

FRONT ROW – COMPETENCY ASSESSMENT TEMPLATE

layer Name:				Assessme	nt Date:
•					
VEL OF EXPERIENCE:					
lumber of years		Proposed pos	ition:	Loosehea	ad
naving played in Front		(Circle)		Hooker	
Row:				Tight He	ad
CILL DEVELOPMENT					
Prior to starting the on-field o	competency testi	ng, ensure players	have gone	through	the
nominated warm up activitie	•	, ,	Ü	Ü	
Does the player demonstrate		he following?			
he key STRONG, SAFE BODY	SHAPE points. (s	ee key points on re	verse	YES	NO
page)					
Front row binds					NO
Engagement 1v1 – Static (30 second hold)					NO
Engagement 2v1 - Dynamic				YES	NO
ingagement. 3v3 - Dynamic				YES	NO
Mayday (collapse scrum procedure)				YES	NO
Notes:					
	TING				
Notes: HYSICAL DEVELOPMENT TES Des the player demonstrate o		e following?			
HYSICAL DEVELOPMENT TES	competence in the		nd hold)	YES	NO
HYSICAL DEVELOPMENT TES Does the player demonstrate of Standing Strong/safe body sh Circle one Hands on ground. Knees off g	competence in the cape prior to enga ground, Strong/sa	agement. (20 secon		YES YES	NO NO
HYSICAL DEVELOPMENT TES Des the player demonstrate of Standing Strong/safe body sh Circle one	rompetence in the cape prior to engage ground, Strong/sa essure-push/pull	agement. (20 secon			
HYSICAL DEVELOPMENT TES Des the player demonstrate of Standing Strong/safe body shows Circle one Hands on ground. Knees off ge econds- assessor to apply pr	rompetence in the cape prior to engage ground, Strong/sa essure-push/pull	agement. (20 secon		YES	NO
HYSICAL DEVELOPMENT TES Des the player demonstrate of Standing Strong/safe body should Sircle one Hands on ground. Knees off greeneds assessor to apply propone Bridge. Plank test. (60)	rompetence in the cape prior to engage ground, Strong/sa essure-push/pull	agement. (20 secon		YES	NO
HYSICAL DEVELOPMENT TEStoes the player demonstrate of standing Strong/safe body should be strong and strong safe body should be strong safe body saf	rompetence in the rape prior to enga ground, Strong/sa ressure-push/pull second hold)	agement. (20 secon	d. (20	YES	NO
AYSICAL DEVELOPMENT TES Does the player demonstrate of the player dem	rompetence in the cape prior to engage ground, Strong/sa essure-push/pull	agement. (20 secon afe body shape hold l.)	d. (20	YES	NO NO
HYSICAL DEVELOPMENT TEStoes the player demonstrate of standing Strong/safe body should be strong and strong safe body should be strong safe body saf	rompetence in the rape prior to enga ground, Strong/sa ressure-push/pull second hold)	agement. (20 secon	d. (20	YES	NO

Has the player demonstrated safe scrum technique and competent in the physical developmen tests? Please circle

COMPETENT	NOT YET COMPETENT	Signed:	
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Key Strong safe body shape points:

- Feet shoulder width apart, toes pointing directly forward, weight on balls of feet
- Knees bent directly beneath the hips over the toes at 1 o'clock
- Head in neutral position.
- Core engaged, Chest out, shoulder blades pulled together.
- Flat back, pelvic tilt, shoulders above hips at all times
- Eyes focused on target

Scrum Collapse - What to do

Process still to be agreed.

Warm up Activities/Primers.

Assessors to select suitable primers from the examples provided in Scrum Factory Video. (Neck, shoulders, back, core, hips, legs, feet.)

Reference:

https://www.rugbytoolbox.co.nz/resources-education/clinics-and-workshops/scrum-factory