



Drill No.	Warrior touch	Date	June 2006
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Objective Spatial awareness, Communication, Decision making, Attacking skills into space, Conditioning

Equipment

Balls	4+
Cones	10
Shield	N/A

Bags	1
Suits	N/A
Bibs	4 colours

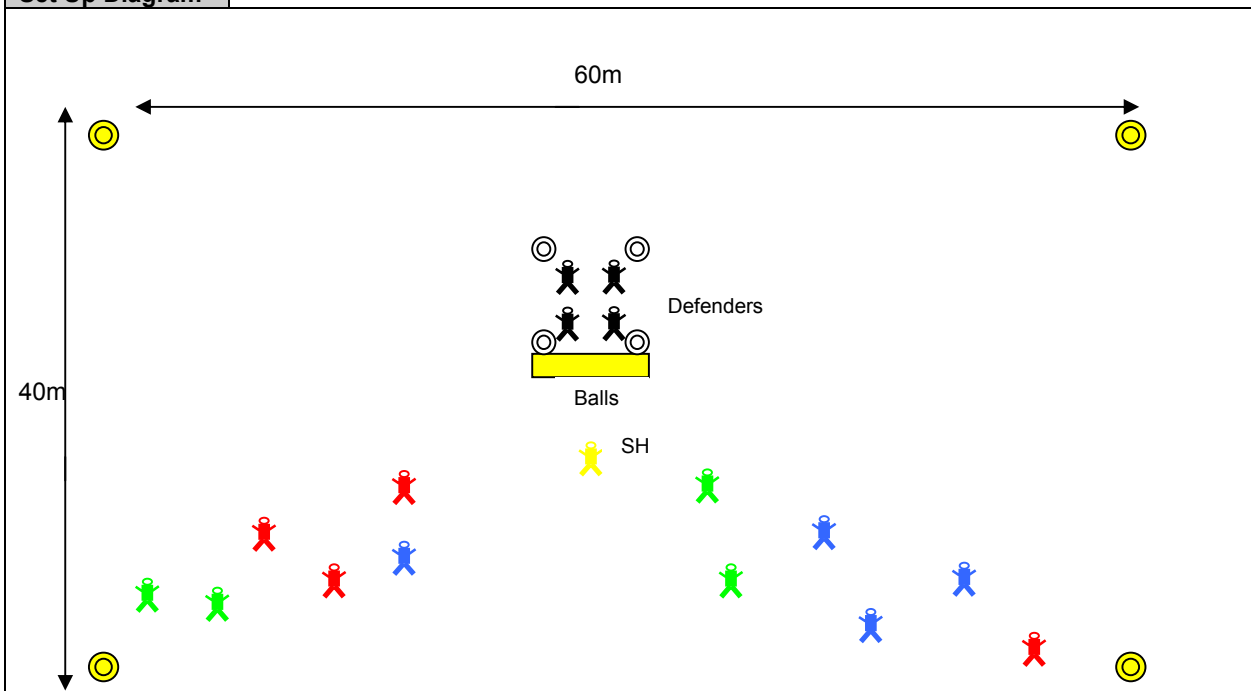
Drill Requirements

Area	60x40 grid
Players	All
Time	

Drill Description

- There are more attackers than defenders
- Defenders start in tackle area placed behind the tackle tube.
- At the call of a colour that team quickly runs in and becomes the defending team
- Game starts by the scrum half passing to either group
- When this is done the defenders can leave the tackle area and defend their try line. Defenders can only defend laterally.
- The attack get one chance to score and if this is achieved the scrum half can pass the ball again to the other group of attackers and defenders must move across to defend them
- The scrum half can pass when a try is scored, a touch is made or ball is dropped.
- The winning team concedes the least amount of tries.

Set Up Diagram



Key Coaching Points

- Both Attack and defence are working off the ball
- Communication in defence and attack
- Decision making
- Angles of running and movement onto the ball to beat a drift defence
- Ball handling
- Support lines – Attacking in two waves

Relevance to the game

Aim of this game/practice is to develop the drift defence and also attacking a drift defence.