



- Equipment:** 8 agility poles or cones, 2 balls, bibs
Name: Magpie Touch Drill
Category: Defence game / Game awareness
Group Size: 15 - 25 players
Area: 40m x 40m is ideal

Drill Explanation

- Stage 1. Attack has set time to score as many times as possible
 Stage 2. Defenders use two handed tag to shut down attack
 Stage 3. Ball carrier when tagged must perform 2 push ups then crunch the ball long
 Stage 4. Closest supporter must scan strongly past the ball
 Stage 5. Defenders do not commit anyone to the ruck
 Stage 6. Any errors from attackers the coach kicks in a second ball to attack with

Key Points

- Work off the ball in attack
- Identify, communicate & attack the space
- Attack look to hold defence, slide with effective lines ie: switch
- Defenders work as a chain
 - Communicate
 - Work from the inside / shut the gate
- Must have long crunch
- Must have strong scan

Variations

- Use subs to swap in as defenders if you have a big group
- Points scoring system same as 'one phase rebels game'