# **SESSION PLAN**



# Session Aims: Developing core skills and game understanding through decisionmaking games

Time	Detail	Coach		
1900-1930	Arrival / Refreshments in Conference Room, DRSV			
1930-1955	Presentations Welcome and introductions / Aims of the evening / UoNWRFC and UNRUC programmes (UNRUC game model)			
2000-2010	Player-led warm up on the UP3G.			
5	Skill drill: L drill Aims: Attack the gain line / Fixing defenders	AG		
15	3x 3 mins / DMG: HURRICANES Aims: Speed of set in attack and defence / Attack space			
5	Skill drill: BULLET speed to breakdown Aims: Speed to support / Enter breakdown square and low			
15	3x 3 mins / DMG: CLERMONT Aims: Connected support in attack and defence / LQB			
5	Skill drill: Chaos 3v2 handling Aims: Accuracy of passing under pressure / Speed of thought			
15	3x 3 mins / DMG: HIGHLANDERS Aims: Attack space (run/pass/kick) / Support play	PW		
2115	Finish and debrief on UP3G			
2130	Depart			

Easy	Moderate	Hard	Difficult	Maximal
0-2	3-4	5-6	7-8	9-10

#### The UNRUC Game Model

Speed of thought, Go Forward, Connected Support

## The UNRUC Vision

To deliver the most successful student rugby experience in the UK

## The UNRUC Values

Alignment, Belonging, Accountability