

## PLAYING TWENTY 20 THE DARREN LEHMANN WAY



**“Twenty 20 is a game of skill and freakish ability”.**

**GAME PLAN:** Build your team around your game plan.

**BATTING GAME PLAN:**  
My aim is to have the players to be destructive in the first 6 overs.

I want a minimum of a 2 x 50 run partnerships along with 20 + boundaries and less dot balls.

The aim is to have approx 60 off the first 6 overs. If you do this, the end score should be around 150-170. From 7-12 overs I aim for a run per ball with no wickets lost and from 13-20 overs, if it has all gone to plan, anything is possible.

In Twenty 20, the batters need to know their roles, play with freedom and back themselves. They should aim to improve by 10% year on year, adapt to different styles of bowlers and conditions around the world.

### **BOWLING GAME PLAN:**

Bowl with aggression to every batsman and aim to take 2 to 3 wickets in the first 6 overs. Have a plan for the new batsman. ie a bouncer followed by a yorker in the first 2 balls. Fast bowling with slight variation in swing with the addition of spinners is the key. Spinners will become really effective on bigger grounds.

50 + dot balls = 100% win ratio

40-50 dot balls = 75% win ratio

Under 40 dot balls = loss

### **FIELDING GAME PLAN:**

Twenty 20 is about mobility. The best fielding side will be at a great advantage so aim to take the half chances while also creating impossible chances. Create a culture of 11 versus 1. Aim to reduce both the amount of boundaries conceded and 2's run.

### **AN EXAMPLE OF TEAM STRUCTURE:**

Strong (eg Andrew Flintoff and Matthew Hayden)

Powerful (Andrew Symonds and Kevin Pietersen)

Agile (David Hussey)

Speed (Shaun Tait, Brett Lee and Shane Bond)

Youth (David Warner and Rohit Sharma)

Ability (Mike Hussey and Yuvraj Singh)

### **MY COACHING ETHOS: To provide an exciting environment.**

-It's all about we and never about I.

-Respect for all on and off field team related requirements. ie trainings, meetings, rehabilitation sessions, corporate and community functions.

-Professionalism: respect the responsibility you / we must uphold as professional Cricketers within our local and other communities.

-Respect for the diverse cultures within the organisation.

### **COACHING TWENTY 20**

It's a dynamic game so make training upbeat and exciting. Practice games are essential to put players in game like scenarios. Hitting long balls out of the ground using a bowling machine is a very effective practise drill. Base up with stance (stay still) and hit to strengths when batting. Bowling wise, work hard on different deliveries during net sessions. When working on fielding, practise sharpness...get to it and get rid of it. Also catching high and long balls.

### **KPI'S**

- 1 Dot ball 75% of the time-you win (if you bowl 40-50 dot balls).
- 2 Boundaries 76% of the time you win (getting 20 + boundaries).
- 3 Wickets 80% of the time you win (getting 2-3 wickets in the first 6 overs)