

Practice #1 Focus: SSP / Flow Theme: Relax and Play

Time Drill Name & Description

10 | Warm-Up – One Touch

Passing Options:

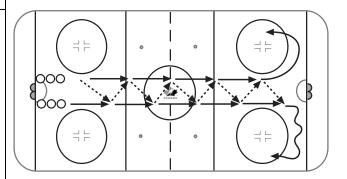
- · One touch
- Fwd / bwd
- 1 Up

Vary skating patterns up wall:

- Fwd / bwd / fwd
- Knee touches
- Jumps turns
- 360 pivots

Key Teaching Points

- Call for pass
- Tape to tape
- One touch passes
- Goalies included



Time Drill Name & Description

10 Warm-Up – Fwd / Bwd / Fwd

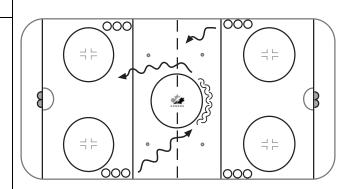
- Communicate to start
- Forward to redline, backwards around circle, forward at redline, drive and shoot

Options:

- Fwd, bwd, fwd
- Fwd, bwd, T turn drive up ice
- Exchange pucks

Key Teaching Points

- Quick feet
- Shoot in stride
- Hit net
- Switch lines

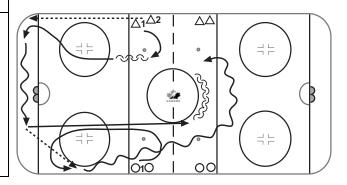


Time Drill Name & Description

10 | Tempo 1 vs 1

- Δ2 spot puck into corner
- Δ1 around dot and retrieve
- O1 around dot and anchor on wall
- O1 double touch blueline
- Δ1 around center circle
- 1 vs 1

- Explode on start
- Both ends at once





Time Drill Name & Description 10 Agility 1 vs 1

- Δ1 and O1 start on whistle
- Δ1 around circle and double touch blueline
- O1 around far dot
- Attack 1 vs 1

Key Teaching Points

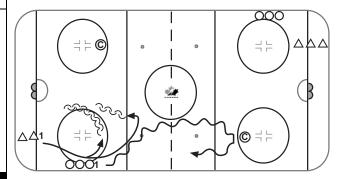
- Quick feet
- Puck protection
- Gap control

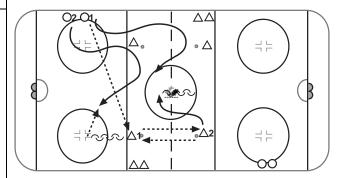
Time	Drill Name & Description
10	Rusty 2 vs 1

- O1 to Δ1
- Δ1 to Δ2
- Δ2 to Δ1 who retreats into the zone
- O1 open pivot at redline
- O2 open pivot at blueline both supporting Δ1
- Δ1 to O1 or O2 attack Δ2 2 vs 1

Key Teaching Points

- Keep feet moving
- Support / timing
- Communicate
- Good decisions

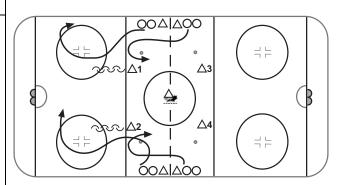




Time Drill Name & Description 10 Track 2 vs 2

- Coach dump puck to start
 Δ1 and Δ2 breakout O1 and O2
- O1 and O2 attack Δ3 and Δ4
- O3 and O4 jump around far dots and track back between dots
- Play goes live until a direct pass to O3 and O4 starts 2 vs 2 the other way

- Track back between dots
- Read and act
- Battle





Time Drill Name & Description 10 3 vs 0 - 1 - 2 Shoot Out

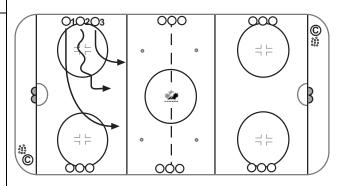
- O1, O2, O3 hard down to other end, shoot
- Receive pass, attack 3 vs 1
- Fill lanes
- Form attack triangle
- After shot, regroup and attack 3 vs 2 opposite way
- Execute entries

Options:

- Chip
- Delay
- Cross
- Mid-lane drive
- 1 up

Key Teaching Points

- Call fro pass
- Fill lanes
- One touch passes
- Drive net

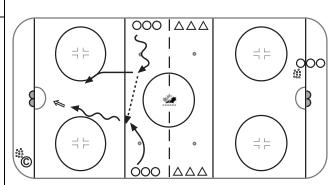


Time Drill Name & Description 10 2 on 0, 2 on 1, 3 on 2 Breakaway Challenge

- Wings off wall make pass and shoot
- Regroup with coach in corner and attack 2 vs 1
- After shot regroup with center and attack 3 vs 2
- On whistle center gets puck at blueline
- One Δ at top of circle
- On whistle breakaway with pressure

Key Teaching Points

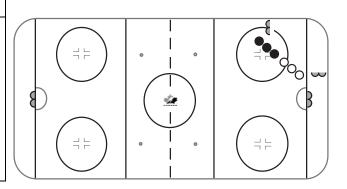
- Use attack options
- Communicate
- Hard to Net
- Speed



Time Drill Name & Description 10 Corner Battle

- Nets against wall
- 2 vs 2 down low
- 30 second intervals
- · Coach replace puck when out of area

- Battle
- Tight area competition





Practice #2 Focus: DZ Concepts / Angling

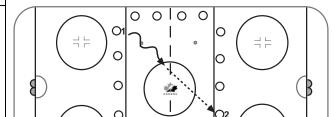
Drill Name & Description

8 Warm-Up – Pass and Replace

- Players do two hard laps
- Line up on blueline and wall
- O1 skates with puck and calls players name and passes to
- O2 jumps out and repeats while O1 fills O2's spot
- Progression: add second and third puck

Key Teaching Points

- Hard passes
- Speed
- Tape to tape
- Communicate



Theme: Grit

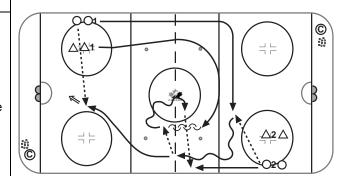
Drill Name & Description Time 8

Warm-Up - Holly Transition

- O1 up to blueline
- Flat across ice to support O2
- Δ1 mirror keeping close gap
- O2 to O1
- O1 to Δ1
- O1 then drives by and receives a pass from last player in line and shoots
- Δ1 performs an evasive move and transitions forward passing to O2 and then jump into play and receives pass from coach for shot at opposite end
- O2 and Δ2 repeat
- Continuous

Key Teaching Points

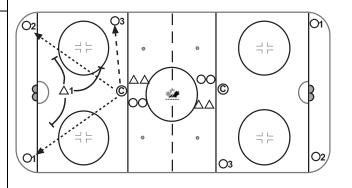
- Quick passes
- Communicate
- Good targets
- Be ready in line to pass



Drill Name & Description Time 10 Golden Bear 1 vs 1

- O1, O2 and O3 set up in designated areas
- Δ1 starts in front of net and returns after each whistle
- Coach may pass to any of the offensive players; once the pass is made, $\Delta 1$ leaves net front and plays the 1 vs 1
- Coach may vary drill by giving a direct or indirect pass to the offensive players
- Δ 1 plays all three 1 on 1's and then switches out
- Return to net front after each 1 vs 1 battle
- Forward hold position until pass is received
- Both ends

- Angle, pressure / contain
- One hand on stick
- Read and act
- Quick on loose pucks



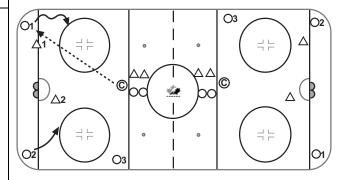


Time Drill Name & Description 10 Golden Bear 2 vs 2

- Same as above, but add second Δ
- Coach identifies which two forwards are going
- Δ1 start in corner
- Δ2 start net front
- 3 reps

Key Teaching Points

- Read and act
- Take away time and space
- Quick pressure
- Communicate

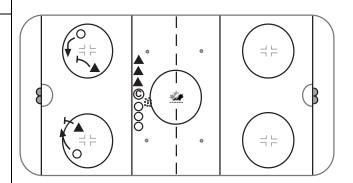


Time Drill Name & Description 10 Split Zone 2 on 2

- Divide ice into two zones below the circle
- One attacker and one defender in each zone
- Coach spots puck
- Play one on one within the zone
- Attacker on other side provides support but cannot leave the zone
- 20-30 seconds

Key Teaching Points

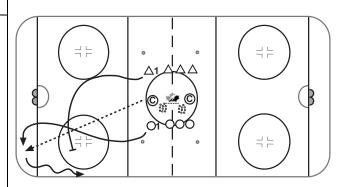
- Inside out position
- Communication
- Good body position



Time Drill Name & Description 10 ½ Ice Angling

- O1 picks up puck
- To start, O1 must turn up same side as puck
- Progress so O1 can go behind net to gain blueline
- Δ1 angle cutting the ice in half
- Steer to wall
- Finish check before blueline
- · Take away time and space quickly

- Cut ice in half
- Good stick position
- Inside out
- Speed



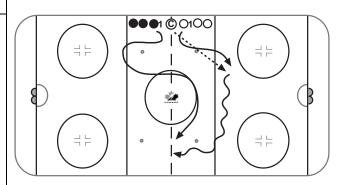


Time Drill Name & Description 10 NZ Angling

- Players at center facing opposite directions
- O1 and ●1 start together
- Coach spots puck inside blueline and O1 retrieves and attacks opposite end
- 1 skate below dot and pressure inside out steering to outside and hitting and pinning
- · Opposite direction continuous

Key Teaching Points

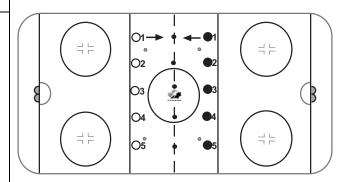
- Inside out body position
- Communicate
- Good sticks
- Win battles



Time Drill Name & Description 9 Countdown / Cool Down

- 5 O's and 5 ●'s across bluelines facing each other
- 5 pucks spaced on redline
- On whistle, O1 and ●1 race to puck and go 1 vs 1 trying to score
- As soon as ●1 or O1 touches the puck, ●2 and O2 go, continues on with ●3 and O3
- There will be five 1 vs 1's going simultaneously
- When a goal is scored those two players assist their teammates
- Eventually it will be 5 vs 5 with 1 puck
- Go until last goal or until players are too tired
- · Eye contact with G before shooting

- Battle
- Shoot to score
- Compete
- Eye contact with G





Practice #3 Focus: Breakouts / Transitions

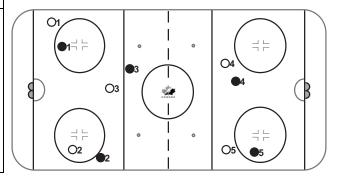
ime Drill Name & Description

8 Warm-Up - Energizer

- Pairs passing
- On whistle keep away
- Next whistle passing

Key Teaching Points

- Quick feet
- One time passes
- Communicate
- Puck protection



Theme: Speed

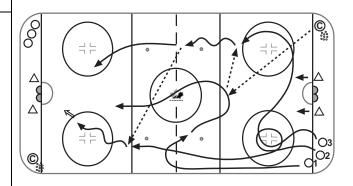
Time Drill Name & Description

8 Warm-Up – 5 Man Superior

- O1 hard to redline, turn back to support coach who passes puck
- 01 to O2
- O2 to O3
- · All attack for shot on goal
- As Δ1 and Δ2 one touch puck down ice for shot
- Coach makes pass to Δ for third shot
- · Stay in corners

Key Teaching Points

- Quick feet
- Hit net
- Communicate
- Switch lines



Time Drill Name & Description

20 BO Options ½ Ice Forwards & Defense

Defense Options:

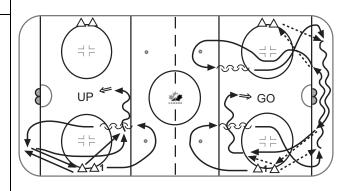
UP:

- Δ1 double touch blueline; back peddle to top of circle
- Pivot and retrieve puck spotted by next Δ in line
- $\Delta 1$ turns up and passes to first Δ in line who spots in back in the corner
- Δ1 repeats "up", then skates to blueline
- · Receives pass, drags and shoots

GO:

- Δ1 starts same as above
- Picks up puck and goes behind net
- Pass to first Δ who spots it back to corner
- Δ double touch blueline and repeat
- Finish with drag and shoot

- Quick to pucks
- Shoulder check
- Approach on angle
- Alternate sides





Time Drill Name & Description

BO Options ½ Ice Forwards & Defense ctd.

Defense Options Continued:

OVER:

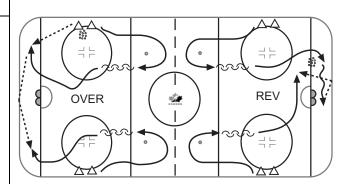
- Same start as previous except two Δ go at once
- Double touch blueline
- Over pass, touch up, over pass other way
- Skate to blueline get pass
- Shot or pass to partner for shot

REVERSE:

Same sequence as above only reverse puck

Key Teaching Points

- Call for pass
- Tape to tape
- · One touch passes
- · Goalies included



Time Drill Name & Description

BO Options ½ Ice Forwards & Defense ctd.

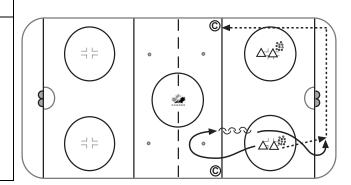
Defense Options Continued:

WRAP:

- Same as above
- Coach at blueline to retrieve pucks

Key Teaching Points

- Quick feet
- Power on wrap



Time Drill Name & Description

BO Options ½ ice Forwards & Defense ctd.

Forward Options:

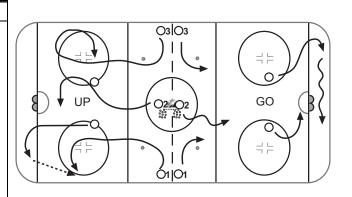
UP:

- O's breakout
- O1 anchor, O2 support, O3 stretch
- Give to next center in NZ
- · Center dumps into opposite corner
- Repeat BO
- · Regroup in NZ and attack
- Clear zone quickly

GO:

- Same as above only "go" behind net
- O1 becomes stretch must get there quickly
- O2 support low, behind puck and mirror
- O3 anchor

- Quick close support
- Open pivots
- Stay behind puck
- Good passes





Time Drill Name & Description

BO Options ½ ice Forwards & Defense ctd.

Forwards Options Continued:

OVER:

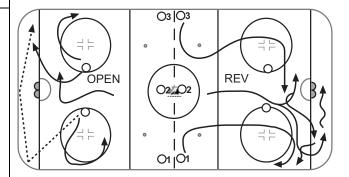
- Same as above
- O1 becomes stretch, get there quickly
- O2 support low, behind puck and mirror
- O3 anchor

REVERSE:

- Same as above
- O1 reads reverse and anchors on wall
- O2 mirrors the "go"
- O3 quick across to support O1

Key Teaching Points

- Quick close support
- Weak side quick support
- Communicate



Time Drill Name & Description

BO Options ½ ice Forwards & Defense ctd.

Forwards Options Continued:

WRAP:

- Same sequence as above
- O1 anchor high on wall
- O2 supports chip or pass
- O3 mid-lane stretch, support

Key Teaching Points

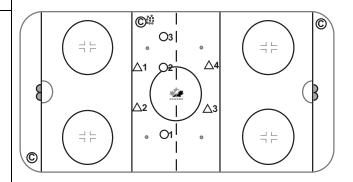
- Quick stretch
- Weak side quick support
- Communicate
- Read and act

Time Drill Name & Description

10 Double BO / Attack

- Break up into lines on benches
- 5 man unit milling in NZ with 2 Δ's
- Coach dumps puck and O1, O2 and O3 and $\Delta 1$ and $\Delta 2$ breakout using BO options
- Give to coach in NZ who dump puck back into zone
- BO again and attack $\Delta 3$ and $\Delta 4$ in NZ who have stepped up
- Δ3 and Δ4 other end on start drag and shoot and then receive attack

- Quick transitions
- Stay on own half of ice
- Attack with speed



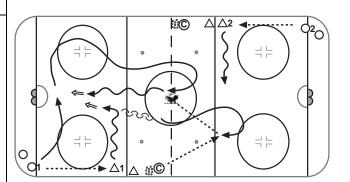


Time Drill Name & Description 10 Penetrating Pass

- O1 to Δ1
- Δ1 slide across blueline and shoot
- O1 to net for screen
- After shot coach spots puck in opposite zone (top of circle)
- Δ1 retrieve puck
- O1 support and stretch
- Δ1 quick penetrating pass to O1
- Both ends at once

Key Teaching Points

- Communication
- Hard accurate passes
- I iming
- Quick feet

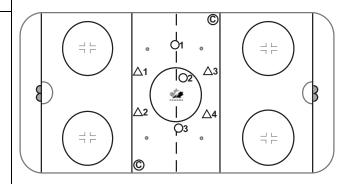


Time Drill Name & Description 10 Breakout Transition 5 vs 2 / Tracking

- Break up into lines on benches
- 5 man unit milling in NZ with 2 Δ
- Coach dumps puck and O1, O2 and O3 and Δ 1 and Δ 2 breakout using BO options
- Attack Δ3 and Δ4 and try to score
- On whistle, coach spots puck and group transitions with $\Delta 1$ and $\Delta 2$ using hard track options
- Attack 3 vs 2 again

Key Teaching Points

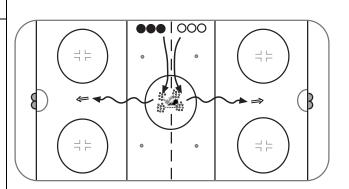
- Timing
- Communication
- Attack net
- Read and act



Time Drill Name & Description 9 1-2-3 Score / Cool Down

- · Players are divided onto benches
- First player steps out of bench and goes 1 on 1 with goalie
- If he scores two players leave the benches and pick up a puck at center and try to score
- If they score, three players repeat
- If any group misses go back to one player
- First team to score with 1, 2 and 3 players is awarded a point, and a new game is started

- Net drive
- Speed
- Quick shots
- Attack principles





Practice #4 Focus: Forecheck / Tracking

ime Drill Name & Description 8 Warm-Up – NZ Transition 2nd Shot

- 1 and O1 initiate with shots on goal
- 1 and O1 retrieve puck; turn up and gain blueline
- 2 and O2 perform open pivot in NZ and receive pass from
 - 1 and O1
- 2, O2 net drive for shot on goal and repeat drill
- 1 and O1 follow up play for 2nd shot on pass from coach
- Continuous, switch sides

Key Teaching Points

- Hit net
- · Accelerate to blueline
- Timing

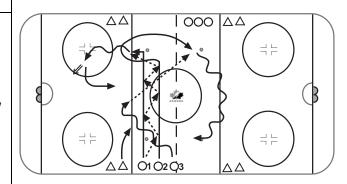
Theme: Smart

Time Drill Name & Description 8 Warm-Up — Renney One Touch

- O1, O2 pop off wall to touch pass toward opposite side
- At dot low man gets puck, drives and shoots
- O2 supports then turns back to receive pass from O3 who jumps off wall to support
- O1 comes out to support
- Progression: O1 comes out of zone to support attack 3 vs 0 / 3 vs 1 / 3 vs 2

Key Teaching Points

- Communication
- Good passes
- Attack with speed



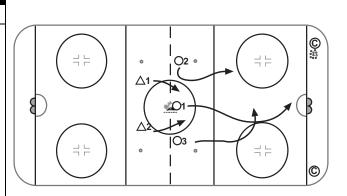
Time Drill Name & Description 10 1-2-2 Half Ice Walk Through

- 5 man units milling in NZ
- Coach 1 dumps puck to coach 2 in the corner
- Player react and set up FC
- O1 pressure, cut ice in half, steer up wall
- O2 takes away wall, uses the dots as a guide
- O2 high folding into middle
- Δ1 strong side wall
- Δ2 mid-lane, aware of stretch
- Rotation, on signal clear zone and repeat
- Different puck position, correct position

Options:

- 1 Contact
- 2 Early pass
- 3 Late pass (reverse)
- 4 ∆ carries
- 5 Rim

- Use dots as a guide
- 3 man race to circles read and act
- Inside out positioning





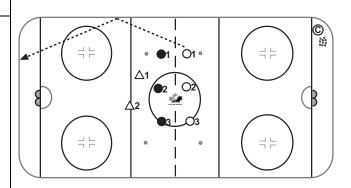
Drill Name & Description Time

10 Continuous Forecheck

- O1, O2, O3 dump puck and FC 1-2-2
- After 's breakout O1, O2, O3, Δ1 and Δ2 are done
- 1st attacking forward shoots on goal
- 2nd forward receives pass from coach and shoots
 3rd attacking forward receives pass form coach turns and heads up ice with line mates
- At redline dump puck and FC new 5 man unit
- Progression: Add Δ to FC

Key Teaching Points

- Communication
- Read and act
- Speed
- Inside out



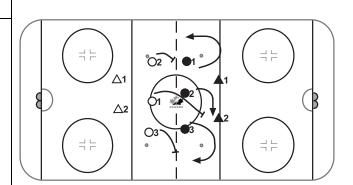
Drill Name & Description Time

10 NZ Forecheck

- 5 man unit BO
- In NZ give puck to opposing D-men
- Δ3 and Δ4 regroup with ●'s
- O's, $\Delta 1$ and $\Delta 2$ execute NZ
- FC using 1-2-2 principle
- O1 inside out pressure taking away Δ to Δ pass
- O2 read and act, pressuring pass
- O3 takes away middle and is in good position to transition
- O's force turnover and attack the net
- Passive to start lacktriangle 's and Δ cannot make Δ to Δ pass until later
- Good position then 100%

Key Teaching Points

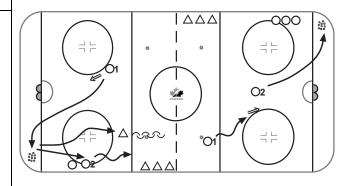
- Inside out positioning
- Read and act
- Quick pressure
- Communicate



Drill Name & Description Time 10 Track / Support 1 vs 1

- O1 starts drill with a shot
- Retrieve puck from corner
- O1 to O2
- O2 attack 1 vs 1 on Δ1
- O1 track back forcing O2 to outside and into Δ 1 forcing a turnover
- O1 shoots on goal
- O2 picks up puck and starts drill opposite way
- Continuous

- Communication
- Speed / pressure
- Inside out



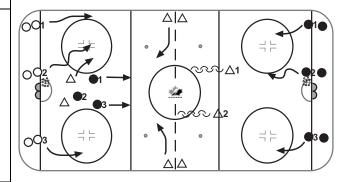


Time Drill Name & Description 10 Oiler 4x4

- O1, O2 and O3 attack Δ1 and Δ2, 3 vs 2
- Upon completion or coach's whistle ●1, ●2 and ●3 attack two new Δ, 3 vs 2
- 2 forwards from previous rush now track back to help new Δ
- One Δ from initial rush jumps up with 's to make it 4 vs 4
- Continuous, each rush starts on whistle

Key Teaching Points

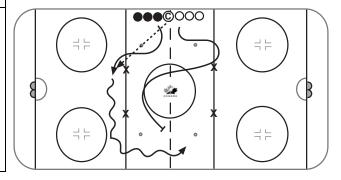
- Communication
- Read and act
- Keep players below goal line



Time Drill Name & Description 9 Gate Drill NZ Angling

- · Cones set up at each blueline forms gate
- One end at a time, offensive player tries to get through gate
- Δ player using angling to prevent entry
- · Point awarded for going through gate

- Compete
- Timing
- Inside out
- Body / stick position





Practice #5 Focus: Specialty Teams

Time Drill Name & Description

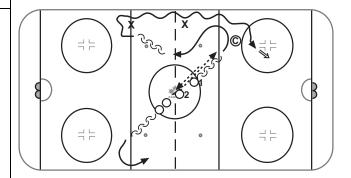
8 | Warm-Up – One Touch and Drive

- O1 starts backward to blueline always one touching puck with O2
- At blueline O1 pivots forward to redline, backward to blueline
- Pivot forward and drive wide down the wall and around coach for a shot

Key Teaching Points

- One touch passes
- Shoot in stride
- Protect puck
- · Double touch both bluelines

Theme: Detail



Time Drill Name & Description

8 Warm-Up – Safe Zone

A.

- 2 vs 2 below top of circles
- Each team has one player in corner who is safe (cannot be checked)
- Players use safe zone and partner to try and score

В.

Same as above, only coach is safe player

Key Teaching Points

- Communication
- Generate chances
- Find open ice

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Time Drill Name & Description

10 PP Break Out

Double Swing

1

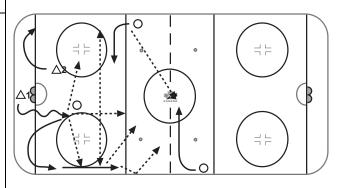
- Center (C) always swings to weak side
- $\Delta 1$ steps out and passes to one of three options (C, $\Delta 2$ or LW)
- 2.
 - Pass to Δ2 or center
 - $\Delta 2$ passes cross-ice to C or C passes cross-ice to $\Delta 2$
 - Δ2 can pass or chip to RW support
 - C can pass of chip to LW for support

3.

 Δ1 pass to LW, carries up right side to enter zone with C support or back passes to Δ2 coming up wall or RW swinging cross ice

Drills: set up PP 5 vs 0 in NZ coach dumps puck into OZ, PK ice puck, PP breakout, repeat two times

- Timing
- 5 man BO
- Eye contact



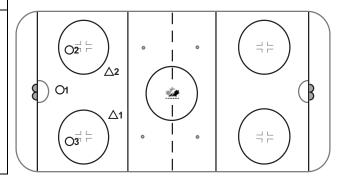


Drill Name & Description 10 PP OZ Options

- 2-3 spread
- Walk through options passive PK
- One minute shifts rotate through quickly

Key Teaching Points

- Quick puck movement
- Eve contact
- Good passes
- Read and act



Time	Drill Name & Description
10	PK Forecheck / 4 vs 5

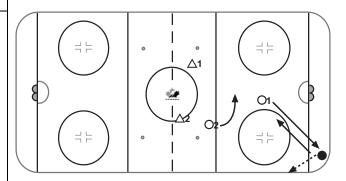
Aggressive FC

- O1 identifies he can get good pressure eon the puck and attacks down ice
- O2 holds the middle and reads play
- $\Delta 1$ and $\Delta 2$ keep everyone in from of them with a tight gap
- If O1 loses pressure, he comes back hard through the middle (possibly a long change)
- O2 fills wide lane
- $\Delta 1$ and $\Delta 2$ fill middle and strong side

Drill: Same as PP breakout, start in NZ, on whistle PP dumps puck, PK ices and initiates PK, FC on PP, breakout

Key Teaching Points

- Quick puck movement
- Eye contact
- Good passes
- Read and act



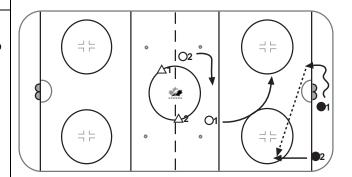
Drill Name & Description Time PK Forecheck / 4 vs 5 ctd.

Double Swing

- O1 takes wide angle and swings in an attempt to force 1 to move the puck into O2's lane
- He does not sacrifice speed or position to do this
- If O1 is beaten with a pass or move, O2 takes a wide angle to push puck to the wall
- He can take a deeper angle
- O1 fills lane vacated by O2
- O's need good angles and active sticks

- 4 on 4 at far blueline

Drill:	Same as PP breakout, start in NZ, on whistle PP dumps puck
PK ic	es and initiates PK, FC on PP, breakout
Key 1	eaching Points
•	Correct angles protect mid-lane
•	Track back hard looking to steer and support



Time	Drill Name & Description
10	PK DZ Aggressive Box



- Δ1 anticipates the play to the hash marks and attack son the pass with his stick on the ice pushing the play up
- Δ2 shades to the near post anticipating the low pass
- O1 attacks the strong side at the blueline inside out
- O2 read play and is available to cover net front when Δ2 goes or to other point
- Everything is off Δ1
- All four player have to commit to a "one goes, all go" mentality
- Control net front and take away 2nd shots
- Change 2 or 3 on the way down and 1 on the way back

Drill:

A. (5 min) players set up in DZ position 5 on 4, coach rotates box by instructing where puck is (high, low, middle, over). Correct as needed.

B. (5 min) add PP and move puck having PK adjust using aggressive box. Increase intensity as necessary.

Key Teaching Points

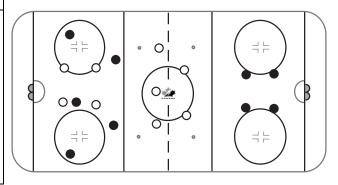
- Active sticks
- Stop and go skating
- Stay in shooting lanes
- Head on a swivel
- Communicate
- One touch clearing

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Time Drill Name & Description 10 PP Game

- All players on ice
- PP and PK unit in each zone
- On dump out PP picks up puck and attacks PK unit
- Keep score
- Alternate PP and PK

- Quick puck movement
- Eye contact
- Good passes
- Read and act

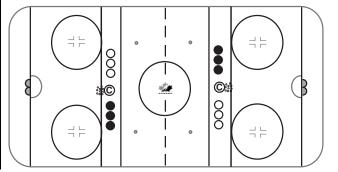




Time	Drill Name & Description
9	3 on 3 Low

- Players play 3 on 3 below tops of circles
- Quick high tempo shifts

- Battle
- Communicate





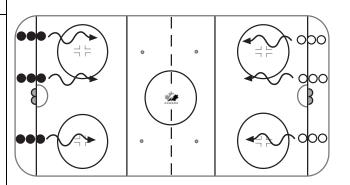
Practice #6 Focus: Battle Theme: Determination Day

Drill Name & DescriptionWarm-Up – NZ Chaos

- 3 players from each end leave at the same time with pucks
- In NZ evasive moves at high tempo
- On coach's signal communicate to identify 1st, 2nd and 3rd shooter
- Try and shoot from different lanes
- Progression: pass pucks in NZ

Key Teaching Points

- Timing
- Speed
- Communication
- Shoot to score

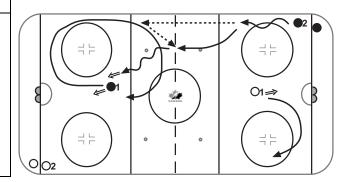


Time Drill Name & Description 8 Warm-Up – Plunger 1 Touch

- 1 and O1 start drill with shot
- Hard back up ice an done touch pass give and go with ●2 and O2 who have humped into play
- Follow up on play for rebound

Key Teaching Points

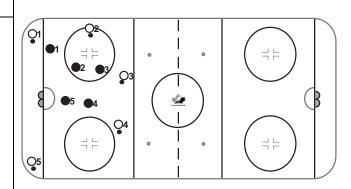
- Speed
- Communicate
- 2 quick steps towards puck



Time Drill Name & Description DZ Battle 1 to 5

- O's on offense spread around DZ with pucks
- set up in DZ coverage
- On whistle O1 attack ●1
- On whistle leave puck and join O2 attacking ●2 creating 2 vs 2
- Drill continuous until 5 vs 5

- Good inside out position
- Communicate
- Win battles
- Take time and space



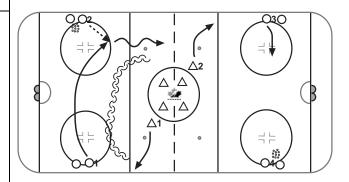


Drill Name & Description Olympic 1 vs 1 9

- O1 and O3 start on hash marks tight to boards
- $\Delta 1$ and $\Delta 2$ start on face-off dots
- On whistle, O1 and O3 skate straight across the ice through the opposite face-off dot and receive a pass from O2 and O4
- $\Delta 1$ and $\Delta 2$ touch the boards and skate backwards around outside of circle
- Δ 1 plays O1 and Δ 2 plays O3
- O1 and O3 stay wide along boards until center, then cut in and attack net for a shot

Key Teaching Points

- Quick lateral movement
- Tight gap outside shoulder to O inside shoulder
- Read and act



Drill Name & Description Time Defense to Offense Transition

- Δ1 and O1 start in corner
- O1 starts with puck skating out and around dot attacking $\Delta 1$
- After play on goal $\Delta 1$ transition to offense as O1 becomes checker
- Δ1 gets open for pass from coach and makes play on opposite goal
- Stay on own side of ice
- Both ends, start on whistle

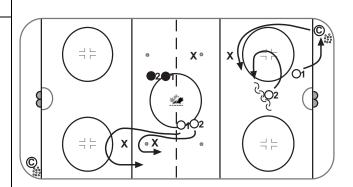
Key Teaching Points

- Quick transitions
- Tight gap

Drill Name & Description Time St. Lawrence Double Check

- O1 skates around the 2nd pylon and wide down the boards O2 is the backchecker and skates around the 1st pylon to cover O1
- O1 must stay on the boards until the far blueline
- O2 uses body position to prevent O1 from cutting to the
- At blueline O1 tries to get open for a pass from the coach
- After first puck, O1 comes up and gets a second puck from the pile
- O2 close gap and take 1 vs 1 back to the net
- Change pylons if necessary to get timing right

- Protect mid-lane
- Coach move around zone to make pass
- Pucks at top of circle





Time Drill Name & Description 10 Down Low Battles 1 vs 1 / 2 vs 2

A.

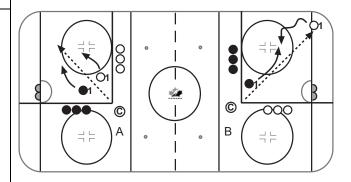
- Coach spots puck in corner
- O1 and •1 pursue and play 1 on 1 out of the corner
- Player with possession tries to score, other player defends

B.

- Coach passes puck to player in corner
- O1 closes gap and contains ●1 who attacks out of corner
- Play must take place below top of circle and on one side
- Progression: same as above only 2 vs 2

Key Teaching Points

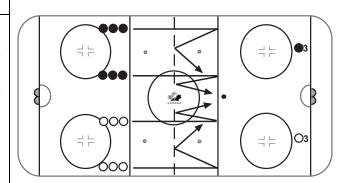
- Inside out body position
- Communication
- Use stick



Time Drill Name & Description 10 2 vs 2 Battle Drill / Cool Down

- Equal groups at far blueline
- On whistle two players from each line race to the far blueline, stop, race to the red line, stop and race fro puck that has been spotted just inside blueline by coach
- The team that reaches the puck first attempts to score on the opposition goaltender
- The other team defends
- Let battles go for a max of 30 sec.
- On whistle, players BC to their lines
- One point awarded for each goal, first team to seven wins
- G can become third player to create 3 vs 2
- Lose a point for not backchecking hard

- Battle, intensity
- Good support
- Inside out body position



Time	Drill Name & Description
5	Cool Down

