

Foundation, Talent, Elite and Mastery (FTEM) Levels for Gateball

The FTEM model is to be found on the Sports Australia Website at <https://www.ais.gov.au/fitem>

Gateball Foundation Levels

	Activities, Skills	Attributes	Events
F1	<p>INTRODUCTION TO PLAY</p> <ul style="list-style-type: none"> -conducted at own club or links with GB playing clubs -developing a routine of essential mallet skills (grip, stalk, stance, swing) and stroking to a variety of set lengths/targets -developing a routine and the ability to spark to different lengths(3/5) -having fun -familiar with court layout and basic game structure. -begins to understand that gateball requires, individual skills, team skills and tactics 	<ul style="list-style-type: none"> -keen to play and participate in a team sport - experienced players of other codes transfer applicable knowledge, skills and attitudes - able to access expertise at own club, nearby clubs, organised visits by experts and via internet. -willing to practise new skills -plays within own club or nearby club 	<p>Club play or, for players in clubs without enough numbers, occasional games with other clubs playing GB</p>
F2	<p>PARTICIPATION AT CLUB LEVEL</p> <ul style="list-style-type: none"> -basic understanding of rules including outballs, 10 second rule, stroking fouls and sparking fouls as contexts arise during play -50% success rate for gate 1 (1) and for sparking and avoidance of fouls when creating an outball (3.) - Able to take and understand a captain's instruction when playing -only available for players at clubs with established GB players or those able to travel to nearby clubs 	<ul style="list-style-type: none"> -open to learning, curious and interested in options, tactics and rules - understands that practice will be necessary to make improvements to play -shows keenness to practice and receive input from others -regularly engages in social play 	<p>Limited intra and interclub competition. This tends to start earlier in players skill development for GB than for other codes. Players in clubs without enough numbers will play occasional games with other clubs playing GB</p>
F3	<p>ENGAGEMENT IN THE WIDER GATEBALL COMMUNITY</p> <p>50% success rate for the basic skills of : 1 Passing gate 1 , 2 Angled gate passes from 2m, 3 Success in sparking outballs, 4 Cross court sparking, 5 Slide touches, 6 Cross court stroking, 7 Touching a ball tight to the line, 8 Short sparks tight to the line, 9 Short bombards, 10 Tapping on close to the line</p> <ul style="list-style-type: none"> - begins to understand the intent of a captains call and have own ideas about strategy and tactics -able name and locate parts of the court 	<ul style="list-style-type: none"> - keen to understand GB rules and the problems, situations that frequently arise - engages in competitive play -asks questions -isolated players in clubs that cannot encourage others in their club to play GB often make links with clubs playing GB -may have the opportunity to practise captaincy skills 	<p>Increased involvement in interclub team competitions in home state. Possibly, some participation in doubles and triples events</p>

Gateball Talent Level

T1	<p>DEMONSTRATION OF POTENTIAL</p> <ul style="list-style-type: none"> -Can only be deemed to be at this level with 60% success rate for GB Basic Skills. -develops Advanced GB Skills and understanding particularly passing gate 1 and setting up near a gate and sparking a ball 	<ul style="list-style-type: none"> -demonstrates focus and concentration and more consistency when playing and practicing -engages in targeted practice at least once per week 	<p>Sometimes attempts to attend Interclub competitions in home state</p> <ul style="list-style-type: none"> -May captain in club social play
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	<p>across court to take out an opposition ball</p> <ul style="list-style-type: none"> -begins to be aware how placement of own ball impacts on ability to enact team strategy. -able to name and locate parts of the court -develops consistency in a series of plays and achieves success in at least 6 continuous plays (eg stroke, touch, spark, continuation stroke, gate pass, continuation stroke) -willing and able to be a linesperson or recorder in competition -aware of the gates that the players own ball has passed and the position of the next two playing balls 	<p>Competes in interclub and state competition</p> <ul style="list-style-type: none"> -begins to become aware of the bigger picture and opportunities to play competitive Gb in Australia and overseas -will develop a range of refereeing roles (linesperson, recorder, referee) 	<ul style="list-style-type: none"> -Enters state teams championships
T2	<ul style="list-style-type: none"> -continued improvement with GB Basic skills with a desire to contribute to the success of a team in a competition -practices specific series of more advanced skills, eg setting up a gate and touch, sliding from gate 3 to place both balls on the goal pole etc. -develops consistency in a series of shots for example in setting up and possibly using a straightener for a Gate Touch and building and using a chain or ladder to score or attack - provides strategic and tactical information to team captain about position of next 2 balls and status of own ball when necessary -understands opening game tactics and increasingly aware of at least two options for each play 	<ul style="list-style-type: none"> -commits to play by the rules sporting code -actively seeks out other players who challenge or extend him/her -develops captaincy skills -will develop an increasing range of refereeing roles (linesperson, recorder, assistant and chief referee) 	<ul style="list-style-type: none"> Often attempts to attend Interclub competitions in home state - Captains in club social play -May be part of a place getting team in an interclub competition and consistently winning at least 30% of games -Participates in doubles or triples interclub competition
T3	<p>PRACTICE AND ACHIEVEMENT</p> <ul style="list-style-type: none"> -continued improvement with GB Basic skills -develops Advanced GB Skills including scoring two balls on the goal pole when placed tight to a line using a slide and spark and running gate 2 at an angle, connecting with a ball at line 3 and sparking it back to the front of the gate -provides information to captain re position of balls - identifies location of opposition balls and the opportunity for attack or need for defence that this creates 	<ul style="list-style-type: none"> engages with other players to share information and insights -networks with peers -increasing skill as a captain or as skilled strategist in a team - will at least be capable of being an assistant referee 	<ul style="list-style-type: none"> -Valued member of club teams in interclub events as a player or captain -Occasional place getter in interclub competitions or win at least 50% of games -May participate in international competition
T4	<p>BREAKTHROUGH AND REWARD</p> <ul style="list-style-type: none"> -90% achievement of GB Basic Skills - develops further consistency including running gate 1 to use a pivot/pioneer ball, scattering balls in response to an imminent attack and playing and executing the holdback strategy -identifies threats and opportunities for teams balls. Informs captain if necessary. 	<ul style="list-style-type: none"> -actively seeks to participate in challenging tournaments -teams and players successfully employ a range of strategies and tactics -may captain and referee regularly 	<ul style="list-style-type: none"> Attends interclub competitions in home state and other states, as a player aware of strategic implications of plays or captain. Achieves some success in interclub competition in both teams and doubles events. Challenges and wins games against international teams in

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GATEBALL ELITE LEVEL

E1	<p>REPRESENTATION</p> <p>-rarely makes an error in GB Basic Skills</p> <p>-often succeeds in executing advanced GB skills</p> <p>-can select a favoured side in problematic scenarios and achieve a win</p>	<p>-self manages a structured approach to his/her improvement</p> <p>-practices with purpose</p> <p>-demonstrates focus and concentration in play and practice</p> <p>-seeks to play overseas teams</p> <p>Demonstrates mental toughness and willingness to fight when behind</p>	<p>Captains/ plays in, State and National competitions in <i>both</i> singles and doubles with some success. Challenges and wins games in international teams in competition occasionally becoming a placegetter</p>
E2	<p>SUCCESS</p> <p>-increasing success in executing Advanced GB Skills</p> <p>Can play out problematic scenarios and achieve a win for both sides on different occasions</p>	<p>-analyses aspects of play and tactics and seeks solutions to problems</p> <p>-Analyses aspects of play and tactics and seeks solutions to problems</p> <p>-actively seeks out other players and challenges that extend him/her</p> <p>-engages with other players to share information and insights</p> <p>can captain successfully</p> <p>-networks with peers</p>	<p>Can captain and/or play with strategic understanding in State, National and International competitions in <i>both</i> teams and doubles sometimes gaining a place and occasionally winning.</p>

GATEBALL MASTERY LEVEL

	Activities, Skills	Attributes	Events
M	<p>SUSTAINED SUCCESS</p> <p>-has achieved success over an enduring period</p> <p>-Thorough knowledge of all tactics and strategy and rarely makes any errors</p> <p>-has analytical,diagnostic and goal setting skills which enable the player to continually improve his/her performance</p>	<p>-demonstrates engagement, commitment,self discipline and initiative</p> <p>-demonstrates top level skills and detailed knowledge to prepare for national and international competitions</p> <p>-professional. Mentally tough.</p>	<p>Performs well in Australia and overseas against quality international opposition. High percentage of competition wins both at home and overseas</p>