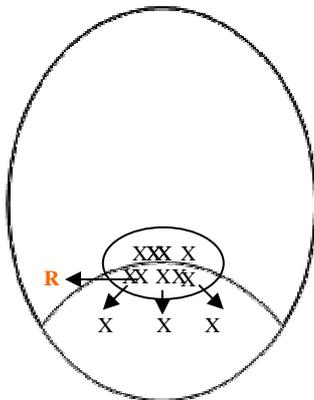


Backs

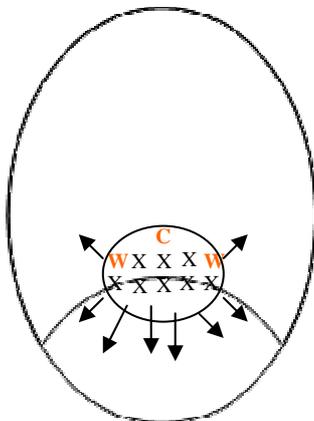
- ❖ Team X had a settled back half that worked well together. The two guys that gave them good drive were (No.** and No.***) and the remaining 4 players were just hard workers and accountable.
- ❖ No.** (back pocket – 1st half) or No.** (CHB/HB) kicked in. Both big kicks who are their designated kickers.
- ❖ **(Player name & number)**
Must work defensively on this guy, even try and get him back deep in the goalsquare. Long kicking left footer who ran off at every opportunity. Was a key to Team X's rebounding.
- ❖ **(Player name & number)**
Played the first half in the back pocket and then moved into the midfield after half time. Pushed up the ground, had quick acceleration from a stationary position, very creative and a good leap.
- ❖ **(Player name & number)**
Never gave in and always seemed to be in the contest. Good anticipation, worked hard and had great 2nd efforts.
- ❖ **(Player name & number)**
Full Back. Strong player who loved to push and shove in the marking contest. Will need a leading full forward because a stand and mark full forward will play into this guy's hands.

Team X Kick-In Setups



Set-up No.1

(1st half) Huddled at CHB. A few players provided 'dummy' leads but the main group drifted to one side with the ruckman (R). Designated kicker kicked the ball to the main group with the ruckman being the target.

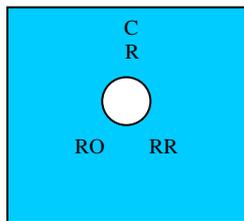


Set-up No.2

(2nd half) Very loose huddle around CHB and then everyone scattered forward and they kicked to a short lead. Be aware of the wingman (W) and centreman (C) who present for the 2nd kick. **(pressure the 2nd kick as they try an move it quickly)**

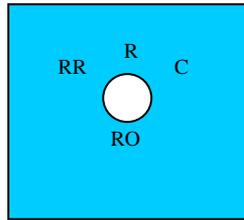
X = players involved in the setup, R= Ruckman, C=Centreman, W= Wingman

Centre Bounce Set-ups



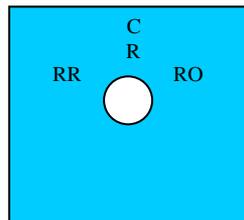
Set-up No.1

Ruckman hit the ball forward (just behind opposing ruckman's head) to the Ruck Rover or Rover. Centreman acted as a sweeper and quarter back option to receive clearing handball and then kicked long.



Set-up No.2

Ruckman hit/dropped the ball at his feet. Non-receiving player (either Ruck Rover or Centreman) provided a block for the player that won the ball. Rover was there for the ball that fell forward.



Set-up No.3 (Rarely used)

Very offensive set-up that was used when the ruckman was dominating late in the game. He hit the ball forward and all midfielders ran hard towards goal with open space at CHF.

R = Ruckman, RR = Ruck Rover, RO = Rover, C = Centre

Midfield

- ❖ Team X had a regular rotation of midfielders who were both 'inside' and 'outside' players. They only changed forward and played one-on-one at stoppages around the ground. Being that they didn't have a tall side, the efficiency of their midfield will determine the outcome of their games.
- ❖ **(Player name & number)**
This guy was probably their most important player. He gave them first use because he won the ball in close. Only short but strong bodied left footer who did U-turns to get back on his natural side. Attack the hips at every opportunity.
- ❖ **(Player name & number)**
6ft, outside midfielder who had good leg speed. Strong overhead and therefore dangerous when he rested forward.
- ❖ **(Player name & number)**
1st ruckman who rested at full forward. Rucked most of the day as they didn't look as damaging when he wasn't in there. Had a good leap and his tap work was impressive. This ruckman will not push forward and plays a kick behind the play. Don't allow him to play loose and when the opportunity presents, push forward to unsettle him as he likes to fill the hole.
- ❖ **(Player name & number)**
Played the same wing all day. At times, he drifted around the ground as an additional midfielder but when he stayed on his wing Team X looked most dangerous. This is because they directed the footy through him, he had a good turn of speed and good skills. Hard at it and something generally happened when he got the footy.
- ❖ Note: **(player name & number)** didn't play and can be very damaging.