

5 Priorities - 2011

Priorities – 2011 v 2010

- 2010 – 4 Priorities
 1. Scrum – Controlled Engagement
 2. Tackle – Emphasis on Tackler release immediately
 3. Offside from kicks
 4. Maul Obstruction
- 2011 – a 5th priority has been added
 5. Ruck/Maul Offsides

Priority 1 - SCRUM

- 2009 vs 2010 Comparison
 - 30% Reduction in scrum collapses
 - 24% less resets
 - More PK vs FK (i.e. PK for collapsing vs FK for head and shoulders lower than hips)
- Why?
 - Slower Cadence – More controlled hit (level playing field) 4 calls = 4 actions
 - Better pictures post hit

Scrum - Continued

- What's new?
 - Props head & shoulders above hips (Hinging)
 - Props binding (LH on hit/TH on body not arm)
 - Alignment – Head to Head
 - Loosies riding up
- *(video clips removed)*

Priority 2 - Tackle

- 2010 vs 2009 comparison
 - 20% less PK at tackle (Firmer/Earlier works)
 - Players intentions to roll out are clear
- Why?
 - Referees have a limited tolerance on tacklers & assist tacklers not rolling away
 - Penalties early have changed behaviour

Tackle - Continued

- What's new?
 - Nothing!!
 - A renewed emphasis on the tackler/assist tackler
 - Attackers sealing off
- *(video clips removed)*
 1. *Tackler*
 2. *Assist Tackler*
 3. *Sealing*

Priority 3 & 4 – Kicks & Mauls

- 2010 vs 2009 comparison
 - Kicks in General Play down 16%
 - More space for counter attack
- Why?
 - Referees & AR's vigilant on both kick chasers being onside and maul obstruction. Players just don't do it any more.

Priority 5 – Offside

- Why?
 - Offside at ruck is poor and is shutting down attacking options.
 - “A” Defender is biggest issue. Defensive line is setting off that player.
- *(video clips removed)*

Summary

- Are the Priorities working?
 - 6% more tries per game
 - 16% less kicks
 - 30% reduction in scrum collapses
 - 24% reduction in resets
 - 20% less PK's at tackle and quicker ball
- Are there other areas to fix?
 - Yes, but 5 steps at a time!!