













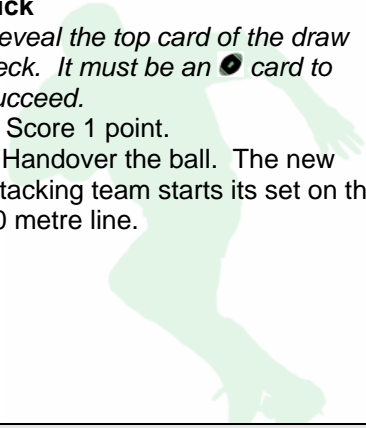

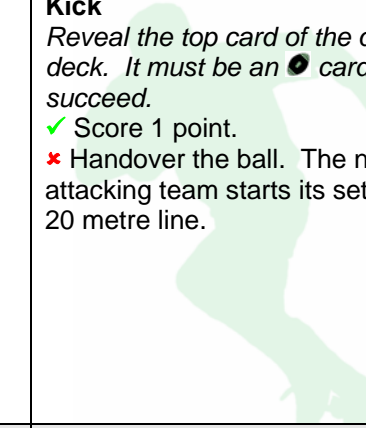
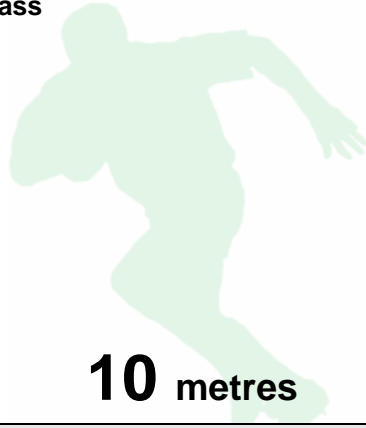


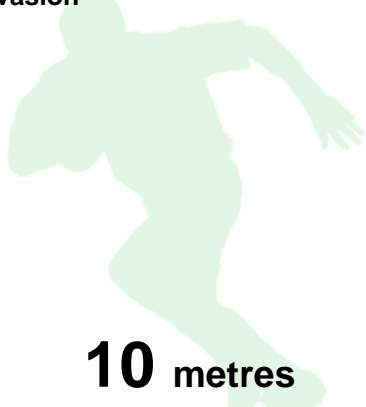
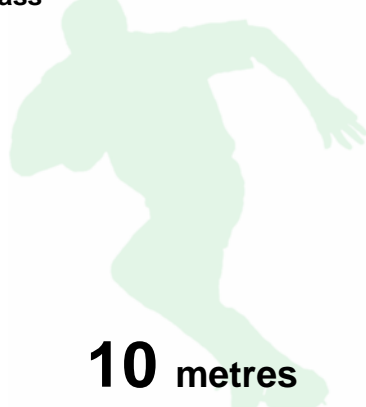


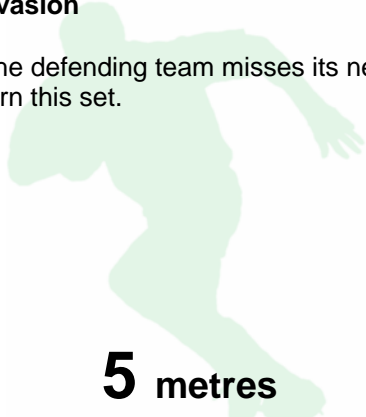
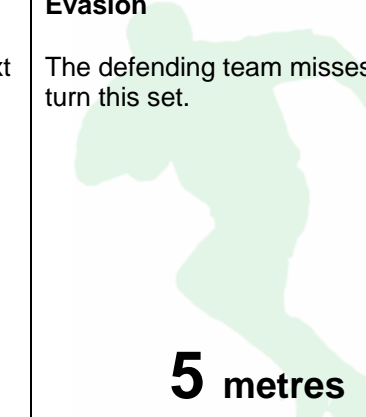
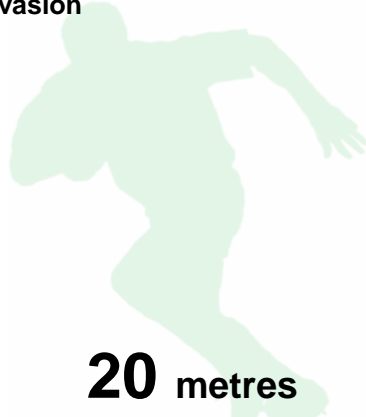

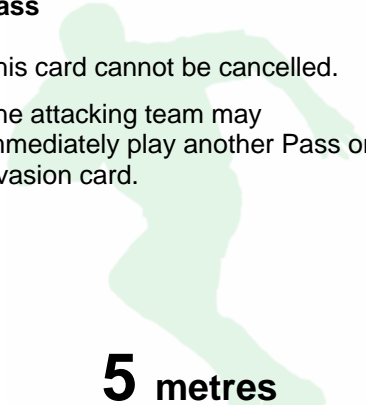
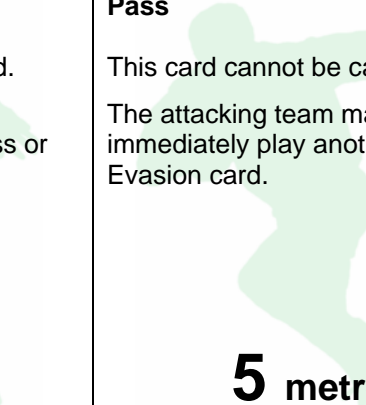
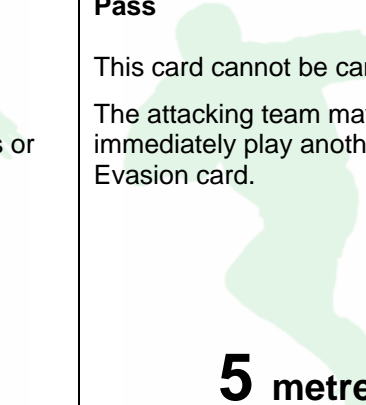



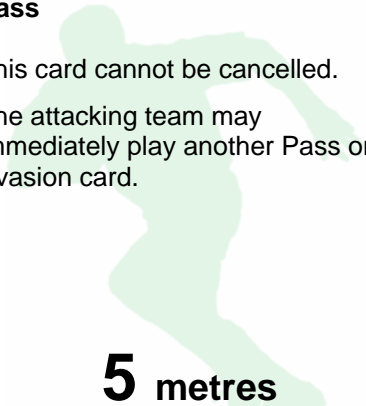
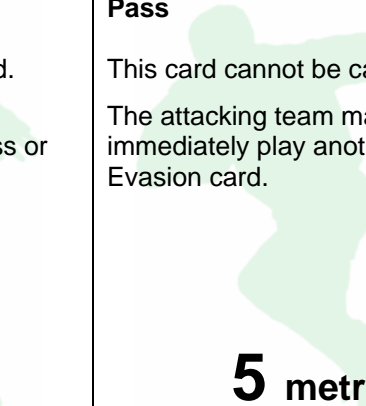
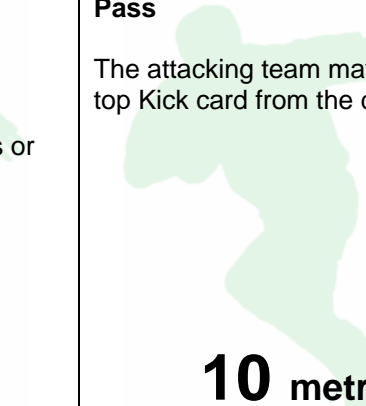




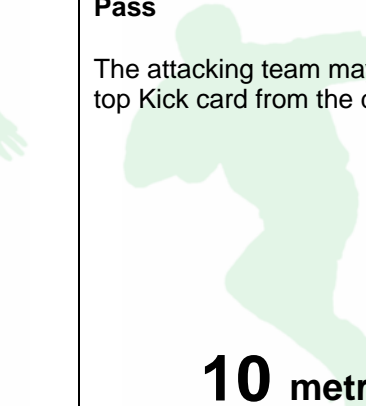

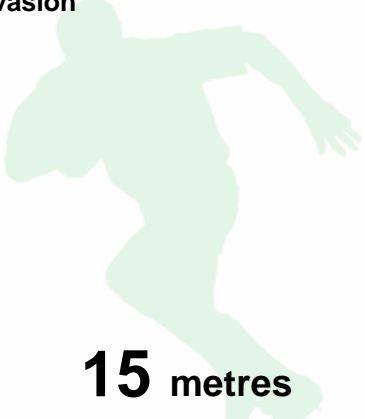
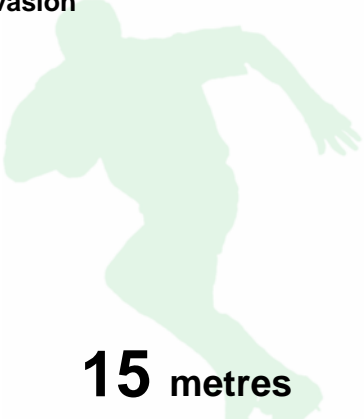
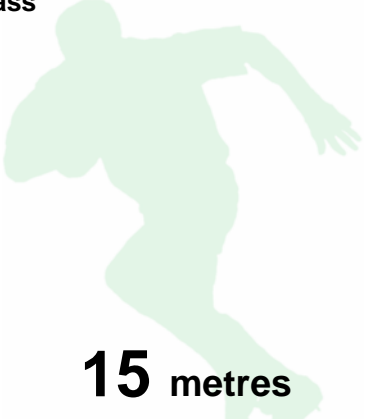

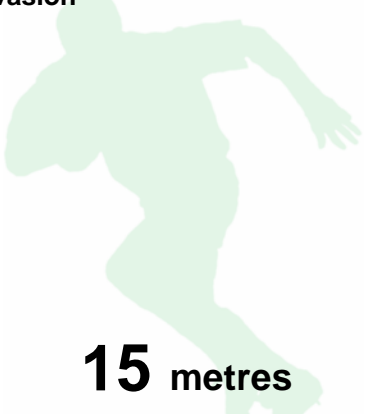


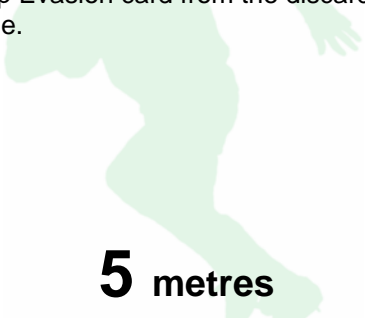
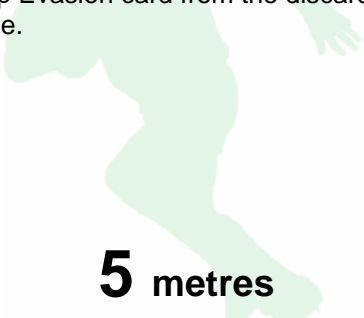
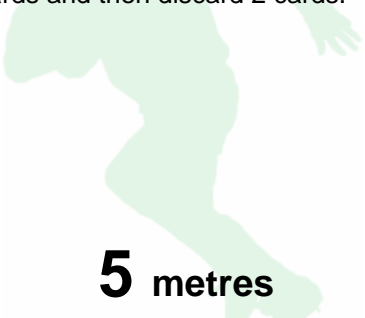





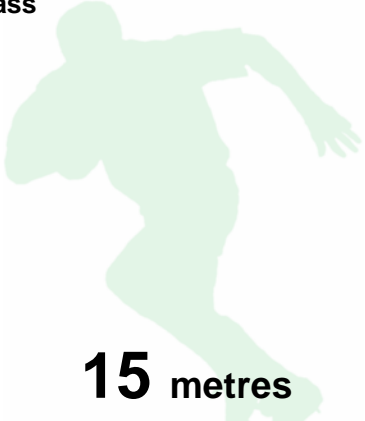
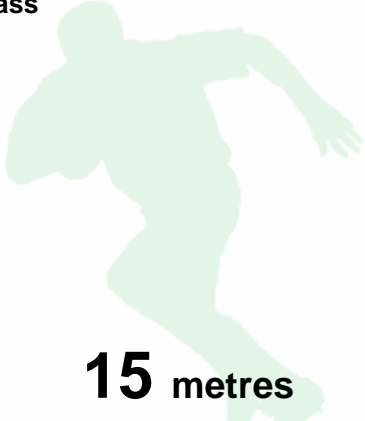
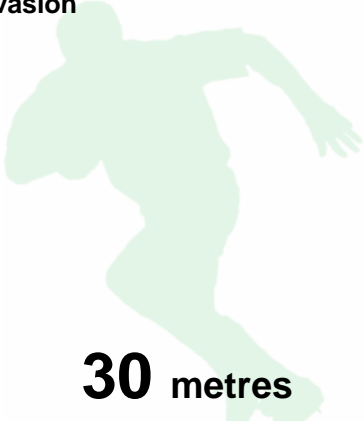





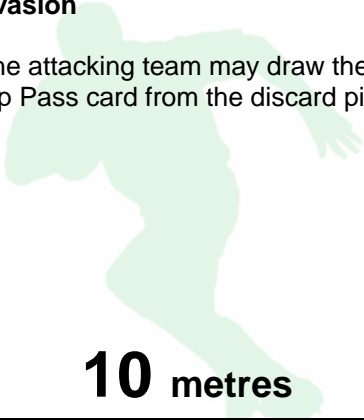



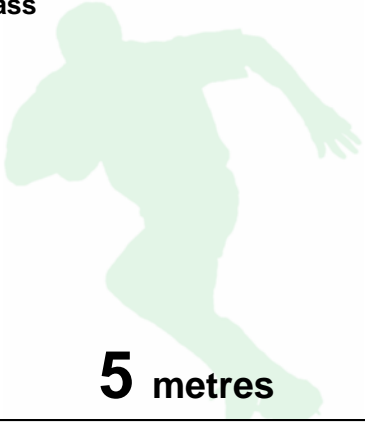
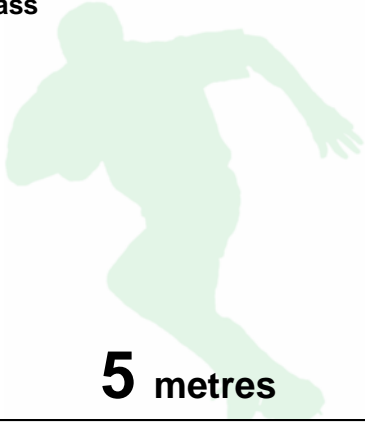
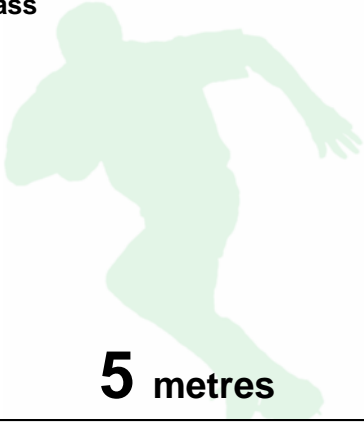
<p>TORPEDO</p> 	<p>TORPEDO</p> 	<p>40/20</p> 
<p>Kick <i>Reveal the top card of the draw deck. It must be an  card to succeed.</i> ✓ Continue the set. ✗ Handover the ball.</p> <p><i>If this kick goes past the dead ball line, handover the ball. The new attacking team starts its set on the 20 metre line.</i></p> <p>40 metres</p>	<p>Kick <i>Reveal the top card of the draw deck. It must be an  card to succeed.</i> ✓ Continue the set. ✗ Handover the ball.</p> <p><i>If this kick goes past the dead ball line, handover the ball. The new attacking team starts its set on the 20 metre line.</i></p> <p>40 metres</p>	<p>Kick <i>Reveal the top card of the draw deck. It must be an  card to succeed.</i> ✓ Place all cards in the current set pile into the discard pile and take another turn. ✗ Handover the ball.</p> <p>50 metres</p>
<p>To play this card, the field position must be at least 20 metres.</p>	<p>To play this card, the field position must be at least 20 metres.</p>	<p>To play this card, the field position must be between 30 and 40 metres.</p>
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<p>GRUBBER</p> 	<p>CHIP'N'CHASE</p> 	<p>BOMB</p> 
<p>Kick <i>Reveal the top card of the draw deck. It must be an  card to succeed.</i> ✓ Continue the set. ✗ Handover the ball.</p> <p>15 metres</p>	<p>Kick <i>Reveal the top card of the draw deck. It must be an  card to succeed.</i> ✓ Continue the set. ✗ Handover the ball.</p> <p><i>If this kick goes past the dead ball line, handover the ball. The new attacking team starts its set on the 20 metre line.</i></p> <p>20 metres</p>	<p>Kick <i>Reveal the top card of the draw deck. It must be an  card to succeed.</i> ✓ Continue the set. ✗ Handover the ball.</p> <p><i>If this kick goes past the dead ball line, handover the ball. The new attacking team starts its set on the 20 metre line.</i></p> <p>25 metres</p>
<p>To play this card, the field position must be at least 20 metres.</p>	<p>To play this card, the field position must be at least 20 metres.</p>	<p>To play this card, the field position must be at least 20 metres.</p>
<p><small>RLCG © 2008. 93 Made.</small></p>		
<p>SIDE-STEP</p> 	<p>SIDE-STEP</p> 	
<p>Evasion</p> <p>The defending team can only mark up during its next turn this set. <i>Mark up – Discard 2 cards and draw 2 cards.</i></p> <p>10 metres</p>	<p>Evasion</p> <p>The defending team can only mark up during its next turn this set. <i>Mark up – Discard 2 cards and draw 2 cards.</i></p> <p>10 metres</p>	
<p><small>RLCG © 2008. 93 Made.</small></p>	<p><small>RLCG © 2008. 93 Made.</small></p>	<p><small>RLCG © 2008. 93 Made.</small></p>

<p>FIELD GOAL</p> 	<p>FIELD GOAL</p> 	<p>FLAT PASS</p> 
<p>Kick <i>Reveal the top card of the draw deck. It must be an  card to succeed.</i> ✓ Score 1 point. ✗ Handover the ball. The new attacking team starts its set on the 20 metre line.</p> 	<p>Kick <i>Reveal the top card of the draw deck. It must be an  card to succeed.</i> ✓ Score 1 point. ✗ Handover the ball. The new attacking team starts its set on the 20 metre line.</p> 	<p>Pass</p>  <p>10 metres</p>
<p>To play this card, the field position must be at least 60 metres.</p>		
<p><small>RLCG © 2008. 93 Made.</small></p>		
<p>HIT UP</p> 	<p>HIT UP</p> 	<p>FLAT PASS</p> 
<p>Evasion</p>  <p>10 metres</p>	<p>Evasion</p>  <p>10 metres</p>	<p>Pass</p>  <p>10 metres</p>
<p>To play this card, the field position must be at least 60 metres.</p>		
<p><small>RLCG © 2008. 93 Made.</small></p>		
<p>DECOY RUN</p> 	<p>DECOY RUN</p> 	<p>BARNSTORMING RUN</p> 
<p>Evasion</p> <p>The defending team misses its next turn this set.</p>  <p>5 metres</p>	<p>Evasion</p> <p>The defending team misses its next turn this set.</p>  <p>5 metres</p>	<p>Evasion</p>  <p>20 metres</p>
<p>To play this card, the field position must be at least 60 metres.</p>		
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ATTACKING PLAYS (3 – Green)

<p>CATCH AND PASS</p> 	<p>CATCH AND PASS</p> 	<p>CATCH AND PASS</p> 
<p>Pass</p> <p>This card cannot be cancelled.</p> <p>The attacking team may immediately play another Pass or Evasion card.</p>  <p>5 metres</p>	<p>Pass</p> <p>This card cannot be cancelled.</p> <p>The attacking team may immediately play another Pass or Evasion card.</p>  <p>5 metres</p>	<p>Pass</p> <p>This card cannot be cancelled.</p> <p>The attacking team may immediately play another Pass or Evasion card.</p>  <p>5 metres</p>
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<p>CATCH AND PASS</p> 	<p>CATCH AND PASS</p> 	<p>INSIDE BALL</p> 
<p>Pass</p> <p>This card cannot be cancelled.</p> <p>The attacking team may immediately play another Pass or Evasion card.</p>  <p>5 metres</p>	<p>Pass</p> <p>This card cannot be cancelled.</p> <p>The attacking team may immediately play another Pass or Evasion card.</p>  <p>5 metres</p>	<p>Pass</p> <p>The attacking team may draw the top Kick card from the discard pile.</p>  <p>10 metres</p>
<p><i>RLCG © 2008. 93 Made.</i></p>		
<p>DUMMY HALF RUN</p> 	<p>DUMMY HALF RUN</p> 	<p>INSIDE BALL</p> 
<p>Evasion</p>  <p>15 metres</p>	<p>Evasion</p>  <p>15 metres</p>	<p>Pass</p> <p>The attacking team may draw the top Kick card from the discard pile.</p>  <p>10 metres</p>
<p>To play this card, the defending team must have played a Tackle card during its last turn this set.</p>	<p>To play this card, the defending team must have played a Tackle card during its last turn this set.</p>	
<p><i>RLCG © 2008. 93 Made.</i></p>		

OVERLAP 	OVERLAP 	CUT-OUT PASS 
<p>Evasion</p>  <p>15 metres</p>	<p>Evasion</p>  <p>15 metres</p>	<p>Pass</p>  <p>15 metres</p>
<p style="text-align: center;"><small>RLCG © 2008. 93 Made.</small></p>		
DUMMY PASS 	DUMMY PASS 	DRAW AND PASS 
<p>Evasion</p>  <p>15 metres</p>	<p>Evasion</p>  <p>15 metres</p>	<p>Pass</p> <p>The attacking team may draw 2 cards and then discard 2 cards.</p>  <p>5 metres</p>
<p>To play this card, discard a Pass card.</p>		
<p style="text-align: center;"><small>RLCG © 2008. 93 Made.</small></p>		
FLICK PASS 	FLICK PASS 	DRAW AND PASS 
<p>Pass</p> <p>The attacking team may draw the top Evasion card from the discard pile.</p>  <p>5 metres</p>	<p>Pass</p> <p>The attacking team may draw the top Evasion card from the discard pile.</p>  <p>5 metres</p>	<p>Pass</p> <p>The attacking team may draw 2 cards and then discard 2 cards.</p>  <p>5 metres</p>
<p style="text-align: center;"><small>RLCG © 2008. 93 Made.</small></p>		

CUT-OUT PASS 	CUT-OUT PASS 	LINE BREAK 
<p>Pass</p>  <p>15 metres</p>	<p>Pass</p>  <p>15 metres</p>	<p>Evasion</p>  <p>30 metres</p>
<p style="text-align: center;"><small>RLCG © 2008. 93 Made.</small></p>		
OFFLOAD 	OFFLOAD 	FEND 
<p>Pass</p> <p>Place the last Tackle card played into the discard pile.</p>  <p>5 metres</p>	<p>Pass</p> <p>Place the last Tackle card played into the discard pile.</p>  <p>5 metres</p>	<p>Evasion</p> <p>The attacking team may draw the top Pass card from the discard pile.</p>  <p>10 metres</p>
<p>To play this card, the defending team must have played a Tackle card during its last turn this set.</p>	<p>To play this card, the defending team must have played a Tackle card during its last turn this set.</p>	
<p style="text-align: center;"><small>RLCG © 2008. 93 Made.</small></p>		
SHORT BALL 	SHORT BALL 	SHORT BALL 
<p>Pass</p>  <p>5 metres</p>	<p>Pass</p>  <p>5 metres</p>	<p>Pass</p>  <p>5 metres</p>
<p style="text-align: center;"><small>RLCG © 2008. 93 Made.</small></p>		

DEFENDING PLAYS (1 – Yellow)













FORCED BACK	1 TACKLE	WRAP UP THE BALL	1 TACKLE	WRAP UP THE BALL	1 TACKLE
<p>Tackle</p> <p>Whilst this is the top card on the Tackle pile, the <i>Offload</i> card cannot be played.</p> <p style="text-align: center;">-10 metres</p>		<p>Tackle</p> <p>Whilst this is the top card on the Tackle pile, the <i>Offload</i> card cannot be played.</p>		<p>Tackle</p> <p>Whilst this is the top card on the Tackle pile, the <i>Offload</i> card cannot be played.</p>	
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FORCED BACK	1 TACKLE	SHOULDER CHARGE	1 TACKLE	SHOULDER CHARGE	1 TACKLE
<p>Tackle</p> <p>Whilst this is the top card on the Tackle pile, the <i>Offload</i> card cannot be played.</p> <p style="text-align: center;">-10 metres</p>		<p>Tackle</p> <p>The attacking team can only mark up during its next turn this set. <i>Mark up – Discard 2 cards and draw 2 cards.</i></p>		<p>Tackle</p> <p>The attacking team can only mark up during its next turn this set. <i>Mark up – Discard 2 cards and draw 2 cards.</i></p>	
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FORCED BACK	1 TACKLE				
<p>Tackle</p> <p>Whilst this is the top card on the Tackle pile, the <i>Offload</i> card cannot be played.</p> <p style="text-align: center;">-10 metres</p>		TACKLE		TACKLE	
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DEFENDING PLAYS (2 – Yellow)










TACKLE	1 TACKLE	TACKLE	1 TACKLE	TACKLE	1 TACKLE
Tackle		Tackle		Tackle	
<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>	
TACKLE	1 TACKLE	TACKLE	1 TACKLE	TACKLE	1 TACKLE
Tackle		Tackle		Tackle	
<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>	
TACKLE	1 TACKLE	TACKLE	1 TACKLE		1 TACKLE
Tackle		Tackle			
<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>	

DEFENDING PLAYS (3 – Yellow)

MARKER DOUBLE PLAY	2 TACKLES	MARKER DOUBLE PLAY	2 TACKLES	MARKER DOUBLE PLAY	2 TACKLES
Tackle		Tackle		Tackle	
<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>	
GO IN LOW	1 TACKLE	GO IN LOW	1 TACKLE	GO IN LOW	1 TACKLE
Tackle The <i>High Tackle</i> card cannot be played to cancel this card.		Tackle The <i>High Tackle</i> card cannot be played to cancel this card.		Tackle The <i>High Tackle</i> card cannot be played to cancel this card.	
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BIG HIT!	1 TACKLE	BIG HIT!	1 TACKLE	ANKLE TAP	Zero TACKLES
Tackle The attacking team misses its next turn this set.		Tackle The attacking team misses its next turn this set.		Tackle This card cannot be cancelled. The defending team may take any <u>non-special play</u> Tackle card from the discard pile and play it immediately.	
				5 metres	
<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>		<small>RLCG © 2008. 93 Made.</small>	

OFFSIDE		MISSED TACKLE		MISSED TACKLE	
<p>Penalty</p> <p>Cancel the card being played.</p> <p>If it was a Tackle card, the attacking team receives a penalty.</p> <p>If it was a Kick card, the defending team receives a penalty.</p>		<p>Mistackle</p> <p>Cancel the card being played.</p>		<p>Mistackle</p> <p>Cancel the card being played.</p>	
<p>To play this card, a Tackle or Kick card must be being played.</p>		<p>To play this card, a Tackle card must be being played.</p>		<p>To play this card, a Tackle card must be being played.</p>	
<p><i>RLCG © 2008. 93 Made.</i></p>		<p><i>RLCG © 2008. 93 Made.</i></p>		<p><i>RLCG © 2008. 93 Made.</i></p>	
HIGH TACKLE		KNOCK-ON		FORWARD PASS (Accidental)	
<p>Penalty</p> <p>Cancel the card being played.</p> <p>The attacking team receives a penalty.</p>		<p>Handling Error</p> <p>Cancel the card being played.</p> <p>Handover the ball.</p>		<p>Handling Error</p> <p>Cancel the card being played.</p> <p>Handover the ball.</p>	
<p>To play this card, a Tackle card must be being played.</p>		<p>To play this card, a Pass or Evasion card must be being played.</p>		<p>To play this card, a Pass card must be being played.</p>	
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<p><i>RLCG © 2008. 93 Made.</i></p>		<p><i>RLCG © 2008. 93 Made.</i></p>		<p><i>RLCG © 2008. 93 Made.</i></p>	

SPECIAL PLAYS (1 – Pink)

CHARGE DOWN		INTERCEPT		1-ON-1 STRIP	
Special Defending Play Cancel the card being played. Decrease the field position by 15 metres and handover the ball.		Special Defending Play Cancel the card being played. Decrease the field position by 15 metres and handover the ball.		Special Defending Play Cancel the card being played. Decrease the field position by 15 metres and handover the ball.	
To play this card, a Kick card must be being played and the field position must be at least 20 metres.		To play this card, a Pass card must be being played and the field position must be at least 20 metres.		To play this card, an Evasion card must be being played and the field position must be at least 20 metres.	
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HELD UP IN GOAL		PLAY ON!		PLAY ON!	
Special Tackle Play This card cannot be cancelled. Cancel the card being played. If this was the 6 th tackle, handover the ball and set the field position to 20 metres. Otherwise, set the field position to 90 metres.		Special Play Cancel the card being played.		Special Play Cancel the card being played.	
To play this card, a non-special play card that would cause the attacking team to score a Try must be being played.		To play this card, a Handling Error or Penalty card must be being played.		To play this card, a Handling Error or Penalty card must be being played.	
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