## Gateball Skills Practices



## Skills Practice

| 1st | 2nd | 3rd | 4th | 5th <br> try | try |
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| try |  |  |  |  |  |
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Skill 1 Passing Gate 1. 5 balls in varying positions along starting zone

Skill 2 Stroking ball. Place ball on sideline. Stroke ball across court to finish 10 cm close to the line.

Skill 3 Touch and spark. Stroke ball A to touch ball B that is 3-4 metres away. Then spark ball $B$ back to starting point of Ball A.

Skill 4 Cross Court Sparking. With partner on other side of the court spark the ball to and fro within 20 cm of the edge of the court.

Skill 5 Slide touch. Place two balls 10 cm apart. Slide touch ball more than 3 metres
Skill 6 Touch tight to the line. Balls $A$ and $B$ are within 1 metre of the line. Ball $A$ touch Ball B and spark Ball B between $5-10 \mathrm{~cm}$ inside the court.

Skill 7 Bombarding. 3 balls needed. Red Ball A sparks white Ball B that is 2 m away from white Ball $C$ on the sideline. Both Ball B and C go out of the court.
Skill 8 Tapping on. From "outball" spot, stroke ball into the court 10 cm or less from 1 metre away.

Skill 9 Sparking balls to "agari". Use two balls 2 metres from pole and spark both to the pole. Vary the positions relative to the pole for each spark.
Skill 10 Set up Gate and Touch Use 2 balls close to line near gates 2 or 3 . Ball A touch Ball B, spark Ball B to a position so it can go through the Gate. Stroke Ball A to a position behind the gate so Ball B can secure Gate and Touch. Stroke Ball B to obtain successful Gate and Touch.

Skill 11 Set up Touch and Gate. Use 2 balls close to line near gates 2 or 3 . Ball A touch Ball B, spark Ball B to a position so it can go through the Gate. Stroke Ball A to a position in front of the gate so Ball B can secure Touch and Gate. Stroke Ball B to obtain successful Touch and Gate.
Skill 12 Cross Court Slide Use 2 balls close to line near Gate 2. Ball A to touch and slide off Ball B so Ball A stops close Gate 3 . Reverse this so 2 balls start close to line near Gate 3. Ball A is to touch and slide off Ball B so when Ball A stops moving, it close to Gate 2.

