

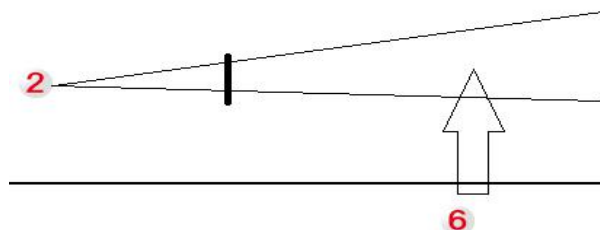
ADVANCED GATE TOUCHES: ZOOS & USING A STRAIGHTENER FOR A GATE TOUCH

A gate and touch refers to a pass through a gate and a touch in a single stroke. It is a great strategic opportunity in a game.

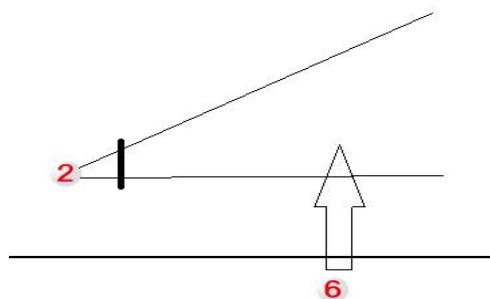
Gate and Touch -Consider the Zone of Opportunity

Ball 6 is to be played in to set up a G&T for ball 2. The closer the ball in front of the gate, the wider the Zone of Opportunity for the ball to be played into.

G&T Smaller ZOO behind the gate

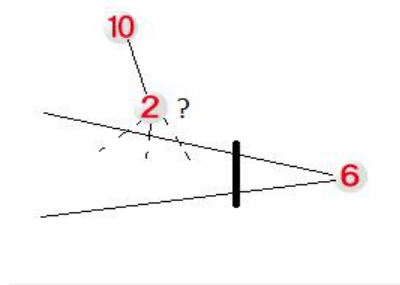


G&T Larger ZOO the gate

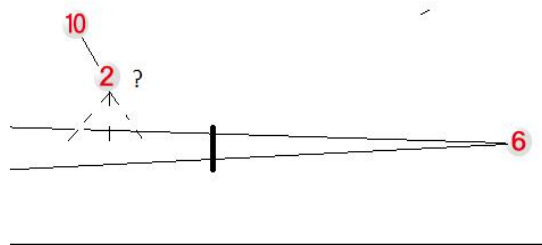


Ball 6 is already in place for a G&T. Ball 10 is to touch ball 2 and spark it to a position where it can make a G&T on ball 6. The closer ball 6 is to the gate, the greater the chance of setting up a G&T.

G&T Larger ZOO in front of gate

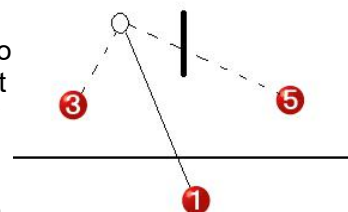


G&T Smaller ZOO in front of the gate



Adapted from WGU materials

Straightener. Sometimes two balls are not quite in position to make a gate and touch and a straightener can be played in to enable a gate and touch to be successful. To develop this skill, place two balls either side of a gate that are not in line for a gate and touch. In this example it is Red 1's turn to play and the ball needs to be stroked to assist Red 3. When it is Red 3's turn it can touch and spark Red 1 and then make the gate and touch on Red 5. Set balls up as shown and place straighteners to facilitate a gate and touch.



Things to remember:

Use a normal stroke routine (stalk, stance, head down, eyes on the stroker's ball and body still). Always consider the ZOO when setting up a G&T

- ↑ Need to listen to the captain and ask if unsure. ↑ Good positional play will make the next shot easier.
- ↑ Practise the scenario and ask questions. ↑ Be aware of other team members before stroking