## Match Report:

Sheppey Vets 17 - 7 Maidstone Vets

In the, clichéd, game of two halves Sheppey Vets ran out deserved winners scoring all of their 17 points (three tries with one converted) in the first half whilst Maidstone, with Mick Walker converting his own try, scoring their points in the second half.

In the considered opinion of Maidstone's occasional guest player and tourist (Sheppey skipper, Shaun "The Shep") Maidstone were s\*\*t. In the considered opinion of Maidstone skipper, Steve Vincent, Shaun was correct - at least with respect to the first half.

Poor tackling, commitment to reach breakdowns and the general lackadaisical style of Maidstone's play allowed Sheppey, playing downhill, to dominate the first half. To add insult to injury the aforementioned Shaun also managed to score against his "mates".

The second half was, as can be seen from the above, a different matter whereby Maidstone, just, nullified the attacking threat of a very experienced and skilful Sheppey three quarter line. Given that the Sheppey backs included two former Kent centres and their first team coach this was no mean achievement. Further, it should be recorded that Maidstone Vets started the match with a centre at fly half, a flanker at centre and numerous other positional and personnel changes that led to a side that could be best described as being *ad hoc*. To this should be added that the centre fly half left the pitch within five minutes, necessesitating the flanker centre moving to fly half and when an actual flanker also departed injured ten minutes later Maidstone had used up their complement of substitutions.

Here, thanks must go to the two 5th Team members who pitched up offering their services to the Vets, along with two of their 5th Team colleagues already selected. All, even though in some cases playing out of their preferred positions, contributed to what was, on reflection, a relatively even game of rugby (despite the expletive after match assessment above). It does remain the case though that Maidstone Vets need to "wake up" just before kick off rather than at half time and in doing so may actually participate in a game of two halves where they are able to win both.