

Montreal v Bay Area

{2016 WFTDA D1 Playoffs}



You should be analyzing more derby.

The questions (and comments) below are to help you hone in on specific parts of the game and get you thinking like a derby strategist. These questions are by no means ALL OF THE THINGS that you could glean from this bout, but it's a good place to start.

You can access the bout [HERE](#).

FIRST HALF

JAM #	THINKS TO THINK
1	Bay Area's flawless transition to offense to get their jammer out, tho.
4	Montreal has tried several start tactics against Bay Area feeling out how to play offense against the flat 4-wall. This is a perfect illustration of a team strategically poking at another team to find their weakness.
5	Montreal taking the chance of putting their defense back together even if it means they're in the back. Are they using Bay Area blockers to help themselves?!?
6	I can't stop marveling at Bay Area's forward facing blocking. Very effective transitions from one 2-wall into the next as the jammer moves across the track. Younger and lower ranked teams, take note!!
TIMEOUT	Montreal's timeout. Why are they using a TO so early?
7	<p>Look at Bay Area's bridge back. What makes this a stronger bridging position than what teams typically do?</p> <p>Montreal's power jam offense is crazy effective against the flat 4. The back blockers push a few members of the Bay Area wall forward and the front blocker drives them out of the wall.</p> <p>Would have loved to see Bay Area give a little bump to the Montreal wall as they skated by to bridge back.</p>
9	Bay Area does not give up until that jammer is ALL THE WAY out of reach.



	That jam made me tired. Incredible, consistent, well-executed defense of both sides.
11	Right at the start, watch the jammers position themselves. Bay Area is trying to protect her wall while Montreal is trying to go towards her offense.
12	<p>Bay Area starts in the front for the first time all game. Why? Yes, there is a specific reason!</p> <p>Montreal's jammer doesn't call it after the Bay Area pivot breaks free. I like this method of testing Bay Area and trusting your blockers at the same time. I wouldn't be surprised if that strategy shows up again and ends up being more successful the next time.</p>
13	Bay Area's flat 4 is morphing into a cube with a forward facing brace. Watch how this puts the active blocker in control of the brace because SHE is the one holding on not being held on to and moved around.
15	Is Falcon Punch impossible to push out?
16	AHHHHH! *screaming* *hair pulling* Apex jump!
17	Montreal does some textbook offense using their jammer to push the Bay Area wall forward just a bit so the Montreal blockers can sweep them out of the way.
19	Bay Area is giving a clinic this game on how to properly pass the star. Good use of the resource!
21	The second time in a few jams that Bay Area's wall has been completely swept from the inside freeing the Montreal jammer. They're going to have to counter that more consistently or it will eat them alive.
22	Bay Area blockers target the Montreal blocker that is actually on their jammer to break her from the pack during the power jam. So smart and effective!
23	Both teams start to get spun up in the first part of this jam, but then manage to calm themselves back down. Even though Bay Area is fighting a power jam, they manage to play their game and keep it clean. Ah, the value of patience and calm!
HALF TIME	Montreal 89 v BAD 69



SECOND HALF

JAM #	THINKS TO THINK
5	Montreal has figured out their start against Bay Area in the beginning of the first half. Montreal jammers are pushing the wall hard enough that their blockers can sit on it and “hold it in place” so that jammers can squeeze by on the lines. It’s a variation on their power jam offensive strategy and seems to be working well so far.
TIMEOUT	You’re Bay Area’s coach. What one thing are you telling your team to lock down?
8	Not much change in strategy for either team in the second half. This game is probably going to come down to which team can execute their strategy the best, keep their blockers on the track, and stay calm.
9	Bay Area’s scrappy blockers gave lead to their jammer in this jam. They’re particularly good at locking it down when things start to seem out-of-control for them.
10	That Montreal penalty kill!!!
11	<p>Interesting start tactic by Bay Area here, trying to counter the Montreal move by keeping Montreal’s jammer locked in the wall. Bay Area’s jammer works her way through the back of the pack as a blocker and then turns it on to hit Montreal. (<i>The benefit of having a primary pivot jam?</i>)</p> <p>Smart timing on that call off. Allows the next Bay Area jammer to try for lead unopposed.</p>
OFFICIAL REVIEW	Suspicious that this is a way to gain a lengthy timeout to disrupt Bay Area’s momentum and get Montreal back on the same page.
16	Bay Area denies Montreal’s first attempt at a star pass with great track awareness.
17	Here comes Montreal’s “trust the defense” strategy in action. Gains them 4 points.
18	Bay Area’s original strategy to guard the star is a solid one, but they lose 2 blockers to the box in the execution which is something neither team can afford right now.
20	I get the feeling this Bay Area jammer penalty might be the nail in the coffin on their comeback. Especially with one of Montreal’s most



	<p>aggressive jammers on the track.</p> <p>LOL. JK. Although a full 2 minute jam does not work in Bay Area's favor right now.</p>
TIMEOUT	I hope Bay Area is talking about how they're going to control this clock!
21	<p>This is exactly what Bay Area does not need. But exactly what Montreal does. What does a full 2 minute jam mean for each team?</p> <p>Looks like Bay Area's strategy to have their hottest jammer go back-to-back-to-back is backfiring in the end here.</p>
22	That jammer-on-jammer action puts the game away for Montreal. Although I wouldn't be surprised if they had run the jam even without the Bay Area jammer getting knocked down.
END OF GAME	That handshake between jammers. I think I have something in my eye...I'm pretty sure it's tears of sportswomanship.
FINAL SCORE	Montreal 178 v BAD 166

