



Drill No.	Understanding the game touch (wide, narrow defence)	Date	June 2006
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Objective	Spatial awareness, Communication, Decision making, Attacking skills into space
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Equipment

Balls	1
Cones	4
Shield	N/A

Bags	N/A
Suits	N/A
Bibs	N/A

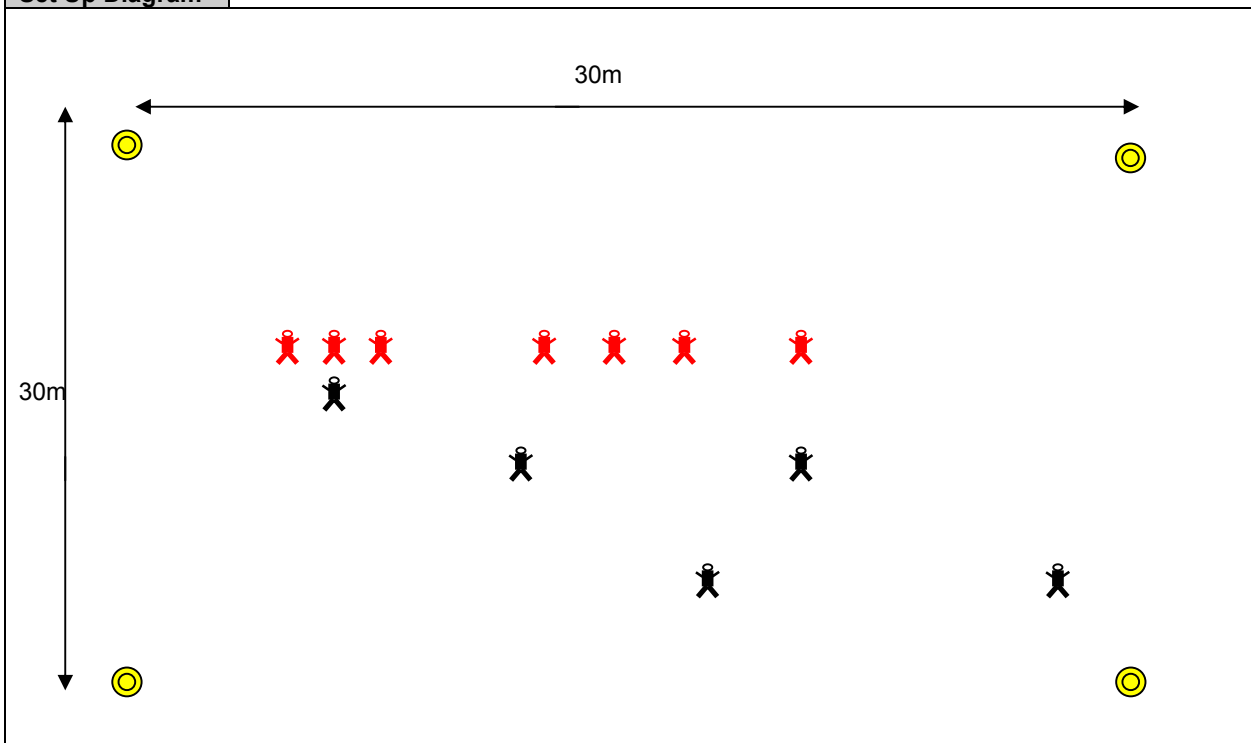
Drill Requirements

Area	30x30 grid
Players	All
Time	

Drill Description

- When a touch is made on a attacker, the attacker then becomes the scrum half.
- Each defender is given a number, and when their number is called they come into the contact area and simulate a ruck
- The remaining defenders are then told to defend narrow, or wide.
- The attackers then attack the appropriate space

Set Up Diagram



Key Coaching Points

- Looking for space on the pitch
- Deciding how they attack that space
- The skills needed to attack that space
- Look-Think-Do Process

Relevance to the game

Great for attacking different defences that occur within a game. Communication, decision making and execution (skills) are focused on this game. Can also help players realise that attacking in two lines can be useful (one to interest and one to penetrate).