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|------------------|--------------|-------------|-----------|
| <b>Drill No.</b> | Number Touch | <b>Date</b> | June 2006 |
|------------------|--------------|-------------|-----------|

|                  |                                                                             |
|------------------|-----------------------------------------------------------------------------|
| <b>Objective</b> | Spatial awareness, Scanning skills, Decision making, Communication, Evasion |
|------------------|-----------------------------------------------------------------------------|

#### Equipment

|               |     |
|---------------|-----|
| <b>Balls</b>  | 1   |
| <b>Cones</b>  | 4   |
| <b>Shield</b> | N/A |

|              |     |
|--------------|-----|
| <b>Bags</b>  | N/A |
| <b>Suits</b> | N/A |
| <b>Bibs</b>  | N/A |

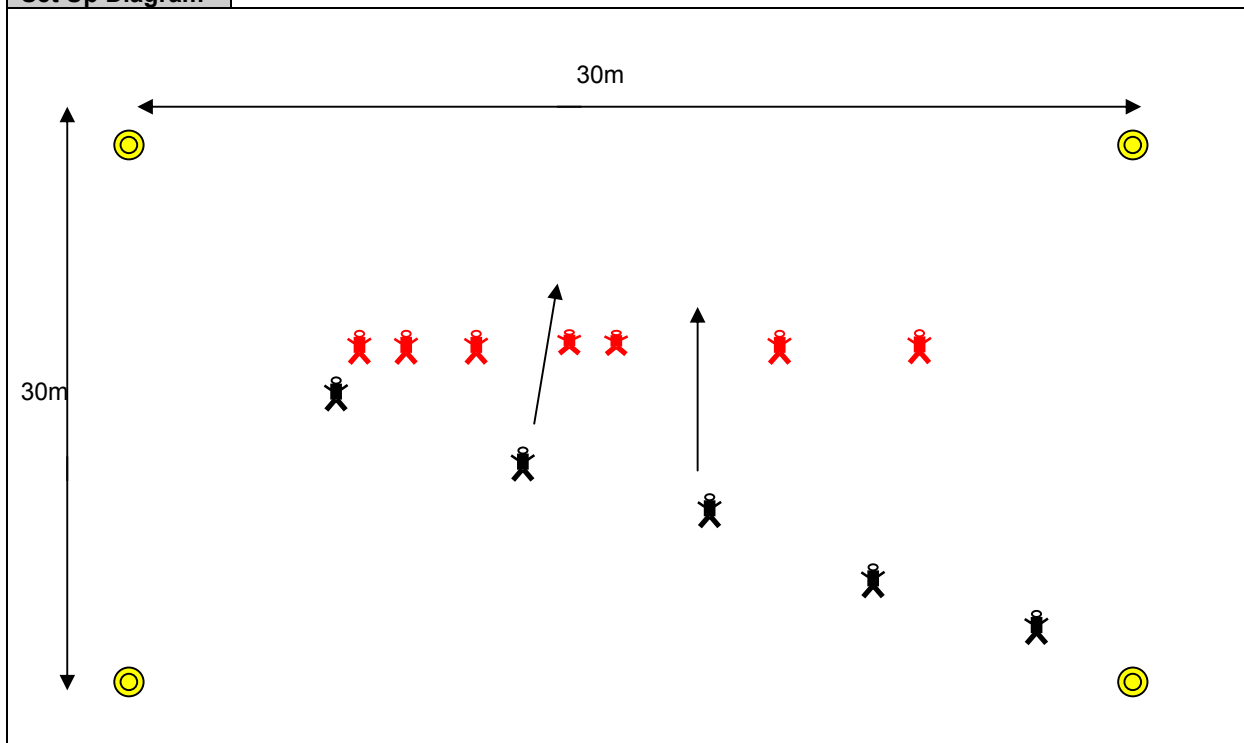
#### Drill Requirements

|                |            |
|----------------|------------|
| <b>Area</b>    | 30x30 grid |
| <b>Players</b> | All        |
| <b>Time</b>    |            |

#### Drill Description

- Players are given numbers (1-4 for Example). When an attacking team is about to start an attack you call out a number and all players with that allocated number on the defensive side go to their knees and are out of the game
- When play breaks down or another touch is made, defending players are back in the game.

#### Set Up Diagram



#### Key Coaching Points

- Scanning skills (looking)
- Attacking an unorganised defence (Counter attack)
- Decision making skills
- Highlight mismatches (more against less, fast against slow)
- Look-Think –Do Process

#### Relevance to the game

This game promotes visual acuity in identify defenders that are out of the game creating space and mismatches. These situations occur at turnovers, rucks and tackle areas in the game where the attacking team might find forwards in the backs defensive line. Promotes attacking spaces.