

GATEBALL.COM.AU

SKILLS CARNIVAL

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Player 1 Name.....

Player 2 Name.....

Player 3 Name.....

SKILL NO.	SKILL	ATTEMPTS	PLAYER 1	PLAYER 2	PLAYER 3
1	Gate 1	8 x 1pt	/8	/8	/8
2	Gate Touch	3 x 4p	/12	/12	/12
3	Gate Rush	3 x 4p	/12	/12	/12
4	Angled Gate	6 x 1pt	/6	/6	/6
5	Cross Over	4 x 2pt	/8	/8	/8
6	Tap On	2 x 2pt	/4	/4	/4
7	Rush and Peg/ Jump and Peg	3 x 4p	/12	/12	/12
8	Hunting	2 x 4p	/8	/8	/8
9	Touch Tight to the Line	3 x 2pt	/6	/6	/6
10	Bombard	2 x 2pt	/4	/4	/4
11	International Box	1, up to 10 points	/10	/10	/10
12	Golf Gateball	1, up to 10 points	/10	/10	/10
		Total	/100	/100	/100
		Handicap			
		Adjusted Total			

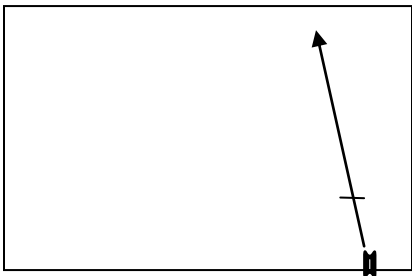
Skill 1: Gate 1

Place your ball within the starting area and attempt the following strokes:

Normal: Stroke your ball through gate 1 and end up in play. Have 4 attempts with 1 pt scored for each successful pass.

Short: Stroke your ball through gate 1 and end up within 1 mallet length of gate 1. Have 2 attempts with 1 pt scored for each successful stroke.

Long: Stroke your ball through gate 1 and end within 2 mallet lengths of the second line. Have 2 attempts with 1 pt scored for each successful stroke.



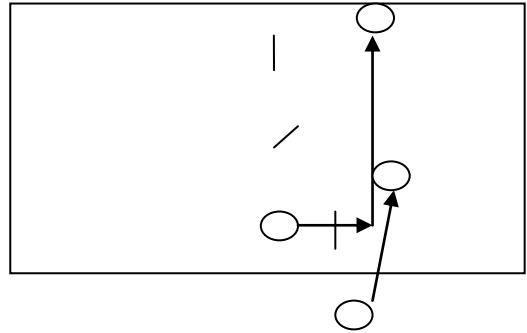
Skill 2: Gate Touch

Place a ball 2 mallet lengths from one end of gate 3 (ball 1) and another ball a further mallet length away (ball 2). Stroke ball 2 with the aim of setting up a gate touch for ball 1 on its next turn, normal touch and spark rules apply. Then, stroke ball 1 and make a gate touch. Have three attempts, scoring 4pts for each successful gate touch.



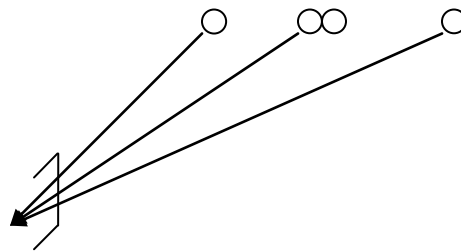
Skill 3: Gate Rush

Place one ball two mallet lengths in front of gate 2 (ball 1). Place a second ball (ball 2) off the court in line with gate 2. Play ball 2 onto the court behind gate 2. Play ball 1 through gate 2 and rush off ball 2 towards gate 3. 2pts are scored for a rush that passes the center peg and 4pts are scored for a shot that reaches or passes beyond the depth of gate 3. Have 3 attempts for a maximum of 12 pts. (Note no points are awarded for a gate and touch)



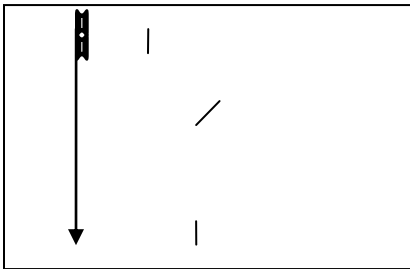
Skill 4: Angled Gate

Place three balls 1 mallet length to the left of gate 2 and one, two and three mallet lengths in front of gate 2 (Balls 1,2 and 3 respectively). Stroke balls 1 and 3 and spark ball 2 through the gate. Repeat the process except placing balls one mallet length to the right hand side of gate 2 (instead of the left hand side). Score one points for each of the six shots that passes through the gate and stays on the court.



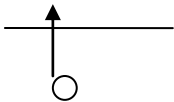
Skill 5: Cross Over

Place two balls approximately 4m behind gate 2 as close as possible to the second line. Spark the first ball across to the gate 3 side aiming to remain on the court and get close to the fourth line. Repeat the process by stroking second ball across rather than sparking. 2pts are awarded for each shot finishing with a depth between gate 3 and the fourth line, 1pt is awarded if the ball ends in line with any part of gate 3, 0 points for an outball or finishing short of the gate. Complete two sparks and two strokes for a maximum of 8pts.



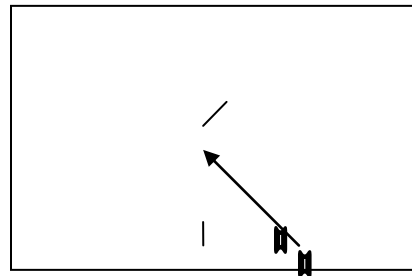
Skill 6: Tap On

Place a ball 10cm outside the court. Stroke the ball onto the court so that a portion of the ball stops within one mallet head width of the line. Have two attempts scoring two points for each ball which stops within one mallet head width of the line.



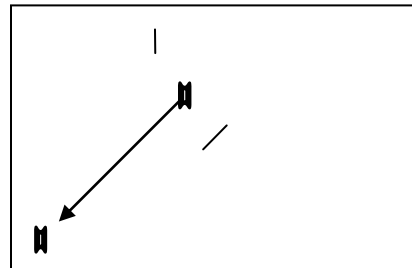
Skill 7: Rush and Peg / Jump and Peg

Place one ball (ball 1) on the court as close as possible to the fourth line halfway down the fourth line between gate 3 and the 1st corner. Place another ball (ball 2) one mallet head length away on whichever angle you choose with the aim of playing a rush stroke with ball 1 towards the peg. Play the rush shot, pick up ball 2 and spark it into the peg, then stroke ball 1 onto the peg. 2 points are scored for each ball that hits the peg. Complete the process twice with rush shots and once with a jump stroke (a variation of the rush) for a maximum of 12 pts.



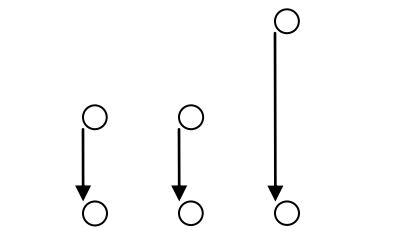
Skill 8: Hunting

Place a ball (ball 1) one mallet head length away from the 4th corner. Place another ball (ball 2) halfway between the peg and gate 2. On the first attempt play two strokes with ball 2 to touch ball 1. On the second attempt play a spark with the first shot and a stroke with the second. Score 4 points if the touch is made and both balls remain on the court, score 2 points if only your ball remains on the court, score 1 point if both balls end off the court. A maximum of 8 points is available from the 2 attempts.



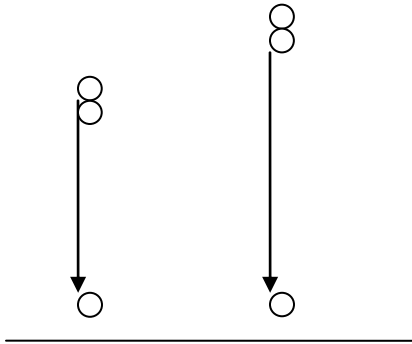
Skill 9: Touch Tight to the Line

Place 3 balls one mallet head width away from the second line. Place two balls 1 mallet length away and a third ball 2 mallet lengths away from the balls tight to the line. Stroke the three balls furthest from the line and touch the balls tight to the line with neither ball going out. 2 points are scored for each successful touch (with both balls remaining on the court) for a maximum of 6 points.



Skill 10: Bombard

Place 2 balls one mallet head width away from the second line. Set two balls to be sparked 2 and 3 mallet lengths away from the balls tight to the line. Spark the balls furthest from the line and bombard one of the tight to the line balls so both balls end out of play. Score two points for each successful bombard (both balls going out of play) for a maximum of 4 points.

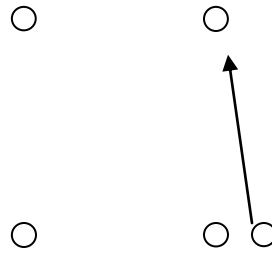


Skill 11: International Box

Four balls are placed one mallet length apart in a square formation. A fifth ball is placed next to one of the balls. The placed (fifth) ball is hit so that a touch is made on a neighboring corner ball. After the touch, both balls remain where they come to rest and the fifth ball is stroked to the next corner. Play continues in a rotating fashion until a stroke does not result in a touch. The number of touches is counted and points are awarded as per the list below.

Scoring is as follows:

- 0 touches 0 points
- 1-2 touches 1 point
- 3-4 touches 2 pts
- 5-6 touches 3 pts
- 7-8 touches 4 pts
- 9-10 touches 5pts
- 11-12 touches 6pts
- 13-14 touches 7pts
- 15-16 touches 8pts
- 17-18 touches 9pts
- 19+ touches 10pts

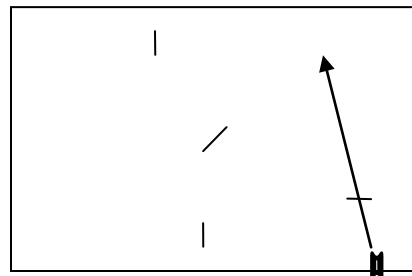


Skill 12: Golf Gateball

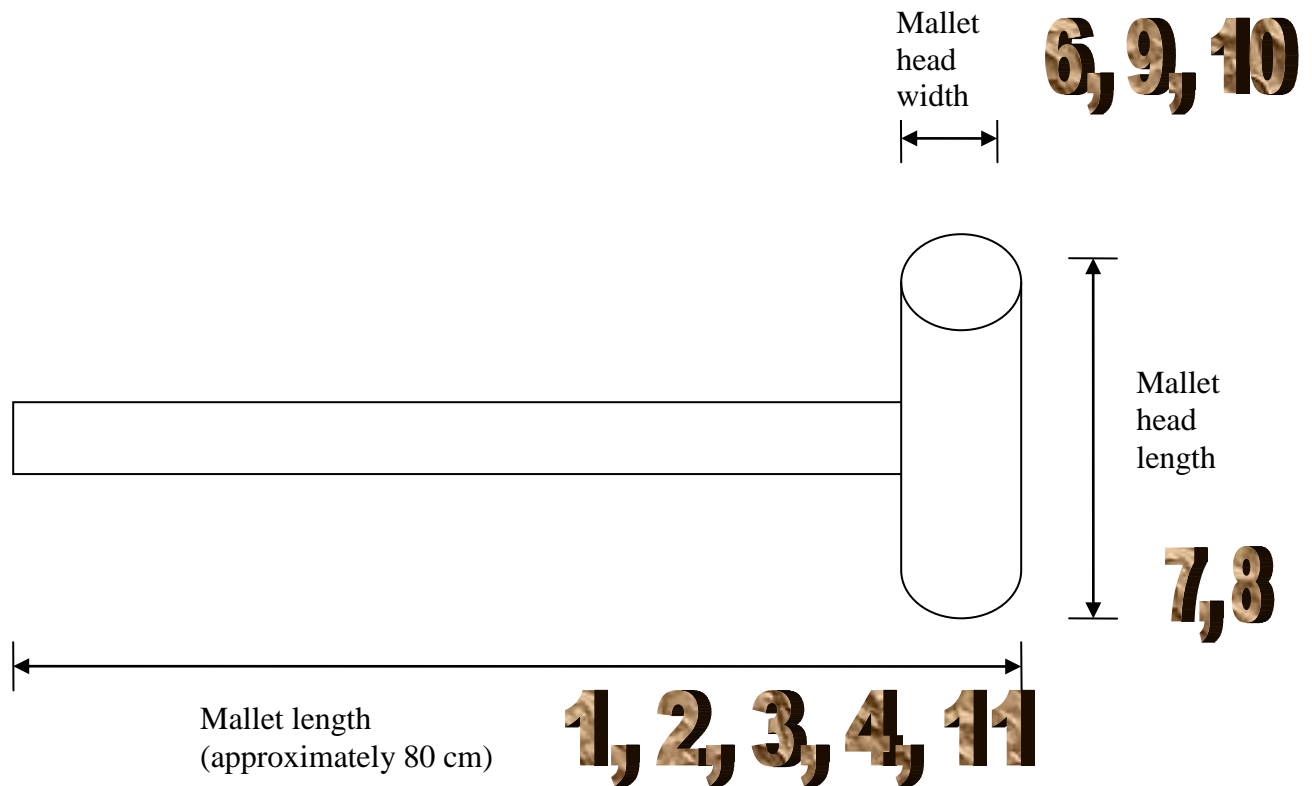
Players stroke their ball around a full circuit of all the gates (in order) and hitting the peg. There is no sparking or extra turn for passing a gate. Failure to pass gate 1 counts as a stroke. If multiple players are playing golf at the same time the stroker may ask for other balls to be marked before making a stroke. The number of strokes taken to complete a circuit is counted and points are awarded as per the list below.

Scoring is as follows:

- 5 strokes 10 points
- 6 strokes 8 points
- 7 strokes 6 points
- 8 strokes 4 points
- 9 strokes 3 points
- 10 strokes 2 point
- 11 strokes 1 points
- 12+ strokes 0 points



Measurements: The diagram below shows the measurements used in setting up the skills and the skills numbers which use each measurement.



Court: The diagram below shows the different parts of the court and suggested starting positions for the skills.

