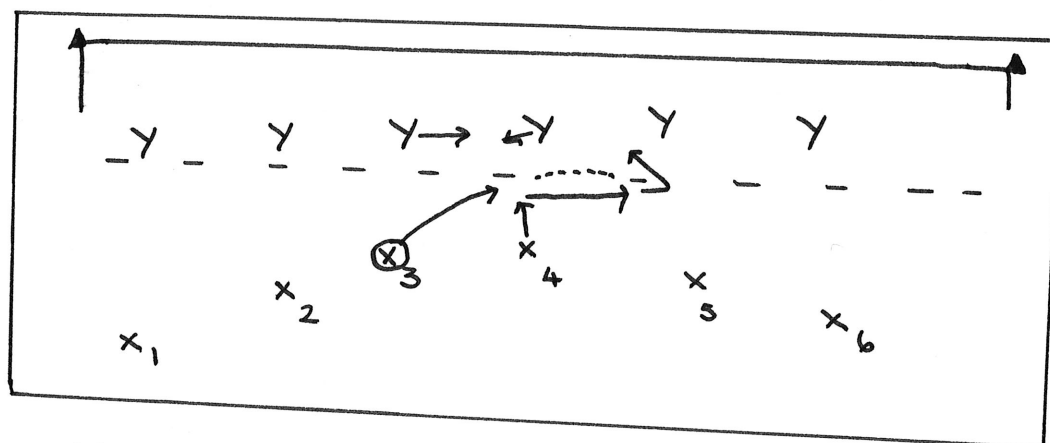


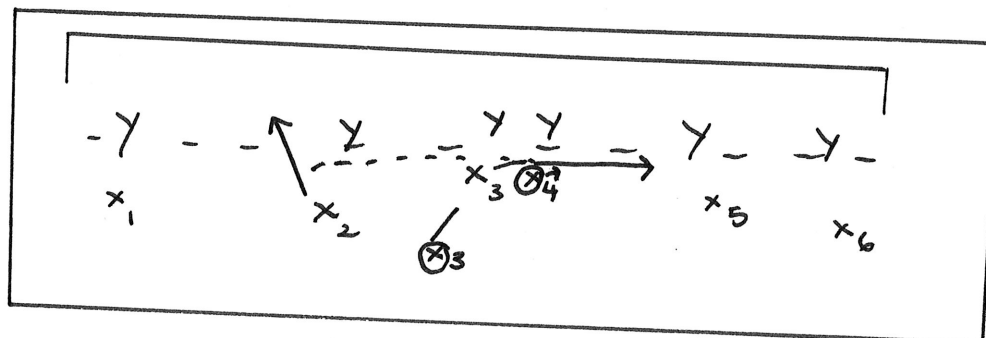
17. Your team has been unable to score a touchdown when they are within 10 metres of their attacking scoreline. Using diagrams outline 4 attacking moves that you feel may overcome this problem. Be prepared to present them at the course.
(time 20 min)

① ATTACK PLAY - K 1 or SMASH



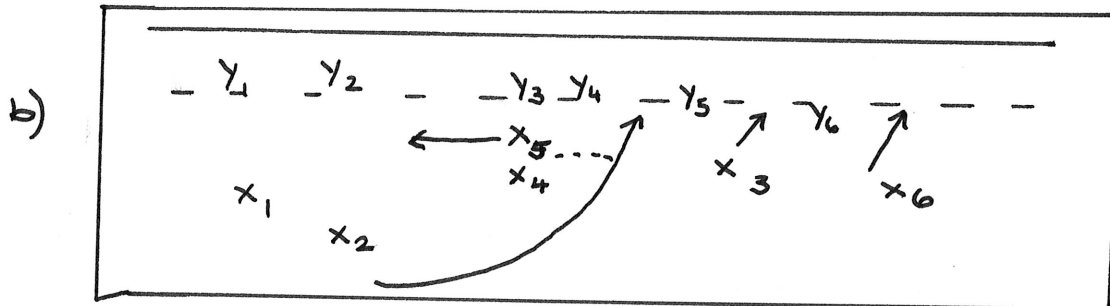
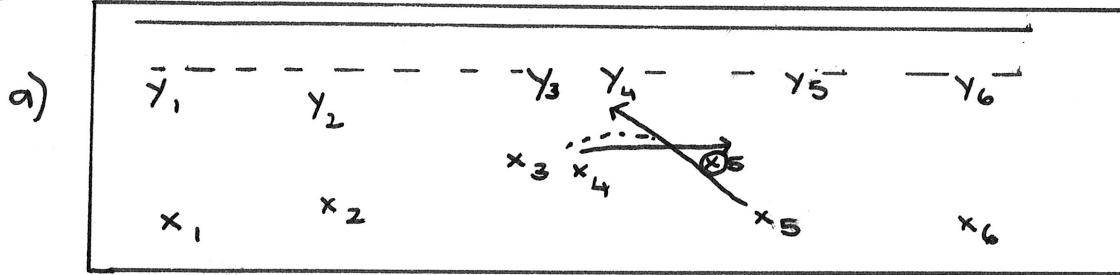
- * ATTACK ON MIDDLES
- * X₃ DRIVES IN FOR X₄ & SPLITS HARD
- * X₄ PICKS UP X₃ WHO STEPS BACK INSIDE & DIVES AT THE LINE
- * IF DEFENCE GETS SET IN TIME JUST REPEAT
- * X₄ SHOULD SHOUT THEIR OFF TO CONFUSE DEFENCE & REFEREE

② ATTACK PLAY - K 2



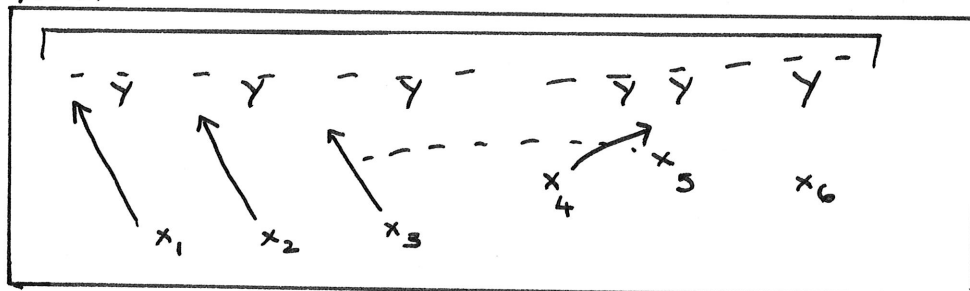
- * AFTER SHOWING THE K₁ A COUPLE OF TIMES RUN A K₂
- * PLAYER X₃ SPLITS AS PER K₁ & IS KUMMIED & PLAYER X₂ IS HIT WITH A LONG BALL OUTSIDE THE DEFENDING LINK.

③ ATTACK PLAY - SPLITTER



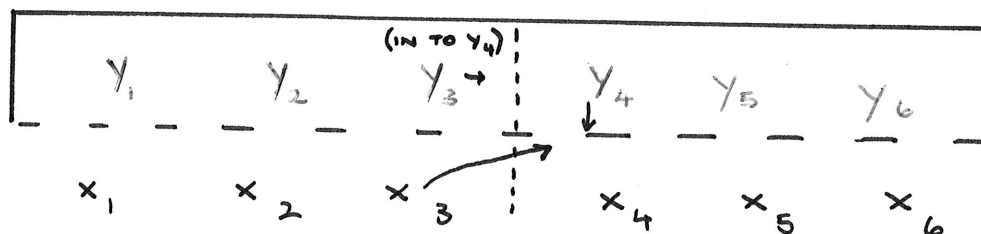
- * AS PER K₁ PLAYER SPLITS HARDER THAN BEFORE - BUT FURTHER FROM THE LINE
- * X₅ COMES THROUGH & COLLECTS BALL FOR QUICK DUMP & X₄ IS HALF AGAIN
- * X₅ SPLITS LEFT & X₂ OPPOSITE LINK SWEEPS TO THE OPPOSITE SIDE.
- * 1/2 HAS OPTION OF SCOOP, PICK UP X₂ OR X₅.

④ ATTACK PLAY - FREEDOM

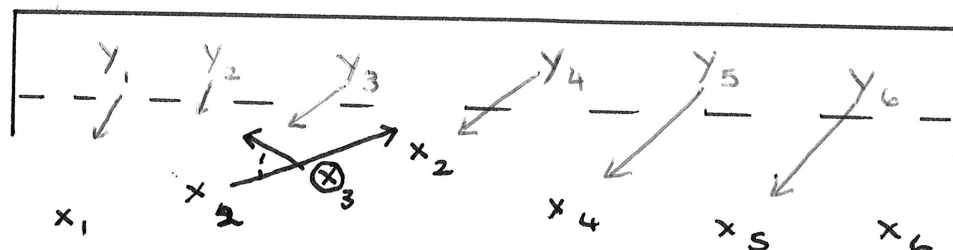


- * SIMPLE SET UP
- * X₄ DRAGS MIDDLE ACROSS & DUMPS FOR X₅
- * X₅ THROWS A LONG BALL TO X₃ WHO IS RUNNING ON A OUTSIDE THEIR PLAYER & ATTACKS THE LINE
- * IF X₃ GETS SHUT DOWN X₅ HAS TRAILER TURN INSIDE & X₃ GETS TO HALF OR COLLECTS FRONT SWITCH AT PACE (G). IF AT HALF K₁ IS ON

18. Using diagrams, outline the defensive policies that you would encourage your team to adopt when defending 10 metres from their defensive scoreline. Be prepared to present these at the course.



- * PLAYERS ARE SPLIT INTO 2 DEFENCE TEAMS SO TO SPEAK.
- * THEY WORK IN 3's & RETURN TO THEM AFTER THE TOUCH.
- * THE DIRECTION OF MOVEMENT BY THE DEFENCE IS ALWAYS TO CHASE OUT. IF YOUR OPPOSITE PLAYER GOES IN THEN HE IS IN TO THE PLAYER NEXT TO YOU & YOU COMPRESS. IF THE PLAYER GOES OUT YOU CHASE OUT



- * IF PLAYER Y₃ IS BEATEN ON A SWITCH THEN Y_{4,5,6} MUST HIT. WHICH IS EFFECTING THE TOUCH ON A PLAYER 1 IN FROM YOURS LEAVING X₆ FREE FOR A LONG BALL. THE LONG BALL IS LOW PERCENTAGE & SHOULD GIVE THE LINE TIME TO RECOVER
- * THE MOST DIFFICULT TO DEFEND IS ATTACKS ON MIDDLES WHERE COMMUNICATION IS PARAMOUNT.

STATISTICS IN TOUCH

You are analysing the State of Origin videos. What statistics would you extract from this analysis & how would you use them in your own coaching sessions.

- A. There are various statistics that can be extracted from the observation of all high level performances. The aid of video footage & the convenience it presents gives you the ability to come up with precise statistics. The margin of error is eliminated, as the statistics can be double-checked for accuracy.

The information extracted could also be broken into 2 specific areas depending on how the coach intended to use the statistical data.

- i) Individual player statistics, &
- ii) Game or match statistics

The use of this information in your own sessions can be a valuable tool at all levels of competition to give yourself not only an edge over the opposition, but a realistic expectation of the ability of your own players.

The Statistical information that I would extract as a coach would be as follows:

Team or Game Statistics

Completion rate: How often are the full sets of six touches used by both sides?

Hand over of possession, where on the field did it occur, is it six again, touch count
Time in possession
Number of times caught from half

Penalties: Record all penalties handed over by your team & their nature as well as the penalties you receive.

Attack: Number of chances capitalised on or blown
Amount of time on the attacking line
Completion of team patterns & set plays
Number of acting half runs

Defence: Where the opposition scored the touchdowns
Number of diving touches
Number of times the opposition did not capitalise on our errors

General play: Calculate wraps, switches or even team discipline.