

## Blindside Flanker

- Pace, power and strength to provide impetus at breakdowns.
- Create and assist continuity of attacks.
- Support tight forwards in securing and recycling ball.
- Lineout option whether as jumper, lifter or driver.
- Strong aggressive tackler, create fear factor-close down the short side.
- Work in unison with other defenders at scrum and lineout e.g. 9, 8, 7 and blindside wing.
- Secure mid field area at short kick off receipts and restarts, 22m and 50m.
- Powerful assistance to prop at scrum.
- Look into scrum to keep sight of ball to time release to attack/support ball.
- Possible lock option at times.
- Attack the ball-except when holding from scrum(on b/side)
- Look to support ball carrier esp. as option in 2<sup>nd</sup> wave from lineout & scrum.
- Understand all roles in moves, options, and plays.
- Similar attributes to 8 and locks required.

### **SPECIALIST SKILLS**

- USED AS EXTRA LINEOUT OPTION
- STRONG and ACCURATE DEFENCE OF BLINDSIDE
- SIMILAR REQUIREMENTS TO 8 and 7

### **MENTAL SKILLS**

- STRONG MINDED ON DEFENCE

