



Basic DC 'D-Zone' Face-off #1 – "D-Rim"

- 1) The Center will win the draw straight back and then tie up his guy.
- 2) D-man on the wall will step down and collect the puck. He will then carry it behind the net. Where he will, 'Rim' the puck up the boards. *focusing on sending the puck up the wall using the "yellow" dashers. *He will need to time out how hard to send the, 'rim'.
- 3) Far-side forward will begin skating towards the, "weak-side" wall (after he reads we won the draw).
- 4) Inside forward will begin skating straight out towards his point, after he recognizes we won the draw, he will then cut towards the boards to support the puck carrier and become an option.
- 5) Inside D-man, will tie up with his guy off the draw. Creating time for this play.
- 6) Far-side forward will collect the puck off the wall that was, 'rimmed' by the D-man on the wall. He can then choose to skate the puck out of the zone and/or use the boards to make an indirect pass to the inside forward who will be coming in to support the play.
- 7) If executed correctly – you now have a rush (hopefully, odd-man) out of the D-Zone.