

## Advanced Tactics – Some Tips

### 1. Constant Attack

Always attack the opponent even when your team has a clear lead and control of the game. Do not allow the opponent to regroup for an attack on your team. However, during the last 5 minutes or so of the game, it may be better to concentrate on making gates and the goal-pole. But remember that the game is often won or lost in those last minutes!

### 2. Behind Gates – Caution!

Any position behind a gate when your opponent has control of that gate or may make that gate is risky. For example, behind Gate 2 when an opponent player is yet to make Gate 1 and then may make Gate 2 in the same turn.

### 3. Chains

Use chains to allow your team's balls to reach balls. Care required with the numbers however!

### 4. Gate 1 – First Attempt

Look for gaps in numbers and opportunities during the first attempt of players at Gate 1. For example, 1,5,7,9 and 2,4,6,8,10 gives 2 an opportunity to spark 4 to opponent's balls!

### 5. More Balls, More Opportunities

The more balls that are on the court, the more targets there are available for a touch. Therefore, if the opportunity arises for your team to spark an opponent ball, consider whether it should be disabled and sparked out, or sparked to where it might be of use to your team later.

### 6. Watch Opponents Tactics

Watch opponent's playing tactics and identify situations where a potential double touch or gate and touch may arise.

### 7. Double Touch Set Up

Try not to cluster balls for a double touch as this presents a big target for a touch or bombard by the opponent.

### 8. Opponent is Certain to Make Double Touch or Gate and Touch

If the opponent is set up for a certain double touch or gate and touch, separate the balls of your team to minimise damage. Also look for ways to force your opponent to make decisions by placing balls to give your team an advantage in subsequent play.

### 9. Use Opponent Ball Rather than Spark It Out

Before sparking an opponents ball out of court to become an outball, check to see whether it can be used by your team before that number is required to play again. For example, if 6 touches 7, then 6 should spark 7 to become an outball because 7 is the next ball to play; however, if 6 touches 5, then there is potential to use 5 before sparking it to an outball because all other balls will play before 5 plays again.

### 10. Look for Gaps in Numbers

Look for situations where an opponent's ball is an outball and your team's balls either side of the outball number are together. For example, if 4 is an outball, and 3 and 5 are together, then 3 can touch 5 and spark 5 to a position on the court without any danger from 4. This is a very powerful tactic to get control of a game.

### 11. End Game – Goal-pole Opportunities

If two balls of your team with consecutive numbers have made Gate 3, try to keep these balls together when near the end of the game. On the final turn of these balls in the game, for example 2 and 4, the first ball to play, 2, touches 4 then sparks 4 to near the goal-pole then 2 is positioned near 4 in the continuation stroke. When 4 plays, it touches 2, sparks 2 onto the goal-pole and then touches the goal-pole itself thereby gaining an additional 4 point!