# Lesson (3) Variations on the Game

Try different ways of playing Gateball. Change court conditions, equipment, the number of players or how long a game lasts, or even partially

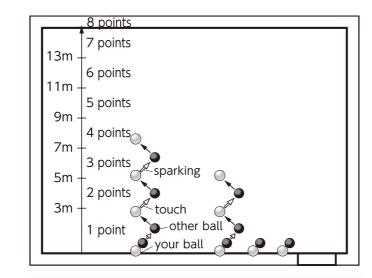
modify the rules of the game. The game will be simpler, easier to enjoy and provide you with more chances to improve your skills.

## A Game that's Easy and Fun

Let's have fun

# The Touch and Sparking Game

- ① Place your ball on the line, as shown in the right illustration, spark the other ball, and then stroke your ball to touch the other ball. Carry out repeated Touches and Sparks, with the aim to reach the line on the other side of the court.
- ② If, after Sparking, you cannot make a Touch of the other ball by stroking your ball once, you can stroke your ball once again. If, despite this, you don't achieve a Touch of the other ball, your turn ends.
- 3 Another fun option is to allocate points for speed or distance covered. You can also compete for points within a designated time frame.



#### ····Suggestion and Advice! ····

It's important that the distance that the other ball is moved, as the result of a Spark, is within a range that can be touched by your ball in the next move. Don't be too ambitious, and instead master a sense of distance that will enable you to play for results.





## Two-person Relay Game



- ① Two players face each other with the ball between them, and stroke the ball so that the ball stops within 20 centimeters of the other person's stick head. If it stops within 20 centimeters, it's deemed an "OK ball" and points are awarded.
- Two people play facing each other, gradually widening the distance between them.
- (3) It there is a considerable distance between the two players, extra points are achieved if the ball stops within a 1 meter diameter with the other player's stick head in the center of the "circle".

#### ····Suggestion and Advice! ····

Using the same method as ① to ③, you can also practice a Spark: the stroker sparks so that the other ball moves in front of the other player's stick head or within a designated circle.



### Variations on the Game to Improve your Skills while having Fun

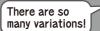
## Three-person Game





- ① Form two teams, each with three players. The leading team goes with numbers (①③⑤) and the following team with numbers (②⑥⑥). Each team plays alternately, with each player playing in turn.
- The match lasts for 15 to 20 minutes.
- 3 A pass through the 2<sup>nd</sup> and 3<sup>rd</sup> Gates is acknowledged as a successful even if the ball is moving from the opposite direction.
- If the match ends before the time is up, players can repeat the above as many times as they like.

## Other Game Variations





#### ····Suggestion and Advice! ····

- Using the same methods as ①~④, you can play variations on the game with both teams using five balls (of the three players, two players use two balls, with one player using one ball).
- The team can consist of beginners and experienced players, with the experienced players acting as the leader in player coordination, and the players carrying out a Pass & Touch and a Slide Touch.
- The aim of a three-ball game is to improve the players' ball control skills, while the aim of the five-ball game is to learn ball positioning towards improving player coordination.
- A game without out-balls
- A game with multiple sets (Playing order 1 to 10 represents a single set, with the number of times one set is played restricted to 3, 4 or 5 times. Players compete for points until the designated number of sets is reached).

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