

1v1 combos

Objective – teach defenders to delay, deny, channel and block tackle – NOT DIVE

GameFocus/PrinciplesResetProgression

1. Defender passes to attacker
2. Attacker attempts to score against keeper and player
3. Defenders objective is to channel attacker off the side
4. If defender wins then score on opposing line under control
5. Each attempt 30 secs
6. On completion of a round swap defenders and attackers

Sequence

1. A = 1v1 +Keeper
2. B = 1v1 gauntlet
3. C = 1v1+1 (Can comout once attacker receives the ball)

Scoring

1. Attack vs defence – keep a record and add up after each sequence done

Pressure on the ball – encourage a mistake

1. Defenders

1. Do not dive
2. Delay, Deny Dictate/Channel
3. Approach the tackle as far from goals as poss
4. Keep pinned

Attackers

1. Vary speed

2. Dummy

3. 3D

None required move through sequence

If overloaded then as each cycle finishes add a new set in

Progressions

- Vary time to success
- Keep defenders score
- Limit number of attempts

