

## 94 OUTNUMBER OR STAY

**Purpose:** To teach players to decide when to go to the contest or stay with their opponent.

### ORGANISATION

- ▶ 18 players.
- ▶ The kicker kicks to A (K).
- ▶ Opponents C and D outnumber A to try to win possession.
- ▶ B moves either to support A or spreads to receive the ball from A if he wins possession.
- ▶ D has to keep in mind the need to compete against A and to defend B if necessary.
- ▶ Rotate roles continuously.

### COACHING POINTS

- a. The usual first priority is to win the ball, meaning D will help outnumber A.
- b. However D's role can be more challenging when there is a variety of kicks used - along the ground, very high, low and flat.

