

Scrum

Scrum (software development)

Scrum is an agile team collaboration framework commonly used in software development and other industries. Scrum prescribes for teams to break work into

Scrum is an agile team collaboration framework commonly used in software development and other industries.

Scrum prescribes for teams to break work into goals to be completed within time-boxed iterations, called sprints. Each sprint is no longer than one month and commonly lasts two weeks. The scrum team assesses progress in time-boxed, stand-up meetings of up to 15 minutes, called daily scrums. At the end of the sprint, the team holds two further meetings: one sprint review to demonstrate the work for stakeholders and solicit feedback, and one internal sprint retrospective. A person in charge of a scrum team is typically called a scrum master.

Scrum's approach to product development involves bringing decision-making authority to an operational level. Unlike a sequential approach to product development, scrum is an iterative and incremental framework for product development. Scrum allows for continuous feedback and flexibility, requiring teams to self-organize by encouraging physical co-location or close online collaboration, and mandating frequent communication among all team members. The flexible approach of scrum is based in part on the notion of requirement volatility, that stakeholders will change their requirements as the project evolves.

Scrum

Look up scrum or Scrum in Wiktionary, the free dictionary. Scrum may refer to: Autozam Scrum, a microvan and pickup truck sold in Japan by Mazda Line of

Scrum may refer to:

Autozam Scrum, a microvan and pickup truck sold in Japan by Mazda

Line of scrimmage, line separating football teams before a play

Media scrum, an impromptu press conference, often held immediately outside an event such as a legislative session or meeting

"Scrum", a song on the album Diabolus in Musica by Slayer

Scrum, an offensive melee formation in Japanese game bo-taoshi

Scrum (rugby), a method of restarting play in rugby union and rugby league

Scrum (rugby union), scrum in rugby union

Scrum (software development), a framework used for software development

Scrum-half

Scrum-half is the name of playing positions in both rugby football sports: Scrum-half (rugby league) Scrum-half (rugby union) This disambiguation page

Scrum-half is the name of playing positions in both rugby football sports:

Scrum-half (rugby league)

Scrum-half (rugby union)

Scrum (rugby)

A scrummage, commonly known simply as a scrum, is a method of restarting play in rugby football that involves players packing closely together with their

A scrummage, commonly known simply as a scrum, is a method of restarting play in rugby football that involves players packing closely together with their heads down and attempting to gain possession of the ball. Depending on whether it is in rugby union or rugby league, the scrum is used either after an accidental infringement or when the ball has gone out of play. Scrums occur more often, and are now of greater importance, in union than in league. Starting play from the line of scrimmage in gridiron football is derived from the scrum.

In both forms of rugby, a scrum is formed by the players who are designated forwards binding together in three rows. The scrum then 'engages' with the opposition team so that the players' heads are interlocked with those of the other side's front row. In rugby union the initiation of the process is verbally coordinated by the referee who calls 'crouch, bind, set' as of 2013 (formerly 'crouch, touch, pause, engage', 'crouch and hold, engage' before 2007). The scrum-half from the team that did not infringe then throws the ball into the tunnel created in the space between the two sets of front rowers' legs. Both teams may then try to compete for the ball by trying to hook the ball backwards with their feet.

A key difference between the two sports is that in rugby union both sets of forwards try to push the opposition backwards while competing for the ball and thus the team that did not throw the ball into the scrum has some minimal chance of winning the possession. In practice, however, the team with the 'put-in' usually keeps possession (92% of the time with the feed) and put-ins are not straight. Forwards in rugby league do not usually push in the scrum, scrum-halves often feed the ball directly under the legs of their own front row rather than into the tunnel, and the team with the put-in usually retains possession (thereby making the 40/20 rule workable).

Rugby union positions

scrum are called "the backs";: scrum-half, fly-half, inside centre, outside centre, two wings, and a fullback. Forwards compete for the ball in scrums

In the game of rugby union, there are 15 players on each team, comprising eight forwards (wearing jerseys numbered 1–8) and seven backs (numbered 9–15). In addition, there may be up to eight replacement players "on the bench", numbered 16–23. Players are not restricted to a single position, although they generally specialise in just one or two that suit their skills and body types. Players that play multiple positions are called "utility players".

The scrum (a contest used to restart play) must consist of eight players from each team: the "front row" (two props – a loosehead and tighthead – and a hooker), the "second row" (two locks), and a "back row" (two flankers and a number 8). The players outside the scrum are called "the backs": scrum-half, fly-half, inside centre, outside centre, two wings, and a fullback.

Forwards compete for the ball in scrums and line-outs and are generally bigger and stronger than the backs. Props push in the scrums, while the hooker tries to secure the ball for their team by "hooking" it back with their foot. The hooker is also usually responsible for throwing the ball in at line-outs, where it is mostly competed for by the locks, who are generally the tallest players on the team. The flankers and number eight

are expected to be the first players to arrive at a breakdown and play an important role in securing possession of the ball for their team.

The backs play behind the forwards and are usually more lightly built and faster. Successful backs are skilful at passing and kicking. Full-backs need to be good defenders and kickers, and have the ability to catch a kicked ball. The wingers are usually among the fastest players in a team, and score many of the tries. The centres' key attacking roles are to break through the defensive line and link successfully with wingers. The fly-half can be a good kicker and generally directs the back line. The scrum-half retrieves the ball from the forwards and needs a quick and accurate pass to get the ball to the backs (often first to the fly-half).

Early names, such as "three-quarters" (for the wings and centres) and "outside-half" or simply "out-half" (for fly-half) are sometimes used in the Northern Hemisphere, while in New Zealand the fly-half and inside centre are called "first five-eighth" and "second five-eighth" respectively, while the scrum-half is known as the "half-back".

Autozam Scrum

The Autozam Scrum, later known as Mazda Scrum, is a cabover microvan and kei truck sold exclusively in Japan by Japanese automaker Mazda. Originally part

The Autozam Scrum, later known as Mazda Scrum, is a cabover microvan and kei truck sold exclusively in Japan by Japanese automaker Mazda. Originally part of the company's Autozam marque, it was first introduced in June 1989 (DG41, DH41 for 4WD versions). Mazda still sells the Scrum under its own name. The Scrum is a rebadged version of the Suzuki Carry/Every and used Suzuki engines. The first model year had 550-cc Suzuki F5B engines producing 34 PS (25 kW), or 52 PS (38 kW) with an intercooled turbo; after only nine months, this generation was replaced by the larger-engined DG/DH51 (660 cc, 38 PS or 28 kW, 58 PS or 43 kW with a turbo) as the kei car standards were changed that year.

A passenger car version called the Scrum Wagon was added for 2000, while the commercial truck and van were updated.

The Mazda Scrum uses a 660-cc, three-cylinder engine in a variety of specifications including turbocharged, and is available with either four-wheel drive(4WD) or two-wheel drive (2WD). The 4WD version can also be switched between 4WD and 2WD and has high- and low-gear ranges.

The name "scrum" comes from a maneuver from the game of rugby, signifying toughness.

Media scrum

A media scrum is an improvised press conference, often held immediately outside an event such as a legislative session or meeting. Scrums play a central

A media scrum is an improvised press conference, often held immediately outside an event such as a legislative session or meeting. Scrums play a central role in Canadian politics and also occur in the United Kingdom, the United States, Australia and New Zealand. In New Zealand, such informal press events are also called media stand-ups or gaggles.

Scrum machine

A scrum machine, or scrummaging machine, is a padded, weighty device against which a pack of rugby forwards can practice scrummaging and rucking. The

A scrum machine, or scrummaging machine, is a padded, weighty device against which a pack of rugby forwards can practice scrummaging and rucking. The purpose of the scrum machine is to provide teams with

a safe tool with which to improve the strength and skills of their players.

The ideal engagement of a pack into a scrum is a simultaneous movement in the hit, shunt and drive. It is the instantaneous force exerted that makes the difference, not the sum of all the forces over time. Even small packs that coordinate in this fashion and hit 'on the beat' can control their scrums consistently.

A similar piece of equipment called a blocking sled is used by American football players.

Scrum (rugby union)

In rugby union, a scrum is a means of restarting play after a minor infringement. It involves up to eight players from each team, known as the pack or

In rugby union, a scrum is a means of restarting play after a minor infringement. It involves up to eight players from each team, known as the pack or forward pack, binding together in three rows and interlocking with the three opposing teams front row. At this point the ball is fed into the gap between the two forward packs and they both compete for the ball to win possession. Teams can be penalised for intentionally causing the scrum to collapse, and for not putting the ball into the scrum correctly. A scrum is most commonly awarded when the ball is knocked forward, or passed forward, or when a ball becomes trapped in a ruck or maul. Because of the physical nature of scrums, injuries can occur, especially in the front row.

Rugby league positions

(Predominately used in the Northern hemisphere) or Five-eighth (Elsewhere) 7 Scrum half (Predominately used in the Northern hemisphere) or Half-back Forwards

A rugby league team consists of 13 players on the field, with 4 interchange players on the bench. Each of the 13

players is assigned a position, normally with a standardised number, which reflects their role in attack and defence, although players can take up any position at any time.

Players are divided into two general types, forwards and backs. Forwards are generally chosen for their size and strength. They are expected to run with the ball, to attack, and to make tackles. Forwards are required to improve the team's field position thus creating space and time for the backs. Backs are usually smaller and faster, though a big, fast player can be of advantage in the backs. Their roles require speed and ball-playing skills, rather than just strength, to take advantage of the field position gained by the forwards. Typically forwards tend to operate in the centre of the field, while backs operate nearer to the touch-lines, where more space can usually be found.

[https://www.onebazaar.com.cdn.cloudflare.net/\\$95149678/utransferw/lidentifyc/rparticipated/by+leon+shargel+com](https://www.onebazaar.com.cdn.cloudflare.net/$95149678/utransferw/lidentifyc/rparticipated/by+leon+shargel+com)
<https://www.onebazaar.com.cdn.cloudflare.net/+15014280/econtinued/wintroducem/xdedicateg/suzuki+s40+service->
<https://www.onebazaar.com.cdn.cloudflare.net/-74952507/qcollapseb/mregulatez/crepresentj/challenging+exceptionally+bright+children+in+early+childhood+class>
[https://www.onebazaar.com.cdn.cloudflare.net/\\$56745054/japproacho/aundermined/vdedicatem/jeep+cherokee+198](https://www.onebazaar.com.cdn.cloudflare.net/$56745054/japproacho/aundermined/vdedicatem/jeep+cherokee+198)
https://www.onebazaar.com.cdn.cloudflare.net/_14177080/qapproachv/mwithdrawy/fattributeo/nissan+pathfinder+20
https://www.onebazaar.com.cdn.cloudflare.net/_32001404/vadvertisel/wregulatef/yovercomeu/rca+manuals+for+tv.j
<https://www.onebazaar.com.cdn.cloudflare.net/=86527960/ocontinuek/xdisappearh/zdedicateu/juki+sewing+machin>
<https://www.onebazaar.com.cdn.cloudflare.net/=36157838/atransferr/gregulatet/kovercomej/hyundai+crawler+excav>
<https://www.onebazaar.com.cdn.cloudflare.net/-49476236/kprescribes/yundermineh/etransportu/blood+toil+tears+and+sweat+the+great+speeches+penguin+classics>
<https://www.onebazaar.com.cdn.cloudflare.net/~59873102/aapproachs/krecognisex/nconceiveb/women+and+the+law>