

Best practice for extra turns

When used correctly, 'extra turns' should make both sides the same level.

These are some guidelines for taking extra turns:

1. Do not finish a game without using all your extra turns.
2. Do not focus on your opponent's ability.
3. Use your game plan and figure your extra turns into your plan.
4. While you cannot use extra turn to obtain points, you can use them to jaws hoops or gain a better position.
5. After you make any hoop, look at the position of all balls. It is usually advantageous to get position at the next hoop and keep the pressure on your opponent.
6. When taking extra turns to send your opponent away from the hoop, always look at the longest distance possible before positioning your ball. For example, if you are at hoop one, position your ball so you can promote your opponent's ball towards the eastern or northern boundary.
7. When receiving a number of extra turns, one tactic is, if you go in first, play your Blue ball towards the first hoop. Then take an extra turn, positioning your ball right in front of the hoop. This will leave your opponent with a long shot and will put pressure on them straight away. Continue this tactic for the first four hoops. This will help you take charge of your game.
8. If you only receive one or two extra turns, be patient. Play your normal game and wait for an opportunity to secure two consecutive hoop points. If the game is 3-3 or 4-4, look at securing the next point. Don't wait until it is 5-5 or 6-6. If you are behind by two or three points, take charge with a deliberate game plan.
9. If your opponent is in a hoop running position, do not clear it in your next turn. If Red is in a hoop running position, and it is Black to play, Black could take a hoop running position. Blue could use an extra turn to remove Red, leaving Black in position. By delaying your extra turn, your opponent has a long shot and you are in control.
10. If your opponent's ball is in hoop running position, instead of using an extra turn to block it, promote or drive the opponent ball away and use an extra turn to secure a hoop position.
11. Look at opportunities to promote your partner ball into a hoop scoring position. Promote or drive your opponent's ball away with your extra turn.

Guidelines when giving away extra turns

1. If your opponent is taking their extra turns correctly, you will need to take some risks.
2. If you are two or three hoops behind, and your opponent still has a number of extra turns, you may risk going for longer hoops or setting up for jump shots.
3. Remain positive and take advantage of any errors made by your opponent. Remember when giving a lot of extra turns, the percentages of your opponent making an error is high.
4. Double load as much as possible make your opponent hit you. Try and get extra turns out of them.
5. Go deeper when setting up for hoop positions. This may force your opponent to make an error. You may also be left alone, which may give you an opportunity to have a chance at a hoop.
6. Deliberately jawsing in hoops when your partner ball is also in position. However, only consider this when your opponent's balls are away from the hoop or you are in front with plenty of time left on the clock.
7. After your opponent makes a hoop, ensure you get a prime hoop position at your next hoop.
8. When going for a hoop more than six yards away, approach the hoop using less speed. You should stay near the hoop.