

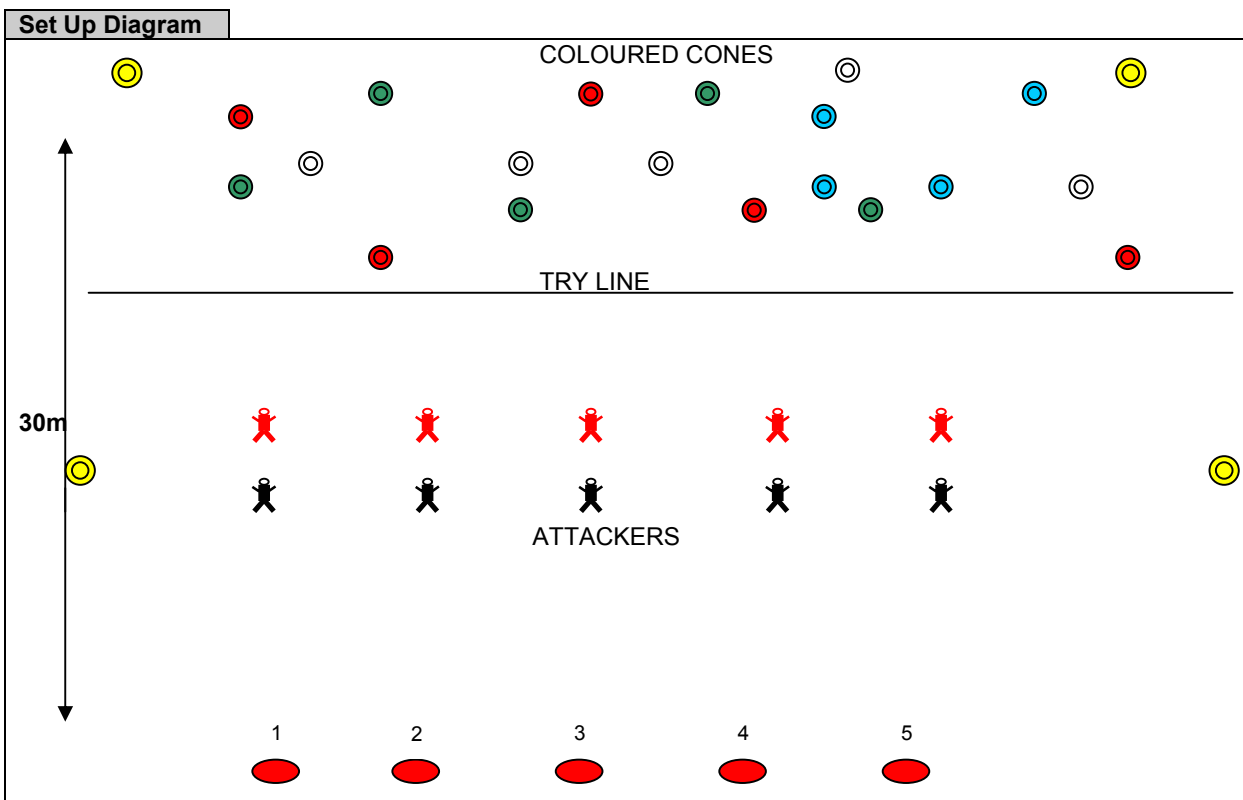


<b>Drill No.</b>	Scattered Defence	<b>Date</b>	June 2006
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<b>Objective</b>	Spatial Awareness, passing, communication, decision making, Evasion.
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Equipment		Drill Requirements	
<b>Balls</b>	1	<b>Area</b>	30x30 grid +
<b>Cones</b>	4	<b>Players</b>	All
<b>Shield</b>	N/A	<b>Time</b>	
<b>Bags</b>	N/A		
<b>Suits</b>	N/A		
<b>Bibs</b>	N/A		

Drill Description
<ul style="list-style-type: none"> <li>A number is called for the attackers. All attackers must run around their numbered cone and whichever number was called that ball becomes active. At the same time a colour is called for the defenders and all defenders must turn and run around a certain coloured cone. They all must choose a different cone. If a touch is made defenders players swap roles if a try is scored attackers stay the same. First to five wins.</li> </ul>



Key Coaching Points
<ul style="list-style-type: none"> <li>Spatial awareness</li> <li>Communication</li> <li>Quickness of attack on an unorganised defence</li> <li>Skills-to attack space</li> <li>Footwork and evasion skills</li> <li>Scanning skills</li> <li>Decision making</li> <li>Importance of getting behind defenders</li> </ul>

Relevance to the game
Great for coaching counter attacking unorganised defences from different angles. Any player can be ball carrier and communication is vital as is decision making in identifying space and the best way to attack it successfully. You can place the cones in order to practise against certain types of defence. Organised or scattered.