.

Poule N° équipe
Membre

Pilotage
1re partie - Doublettes
Phases de poules en cours : les 2e parties et les barrages se préparent automatiquement poule par poule à chaque sauvegarde des scores. Aucune équipe 100 % club détectée dans ce format.

↳ Répartition des poules
2 poule(s) générée(s) pour 6 équipe(s) : 2 poule(s) de 3
 Phases
 Qualifiés des poules
 Tableau final
 Clubs

Poules | Phases | Qualifiés | Tableau final | Podium

POULE 1	POULE 2
2 DEMO-CHARLIE Camille DEMO-CHARLIE Camille / DEMO-DELTA David	1 DEMO-ALPHA Alice DEMO-ALPHA Alice / DEMO-BRAVO Bruno
3 DEMO-ECHO Emma DEMO-ECHO Emma / DEMO-FOXTROT Felix	4 DEMO-GOLF Gaelle DEMO-GOLF Gaelle / DEMO-HOTEL Hugo
5 DEMO-INDIA Ines DEMO-INDIA Ines / DEMO-JULIET Jules	6 DEMO-KILO Karine DEMO-KILO Karine / DEMO-LIMA Lucas

4 rounds WW/LL

The 4-round WW/LL mode organizes four rounds using a winners-versus-winners and losers-versus-losers logic. It is suitable for classic competitions without a final bracket phase.

Key point	Explanation
Formats	Singles, doubles, triples, melee doubles or melee triples.
Number of rounds	The format includes 4 rounds.
Preparation	Rounds 2, 3 and 4 are prepared automatically after the previous results are saved.
Podium	The final ranking for the format can be viewed in the Matches tab, Podium section.

Statut 1re partie sauvegardée. Affichage de 2e partie.

Configuration générale | Joueurs enregistrés | Clubs | Inscriptions | **Parties**

Relancer la phase courante

Exporter la partie courante

Sauvegarder

Pilotage

2e partie - Doublettes

2e partie en cours. Les parties suivantes GG/PP se prépareront automatiquement à la sauvegarde des scores. 6 équipe(s) classée(s) après 1 partie(s) complétée(s) sur 4.

☺ Vue d'ensemble GG/PP

Concours GG/PP en cours pour 6 équipe (s).

☾ Phases

1re partie

3 match(s) - 3/3 score(s) saisi(s).

Terrain N° équipe

Membre

Phases | Podium

< 1re partie > Partie 1 sur 2. Partie courante.

1re partie

3 match(s) - 3/3 score(s) saisi(s).

Terrain		Équipe A	Scores		Équipe B
T1	1	DEMO-ALPHA Alice	<input type="text" value="13"/>	<input type="text" value="2"/>	2 DEMO-CHARLIE Camille
T2	3	DEMO-ECHO Emma	<input type="text" value="13"/>	<input type="text" value="2"/>	4 DEMO-GOLF Gaëlle
T3	5	DEMO-INDIA Ines	<input type="text" value="13"/>	<input type="text" value="2"/>	6 DEMO-KILO Karine

Marathon

Marathon mode is designed for a long, structured competition. Depending on the selected format, it can use fixed teams in singles, doubles or triples. The software checks constraints related to the number of teams and terrains.

In the specific case of rotating melee marathon, the reference setup is based on 24 pointers, 24 middles and 24 shooters, with 9 rounds: 3 triple rounds, 3 double rounds (P/T, M/T and M/P), then 3 triple rounds.

- Marathon rankings can be calculated by team.
- A win to 13 can earn 4 points in marathon formats.
- Marathon tracking tickets can be printed from the Matches tab.
- Roles must be especially carefully filled in when the competition uses P/M/T line-ups.

The screenshot shows the 'Marathon Doublettes' interface. At the top, there's a header with the Pétanque+ logo, the title 'Marathon Doublettes', and a subtitle '8 parties par défaut'. On the right, there are settings for 'Version d'essai (30 J. restants)', 'Thème' (Bleu), and 'Langue' (FR). Below the header, there are buttons for 'Charger un concours', 'Nouveau concours', and 'Sauvegarder'. A navigation bar shows 'Statut' and 'Partie 2 affichée pour consultation'. Below that, there are tabs for 'Configuration générale', 'Joueurs enregistrés', 'Clubs', 'Inscriptions', 'Parties', 'Analyse', and 'Classement'. The main content area is titled 'Doublettes - Partie n° 2' and shows a table of matches. The table has columns for 'Terrain', 'Équipe A', 'Scores', and 'Équipe B'. The matches listed are:

Terrain	Équipe A	Scores	Équipe B
T76	5 DEMO-INDIA Ines (P) DEMO-JULIET Jules (T)	— — — —	2 DEMO-CHARLIE Camille (P) DEMO-DELTA David (T)
T192	4 DEMO-GOLF Gaelle (P) DEMO-HOTEL Hugo (T)	— — — —	6 DEMO-KILO Karine (P) DEMO-LIMA Lucas (T)
T33	1 DEMO-ALPHA Alice (P) DEMO-BRAVO Bruno (T)	— — — —	3 DEMO-ECHO Emma (P) DEMO-FOXTROT Felix (T)

On the left side of the interface, there are several panels: 'Génération de parties' with buttons for 'Générer partie N° 3', 'Relancer le tirage', 'Exporter la partie courante', and 'Sauvegarder'; 'Pilotage' with a dropdown for 'Partie 2 (courante)'; and 'Contrôle des occurrences' showing 'Aucune occurrence partenaires/adversaires détectée pour cette partie.' and 'État global du tirage' with 'Partie 1 : aucune occurrence.', 'Partie 2 : aucune occurrence.', and 'Règles n°13 : aucune occurrence.'

Tab-by-tab guide

General configuration

This tab defines the competition. It must be checked before any draw: type, format, number of rounds, terrains, balancing options and format-specific settings.

Configuration générale | Joueurs enregistrés | Clubs | Inscriptions | Parties | Analyse | Classement

Informations générales

Nom du concours: Marathon Doublettes du mercredi 20 mai 2026

Date du concours: 20/05/2026

Type de concours: Marathon

Format de concours: Doublettes

Réglages du concours

Mode boulo-drome / sable:

Nombre de terrains disponibles: 200

Nombre de parties prévues: 8

Éviter certains terrains

0 = terrain normal, 100 = à éviter autant que possible lors du tirage.

Terrains: % 100

Terrain	Évit. (%)	Terrain	Évit. (%)
1	100	101	0
2	100	102	0
3	100	103	0
4	0	104	0
5	0	105	0
6	0	106	0

Registered players

This tab is used to maintain the player database. It does not necessarily match the list of players present at the competition: active status and registrations determine participation.

Configuration générale | **Joueurs enregistrés** | Clubs | Inscriptions | Parties | Analyse | Classement

Ajouter un joueur | Modifier la sélection | Supprimer la sélection | Vidier joueurs | Ajouter équipe | Exporter modèle d'import | Importer les joueurs | Exporter CSV

Rechercher: [] Effacer

Aucune ligne sélectionnée. Joueurs actifs : 0

Licence	Nom	Prénom	Nom complet	Club	Type	Sexe	Sociétaire	Actif
DEMO-001	DEMO-ALPHA	Alice	DEMO-ALPHA Alice		P	Féminin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-002	DEMO-BRAVO	Bruno	DEMO-BRAVO Bruno		T	Masculin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-003	DEMO-CHARLIE	Camille	DEMO-CHARLIE Camille		P	Féminin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-004	DEMO-DELTA	David	DEMO-DELTA David		T	Masculin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-005	DEMO-ÉCHO	Emma	DEMO-ÉCHO Emma		P	Féminin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-006	DEMO-FOXTROT	Felix	DEMO-FOXTROT Felix		T	Masculin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-007	DEMO-GOLF	Gaëlle	DEMO-GOLF Gaëlle		P	Féminin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-008	DEMO-HOTEL	Hugo	DEMO-HOTEL Hugo		T	Masculin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-009	DEMO-INDIA	Ines	DEMO-INDIA Ines		P	Féminin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-010	DEMO-JULIET	Jules	DEMO-JULIET Jules		T	Masculin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-011	DEMO-KILO	Karine	DEMO-KILO Karine		P	Féminin	<input type="checkbox"/>	<input type="checkbox"/>
DEMO-012	DEMO-LIMA	Lucas	DEMO-LIMA Lucas		T	Masculin	<input type="checkbox"/>	<input type="checkbox"/>

Précédent Page 1 / 1 (12 joueurs(s)) Suivant

Clubs

This tab lets you add, edit or delete known clubs. The filter helps quickly find an entry by number, committee or name.

Configuration générale | Joueurs enregistrés | **Clubs** | Inscriptions | Parties | Analyse | Classement

1 club(s) disponible(s). Ajouter | Modifier | Supprimer

Rechercher Effacer Filtrez la liste des clubs par numéro, comité ou nom pour retrouver rapidement une entrée.

N° club	Comité	Club
13	13	Petanque Master Club

Registrations

This tab prepares the participants for the current competition. Depending on the format, it can display a list of active players, a list of teams or tools for generating melee teams.

Doublettes Mêlées Version d'essai (30 j. restants) | Thème Bleu | Langue FR

Charger un concours | Nouveau concours | Sauvegarder

Statut 6 équipe(s) mêlées doublette générée(s) automatiquement depuis les joueurs actifs.

Configuration générale | Joueurs enregistrés | Clubs | **Inscriptions** | Parties

Inscriptions classiques : 6 équipe(s) classique(s) - 12 joueur(s) affecté(s).
Format courant : 2 joueur(s) par équipe classique. Exporter les joueurs inscrits | Générer les équipes mêlées

1. Sélectionnez des joueurs dans l'onglet Joueurs enregistrés puis utilisez Activer pour la mêlée ou Désactiver pour la mêlée, ou cochez directement la colonne Actif. 2. Revenez ici et cliquez sur Générer les équipes mêlées. 3. Validez ensuite la composition avant de lancer les poules.
Joueurs actifs : 12. Vous pouvez maintenant cliquer sur Générer les équipes mêlées.

Rechercher Effacer Filtrez par numéro d'équipe, nom affiché, capitaine, joueur ou club.

#	Nom affiché	Capitaine	Joueur 1	Joueur 2	Club(s)
1	DEMO-GOLF Gaelle	DEMO-GOLF Gaelle	DEMO-GOLF Gaelle	DEMO-FOXTROT Felix	
2	DEMO-ECHO Emma	DEMO-ECHO Emma	DEMO-ECHO Emma	DEMO-HOTEL Hugo	
3	DEMO-INDIA Ines	DEMO-INDIA Ines	DEMO-INDIA Ines	DEMO-LIMA Lucas	
4	DEMO-ALPHA Alice	DEMO-ALPHA Alice	DEMO-ALPHA Alice	DEMO-DELTA David	
5	DEMO-KILO Karine	DEMO-KILO Karine	DEMO-KILO Karine	DEMO-BRAVO Bruno	
6	DEMO-CHARLIE Camille	DEMO-CHARLIE Camille	DEMO-CHARLIE Camille	DEMO-JULIET Jules	

Matches

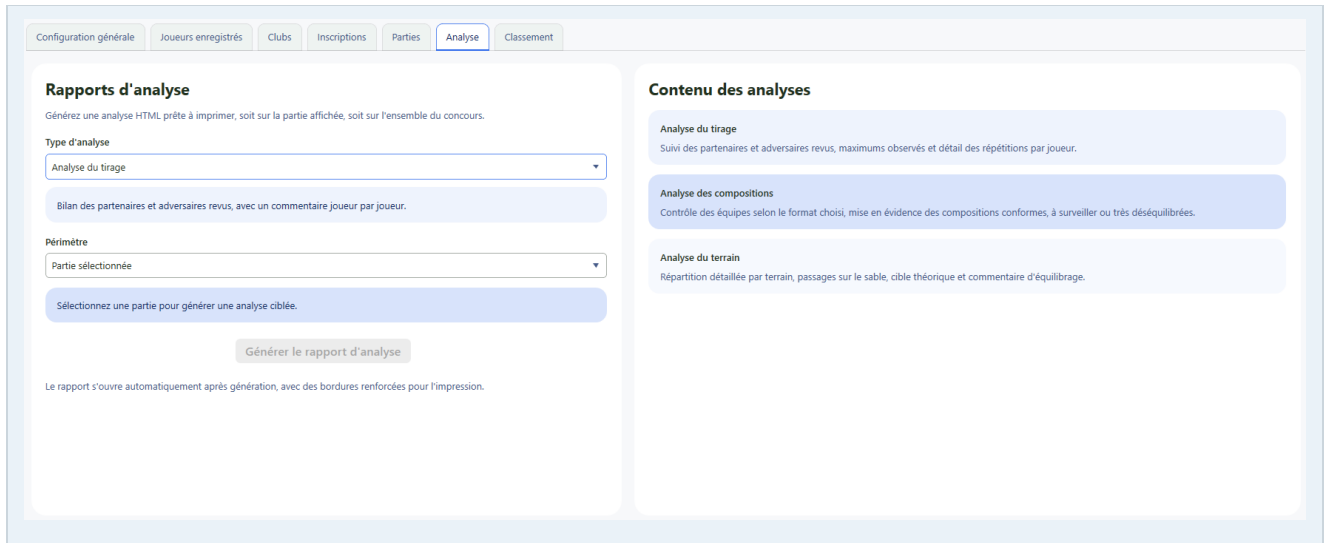
The Matches tab is the control center during the competition. It lets you generate draws, view matches, enter scores, save results and navigate between rounds or phases.

Regenerating a draw: a draw can be regenerated freely as long as no score has been entered for the displayed round. As soon as scores exist, check the situation before regenerating so that the competition tracking is not lost.

Area	Usage
Control	Buttons to generate, regenerate, save or export the displayed view.
Navigation	Choice of round, pool phase, bracket or displayed format.
Match grid	List of terrains, teams, players and scores to enter.
Checks	Messages about repeated partners, opponents, terrains or clubs.
Exports	Printing or saving the displayed view, marathon tickets depending on the format.

Analysis

The Analysis tab (shown in “Marathon” or “Rotating melee” mode) generates printable HTML reports. Analysis can cover the draw, line-ups or terrains, either for the displayed round or for the whole competition.

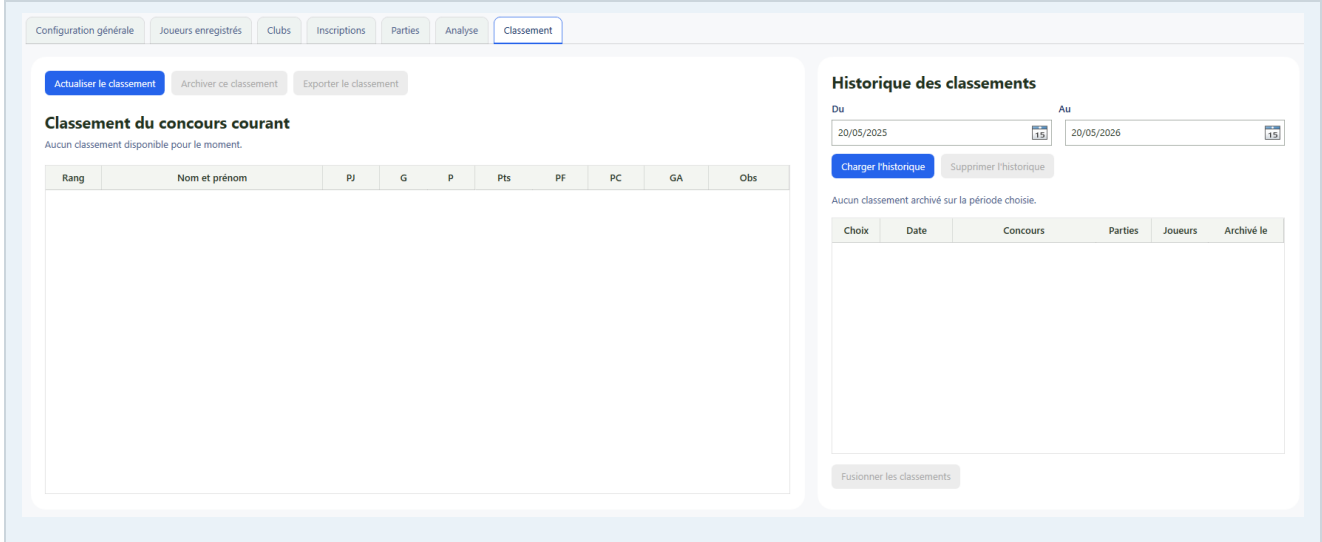


- Draw analysis: repeated partners and opponents.
- Line-up analysis: team balance according to the format.
- Terrain analysis: distribution of passages by terrain and exposure to sand terrains.
- Draw analysis: partner and opponent occurrences, for one round or for the whole competition.
- Composition analysis: P/M/T role compliance, team balance and points to watch in the relevant formats.
- Terrain analysis: distribution of passages, tracking of special terrains and overall player view.

Rankings

The Rankings tab (shown in “Marathon” or “Rotating melee” mode) displays the current ranking and archived history. It lets you refresh, export and archive rankings, and merge archived rankings over a period.

Recommended archiving: archiving secures competition data and makes it possible to build cumulative rankings, for example for an annual challenge or a club honor ranking.



Column	Meaning
Rank	Position in the ranking.
Played	Number of rounds taken into account.
Wins / Losses	Number of won or lost results.
Points	Ranking points.
For / Against	Points scored and conceded.
Goal average	Difference between points for and points against.
Observation	Special note, for example tied.

Windows and options

Application settings

The settings icon opens the settings window. It includes license information and some general application settings.

Paramètres

Thème par défaut
Couleur chargée par défaut au démarrage. Le sélecteur de l'écran principal reste libre pour différencier les concours ouverts.

Couleur du fond
Fond général utilisé par les fenêtres de l'application.

Licence locale

Code machine
F9EADF9BE102646F Copier

Clé d'activation

Version d'essai active : 30 jour(s) restant(s), jusqu'au 19/06/2026.

Activer sur ce poste

Version 1.0.0 Fermer

Themes and language

The theme selector lets you adjust the interface color. The language selector lets you switch the application between available languages. These settings do not affect scores or draws.

Thème Bleu Langue FR

Editing windows

Window	Usage
Add / edit a player	Create or correct a player record.
Add / edit a club	Create or correct a club.
Add / edit a team	Build a classic team for the relevant formats.
Replace a player	Manage a replacement from a given round.
Custom color	Create or name a custom theme color.

Complete competition workflow

Example: rotating melee

1. Create a new competition and choose the Rotating melee type.
2. Choose the format: doubles, triples, melee marathon or customizable.
3. Fill in the number of rounds and terrains.
4. Go to Registered players, then activate the players who are present.
5. Check the Registrations tab.
6. Go to Matches and generate the 1st round.
7. Print or display the draw.
8. Enter the scores at the end of the round, then save.
9. Generate the next round and repeat until the final ranking.
10. Refresh, then export the ranking.

The screenshot shows the 'Doublettes Mêlées Tournantes' match configuration page. The interface includes a top navigation bar with the Pétanque+ logo, a title, and utility buttons like 'Charger un concours', 'Nouveau concours', and 'Sauvegarder'. A status bar indicates 'Partie 2 en cours... 1 score(s) sur 3 saisi(s)'. Below this are tabs for 'Configuration générale', 'Joueurs enregistrés', 'Clubs', 'Inscriptions', 'Parties', 'Analyse', and 'Classement'. The main content area is titled 'Doublettes - Partie n° 2' and features a table with columns for 'Terrain', 'Équipe A', 'Scores', and 'Équipe B'. The table contains data for three terrains (T4, T6, T5) and their respective players and scores. On the left side, there are buttons for 'Générer partie N° 3', 'Relancer le tirage', 'Exporter la partie courante', and 'Sauvegarder'. Below these are sections for 'Pilotage', 'Navigation des parties', and 'Contrôle des occurrences'.

Terrain		Équipe A	Scores		Équipe B
T4	1	DEMO-GOLF Gaelle (P)	13	2	DEMO-ALPHA Alice (P)
		DEMO-DELTA David (T)			DEMO-FOXTROT Felix (T)
T6	2	DEMO-INDIA Ines (P)			DEMO-KILO Karine (P)
		DEMO-JULIET Jules (T)		3	DEMO-LIMA Lucas (T)
T5	4	DEMO-ECHO Emma (P)			DEMO-CHARLIE Camille (P)
		DEMO-HOTEL Hugo (T)		5	DEMO-BRAVO Bruno (T)

Example: classic pools

1. Create a classic pool competition.
2. Choose the team format: singles, doubles, triples or classic melee.
3. Prepare the teams in the Registrations tab.
4. Generate the pools in the Matches tab.
5. Export or print the pools if necessary.
6. Enter the scores for the 1st pool round.
7. Let the software prepare the following pool rounds.
8. Check the qualifications.
9. Generate the main bracket and, if used, the complementary bracket.
10. Enter the final bracket scores, then export the result.

Finale
1 match(s) - 1/1 score(s) saisi(s).

Terrain	Équipe A	Scores	Équipe B
T1	1 DEMO-ALPHA Alice	3 13	2 DEMO-CHARLIE Camille

Exports and printing

Pétanque+ produces several documents for display, printing or archiving. Exports usually open automatically after generation when the associated application is available.

Available documents include: registration sheet, round draws, analysis reports, rankings and round tickets, especially for marathons.

Export	When to use it
Displayed view	Print or save exactly the displayed round, phase or bracket.
Registered players	Check registrations before the competition starts.
1st round	Display the first draw of a classic competition.
Pools	Display the pool composition.
Final bracket result	Publish the main or complementary bracket results.
Rankings	Keep or print the current ranking.
Analysis report	Check draws, line-ups or terrains.
Marathon tickets	Distribute or track tickets for a marathon competition.

[Ouvrir le dossier des exports](#)

File already open

If an Excel export is already open, close the file in Excel before running the export again. The software cannot correctly rewrite a locked file.

Special cases and troubleshooting

Situation	What to do
Incorrect score	Correct the score in the Matches tab, then save again. Then check the ranking.
Draw to regenerate	Regenerate only if the current round does not contain any scores yet. If scores exist, clear them or correct the situation before regenerating.
Insufficient number of terrains	Increase the number of terrains or reduce the number of players/teams to launch.
Incompatible number of players	Check active players or complete teams. Depending on the format, the total must allow complete matches to be formed.
Incomplete team	Complete or delete the team before generating pools or rounds.
No draw solution	Run the draw again, check the constraints and review registrations. Too many constraints can prevent a solution.
Replacement from a round	Use the Replace a player window and choose the starting round.
Export impossible	Check that the exported file is not already open and that the save folder exists.

Before continuing after a correction

- Read the status message displayed by the application.
- Check the displayed round or phase.
- Refresh the ranking if scores have changed.
- Export again only after validating the data.

Statut Nombre de terrains insuffisant pour la 1re partie : 2 matchs à lancer pour 1 terrain(s) disponible(s).

Appendices

Glossary

Term	Definition
WW/LL	Winners versus winners, losers versus losers.
P/M/S	Pointer, Middle, Shooter.
Fictitious	Player added to complete a draw when the real number of players is incompatible.
Boulodrome	Terrain management mode used when the organization is based on a set of numbered terrains.
Sand	Terrain identified as special for analyzing passage distribution.
Goal average	Difference between points scored and points conceded.
Complementary	Secondary bracket used in classic competitions when the option is enabled.

Competition day checklist

- The competition has been created with the correct type and format.
- The date, competition name and number of rounds are correct.
- The number of available terrains has been entered.
- The players present are active or the teams are complete.
- P/M/S roles are filled in when the format uses them.
- An export or print test has been performed if necessary.
- The competition file has been saved before the first draw.
- After each round, scores are entered and saved before the next round.

Final tip

The best time to correct an error is before generating the next round. A quick check after each save prevents most rework at the end of the competition.