

# Lymington Mariners vs Alresford

## Match Report

11<sup>th</sup> February 2017

After a month away to a frustrating break, at 2.33pm at long last the 1st XV were back in action.

On a bitterly cold day ARFC set about their intent from the kick off. LM could not get out of their 22. The first 6 minutes were played in entirely LM's 22 and in the 7th minute ARFC's pressure told and Olly L scored a wonderfully well worked individual try. Aiden kicked to give ARFC a 7-0 lead.

In the 12th minute with ARFC dominant a Shem surge puts ARFC again within touching distance. From the lineout ARFC put it through the hands for Aiden to touch down who then converted 14-0.

Not settling back ARFC wanted more and there was a sense that this game could be put to bed quickly. Greg was denied by a fantastic LM try saving tackle but it was only a matter of time before ARFC added to the score when, after a stealing a lineout, Muzzer scored to give ARFC a comfortable cushion of 19-0.

In the 30th minute the returning Ted put Aiden in for the corner.

5 minutes later Greg gave ARFC a 29-0 lead.

Again Ted, looking so comfortable upon his return, offloaded for Greg to run in his second try of the match which Aiden converted.

### **Half time - LM 0-37 ARFC**

LM kick off, Rob W catches, off loads to Tom and ARFC storm forward, Muzzer breaks their fractured defence and Shem touches down.

With ARFC dominating and Shaun running the show in the absence of Batho ARFC kept the pressure on and after a fine Ross Cobb tackle ARFC added 3 more tries to give ARFC a 63-0 lead.

With the game won and ARFC not wanting further injuries and respect to LM, shirts and players were swapped and at the 60 minute mark the referee called time.

This result puts ARFC top with a game in hand.

It's probably worth remarking that 2 of our players that swapped shirts on 50 minutes seemed to raise their game and rather enjoy smashing into our lot. No names!

### **FINAL SCORE**

**Lymington Mariners 0 - 63 Alresford RFC**

**Man of the Match - Olly L**