

## **Example Game**

### **World Cup 2003 – New Zealand vs. Australia**

Australia 8-3= CARD 5

New Zealand 9-4= CARD 5

Looks like an attacking game.

At the 20 minute mark –

**Australia roll a 7 – 0 points**

**New Zealand roll a 4- 7 points**

Rolling on style chart will reveal the way the points were scored.

At the 40 minute mark –

**Australia roll a 10 - 0 points**

**New Zealand roll a 10- 7 points**

At half time the single try separates the teams in this suprisingly low scoring game.

At the 60 minute mark –

**Australia roll a 4 - 7 points**

**New Zealand roll a 9- 14 points**

In to the final ten minute –

**Australia roll a 6 - 14 points**

**New Zealand roll a 7 - 14 points**

All square and its all up for grabs

The 80 mins elapsed and the score is:-

**Australia roll a 4 - 21 points**

**New Zealand roll a 6- 21 points**

It goes down to the final chance.

As both teams are equal Australia control at 2 to 6

New Zealand control at 8 to 12

Roll is a 2 and it's the Austrians in control.

A roll of 8 shows they have a Penalty.

A roll on the Penalty chart shows that Flately has to take a Mid Range Penalty of Difficulty 12.

Flately has a kick rating of 4 so requires a roll of 8 to score.

He rolls a 10 and its straight through the posts and Australia wins it in injury time.

**Australia 24 – 21 New Zealand.**