

LEVEL 1

Activity	intensity	Notes	Cues
Tracking 1v1 5m(Length) x 3m(width) grid 5m x 5m grid	1-2 sets 6 reps 3each side	Defender to tackle using 2 hand touch. Defender to get in nice & close to push on hips.	 Look early Align to 1 side of carrier Foot tempo – Fast, balanced, fast.
Tackle contest upper body tackle Chop Tackle	1-2 sets 4 reps each side	Attacker walks @ defender makes upper body tackle Attacker & defender 2m apart Attacker walks @ defender chop tackles. 2nd action –defender pops to feet post tackle	 Foot in close. Head position. Punch Wrap. Leg drive.
Ball into contact 1v1	1-2 sets 4 reps 2each side	Ball carrier 1m from pad holders Take ball into contact then work on ground to get ball on a plate	 Scan early Footwork Fight – Power Step KBA- Keep Ball Alive

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LEVEL 2

Activity	intensity	Notes	Cues
Tracking 1v1 5m(Length) x 3m(width) grid 5m x 5m grid	2-3sets 6 reps 3each side	Defender to tackle using 2 hand touch. Defender to get in nice & close to push on hips.	 Look early Align to 1 side of carrier Foot tempo – Fast, balanced, fast.
Tackle contest upper body tackle Chop Tackle	2-3 sets 3 reps each side	Attacker jogs @ defender3m apart makes upper body tackle Attacker & defender 3m apart Attacker walks @ defender chop tackles. 2nd action –defender pops to feet post tackle	 Foot in close. Head position. Punch Wrap. Leg drive.
Ball into contact 1v1	2-3 sets 6 reps 2each side	Ball carrier 2m from pad holders. Pad holders advance to create collision. Take ball into contact then work on ground to get ball on a plate	 Scan early Footwork Fight – Power Step KBA- Keep Ball Alive

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LÉVEL 3

X	Activity	intensity	Notes	Cues
	Tracking 1v1 5m(Length) x 3m(width) grid 5m x 5m grid 7m x 7m grid	2-3sets 6 reps 3each side	Defender to tackle using 2 hand touch. Defender to get in nice & close to push on hips.	 Look early Align to 1 side of carrier Foot tempo – Fast, balanced, fast.
いはなんにいたことできる。	Tackle contest 1v1 upper body tackle Chop Tackle	2-3 sets 3 reps each side	Attacker jogs @ defender3m apart makes upper body tackle Attacker allowed to step once No reaching from defender Attacker & defender 3m apart Attacker jogs @ defender (no change of direction) chop tackles. 2nd action –defender pops to feet post tackle	 Foot in close. Head position. Punch Wrap. Leg drive.
ナールメードの	Clean Out Pocket Hunt Lockdown Using sausage pad and hit shields	2-3 sets 6 reps 2each side	4 hits on each side 4 hits each side of different role 16 hits in total	 Eyes on threats. Win the race. Accelerate at threats. Win the shoulder battle Leg drive.

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LÉVEL 4

Activity	intensity	Notes	Cues
Tracking 1v1 5m(Length) x 3m(width) grid 5m x 5m grid 7m x 7m grid	3-4sets 6 reps 3each side	Use differing drills for variety achieving same outcome. Defender to tackle using chop tackle technique. Attack to try and score try/Beat defender No reaching from defender Get in nice and close Same leg same shoulder 4 tackles then change roles	 Look early Align to 1 side of carrier Foot tempo – Fast, balanced, fast.
Clean Out Pocket Hunt Lockdown Using sausage pad and hit shields	3-4 sets 3 reps each side	4 hits on each side 4 hits each side of different role 16 hits in total	 Eyes on threats. Win the race. Accelerate at threats. Win the shoulder battle Leg drive.
3 v 3 defensive Drill	3-4 sets 6 reps 2each side	Defender low chop tackle Pocket/Hunt arrive late to allow Hunt into position over ball. Pocket to remove the Hunt of the ball. Hunt to Assist or Lockdown Intro Double Hunt who can plug on Hunt.	Foot in close.Head position.Punch Wrap.Leg drive.

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LEVEL 5

	Activity	intensity	Notes	Cues
いるできることと	3 v 3 Defence Drill	4-5sets	Full noise No pre-determined arrival of players. All about winning the race Each player in grouping to complete 2 tackles and 2 hunt, double hunt roles 6 breakdowns before changing. Drill may vary depending on numbers or may need to get extra's	 Look early Align to 1 side of carrier Foot tempo – Fast, balanced, fast.
会支がなる	Clean Out Pocket Hunt Lockdown Using sausage pad and hit shields	4-5 sets	4 hits on each side 4 hits each side of different role 16 hits in total	 Eyes on threats. Win the race. Accelerate at threats. Win the shoulder battle Leg drive.
	Ball into contact 2 v 1 (Mongrel)	4-5 sets	3m x 3m square Attacker must work to score try if unsuccessful in scoring try once tackled must work hard on ground to get ball on a plate. Stand up and repeat Attacker to attempt to score a try for 1min then change roles	

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