

BRC Terminology

Calls from set plays (line outs, set scrums) that signal our pattern of play for the following phases.

1 – First part is the channel call – The field is divided into three channels relative to the set play; Near, Middle, Far. The purpose of the call is to give the forwards a heads up on where the back play will strike. The call is made using a woman's name which begins with the same letter as the channel name. The call is made by the #10 and relayed to forwards by #9. Example - “Fran” means the back play will strike in the far channel.

2 – Second part is the direction call – The direction of play after the first phase is complete; Back toward, or away from the original set play. The purpose of the call is to let the whole team anticipate the direction of the second phase. The call is “Home” for back to the starting place and “Riverside” for away. The call is made by the #10 and relayed to forwards by #9 in combination with the channel call. Examples - “Frannie Home” means the back play will strike in the far channel and the next phase will be back toward the original starting point. “Mary Riverside” means the back play will strike in the middle channel and the next phase will be away from the original starting point.

Buzz Call – The method of attack where the forwards take the ball from the #9 at the ruck repeatedly in the same direction away from the starting point. Continuing until the #9 decides to change the method of play. The call is made by the #10. Example - “Nancy Buzz” means the back strike will be in the Near channel and the forwards will carry on repeatedly taking the ball from the #9.

Wisconsin Call – The method of attack where the forwards carry the attack, taking the ball themselves with “pick and goes” or from the 9 in “pods” repeatedly. Continuing until the #9 decides to change the method of play. The call is made by the Captain.

Calls during loose play (on the fly)

Hold Ball Call – Stops the previously called pattern because of loss of ground or the ball was slowed down at the breakdown. The purpose is to give the team time to re-organize and get back on the “front foot”. The call is made by the #9 or #10 or if the #9 is on the ground, any smart forward. After the “Hold” call the #9 chooses one of the following calls to continue play. Examples - “Hold, Pod right” or “Hold, Pick and Go”.

1 - Pick and Go Call – Group of 2-4 forwards organize at the base of the ruck and pick up the ball and run in close support

2 - Pod Call – Group of 2-4 forwards organize 5-7 yards from the side of a ruck 2-3 yards back, on the same side of the ruck as the back line and take a flat pass from the #9 or any smart forward.

Putting it all together - The default method of play after a set scrum or line out or kickoff is for the ball to be passed to the #10 (back line). The Buzz, Wisconsin, Hold calls change the method of play. The #9 and #10 make the decisions.

1 - On slow ball or backwards ball a “Hold” is called for the forwards gather themselves and run a pod or pick and go at the #9 discretion.

2 - On fast ball the forwards run “Strikers”, 10-15 yards from the #9 in front of the back line. Forwards should not cut off the pass to the #10.

Strikers – Forwards not required at the breakdown turn upfield 10-15 yards from the side of the ruck and offer themselves as runners to the #9. The #9 may give them a flat pass or use them as dummy runner and pass the ball behind them to the back line. The #9 will run with the ball in hand parallel to the gain line and towards the “Strike runners” before passing.