

## EDITOR'S NOTES

6.2.07

There is a quicker way to get to the Technical Journal now. All you have to do is use [www.rfu.com/tj](http://www.rfu.com/tj) and that will get you there with the minimum of fuss.

Hopefully, the readership continues to enjoy the content in the Journal, but once again I have to report that correspondence has dried up. Even if you let me know that you thought an article was less than useful (ok – rubbish), it does help if there is *some* feedback.

Some of the best ‘extras’ have come when you, the readers, have commented on a topic. This has usually led to others joining in and a debate has ensued that has added to the value of the original article (even if the debate was about just a small point from it).

You all have e-mail or you have access to somebody's. So do try to raise any issues that you think are important to you, your club, your team or the game at large.

Probably the major change recently has been the referee's calls at the pre-scrum engagement. Is this working? Is it safer? Is there, in your opinion, a better way? There are so many methods that could be used, but have we got it right?

I was not sure after watching the first couple of weeks of the new system. Why, for instance, do all four props have to touch? Surely it would be enough for the loose head prop on the put-in side to touch to show the correct distance. Or am I being naïve? He will automatically be looking for the first engagement on his opposing tight head, so why not let him set the distance? All four props doing the same thing is hardly doing anything constructive. However, I may well have it all wrong and would be pleased to hear your views.

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