

A good kick can be turned into a poor kick if there is no kick-chase pattern deployed; likewise a poor kick can be turned into a good kick by implementing a solid kick-chase pattern.

Moral of the story, have a kick-chase strategy.

Kick Chase Pattern

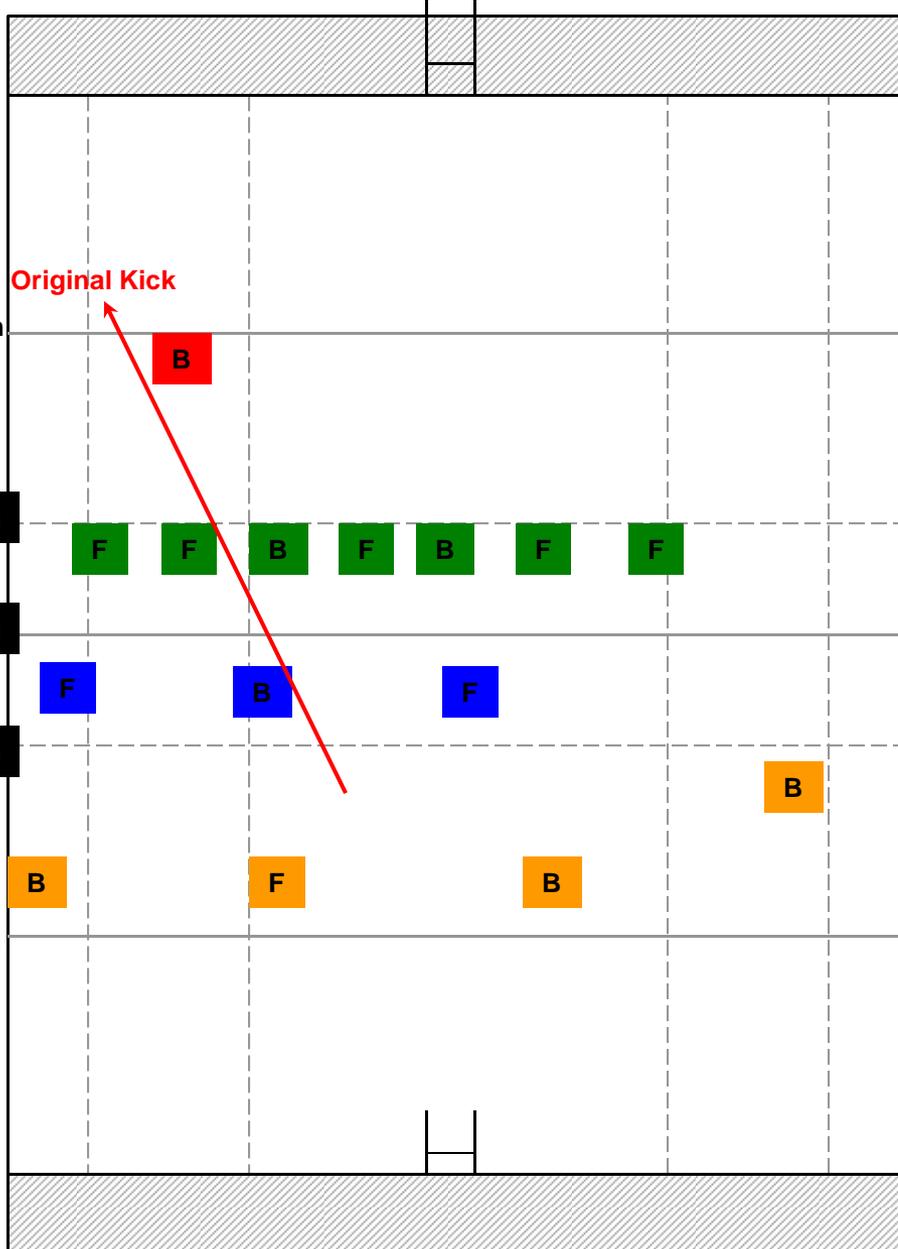
Ball Kicked but stays IN BOUNDS

Objective is to get a 1-7-3-4 formation:

- 1 = Mad-Dog:** put pressure on kick receiver and put everyone on sides
 - Typically a winger or center
 - Yell “Mad Dog” to communicate your intentions
 - If “Mad Dog” is not called then align with the Kick-Chase line to form an 8 player Kick Chase line – read situation to see if Mad Dog is needed (most likely is if ball is in bounds or kicked high in the air)
- 7 = Kick-Chase-Line:** stop any counter-attack; force a tackle or a counter-kick
 - Typically both centers and 5 forwards (most likely those on their feet i.e. not at the bottom of a tackle contest)
- 3 = Chip-Cover-Line:** cover any chip counter-kick
 - Typically 2 forwards (most likely those last up on their feet from the previous tackle contest) and a scrumhalf (or 3rd forward)
 - These will fill in the Counter-Kick-Cover-Line as required
- 4 = Counter-Kick-Cover-Line:** cover any counter-kick or launch counter-attack (of which our counter-kick is an option)
 - Typically a wing, fullback, flyhalf and one other (loose forward or scrumhalf)

Important Notes:

1. **Kick-Chase-Line** must set a target (40, 50 or 60m line as going towards the goal line) by which they need to have their line formed.
 - All players to connect **quickly** together across the field by this target line
 - Keep the line shape: each line progresses forward “as fast as the slowest man”
 - Width between players is based on the lateral movement ability and speed of each individual player to cover the advancing attacker
2. If ball is counter-kicked back by the opposition also set a target to go back to in order to support either our teams counter-attack or to form up again for another kick chase (LAW says you have to retreat to get back onsides, might as well make it effective)
3. If oppn receiver gets tackled, commit to the tackle contest and counter-ruck – ball will either get turned-over or be slow recycle for the oppn, we may even get a “not releasing penalty”



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Kick Chase Pattern

Ball Kicked and goes OUT-OF-BOUNDS

Objective is to get a 3-6-2-4 formation:

- 1 = Mad-Dogs:** put pressure on kick receiver to prohibit a quick throw-in
 - Typically three players; a winger, a forward (loose), and a center
 - Must cover short, medium, and long quick-throws; react to the opposition positioning
 - **If this job is done correctly then the remainder of the team gets a breather**
- 5 = Kick-Chase-Line:** stop any counter-attack; force a tackle or a counter-kick
 - Typically a center and 5 forwards (most likely those on their feet)
- 3 = Chip-Cover-Line:** cover any chip counter-kick
 - Typically a forward and a scrumhalf
- 4 = Counter-Kick-Cover-Line:** cover any counter-kick or launch counter-attack (of which our counter-kick is an option)
 - Typically a wing, fullback, flyhalf and one other (loose forward or scrumhalf)

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3. If oppn receiver gets tackled, commit to the tackle contest and counter-ruck – ball will either get turned-over or be slow recycle for the oppn, we may even get a "not releasing penalty"

Must be disciplined to do this every time. Don't assume play is dead once ball goes out-of-bounds.

