

20.

8 Pick and Go

Best from

- A scrum anywhere on pitch, though normally not too close to the right hand touchline.
- A situation where you want to create an easier ball to kick from inside your 22 or take the pressure off a poor scrum.
- A situation where you want to set up quick second phase ball and tie in their 6 and 7.

Why it works

- 8 attacks the space to the side of the scrum, where the nearest opposition player in open play is likely to be standing, probably at least 3 metres from the side of the scrum.

Good if you have

- An 8 who is quick from the back of the scrum.
- A scrum that can wheel or turn so the tighthead side can move up whilst the loosehead side stays steady. This takes your 8 closer to the gain line and away from the opposition back row.

What players should do

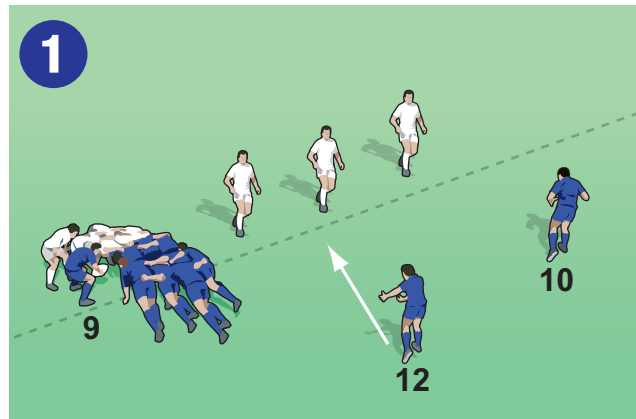
- 8 gets the ball on his right foot. He gathers it and drives off to the right, aiming to get beyond the opposition 6 and towards the opposition 10.
- 7 follows 8 and supports him for either an offload or more likely into a ruck. 5 follows, plus any other forwards, to secure the ball.
- 12 or 13 (whoever is nearest), but not 10, goes in to support 8 for either an offload or to ruck.
- 9 covers around and clears a pass to 10.

Common mistakes

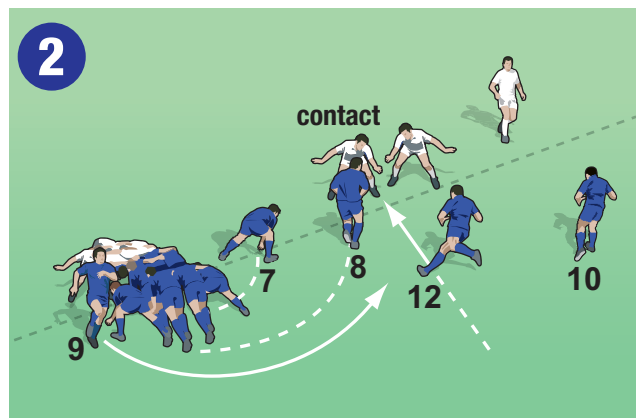
- 8 runs too close to the side of the scrum and the opposition back row in particular.
- 8 turns away from support when he makes contact.

Think about

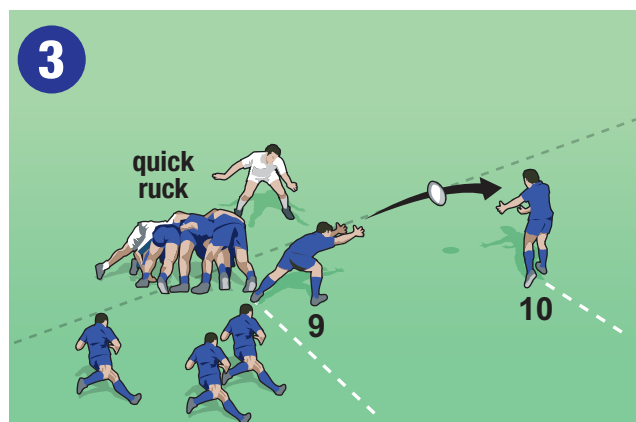
- 8 goes left, taking out the opposition 9. Good if your team is tight to the right hand touchline or the opposition 9 is poorly positioned.
- 8 runs a flatter angle infield, thus drawing the defence further away from the scrum.



8 picks and goes from the side of the scrum.



8 goes into contact with 7, with the nearest back driving in (or taking an offload).



From the quick ruck 9 passes out to the backs.