

# Game finder

		Main skill	Touch tackling	Full on tackling	Minimum numbers	Minimum area (m)	Quick game*	
Small-sided game	1	Jackler	Tackling		●	3 v 3	7 x 7	●
	2	Intense defence	Tackling		●	5 v 4	20 x 20	
	6	Rule of 2s	Handling	●		5 v 5	30 x 30	●
	7	Hot box feet	Handling	●		3 v 1	7 x 7	●
	8	Gather and go	Handling	●	●	4 v 4	20 x 20	●
	9	Triangle turnovers	Handling	●		3 v 3	20 x 10	●
	10	Fast, slow, fast	Handling	●		4 v 4	10 x 10	●
	17	Response rates	Support play		●	5 v 5	40 x 40	
	18	Mismatch vision	Support play	●	●	5 v 5	40 x 40	
	19	Super loopers	Support play	●	●	4 v 4	30 x 30	●
	21	Ruck stops here!	Rucking		●	5 v 5	10 x 30	
	26	Maul demons	Mauling		●	4 v 4	10 x 20	●
	30	Get your kicks	Kick & recover	●	●	4 v 4	30 x 30	
	31	Run backs	Kick & recover	●		5 v 5	30 x 30	
	32	Get back	Kick & recover		●	6 v 6	30 x 30	
	38	Stretchers	Attack		●	7 v 4	60 x 20	
39	Manic attack	Attack	●	●	4 v 4	40 x 30	●	
40	Discomfort zone	Attack		●	3 v 3	15 x 15	●	
41	360 attack	Attack	●		4 v 4	40 x 40		
46	Mission, control	Defence		●	6 v 12	40 x 30		
Conditioned game	3	Gang up	Tackling		●	5 v 7	30 x 20	
	11	Quicker, wider	Handling		●	8 v 6	60 x 30	
	12	Precision passing	Handling	●	●	4 v 3	20 x 20	●
	13	Squeezers	Handling		●	4 v 2	20 x 20	
	14	Ninety-nine	Handling		●	6 v 4	30 x 30	
	15	Boxed in	Handling	●	●	5 v 3	30 x 10	
	16	Neat and tidy	Handling		●	2 v 2	10 x 10	●
	20	Smash and go	Support play		●	8 v 8	40 x 20	
	22	3 seconds, 3 rucks	Rucking		●	8 v 6	20 x 20	
	23	Twist and turn	Rucking		●	5 v 5	20 x 20	
	24	3-away	Rucking		●	8 v 8	20 x 20	
	27	The rock	Mauling		●	4 v 5	10 x 10	
	28	The maul lives!	Mauling		●	4 v 4	10 x 10	●
	42	Recycle lanes	Attack		●	6 v 6	20 x 15	
43	Bunch busters	Attack	●	●	5 v 5	40 x 20		
47	Wall of defence	Defence		●	7 v 5	20 x 20		
48	Wide boys	Defence	●	●	7 v 4	30 x 20		
Game situation	4	Goal line stoppers	Tackling		●	3 v 2	25 x 5	●
	5	Sidewinders	Tackling		●	7 v 7	30 x 30	
	25	8 balling	Rucking		●	7 v 7	30 x 20	
	29	Drive in	Mauling		●	5 v 4	10 x 10	●
	33	Grubber soul	Kick & recover		●	5 v 3	40 x 20	
	34	Chip-chop	Kick & recover		●	6 v 4	40 x 20	
	35	Catch and go	Kick & recover	●	●	6 v 4	70 x 50	
	36	Cross kicks	Kick & recover	●	●	2 v 1	20 x 30	●
	37	Airtime	Kick & recover		●	4 v 2	20 x 20	●
	44	Flashback	Attack		●	7 v 7	40 x 20	
45	Second front	Attack		●	7 v 4	30 x 30		

Note \*A "quick game" is where all the players will have had enough time in each position within 5 minutes to introduce the IIs. The game can then be developed or continued.