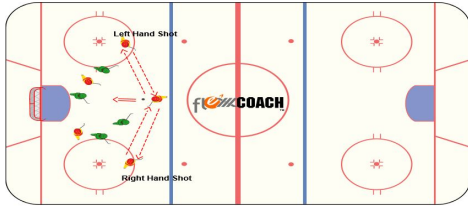


1) Power Play Concept #1

0 min.



OBJECTIVE: To create time & space. To isolate a defender - create 2 on 1's. To create scoring opportunities.

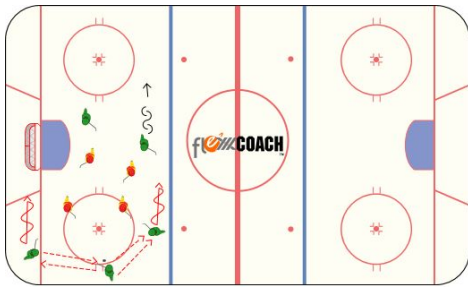
ORGANIZATION: This formation, commonly referred as the 'Umbrella' utilizes quick puck movement to create confusion among defenders and create shooting opportunities. The players marked 'Right Hand Shot' and 'Left Hand Shot' are such so they are ready to take a one-time shot. These players can also execute a cross-ice pass if it's available. The two players down low can screen the goaltender and be ready to pounce on rebounds. They can also move to a position closer to the boards to provide additional outlets / puck support.

KEYPOINTS:

Offensive Concepts, Passing & Receiving, Puck Support, Shooting & Scoring, Creativity & Deception Skills

2) Power Play Concept # 2

0 min.



OBJECTIVE: To create time & space. To isolate a defender - create 2 on 1's. To create scoring opportunities.

ORGANIZATION: This formation, often called the 'Overload', is another effective framework that provides many options. The player on the half-wall can move the puck high or low. If a defender overcommits, the low player can make a play at the net.

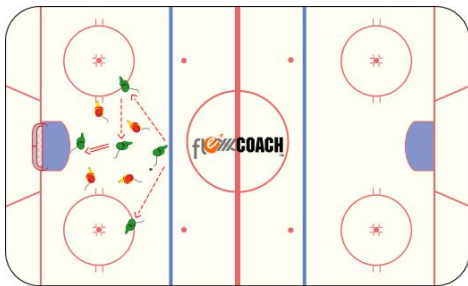
VARIATION: The player starting on the half-wall can carry the puck up the wall and to the middle of the ice while the D-man moves to fill his spot instead of walking to the middle. The puck-carrier can drop the puck or use the D-man as a decoy while moving into the middle of the ice. This is often referred to as a 'Scissors' cycle or a 'High Roll.' Players should use deception skills and the sell the fake when using the D-man as a decoy.

KEYPOINTS:

Offensive Concepts, Passing & Receiving, Puck Support, Shooting & Scoring, Creativity & Deception Skills

3) Power Play Concept # 3

0 min.



OBJECTIVE: To create time & space. To isolate defenders - create 2 on 1's. To create scoring opportunities.

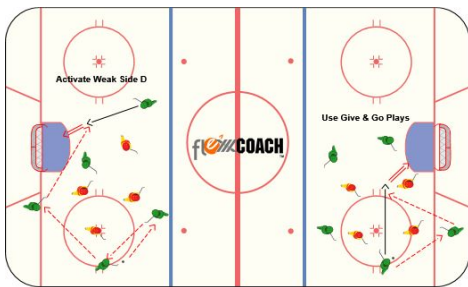
ORGANIZATION: Although this concept is similar to the 'Umbrella' the focus shifts to the player in the high slot. Through deceptive and quick puck movement, the desired outcome is to force a defender to overcommit, opening a passing lane to the player in the high slot. The high slot player is both a scoring threat and a decoy. The low player should act as a screen and be ready for tips, deflections and rebounds.

KEYPOINTS:

Offensive Concepts, Passing & Receiving, Puck Support, Shooting & Scoring, Creativity &

4) Power Play Concepts # 4

0 min.



OBJECTIVE: To create time & space. To isolate defenders - create 2 on 1's. To create scoring opportunities.

ORGANIZATION: This diagram shows two concepts that are effective in man advantage situations. The weak side D can be both a scoring option and a decoy while creating confusion among defenders.

The give-and-go can be used in a number of situations. Players should be opportunistic and seize opportunities to attack the net. While these concepts provide a general framework, allow your players the latitude to be creative and develop their offensive skills on the power play.

KEYPOINTS:

Offensive Concepts, Passing & Receiving, Puck Support, Shooting & Scoring, Creativity & Deception Skills

Post-Practice Comments: