



## Game Day Key Cohesion Marker Report: RUNY

MLR: RD 18 / 03 June, 2022:

AWAY

Team	RUNY			New England Free Jacks		
	Tight 5	Attack Spine	Team	Team	Attack Spine	Tight 5
TWI	-	-	16.90%	25.56%	-	-
Games	-	-	866	464	-	-
T+R+S			1075	1579		
Total	26	68	403	576	176	25
Recency			293	431		
0-5 Gaps	-	-	74	68	-	-
0-10 Gaps	-	-	95	92	-	-
"0" Gaps	3	8	19	8	5	3

Predicted Outcome



### Game Summary:

- Free Jacks with Marker advantage plus HGA.
- Both RNY & Free Jacks Attack Spine under capacity driven by high player/positional change.
- Both RNY & Free Jacks with high defensive weaknesses through backline – Free Jacks with Back 3 at capacity.
- Both teams with opportunity to exploit defensive weaknesses – Backlines expected to function better in general play/multiphase play as majority of players have played together.
- RNY with marginal advantage through Forward Unit and Tight 5 but both under-capacity – both teams expected to have defensive weaknesses around Rick/Maul.
- Overall Forward Unit execution expected to be under-capacity for both teams.
- **Markers indicate close outcome to Free Jacks – driven by significantly low RNY Defensive Markers and expected low execution (BUT opportunities to exploit in Free Jacks).**

## RUNY Marker Progression Summary:

### Total Team In-Season Cohesion

- Negative development into game 16 – removal of high internal experience and mix of low internal experience.

### Total Team 0-5 / 0-10

- Negative development into game 16 – removal of high internal experience and mix of low internal experience.

### "0" Defensive Gaps

- Negative development of "0" Gaps for game 16 – Gaps driven by combination of player/positional churn and introduction of new players.
- Majority of "0" Gaps driven by positional churn – less impact once in general play/multiphase play as majority of players have played together.

### C-Score

- C-Score continuing above target – driving sub optimal Markers.

### Defensive Gaps Tracking

- Game 15 0-5 Defensive Gaps development marginally below trend – relatively consistent low 0-5 Gaps across the group.

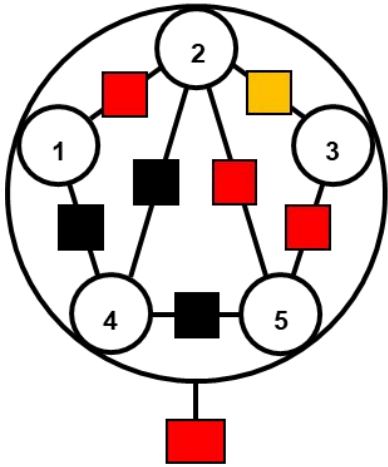
➤ **High change through player/positional change driving sub optimal Markers.**

➤ **New players (Naholo/Milner-Skudder) introduced during churn phase – not allowing them to development stable relationships.**

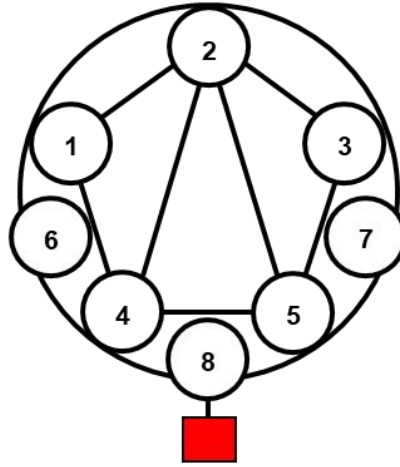
## Heat Maps: RUNY @ RD18



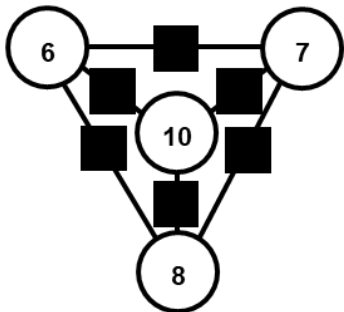
Tight 5



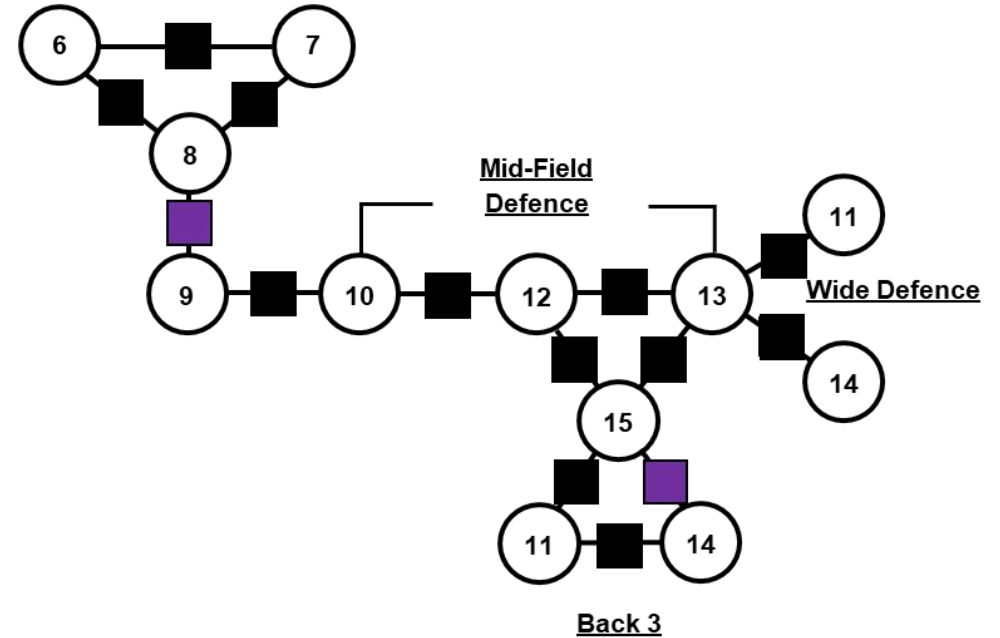
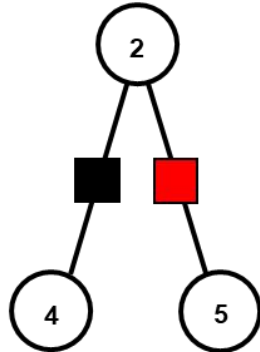
Forward Pack



Basic Seam Defence

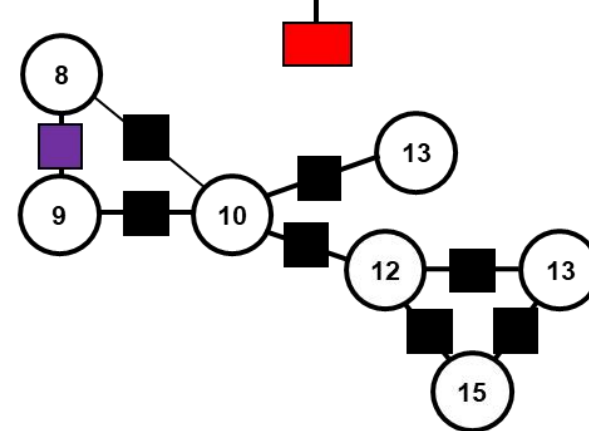


Lineout – Main Throw/Catch



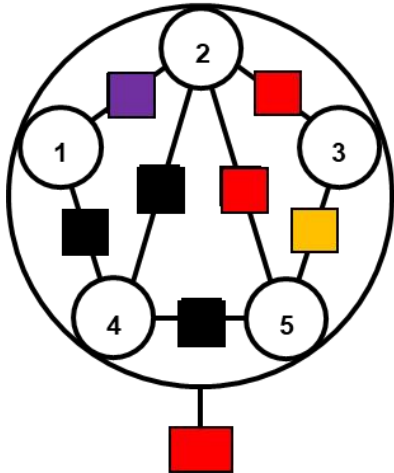
Back 3

Attack Spine

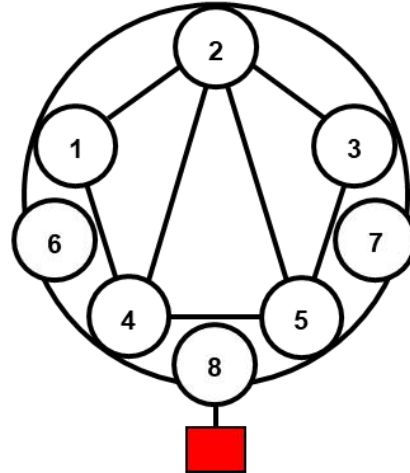


## RUNY Opposition @ RD18: New England Free Jacks

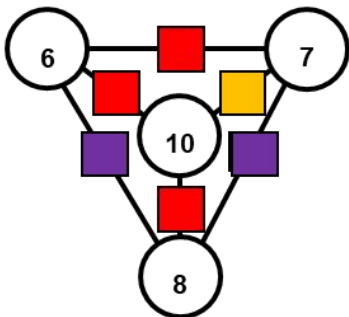
Tight 5



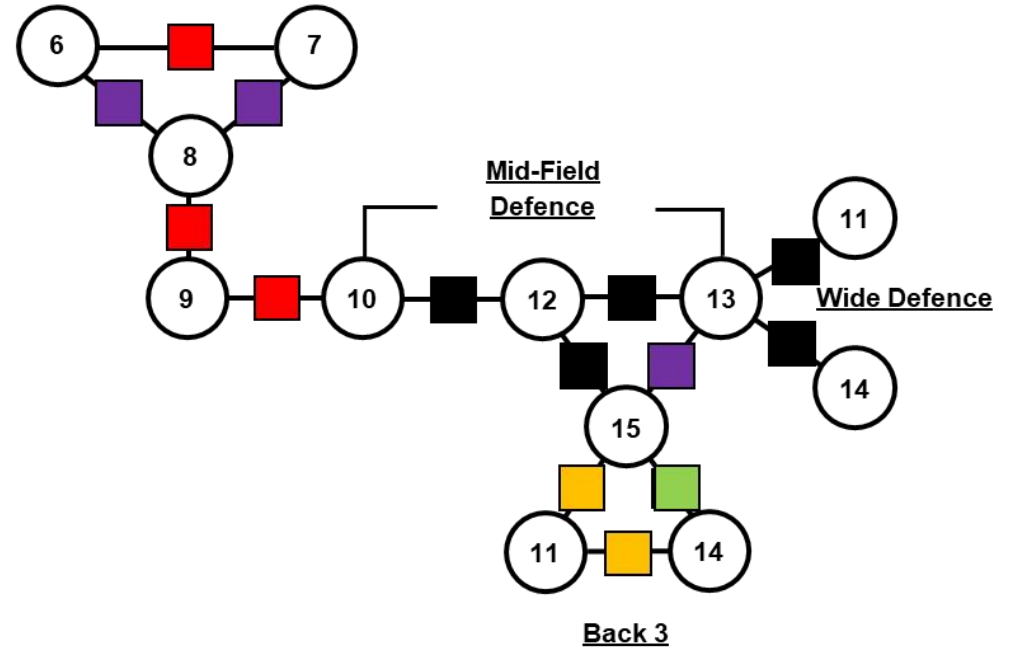
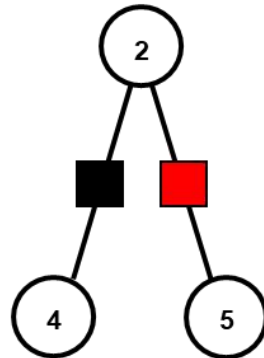
Forward Pack



Basic Seam Defence

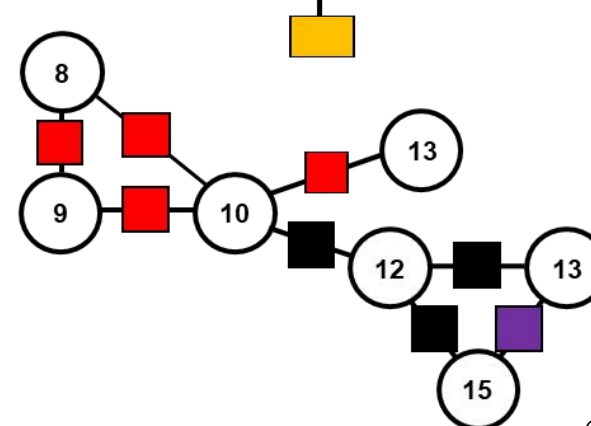


Lineout – Main Throw/Catch



Back 3

Attack Spine

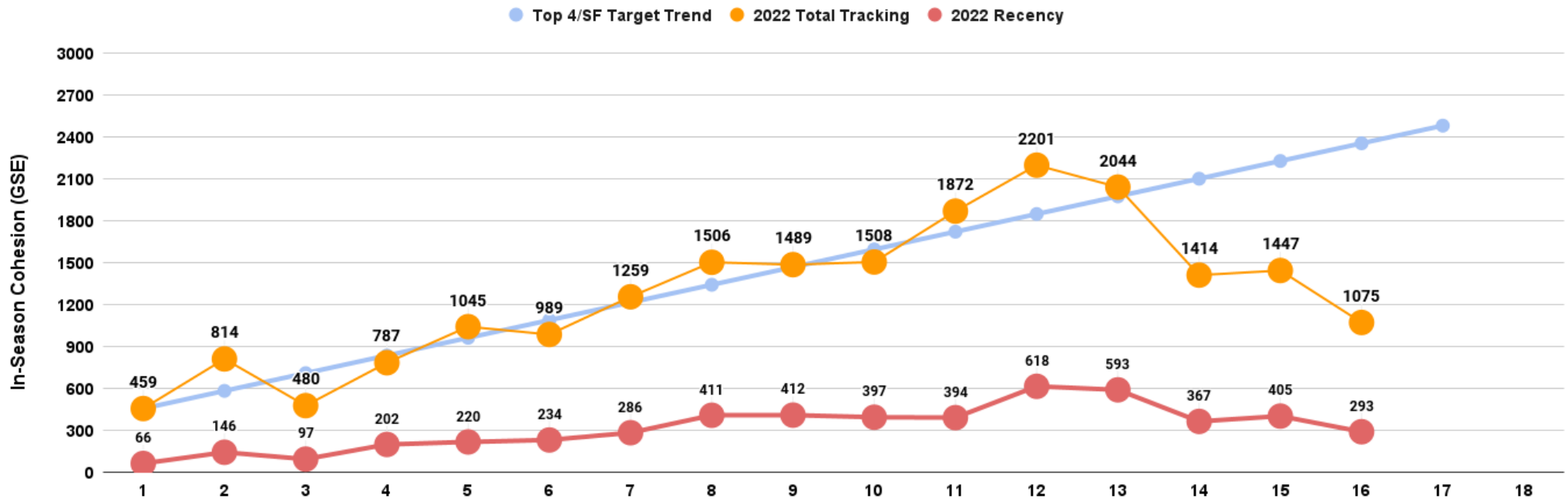




## RUNY Key Marker Tracking: Total Team In-Season Cohesion



### RNY 2022 MLR In-Season Cohesion Progression Tracking



- Negative development into game 16 – removal of high internal experience and mix of low internal experience.

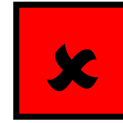
Note: Trend line indicate historical Semi-Final Average.



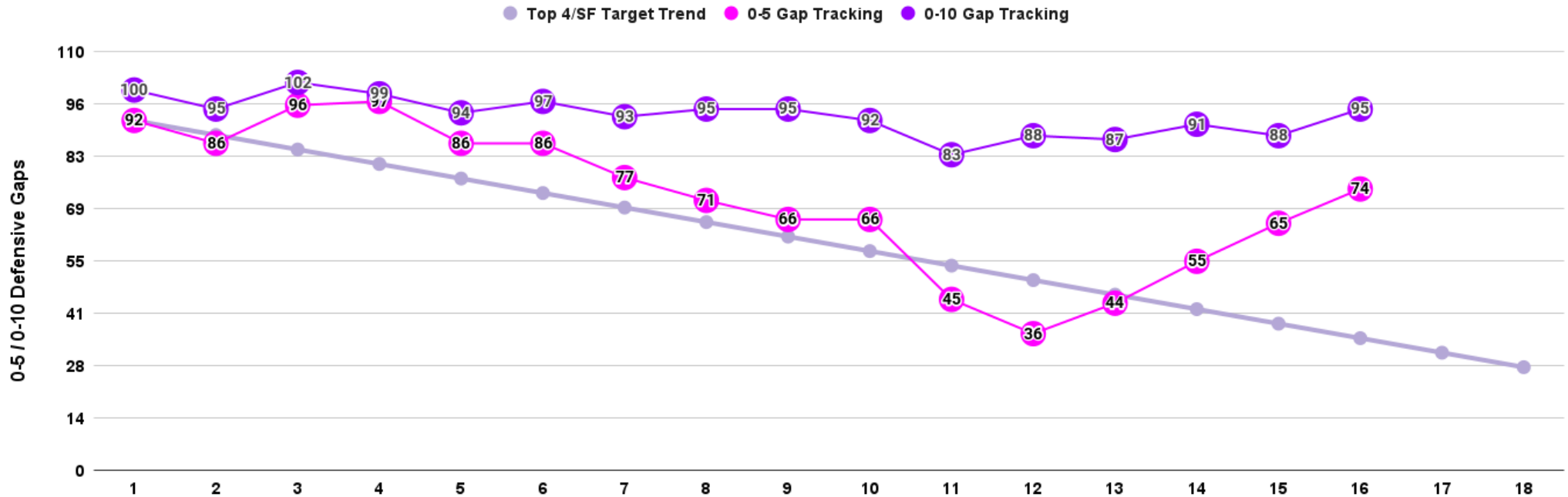
# SQUAD BUILDER



## RUNY Key Marker Tracking: 0-5/0-10 Defensive Gaps



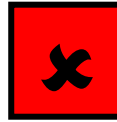
### RNY 2022 MLR 0-5 / 0-10 Defensive Gap Progression Tracking



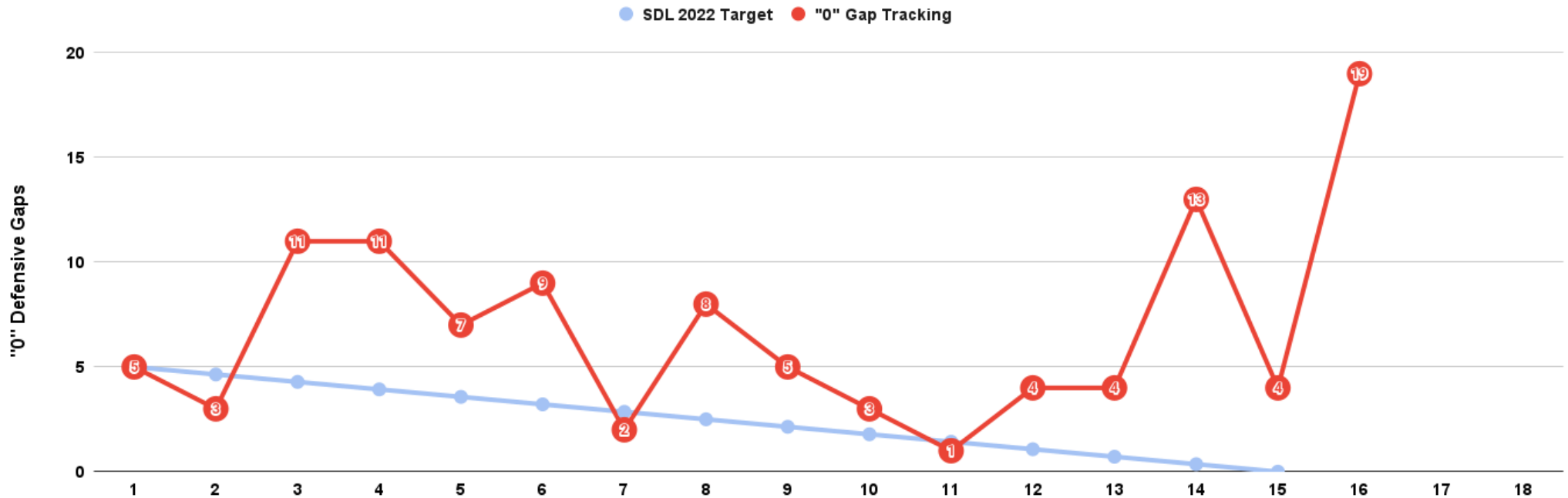
- Negative development into game 16 – removal of high internal experience and mix of low internal experience.

Note: Trend line indicate historical Semi-Final Average.

## RUNY Key Marker Tracking: "0" Defensive Gaps



### RNY 2022 MLR "0" Defensive Gap Progression Tracking



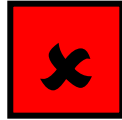
- Negative development of "0" Gaps for game 16 – Gaps driven by combination of player/positional churn and introduction of new players.
- Majority of "0" Gaps driven by positional churn – less impact once in general play/multiphase play as majority of players have played together.

Note: "0" Gaps expected to "Zig-Zag" up and down through season but aim for overall trend to be downwards.

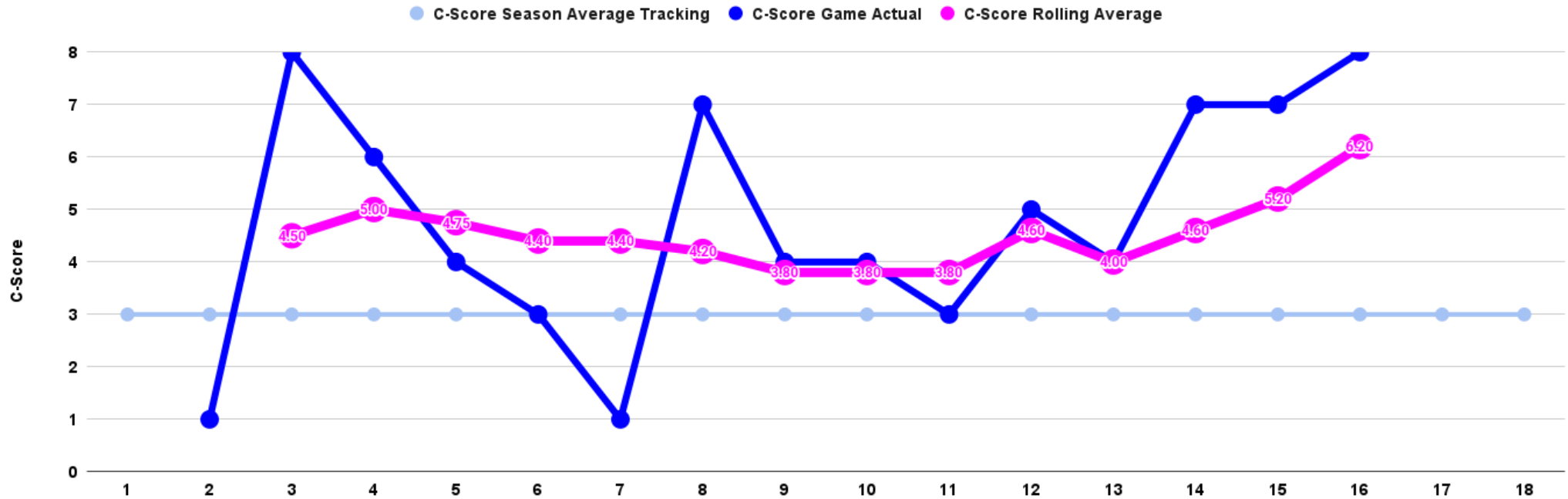
Note: "0" Gaps is a measure of significantly low player paired experience together (the lower the better).



## RUNY Key Marker Tracking: C-Score



### RNY 2022 MLR C-Score Progression Tracking



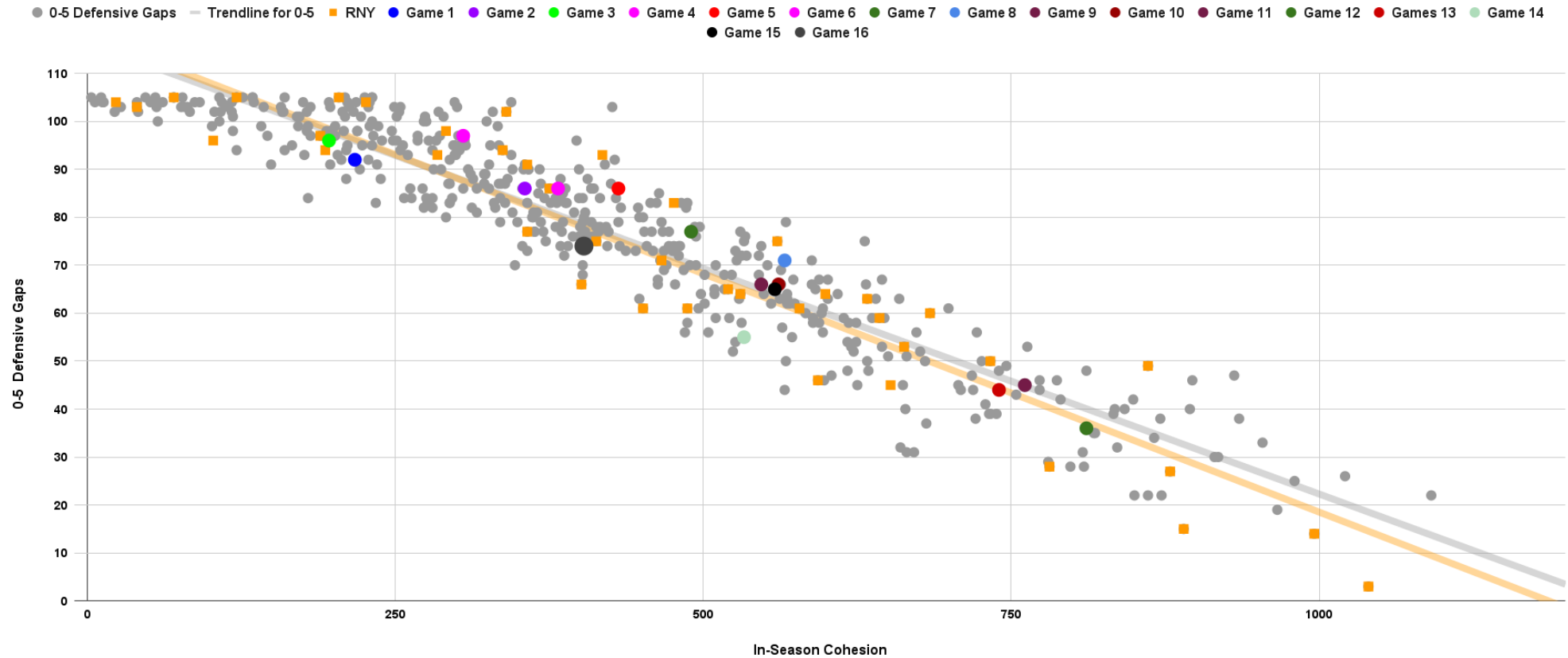
- C-Score continuing above target – driving sub optimal Markers.

Note: C-Score is the amount of player (not positional) changes made to the starting team each game starting from Game 2.



## RUNY Key Marker Tracking: In-Season Cohesion vs 0-5 Defensive Gap Development

RNY 2022 MLR Total In-Season Cohesion vs 0-5 Defensive Gaps 2022 Tracking vs MLR 2018 - 2021 Trend



- Game 15 0-5 Defensive Gaps development marginally below trend – relatively consistent low 0-5 Gaps across the group.
- Note: 0-5 Defensive Gaps below trend indicative of a team with consistent Defensive Gaps across the group.





# SQUAD BUILDER



- Note: 0-5 Defensive Gaps above trend indicative of a team with “high” Defensive Gaps within 1 group of the team and “low” Defensive Gaps within another group of the team – occurs when there are more Internal Experienced and less Internal Experience groupings within the team.

**Next Opposition: @ RD**

Team			
	Tight 5	Attack Spine	Team
TWI	-	-	-%
Games	-	-	
Total			0
Recency	-	-	
0-5 Gaps	-	-	
0-10 Gaps	-	-	
“0” Gaps	0	0	0