



### **Blindside Flanker (6)**

- **Hard nose defender**
- **Work in total unity with mini-groups e.g., blindside wing, 9, 8 and 7**
- **Look to become involved as decoy or ball runner**
- **Continuity and ball winner at breakdown**
- **3rd lineout option**
- **Most of same skills as 7 and 8**
- **Good communicator**
- **Understand all roles in moves and options**
- **Unload under pressure—not 50/50 ball**

### **Openside (7)**

- **Major continuity role**
- **Support ball carrier**
- **Angles line to ball**
- **Ball hungry and direct line to ball—attack the ball**
- **Speed of foot and MIND**
- **Never lose sight of the ball**
- **Extreme aerobic capacity**
- **Ball handling, distribution and running capabilities**
- **Tackle choices at target**
- **10 pointers**
- **Upper body strength**
- **Defensive lines to ball**
- **Knowledge of all back attack and defense systems**
- **Work in unison with mini-groups**
- **Alert and functional at tail of lineout**
- **Unload under pressure-not 50/50 ball**

### **8**

- **To be involved continuously in general play**
- **Attack or break gain line and ability to link close and wide**
- **Good ball control and distribution skills—critical link at scrum**
- **High work rate**
- **Ball hungry and assertive**
- **Cohesive relationship with 7 and 9**
- **Strong close quarter defender**
- **Understand all moves and options**
- **Assess opposition configuration to cut down their options**
- **Unload under pressure—not 50/50 ball**