

# Glossary of Terminology.

<b>Principles of Play</b>	The key elements of the game of rugby.
<b>Principles of Aspects of Play</b>	The key elements of the units and mini-units within the game. e.g. scrum, line-out, attack, defence, ruck, maul.
<b>Elements/Aspects</b>	Key areas that make up our game.
<b>Key Factor Analysis</b>	A sequential key-point checklist for individual and unit skills
<b>Functional Roles</b>	Individual roles within the game at any given time.
<b>Functional Roles of Aspects</b>	Individual roles within units.
<b>Team Profile</b>	A summary of the teams strengths and weaknesses which will guide your game planning.
<b>Philosophy</b>	Season Game Plan - the blueprint to which the team plays i.e. their outcome goal.
<b>Game Plan</b>	Game by game.
<b>Aims</b>	Broad goals over a given period.
<b>Outcome Goal</b>	What has to be achieved to meet the aims.
<b>Performance Goal</b>	How the outcome goals are to be achieved.
<b>Patterns of Play/Strategies</b>	The method by which you will achieve your game plan i.e. the performance goals.
<b>Tactics</b>	The refinements of patterns of play/strategies, related to the opposition, weather and other outside influences.
<b>Achievements</b>	The technical and tactical requirements to achieve the game plan. These may also include the psychological and physiological aspects.
<b>Analysis</b>	To examine or "look into".
<b>Objective Analysis</b>	Analysis based on factual statistics e.g. tackle count, line-outs won off own throw.
<b>Subjective Analysis</b>	Personal interpretation of the game or aspects within the game.
<b>Qualitative Analysis</b>	The quality of that activity (gained through objective analysis).
<b>Quantitative Analysis</b>	The number of times an activity is carried out (gained through objective and subjective analysis).
<b>Synthesis</b>	The process whereby you build up the separate elements of the game into 'whole' e.g. individual skill, mini-unit, unit, into the game plan patterns of play.

\* Courtesy of Ian Snook

