

Gateball Skills



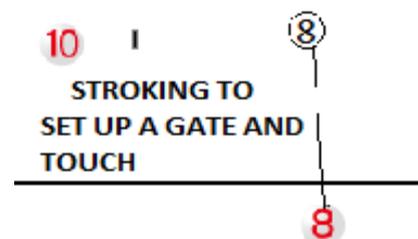
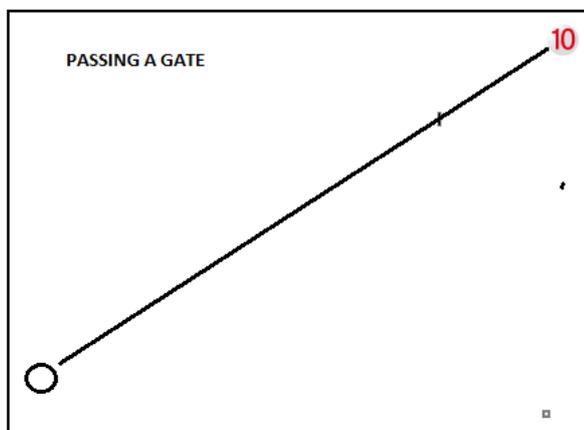
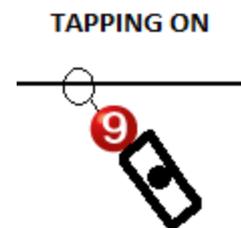
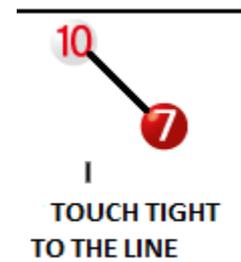
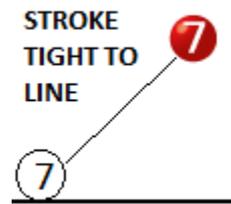
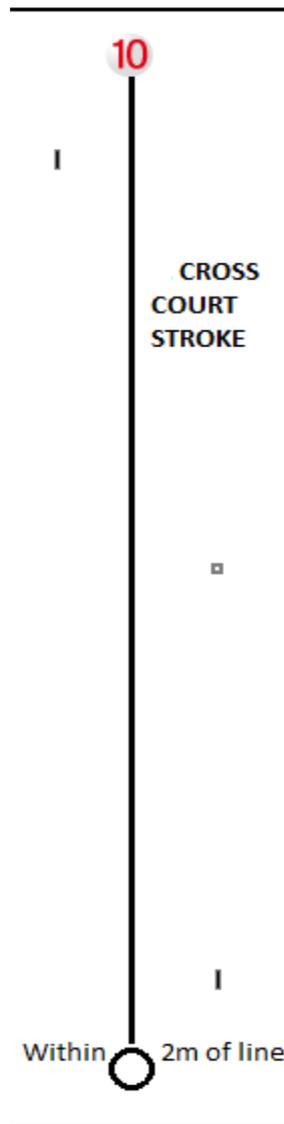
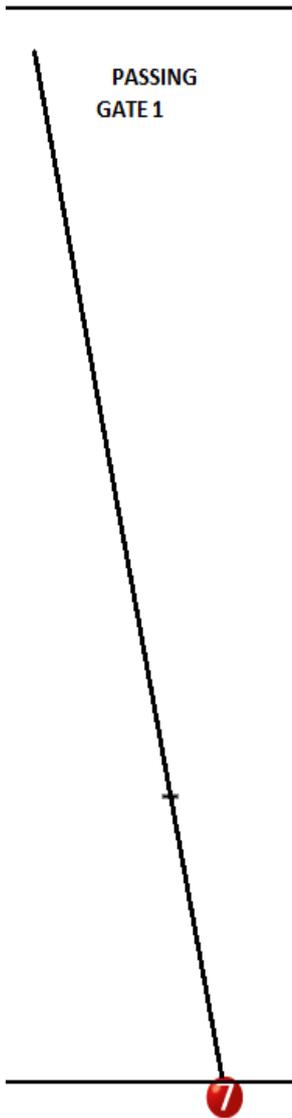
A collection of Gateball skills

Collated & largely adapted from WGU materials by John Park. October 2020

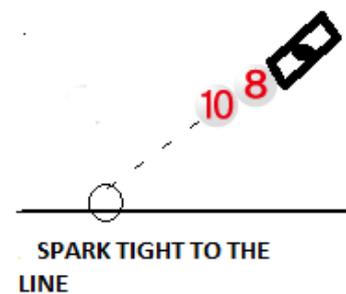
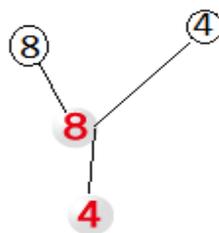
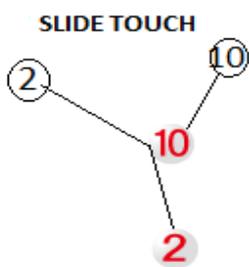
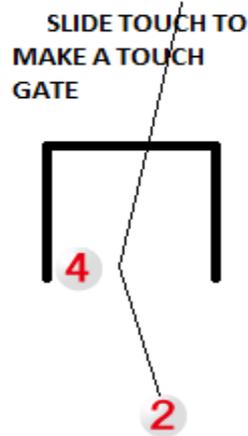
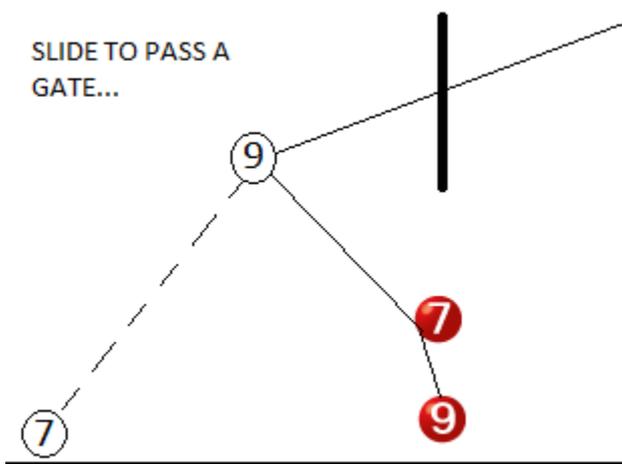
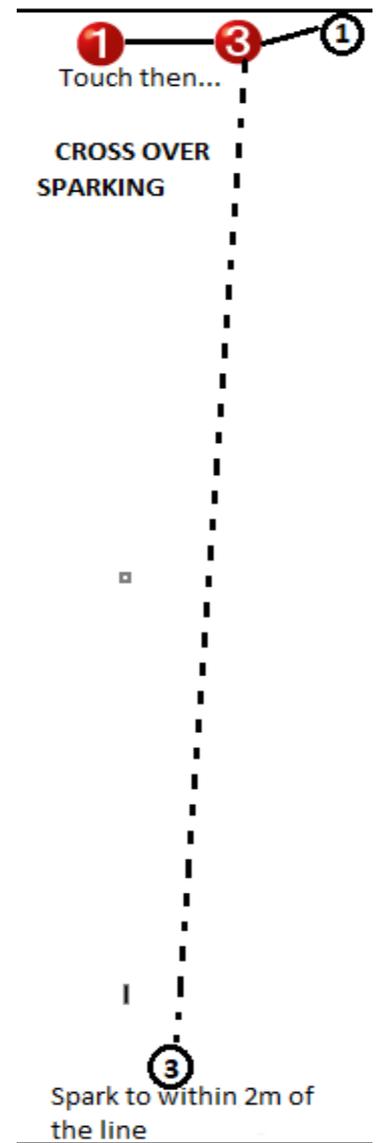
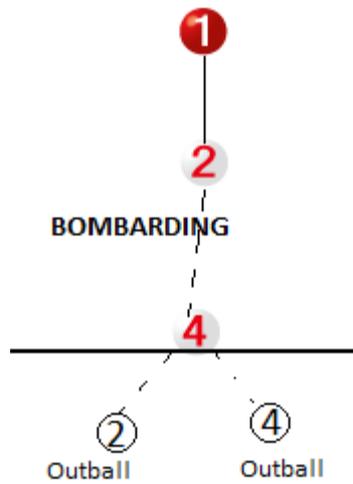
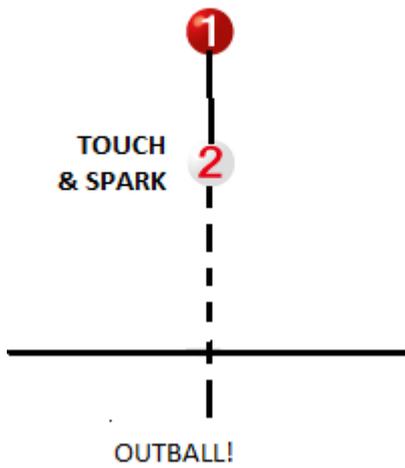
Gateball Australia is the name that the Australian Croquet Association Incorporated (ACA) has registered and uses for its Gateball operations. The ACA is the recognised National Sporting Organisation for mallet sports in Australia.
Gateball Australia is the Australian representative member of the World Gateball Union.

Version 28 October 2021

Using Basic Skills for Gateball: Stroking



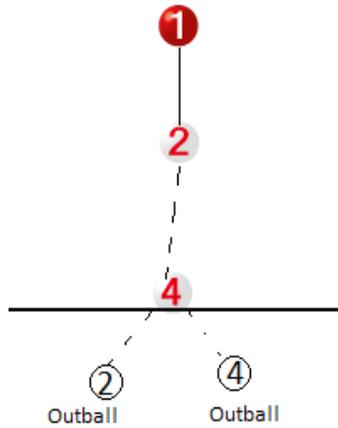
Using Basic Skills for Gateball: Sparking and Sliding



Bombards

Simple bombard

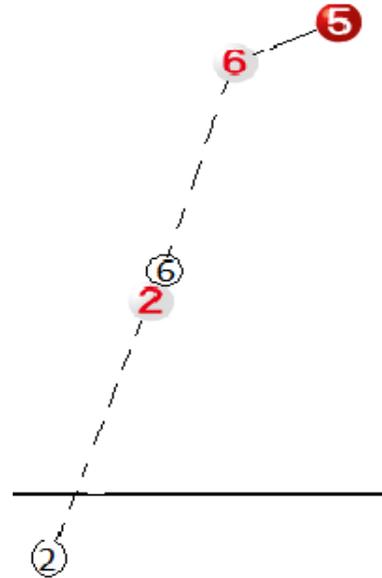
1 touches 2 and lines up the spark to hit 4 left or right of the centre. A straight hit may leave 2 on court.



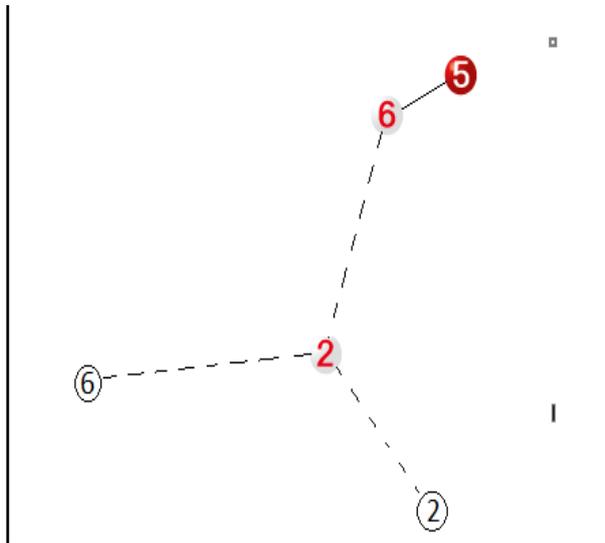
Bombard a ball through a gate



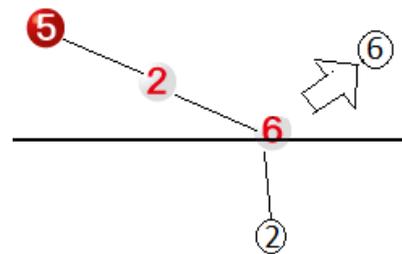
BEWARE of bombarding with the following ball. It can be a danger if it stays on the court.



BEWARE Be careful with long bombards. Balls sometimes stay on the court!



BEWARE Bombards along a line can result in a ball remaining on court.

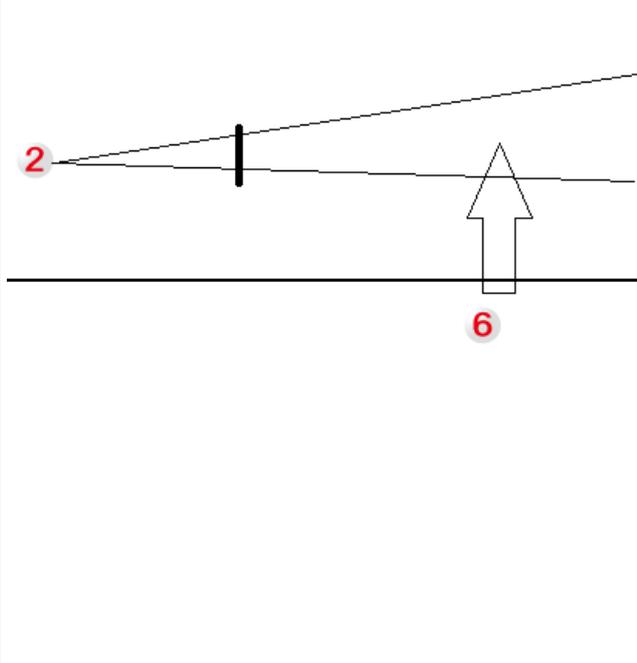


Gate and Touch - Consider the Zone of Opportunity

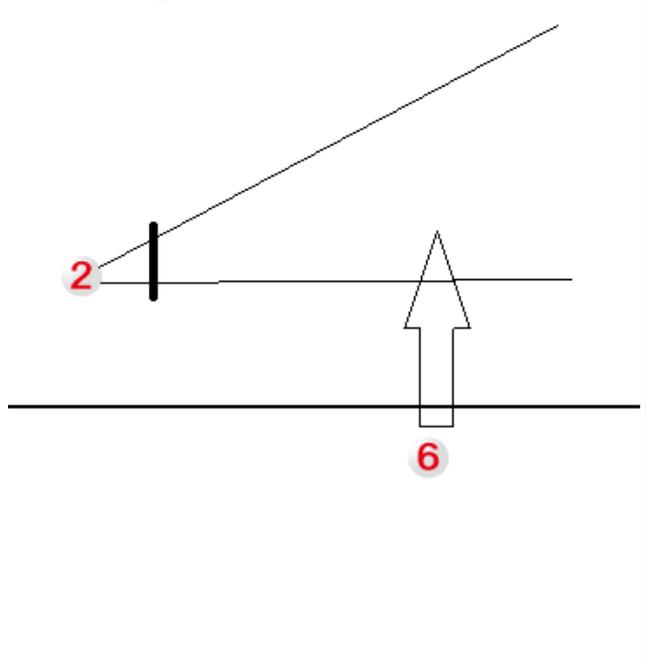


Ball 6 is to be played in to set up a G&T for ball 2. The closer the stroker's ball is to the front of the gate, the wider the Zone of Opportunity for the ball to be played into.

G&T Smaller ZOO

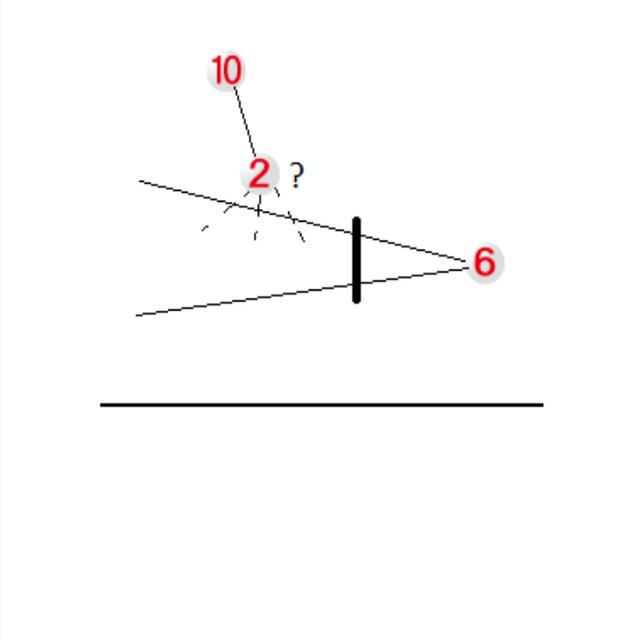


G&T Larger ZOO

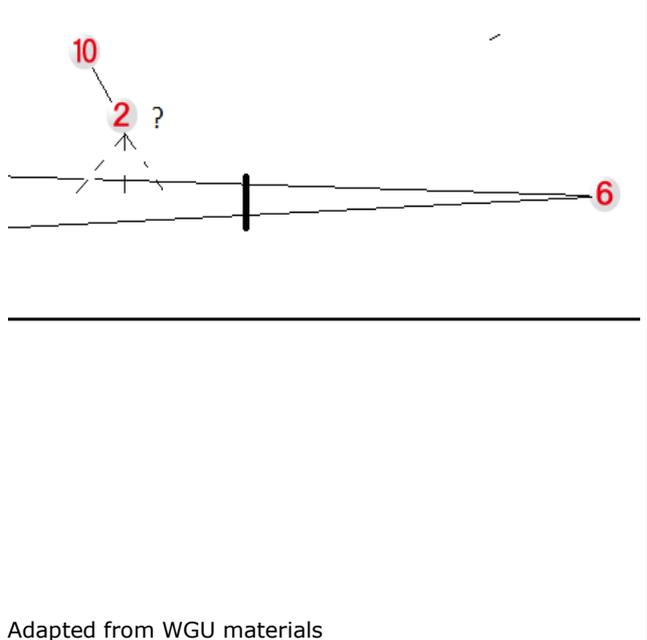


Ball 6 is already in place for a G&T. Ball 10 is to touch ball 2 and spark it to a position where it can make a G&T on ball 6. The closer ball 6 is to the gate, the greater the chance of setting up a G&T.

G&T Larger ZOO



G&T Smaller ZOO



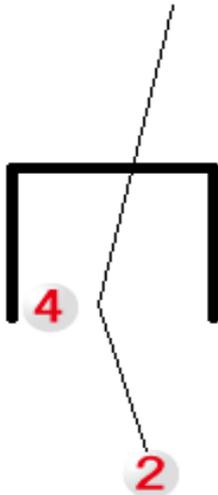
Adapted from WGU materials

Gate & Touch Variations



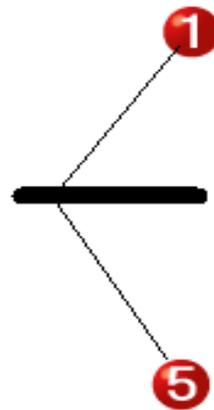
Touch and Gate

These are unusual to set up and usually happen by chance. A slide off the side of a well-positioned ball is necessary to achieve a Gate and Touch.



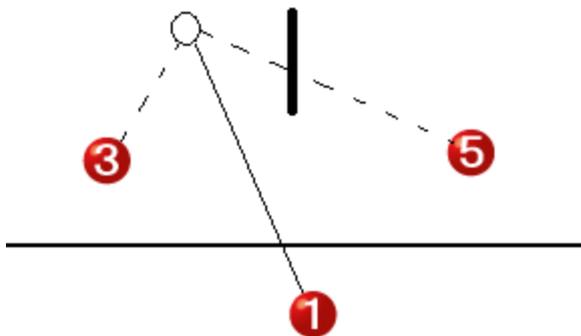
Gate leg Gate and Touch

Two balls may not be lined up well enough for a G&T, however, a ball can slide off the gate leg to complete a G&T.



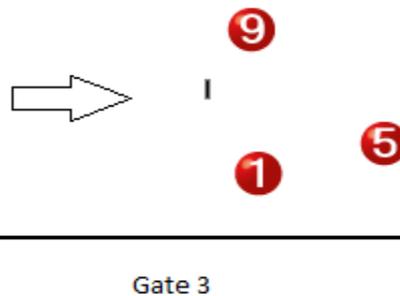
Using a Straightener for a Gate and Touch

Ball 1 can be played in so that ball 3 can touch it and make a G&T on 5.



Sliding from behind a gate to set up a G&T

Balls may appear to be randomly scattered behind a gate but, if 1 is to play, it can seek to set up a G&T for 5.



More sliding

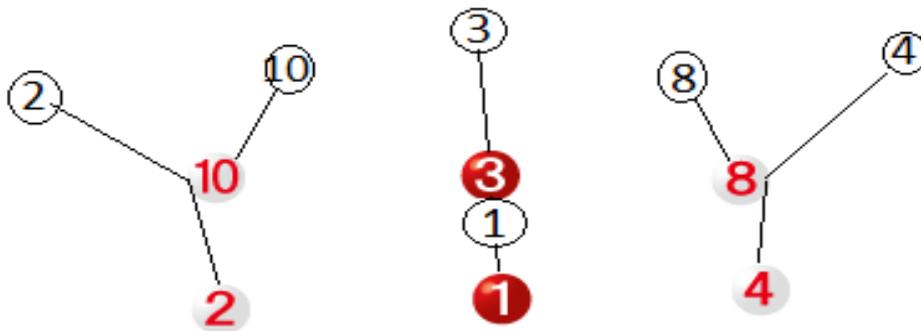


Basics

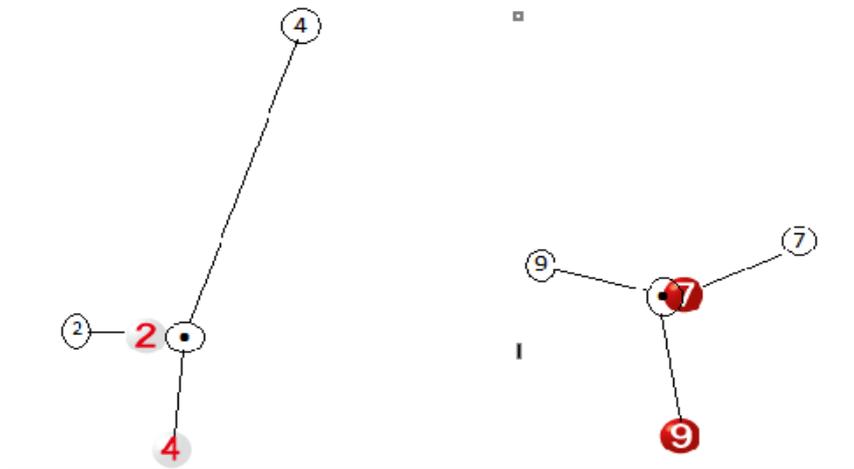
Aim for 9 o'clock and the stroker's ball will move forward to the left (2) while the touched ball moves forward and to the right (10).

Aim for 6 o'clock and the stroker's ball stops dead (1) and the touched ball moves forward (3).

Aim for 3 o'clock and the stroker's ball moves forward to the right (4) and the touched ball moves forward to the left (8).



Aiming for a phantom ball



A disk cut the same size as a ball or an imagined ball will help with slides. If the phantom ball is barely touching the ball to slide off, the potential slide can be a fine, long one. If the phantom ball is visualised as being well under the ball to be slid off, the resulting slide will not be very long and will be a lot squarer.

When stroking a ball for a slide, a player's focus must be on the back of their own ball – it is easy to be distracted by the ball to be slid off.

Korean Rope Trick



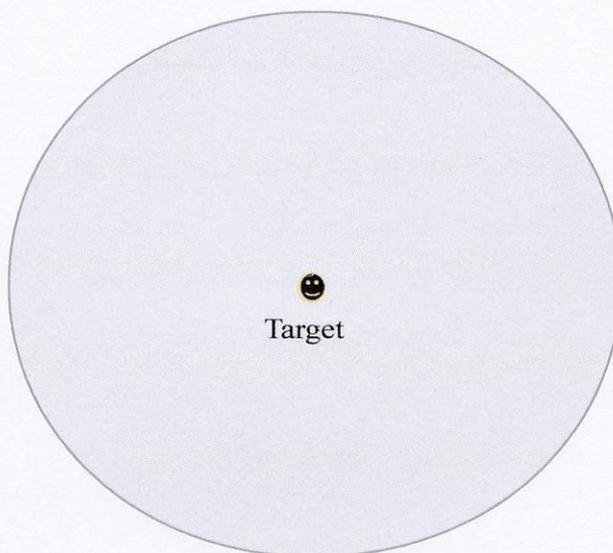
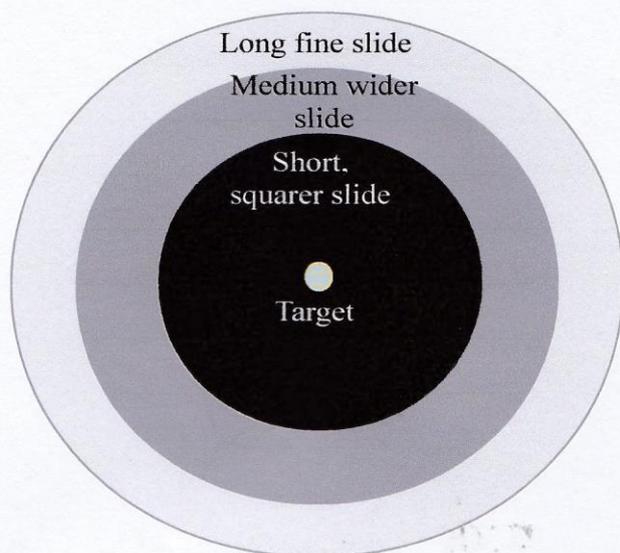
Ball 9 is aiming for a very fine slide off the side of ball 7.

Lay a piece of string from just under the left side of 9 and then just under the right side of 7. Some distance from 7, place another ball. Its left side just touches the line of the string.

The stroker takes aim on the furthest ball. The player strokes their ball and a fine slide results provided the player keeps their eye firmly fixed on the back of their own ball.

Repeat this process many times learning to control the length of the slide. Eventually remove the further ball but visualise it when taking aim.

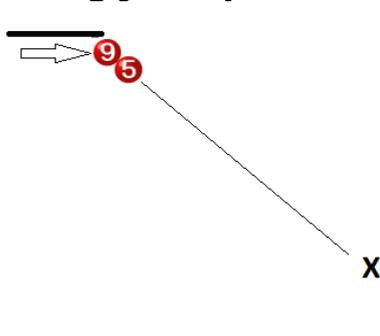
Slide Guides – The two templates below can be used to help develop sliding skills. These can be printed and cut out or copied onto a more durable surface. Use them as phantom balls in either of the development techniques described above. Overlapping the different zones in the left version varies the slide angle.



More Sparking



Gate leg jam ups

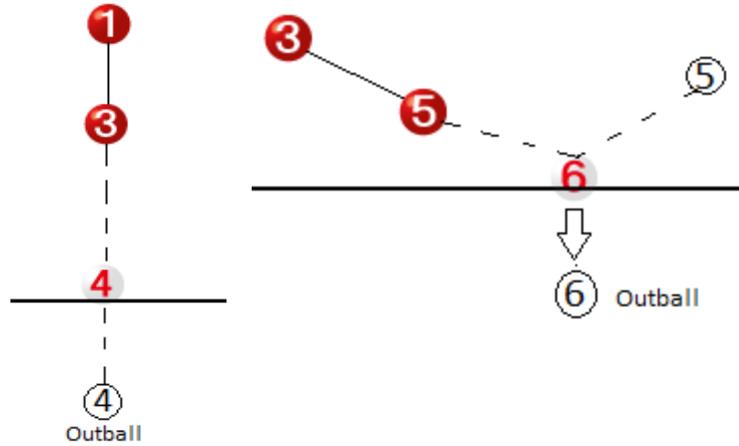


Carrying out a spark when the normal direction of the strike on the ball can be overcome. It is the line of the centres of the two balls that determines the direction of travel. The stroker's ball can be hit at an angle although the power of the spark will be diminished.

This technique can also be used when a third ball is also in the way of a normal stroking action.

It is also useful if a player can spark both left and right handed.

Own team ball bombard pushout



Perpendicular to the inside line, a player's own ball can be used to bombard and push out an opposition ball and remain on court itself. The target ball needs to be **struck dead centre**.

At an angle to the line, a player's own ball can be used to bombard and push out an opposition ball and remain on court itself. The target ball needs to be touched on the **court side of the ball**.

Jump Sparks



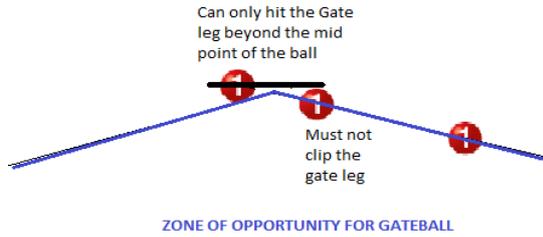
Note the position of the foot for sparking and the pressure on the balls



More Stroking

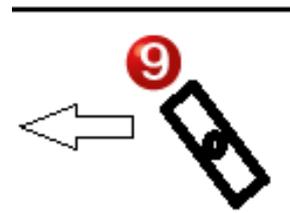


Zone of Opportunity for Gates 2&3



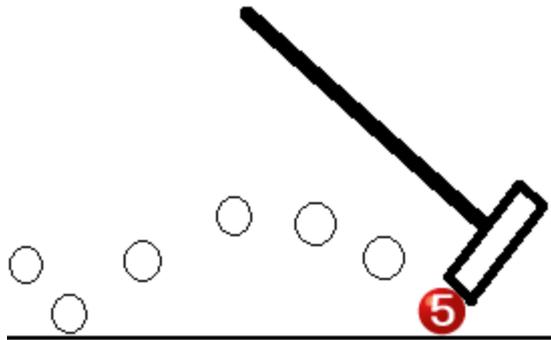
A ball can pass Gates 2 or 3 from a really tight angle. The ZOO extends to 140 degrees!

Tapping on really tight



Angling the head as shown and stroking in the direction shown can tap a ball on really tight. Be careful with long grass surfaces or protruding tapes.

Jump stroking



A player can move their feet forward and stroke the ball between 1 and 2 O'clock to make it jump. Useful for bringing a ball into play if another ball is close to the line and jumping an already touched ball in front of a gate

Two balls together

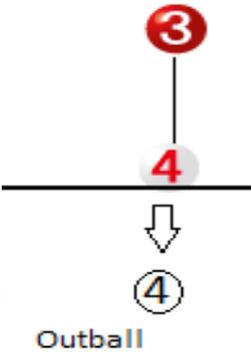
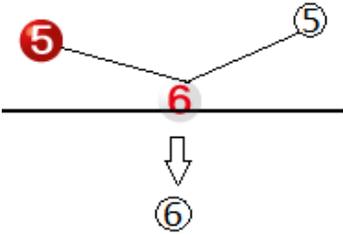
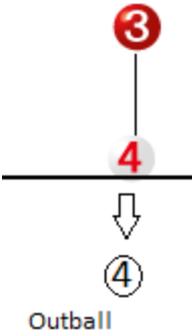
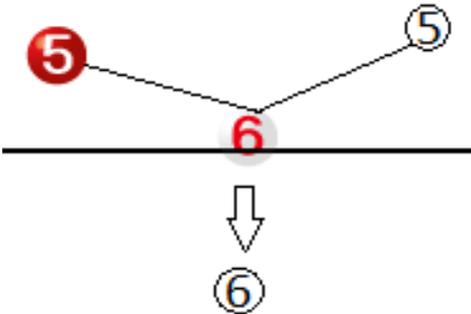
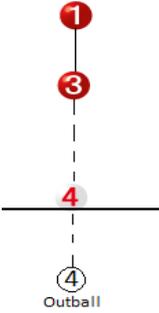
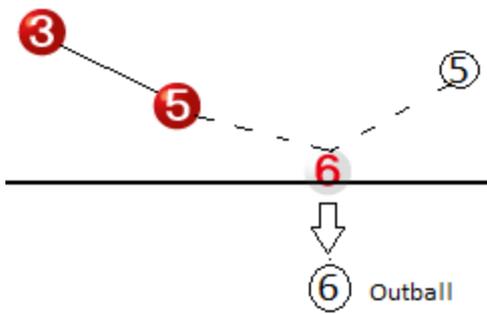
9 5

3 7

Opportunities and risks occur when two balls are together. If they are barely touching, it is a great opportunity for a slide but if the balls are knocked into each other there is a risk of a foul for touching the stroker's ball twice.

When two balls are touching, the player, not the captain, asks if the balls are touching. If they are, the player can stroke their ball in a 180 degree arc and a touch is immediately called. Hitting the stroker's ball into the other ball risks a foul.

Push Outs

<p>Straight Pushout</p> <p>Touching another ball dead centre near the line as shown should result in the opponent ball being pushed out and the stroker's ball remaining in play</p> 	<p>Slide Pushout</p>  <p>A slide can also be used to push an opponent ball out of play.</p>
<p>Straight Pushout</p>  <p>Sometimes it is important to push out an opposition ball even though no spark and continuation shot will eventuate. In this example a straight touch from 3 pushes out 4 but remains on the court itself.</p>	<p>Slide Pushout</p>  <p>A push out can also be effected along a line provided the outside edge of the ball is aimed for.</p>
<p>Bombard Straight Pushout</p>  <p>An own team ball can be used to bombard an opposition ball out of play. The team's ball is more likely to stay in play if the hit is straight.</p>	<p>Bombard Slide Pushout</p>  <p>A bombard along the line can also be used as a pushout provided the inside edge of the target ball is aimed for.</p>

Adapted from ideas presented in WGU publications