



TACTICAL

Offensive Concepts



REVISED 2/19

OBJECTIVES

- To create options of attacking the blueline
- To provide options of attacking the net
- To provide basic principles of cycling
- To introduce the power play

INTRODUCTION

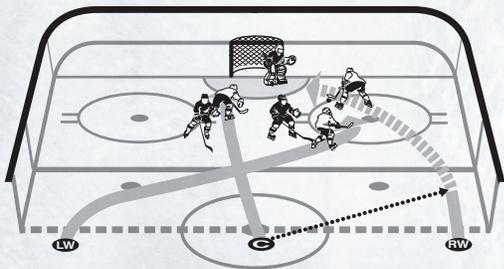
In this chapter, we will identify the key offensive concepts to assist in the development of team and individual offensive play.

SEEDS OF CREATION

Drills to plan ideas for hockey designs:

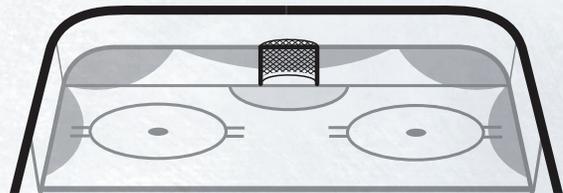
Offensive Concepts

1. Shooting angles: accuracy, quickness, one touch, moving
2. Open ice: one-on-zero, one-on-one, two-on-one, two-on-two, two-on-two splits, speed, shoot, rebound, tip, picks, criss-cross, drop, give-and-go
3. Red line technique with resistance and looking for support



- drive skate
- center trailer - off wing to post
- off wing trailer - center through to off post
- center drops 10 feet, wings move inside to center
- backpass from outside to top of circle
- backboard pass to trailer

- stop-and-go, pass or shoot, fake shot and pass
 - splits
 - Gretzky across
 - escapes high and low
 - corner play - straight give-and-go
 - corner play - straight switch give-and-go
 - ring around, walkout or King of Prussia
 - puck carriers should be taught to skate away from defenders, not right at them
4. Offensive movement with defensive interplay
 - blocking
 - center ice shooting
 - pass out, defenseman shoots
 - pass out, pass across, shoot, tip
 - pass out, pass across, pass back across, shoot, tip
 - pass out, pass back three-step laterally, then down to top of circle and shoot off pass
 - come around top of circle with hesitation
 - Wisconsin Z
 - Montreal Picks, pass to off defense
 5. Cycling with rotation to the open areas



Some call them the quiet zones. Others call them the dead zones. But, in these zones is where you cycle.

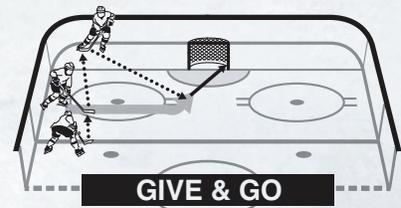
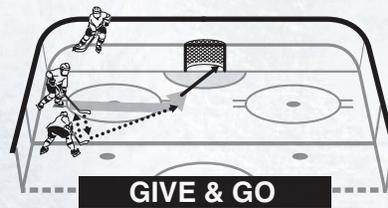
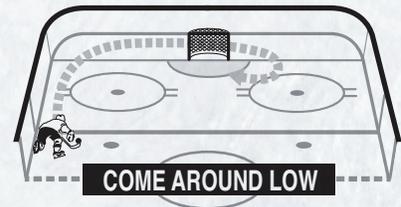
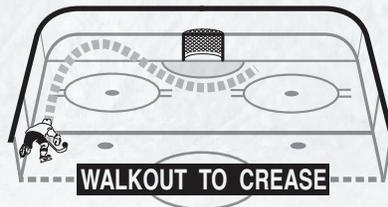
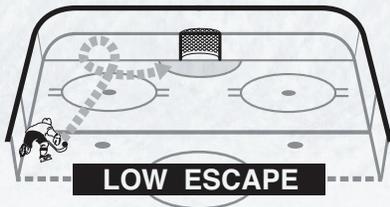
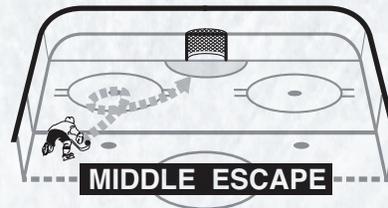
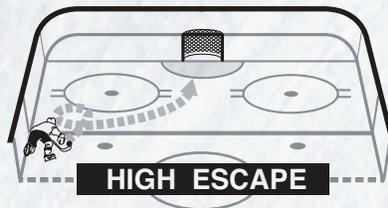
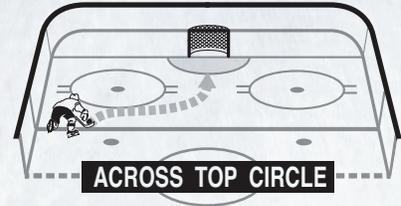
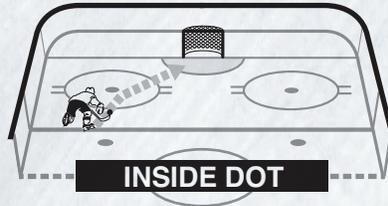
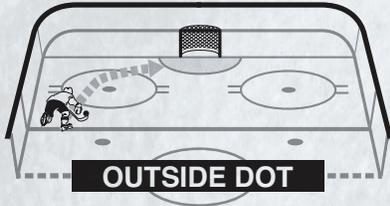


ANGLES TO THE GOAL

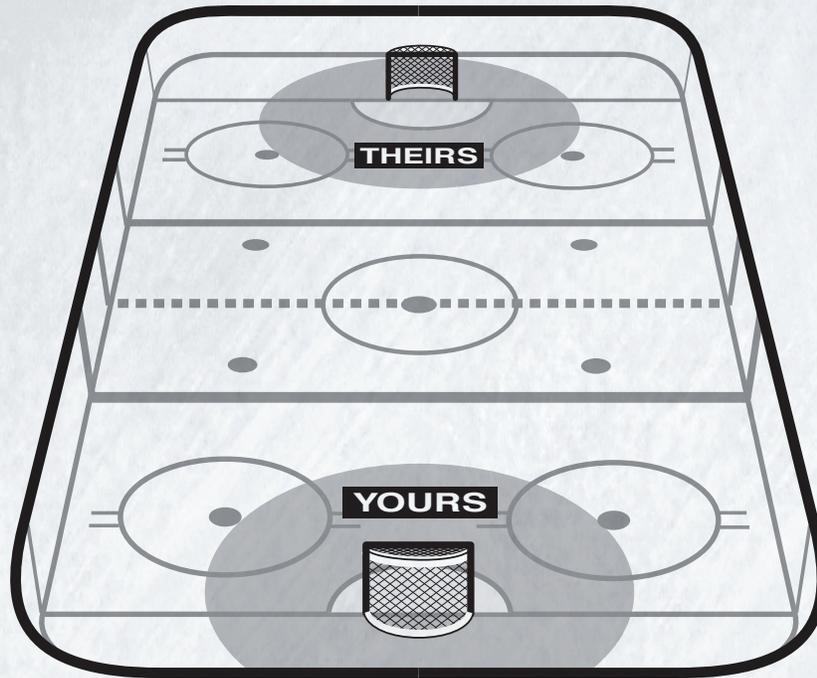
Shooting Angles – Drive Skate

The number of shots often indicates which team has the intensity. Most teams usually have one or two pure scorers. A pure scorer usually has tunnel vision about going to the net. Get the supporting players thinking more about going to the net by designing shooting drills with different routes to the net and spending more time at shooting. The player who usually gets, and is happy with, five goals in 20 games, will get seven or eight goals.

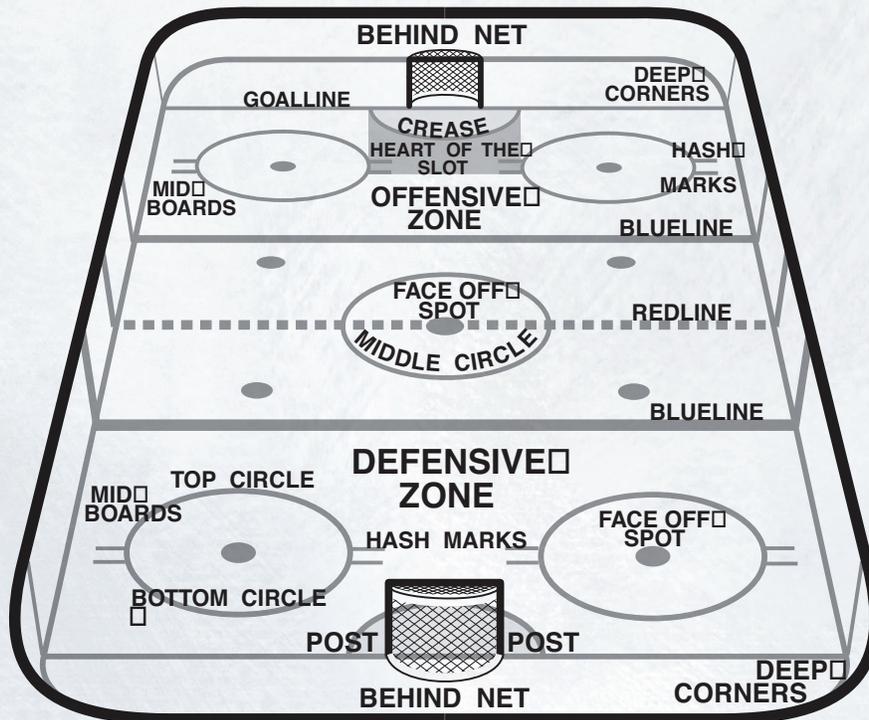
IT IS AMAZING WHAT CAN HAPPEN WHEN YOU PUT THE PUCK ON THE NET!



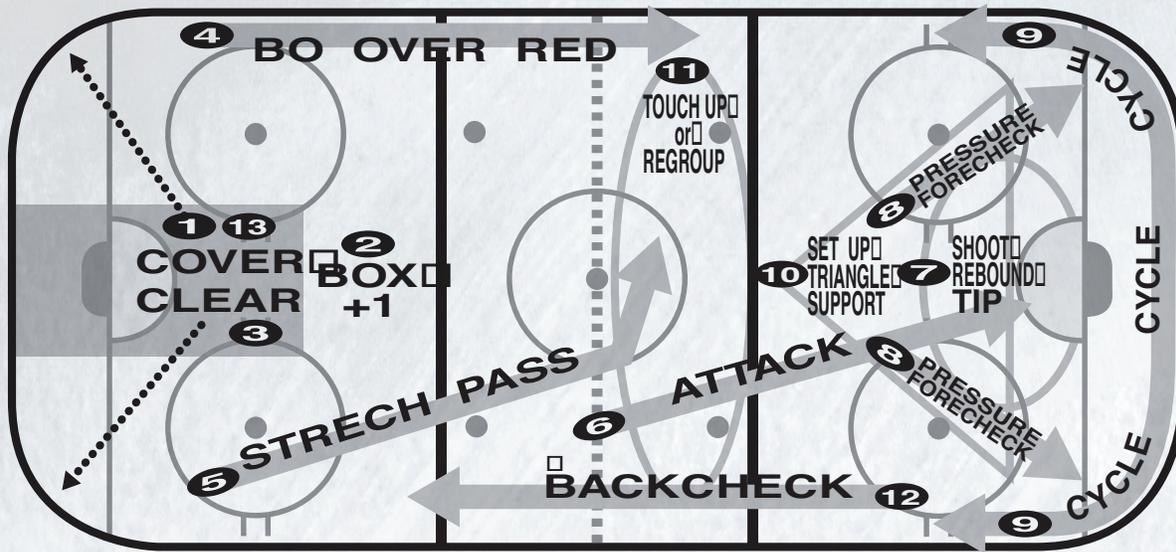
UNDERSTAND THE RINK!



Two most important areas:
in front of your net
in front of their net

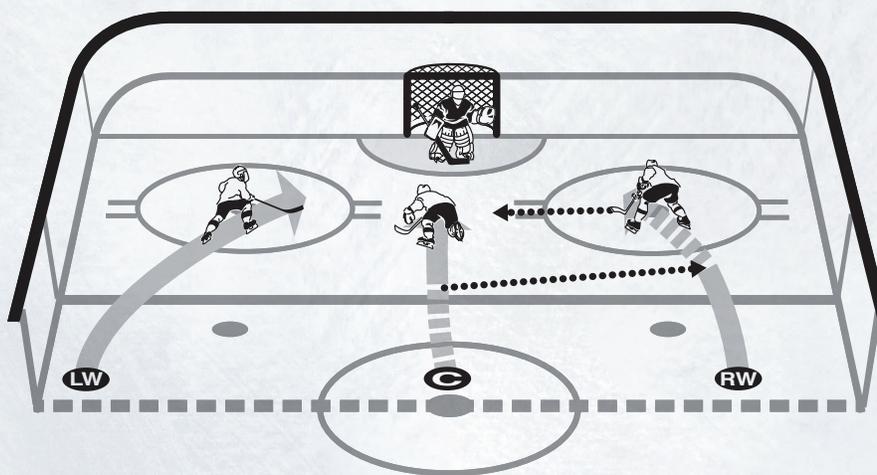


Players must know the rink identity to help their reading and reaction.



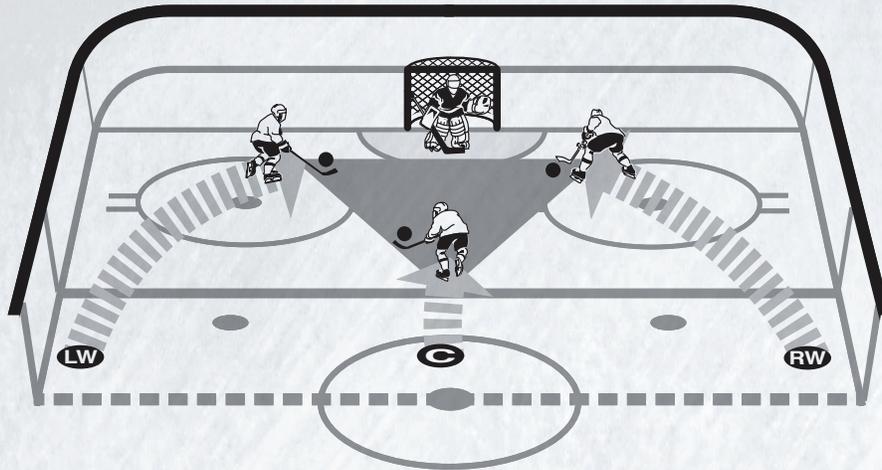
- | | |
|--------------------------|---------------------------------|
| 1. Cover 8 | 8. Pressure forecheck |
| 2. Box + One | 9. Cycle |
| 3. Clear 10 | 10. Set up - triangle - support |
| 4. Breakout over Red | 11. Touch up or regroup |
| 5. Stretch Pass | 12. Backcheck |
| 6. Attack over Red | 13. Cover |
| 7. Shoot - rebound - tip | |

QUICK PASS - RETURN LATERAL PASS



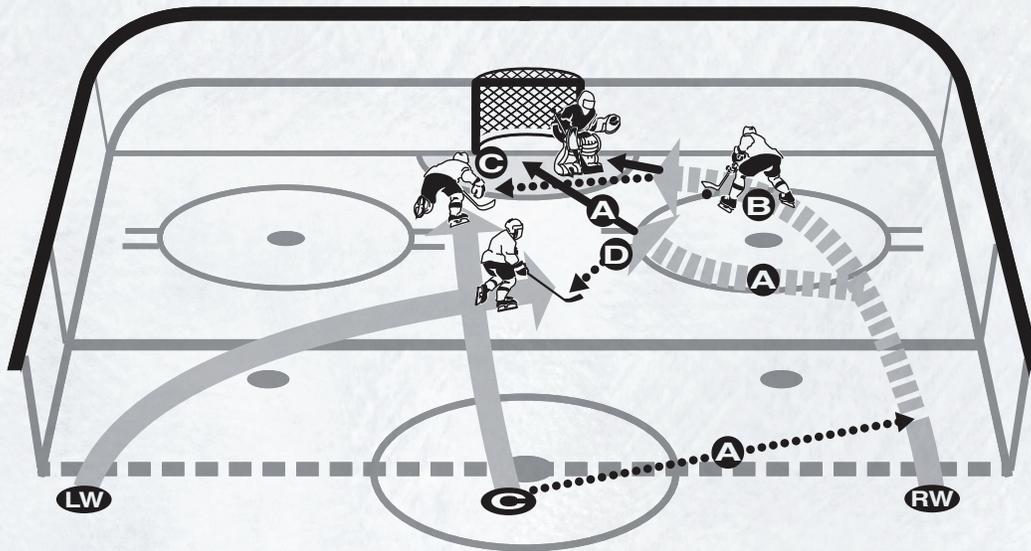
This is very simple, but very effective. The give-and-go can work either with the first pass starting at the wing or the center.

GO TO THE NET – KEEP THE TRIANGLE



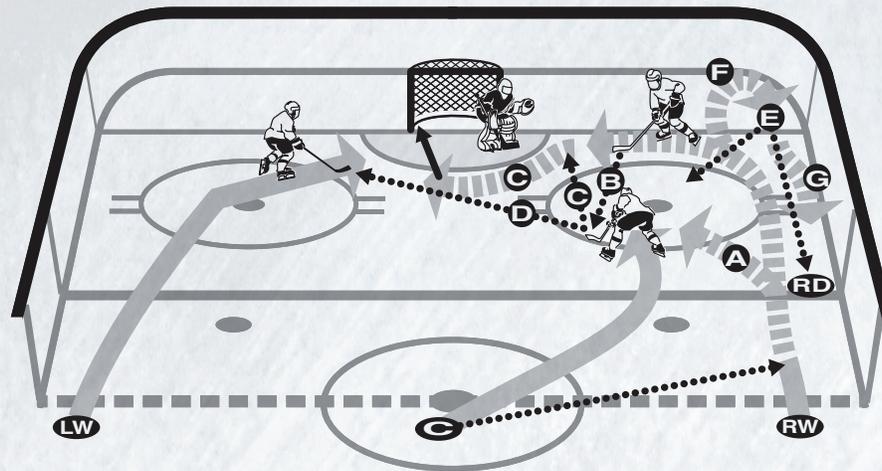
When in doubt, shoot or go to the net.

OFF-WING TRAILER – CENTER TO THE NET – KEEP THE TRIANGLE



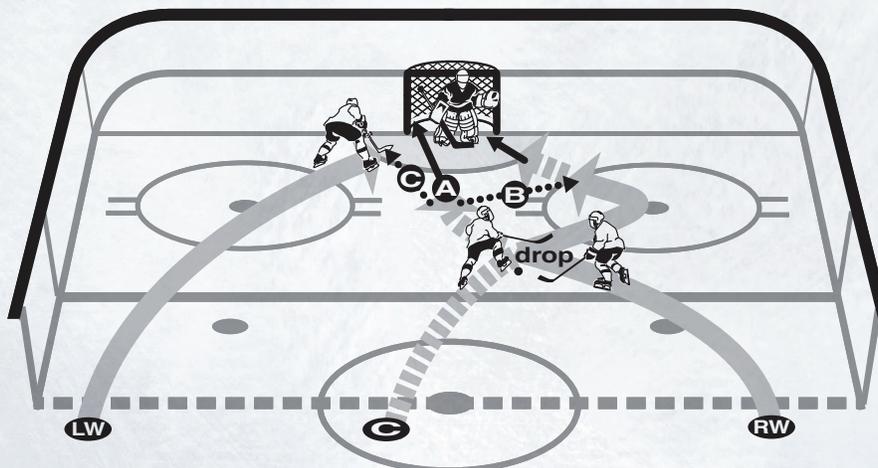
- A. The center passes to the right wing. The center then drives through the middle of the ice to the far post of the goal, while the right wing drives inside of the faceoff circle for a scoring chance.
- B. The right wing drives outside of the faceoff spot and cuts in for a scoring chance.
- C. The right wing drives the circle and passes to the center on the far post.
- D. The right wing drives the circle and passes back to the off-wing, cutting to slot.

CENTER TRAILER – OFF-WING TO THE NET (with most common options)



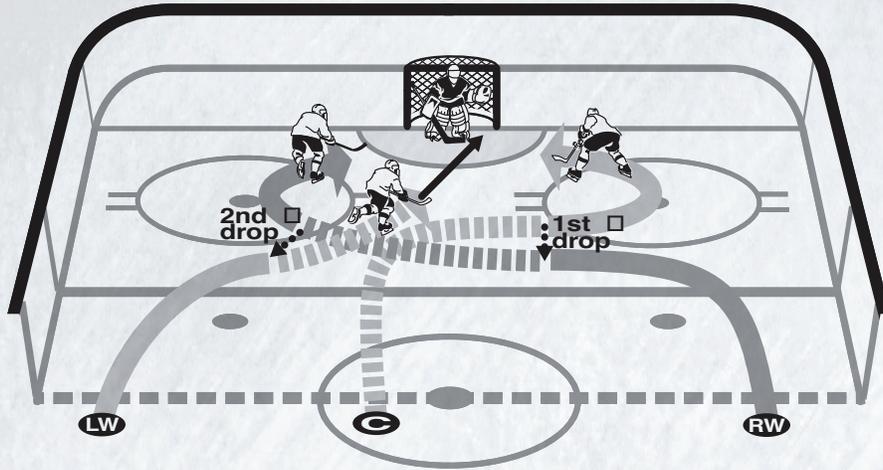
- The center passes to the right wing, who attacks to the top of the circle. The center and the left wing go to the net for a rebound.
- The center passes to the right wing, who drive skates to the bottom of the circle and passes back to the center trailer.
- The center passes to the wing, who drive skates to the bottom of the circle and cuts in to the goal for a scoring chance.
- The center trailer passes to the off-wing, who shoots or passes to the other wing.
- The wing makes an escape, then passes back to the center or up the boards to a defenseman.
- The wing make an escape and walks out to the goal for a scoring chance.
- The wing escapes and cycles up the boards, while the center comes down the boards. The center and wing perform a give-and-go and the center shoots while the wing rebounds.

OUTSIDE-IN DROP – KEEP THE TRIANGLE



- The center drop passes to the wing, and the wing shoots with the other forwards going to the net.
- The wing with the puck gives a pass back to the center, who cuts across the faceoff circle on a good angle for a scoring chance.
- The wing with the puck passes to the off-wing.

DOUBLE DROP – KEEP THE TRIANGLE

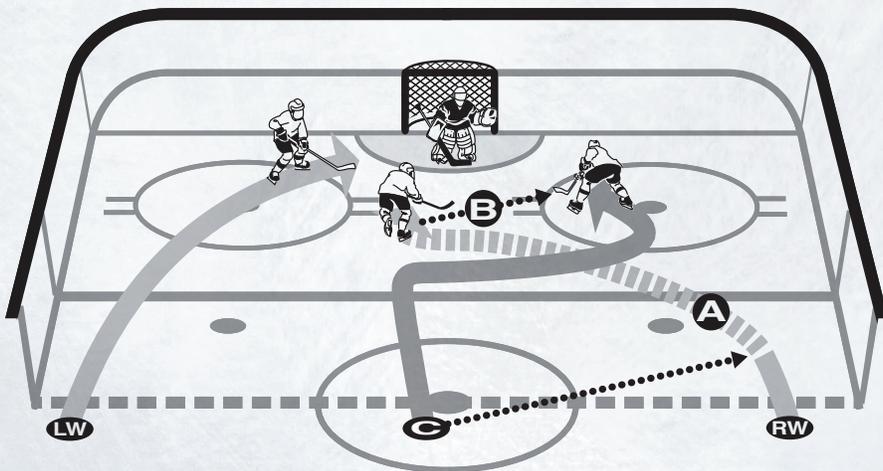


- A. The center drop passes to the right wing. The right wing takes center, then swings in front of the left wing and makes a second drop pass.

On all drop passes, all of the other forwards slow up when he or she sees the puck carrier skating into his or her lane in front of him or her.

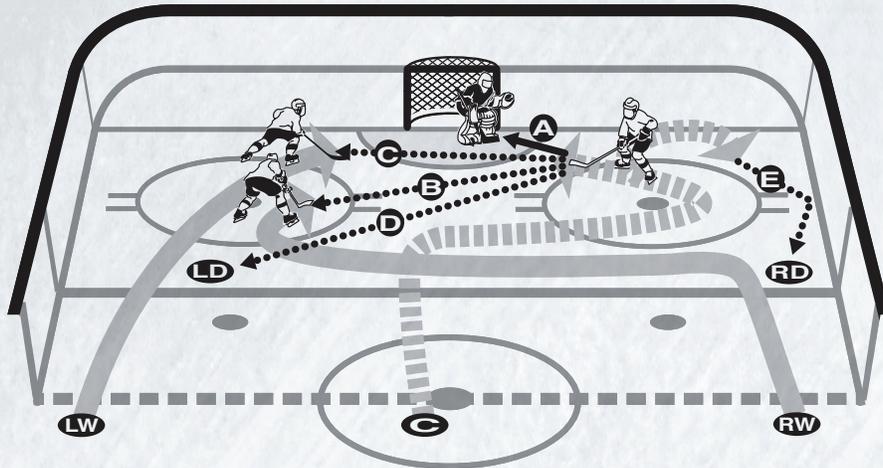
The puck carrier goes first.

INSIDE-OUTSIDE CRISS CROSS WITH LATERAL PASS



- A. The center passes to the right wing. The right wing cuts into the middle and the center crosses behind the puck carrier to right side.
- B. The right wing, who has become center, passes to the center, who has become the right wing.

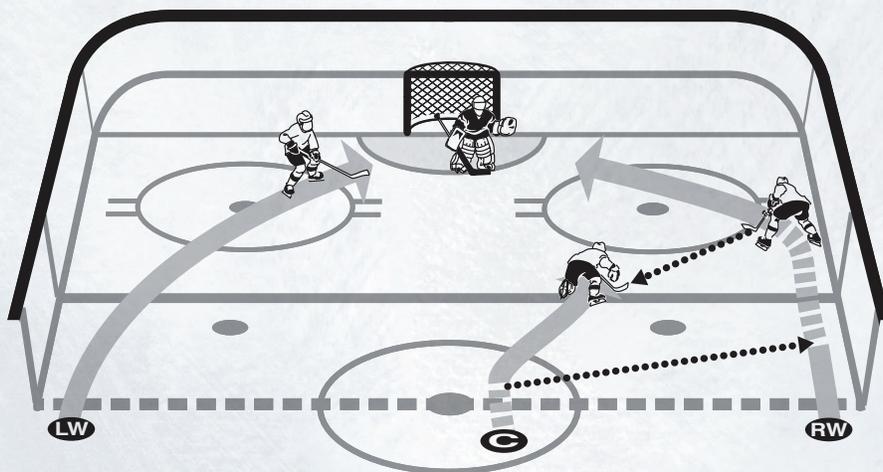
OUTSIDE-INSIDE CRISS CROSS WITH LATERAL PASS



The center carries the puck into the right side. The right wing crosses behind the center into the middle, while the left wing skates from the left side to the far goal post. The center, who is the puck carrier, has these options:

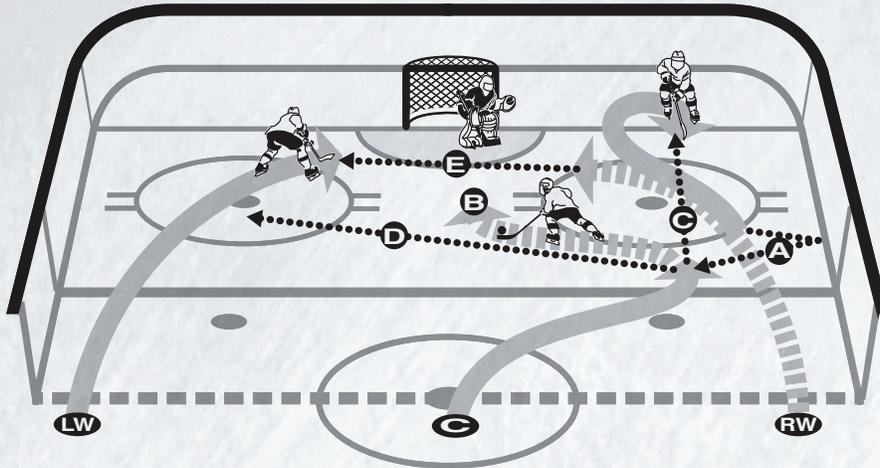
- A. Shoot.
- B. Pass to the right wing, who has crossed to the top of the left circle.
- C. Pass across the goal crease to the left wing.
- D. Pass out to the left defense.
- E. Execute an escape pass up the boards to the right defense.

DIAGONAL BACK PASS – TOP CIRCLE



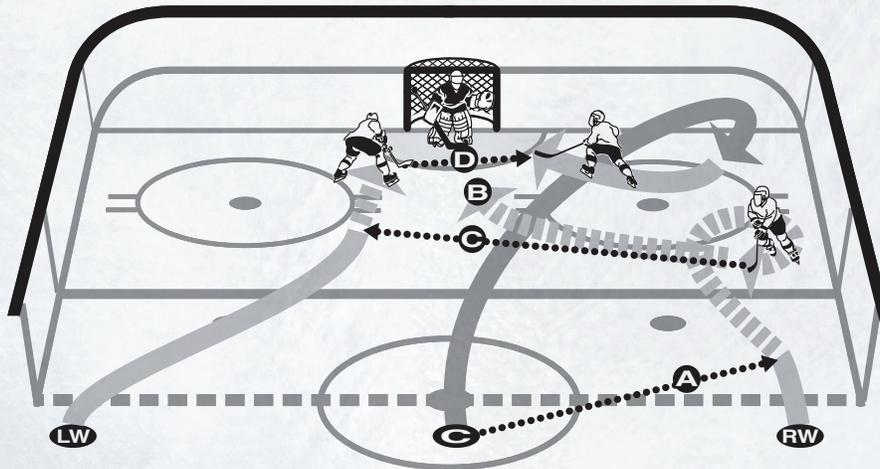
This is another quick series of passes, but it is done at the top and outside of the circle with a back diagonal (not lateral) pass if a defenseman meets the puck carrier at the top of the circle.

BOARD PASS



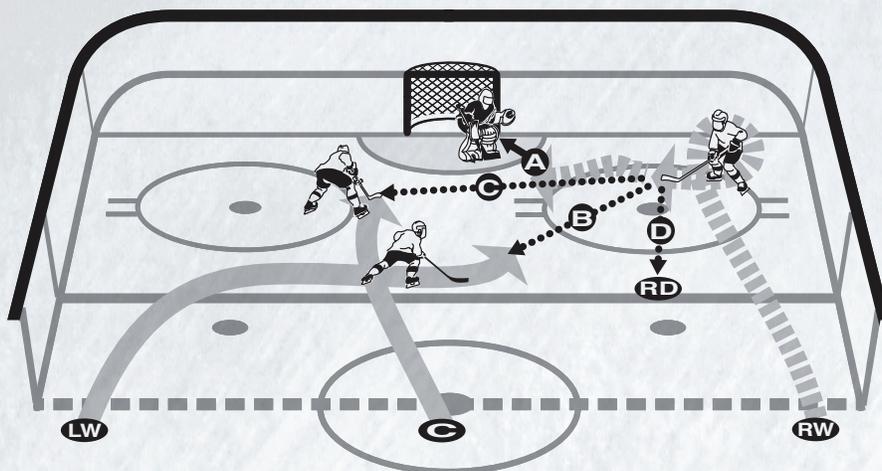
- A. The right wing drive skates from the board at the top of the circle, then back board passes to the trailing center.
- B. The center receives the board pass, then cuts in for a shot at the top of the circle.
- C. The center receives the board pass, then passes back to the right wing who, after making the board pass, skated to the bottom of the circle and executed an escape to be a receiver.
- D. The center receives the board pass and passes across to the off-wing.
- E. The right wing drive skates and goal mouth passes to the left wing.

HIGH ESCAPE



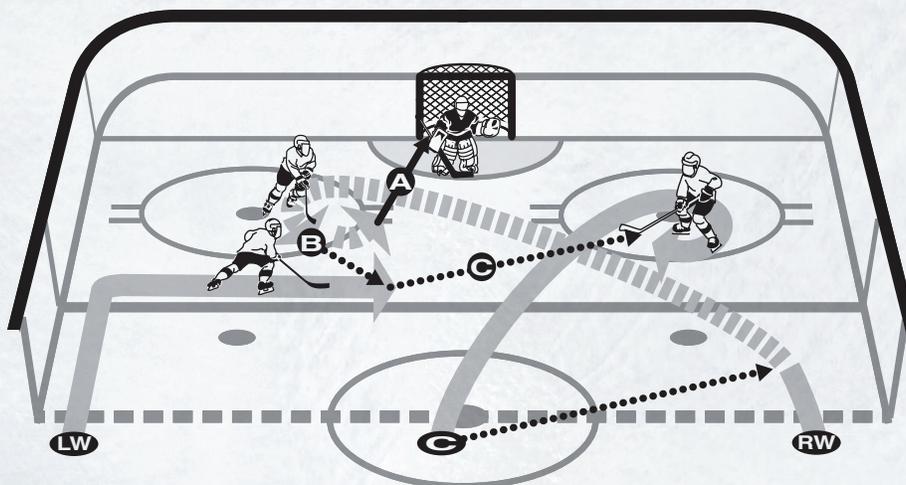
- A. The center passes to the right wing. The right wing drive skates to the top of the circle and executes an escape.
- B. The right wing cuts in and shoots.
- C. The right wing passes across to the left wing.
- D. The left wing shoots or passes to the center, who executes an escape in the low right corner.

LOW ESCAPE



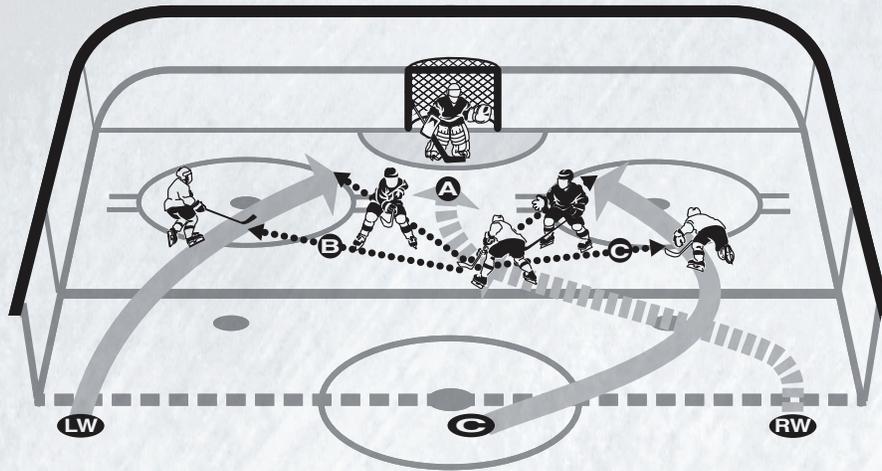
- A. The right wing drive skates to the bottom of the circle, executes an escape, then cuts in for a shot.
- B. Pass to the off-wing (left wing) crossing into the high slot.
- C. Pass to the center driving to the off post of the net.
- D. Pass to a defenseman.

DOUBLE ESCAPE



- A. The center passes to the right wing. The right wing skates across to the far circle, makes an escape and shoots while the others go to net.
- B. The wing makes an escape and passes to the left wing trailer or defense, who shoots. Others drive to the net.
- C. The wing trailer passes to the center (who made a double escape) who can do a pass-return-pass with the wing trailer, pass across to the other escaper or go to the net.

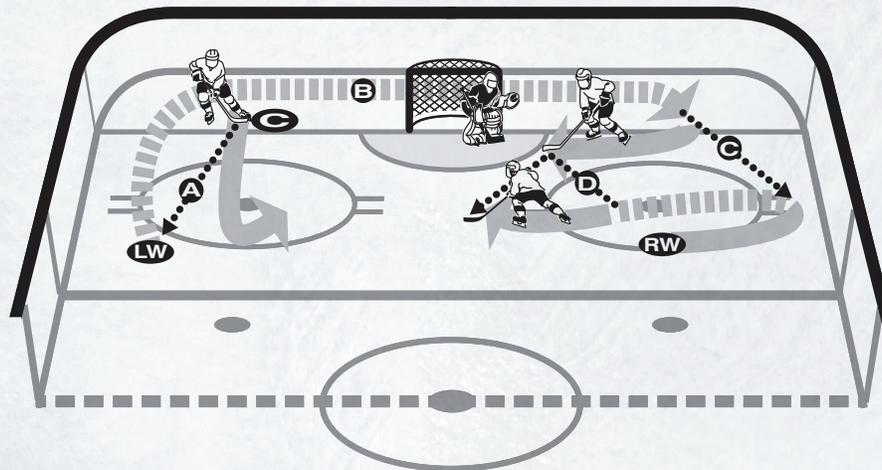
SPLIT THE DEFENSE



An offensive finesse that can be used if the defensemen are side-by-side at the blue line or 10 feet inside the blue line. The puck carrier skates directly at the off defenseman:

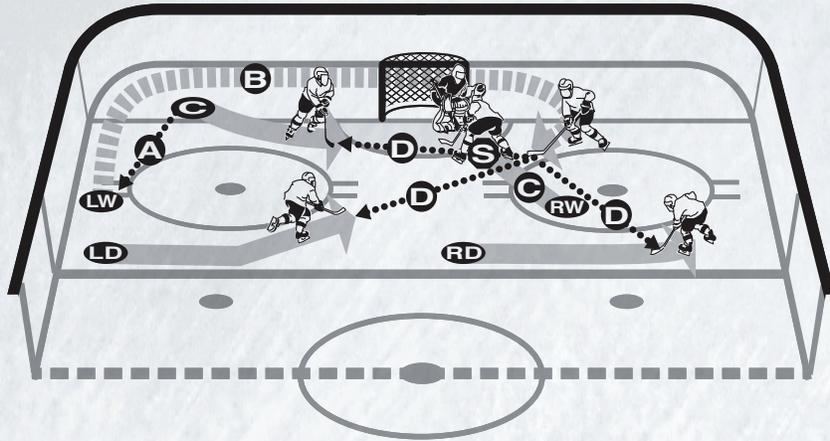
- The right wing cuts through the defensemen by splitting them.
- Pass outside or inside to the left wing.
- Pass inside or outside to the center, who crossed behind and drove to the right alley.

KING OF PRUSSIA



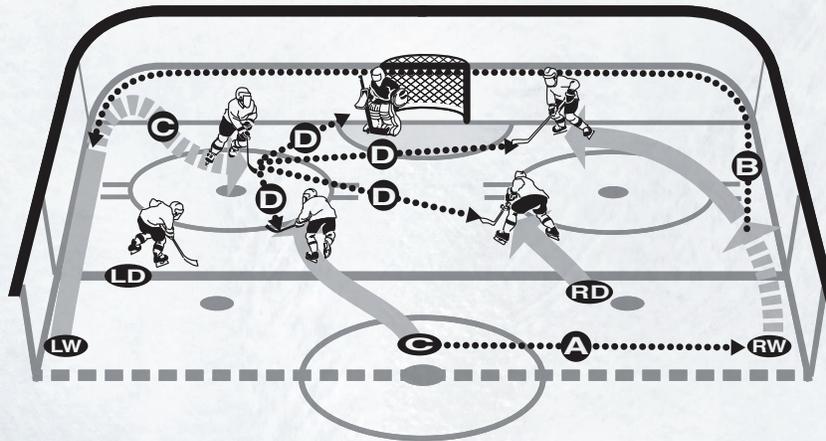
- The center passes up to the left wing, then curls up and around the faceoff dot.
- The left wing receives the pass and skates down behind the goal to the right corner.
- The left wing passes up to the right wing at the midboard, then moves to the net along the goal line. The right wing takes the pass at the boards and walks out.
- The right and left wings work a give-and-go, with the right wing having the option to shoot or pass.

MONTREAL PICKS



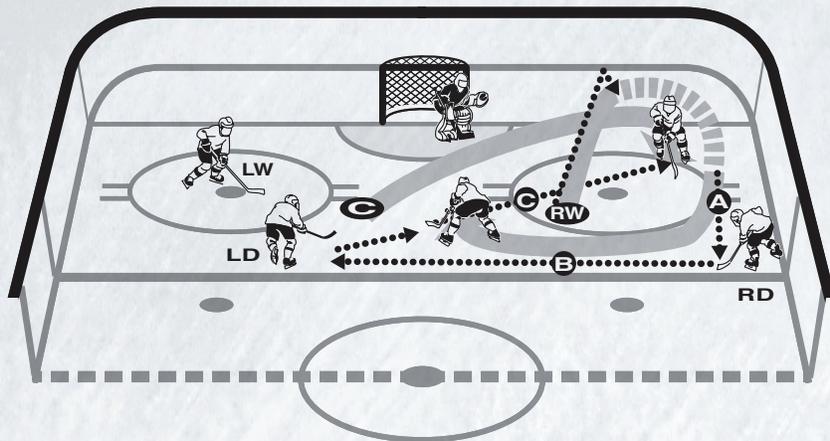
- A. The center has the puck and passes up to the left wing.
- B. The left wing carries the puck down around the net, then walks out from behind the net.
- C. The right wing screens the defenseman and the goalie.
- D. The left wing has the options of: passing to the nearside defenseman, off-side defenseman, center, or taking the puck to the net himself or herself.

RING AROUND



- A. The center passes to the right wing.
- B. The right wing drive skates to the top of the the circle, then rings the puck around boards
- C. The left wing drive skates, picks up the puck deep in the corner and walks out.
- D. The options are to shoot, pass to the center, across to the defense or pass to the right wing.

MID-BOARD WISCONSIN – “Z”



- A. The right wing shoots the puck, retrieves the puck and passes it out just below the circle to the right defense.
- B. The right defense passes across to left defense, who sends a short pass to the right wing who has skated up the boards and around the top of the circle.
- C. The right wing can then shoot, pass to the left wing or pass to the center.

CYCLING

1. Creative, fun, entertaining, rink rat hockey
2. Can be taught to semi-skilled or skilled 10U players
3. Must have good control of edges both inside and outside
4. Quality execution for their level of:
 - crossovers
 - push-unders
 - control turns
 - escapes
 - mohawks
 - handling puck with eyes up
5. Have conceptual thinking:
 - triangle
 - box or square
 - house
 - umbrella (upside down house)

- Do not get hypnotized by the flow - take the opening when it presents itself.
- Camouflage your tactics.
- Players must be disciplined and go to the net on every chance which you create.
- Keep the triangle.
- Keep your skates moving in a tuck posture. Protect yourself against boards.
- Only two players are below the faceoff dot.
- Bump passes must be angled off the boards to reach the deep corner or ring passes to go behind the net.
- Forwards must read the flow.
- Develop time and space, create openings and go hard to the net.
- The third player is always high.

Options (see following diagrams)

- Curl Shoot
- Double Curl
- Walkout
- Reverse
- Reverse Ring
- Hi - Low
- Wrap Around

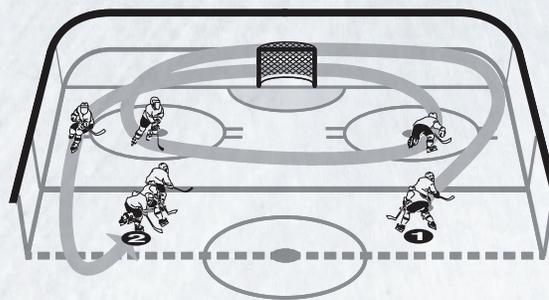
RULES OF CYCLING

- Use cycling to create openings, shots, rebounds and tips.
- Create time and space.

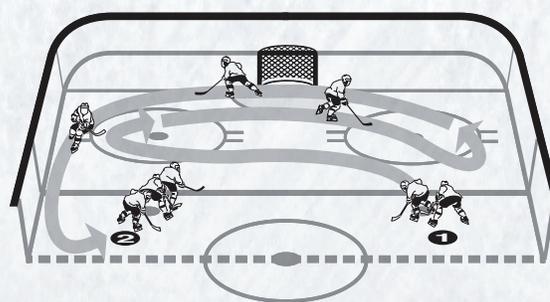
- Drop-Rap
- Wisconsin Z
- Trailer
- Ring Around
- Picks
- King of Prussia
- Behind Net
- Pass Out Up Pipe
- Passouts
- Board Passes
- Swedish Yo Yo (A) (B)
- 5-on-0
- 5-on-2
- 5-on-3
- 5-on-4
- 6-on-5

BASIC SKATING USED BEFORE YOU GET INTO CYCLING

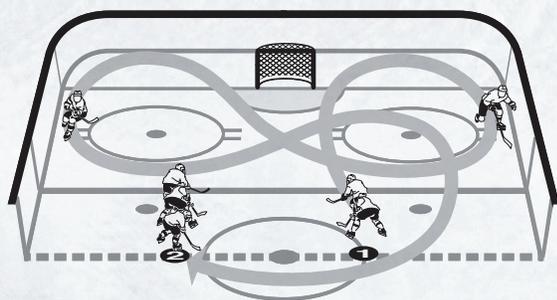
Skate the Cycle - Without the Puck
Attack Angles Behind the Net



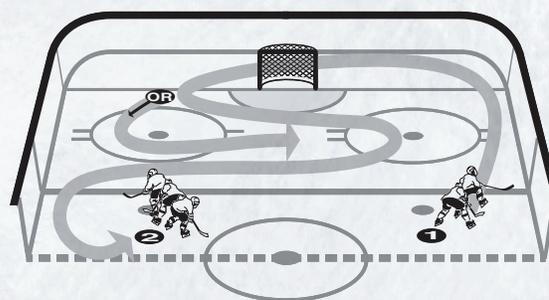
Behind Net - Loop de Loop



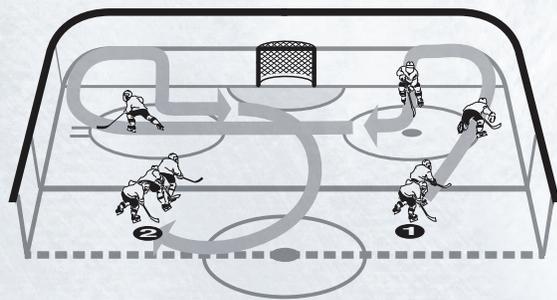
Forecheck Angle Skate



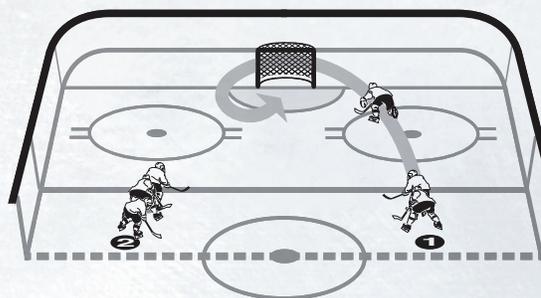
Curl the Circles - Right then Left



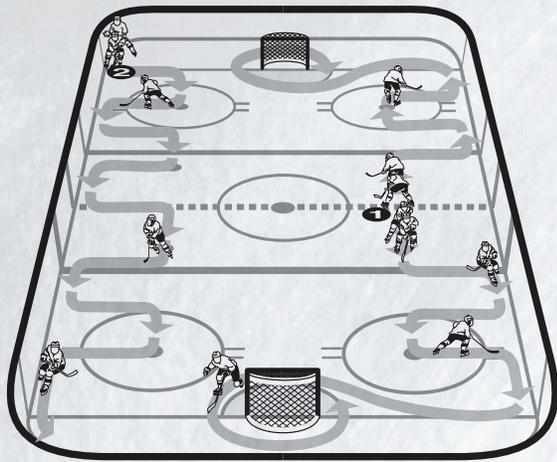
Come Around at Bottom of Circle or at Spot



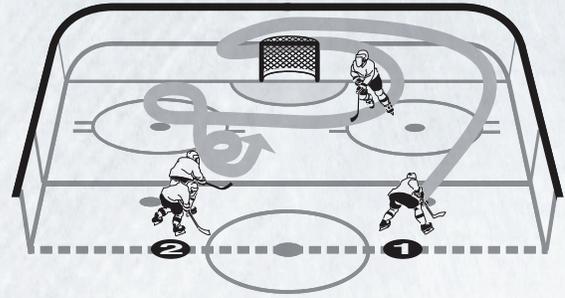
Walkouts



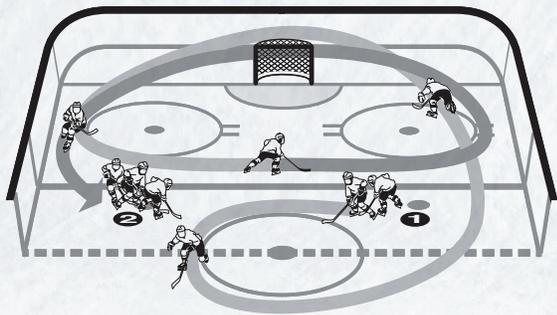
Wrap Around



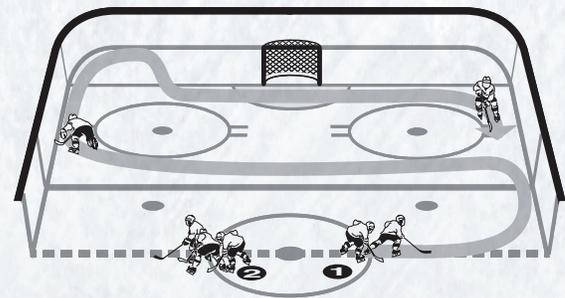
Mohawk Right Angle Skate



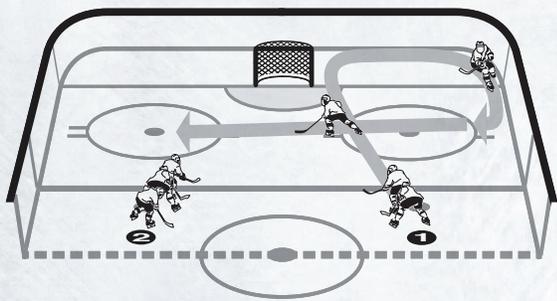
Counters Behind Net with Escapes - Spin-o-Rama



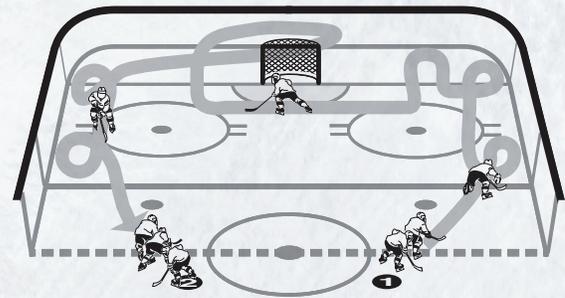
High Come Around



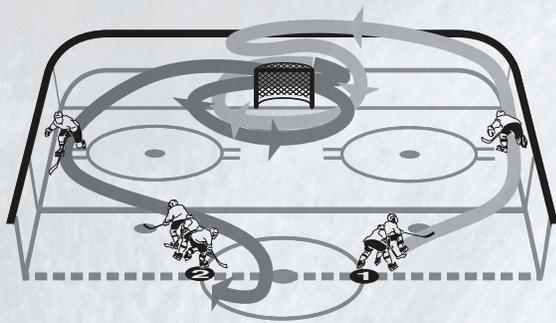
Mid-Board Lateral Come Across - Walkout



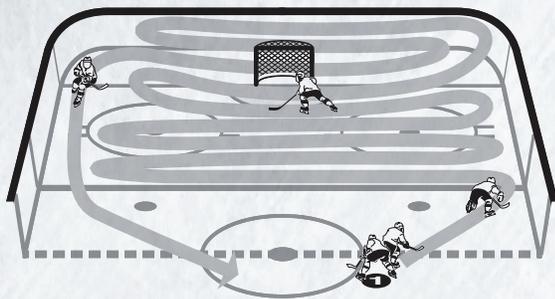
Curl Mid-Board - Lateral Come Across



Hi Escape - Low Escape - Walkout - Counter - Low Escape - High Escape



Behind Net Counters - Loop De Loop



Maze

WHY TEACH CYCLING OPTIONS

1. Fun
2. Creativity
3. Develop supportive interaction
4. Flow
5. Expand hockey initiatives
6. Double your offensive options by having as many behind the net options as in front of the net
7. Power play concepts in six-on-six situations
8. Refine power play situations by trying options in six-on-six hockey
9. Teach players to use the seventh player (boards)

SEEDS FOR CREATIVENESS – IDEAS THAT BLOSSOM TO GREAT HOCKEY

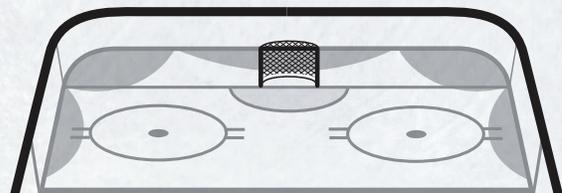
Teaching Cycling

1. Most options start with a bump.
2. Pass off the boards at the hash marks and at the top of the circle at a good angle.
3. One player skates the circles.
4. Two players skate the circles.
5. Two players skate the cycling options.

Cycling with Rotation to the Open Areas

1. Open areas
2. Development of flow cycling with the top of the circle bump
3. Development of flow cycling with a corner bump
4. Cycle, one bump and pass or shoot
5. Cycle, one bump, then three passes using defense
6. Cycle using the Wisconsin Z pattern
7. Cycle, one bump, drop pass to the mid-board, and switch
8. Cycle, one bump with walkout to the rim of the circle
9. Cycle, one bump with pass behind the net and a double walkout
10. Cycle, one bump with a reverse pass behind the net and a walkout
11. High bump, then low bump
12. Cycle, one bump, pass to the defense, defense walks, passes back, and then everyone goes to the umbrella
13. Cycle, one bump, carry and then drop behind the net
14. Low come around, high come around
15. King of Prussia
16. Implementation: do a drill 2-4 times for five days then add 3-on-2, 3-on-3, 5-on-5 drills in half rink with the defense having sticks turned over and the offense going until they score.

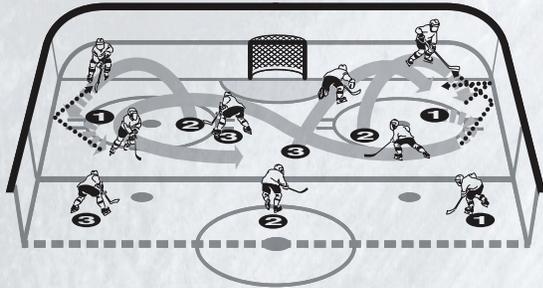
CYCLING #1



Notes/Comments

Open areas, sometimes called “Dead Zones,” are spaces in which coverage is light. The defenders must move to these areas to cover. When this happens, the offense has separated the defense and can confuse defenders with movement.

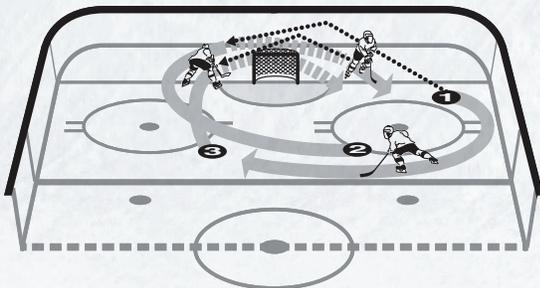
CYCLING #2



Notes/Comments

A fundamental movement of cycling with a line of three skaters. Skate the circle so that each player bumps and receives the bump pass on the left circle and the right circle. Do the two circle rotation once, then do it twice so that it will be a four circle skate.

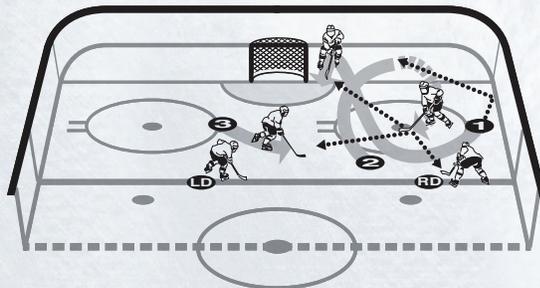
CYCLING #3



Notes/Comments

Practice the same drill, but bump the puck low in the corner, so that the puck stops behind the net. All three players separately skate the cycle, then bump the puck back behind the net. Skate both circles to complete the drill.

CYCLING #4

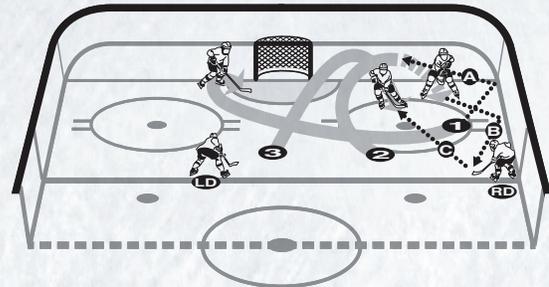


Notes/Comments

Cycle with one bump. The second player picks the up puck, carries it out to the top of the circle and

passes back to the first player, third player or the defense. Cycle with one bump and pass to your linemates or shoot.

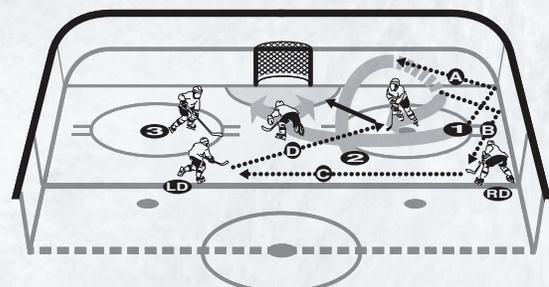
CYCLING #5



Notes/Comments

Cycle with one bump then make three passes using your defense. The first player bumps, then the second player picks up the bump and passes to the defense. The defenseman passes to the third player, who passes to the first player, second player, defense or shoots.

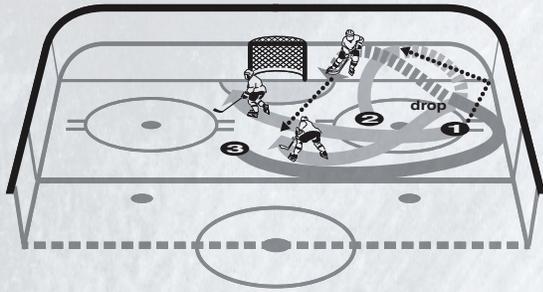
CYCLING #6



Notes/Comments

Cycling using the Wisconsin Z pattern. After one bump, the second player through picks up the puck and passes to the defense. The defense passes across to the lateral defense, who passes back to the second player through who shoots or passes. The second player passes low in the corner.

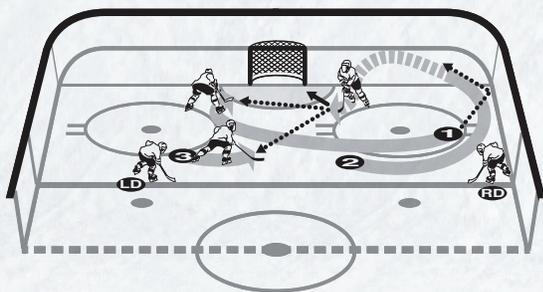
CYCLING #7



Notes/Comments

Cycle with one bump by the first player who goes to the off-post. The second player picks up the puck and drops a pass to the third player coming down. The third player goes deep and passes out.

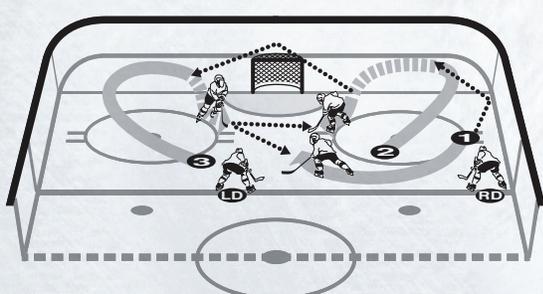
CYCLING #8



Notes/Comments

Cycle with one bump with a walkout to the rim. The first player bumps and goes to the weak side post. The second player picks up the bump, goes deep behind the goalie and walks out to the rim of the circle and shoots or passes.

CYCLING #9

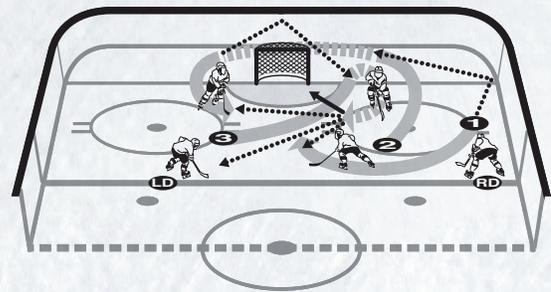


Notes/Comments

One bump with a pass and a double walkout. The first player bumps, then loops high. The second player picks up the bump, walks out and passes

behind the net. The third player picks up the pass behind the net and walks out.

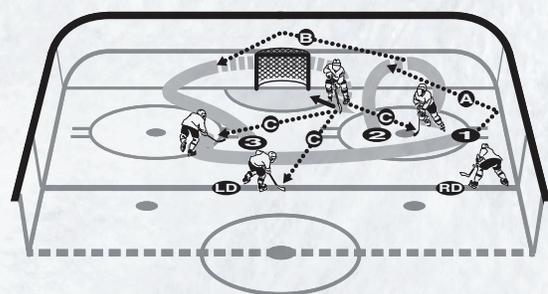
CYCLING #10



Notes/Comments

One bump with a reverse pass behind the net and a walkout. The cycling first player bumps, then stays high. The second player picks up the puck, goes behind the net, then makes a reverse pass off the boards. The third player picks up the reverse pass, walks out and passes or shoots.

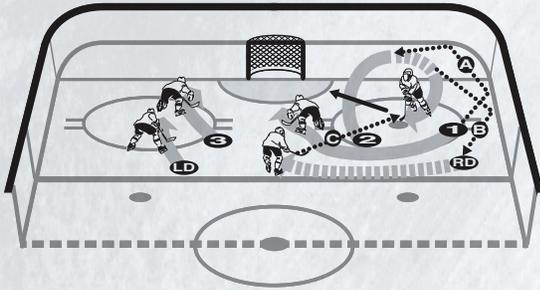
CYCLING #11



Notes/Comments

High bump, then a low bump. The first player bumps and stays high and goes across. The second player picks up the bump and then bumps low and comes around the circle. The third player circles the net and passes or shoots.

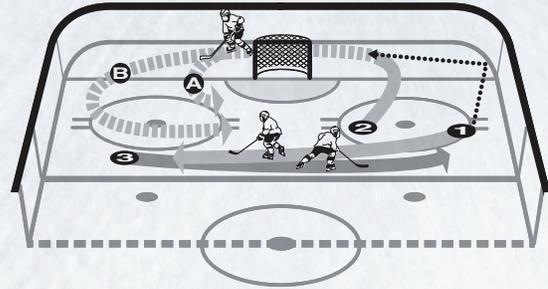
CYCLING #12



Notes/Comments

One bump pass to the defense. The defense walks and passes back to the passer. Everyone goes to the umbrella. The first player bumps, then goes to the net. The second player picks up the bump and passes to the defense. The defense walks the blue line and passes back to the second player, who shoots or passes. The third player goes to the net.

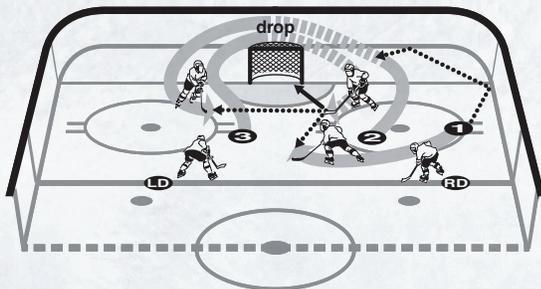
CYCLING #14 - HIGH/LOW COME AROUNDS



Notes/Comments

Low Come Around, High Come Around. The first player bumps, then stays high and switches sides with the third player. The second player moves in, picks up the puck, carries it behind the net and walks out low or high around the circle.

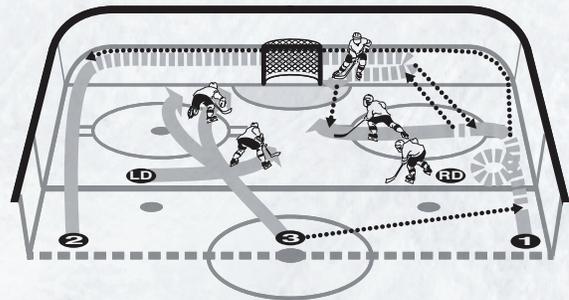
CYCLING #13 - DROP PASS BEHIND NET



Notes/Comments

Cycle with one bump, carry and drop behind the net. The first player bumps and stays high. The second player picks up the puck and carries it behind the net and drop passes. The third player circles the net, picks up the drop pass, walks out and shoots or passes.

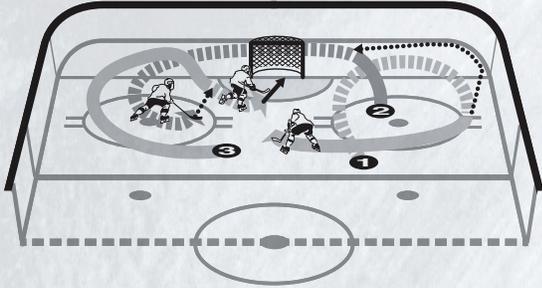
CYCLING #15 - KING OF PRUSSIA



Notes/Comments

King of Prussia. Commonly this situation arises from a dump or ring-around pass. We will use an outside escape and ring the puck. The third player passes to the wing. The wing drives to the top of the circle, performs an outside escape and passes around boards. The weakside wing receives the puck, goes behind the net, passes to the first player, gets a return pass, skates to the post and passes up the pipe alley.

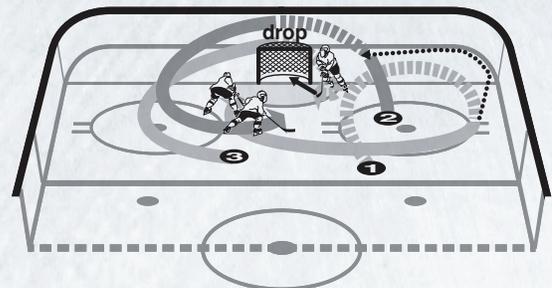
COME AROUND WITH TRAILER



Notes/Comments

The first player curls around the circle, bump passes and stays high. The second player moves in, picks up the puck, comes around the net and to the faceoff spot. The trailer passes to the third player, who has curled down around the goal line next to the goal post.

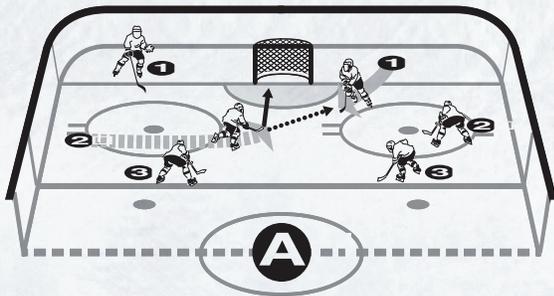
DROP PASS BEHIND NET



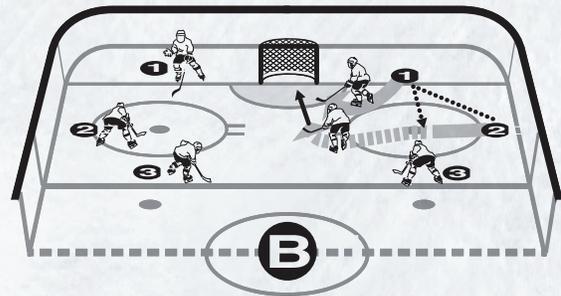
Notes/Comments

The first player curls around the circle, bump passes and goes to the far post. The second player moves in, picks up the puck, skates behind the net, drop passes and curls into the slot. The third player skates behind the net, picks up the drop pass and tries a wraparound.

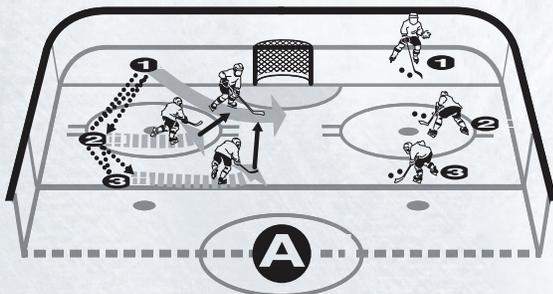
DRILLS FOR CYCLING



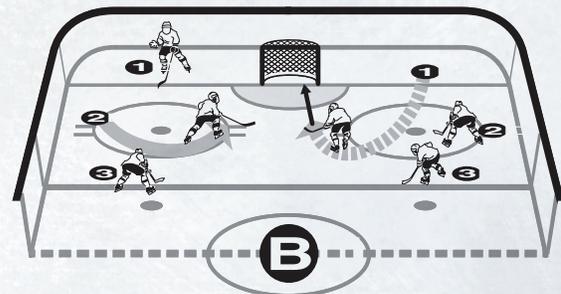
#1 supports #2 - walk across - shoot or pass



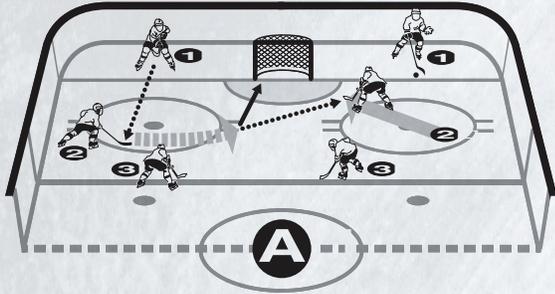
Down, up, shoot - rebound



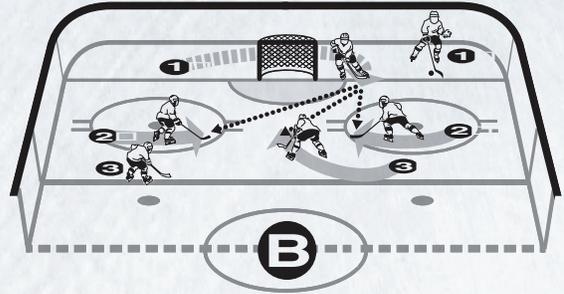
(1) & (2) up-down-up-walkout-shoot-screen-tip &
(3) up-down-up-walkout-screen-tip-support (2)



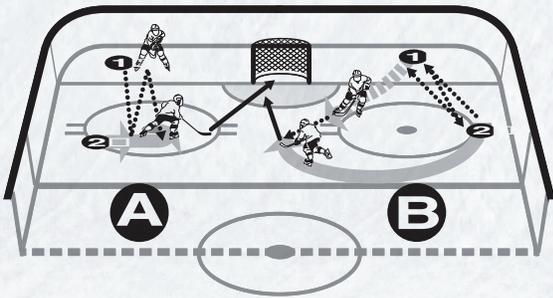
#2 supports #1
(1) walkout with support (2)



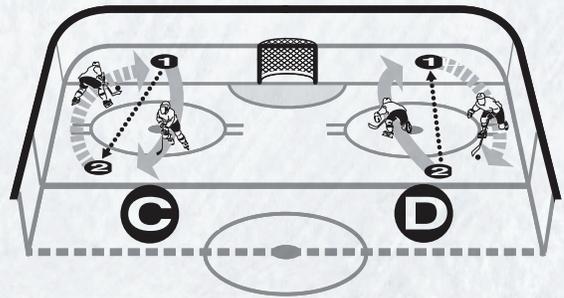
Up-walk across-pass-shoot



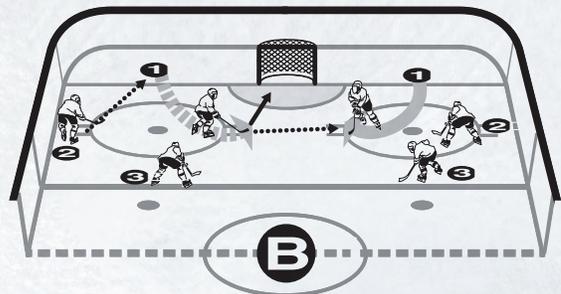
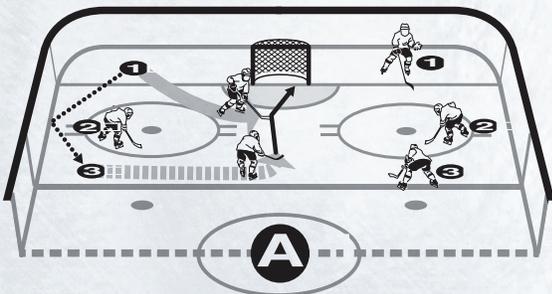
Come around-pass out to 2-3-2.

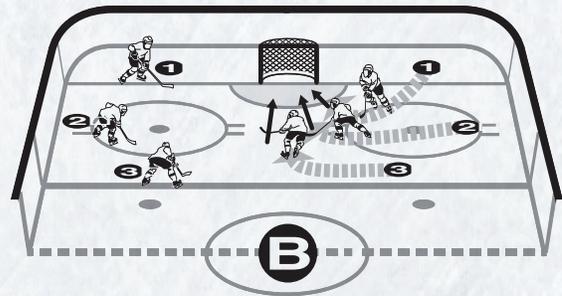
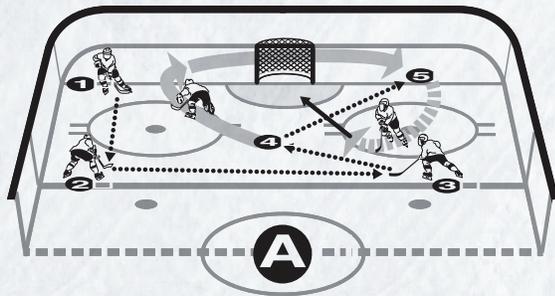
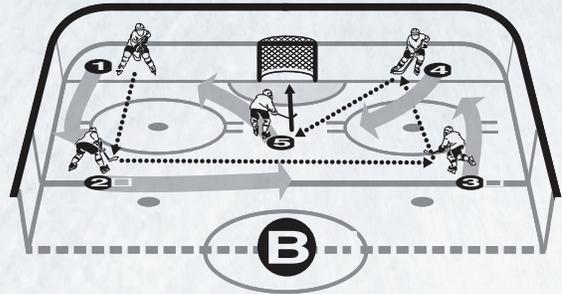
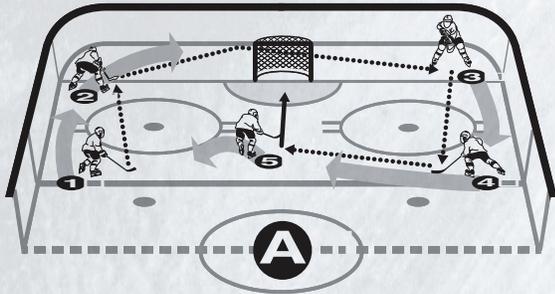


Up-down-up-walk across-shoot (A)
Down-up-down-walkout-pass (B)

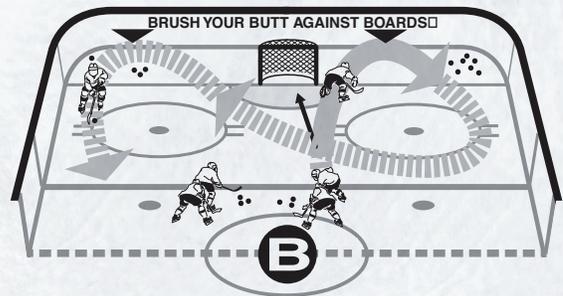
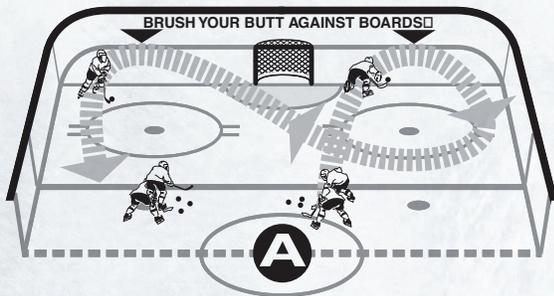


Pass up-carry down-switch (C)
Pass down-carry up-switch (D)

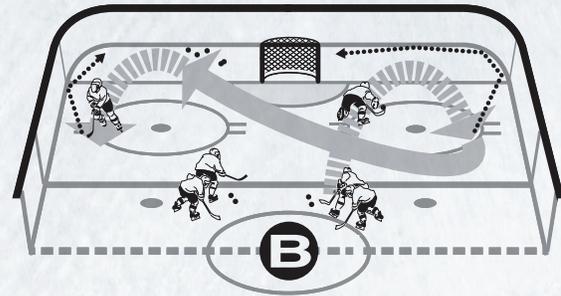
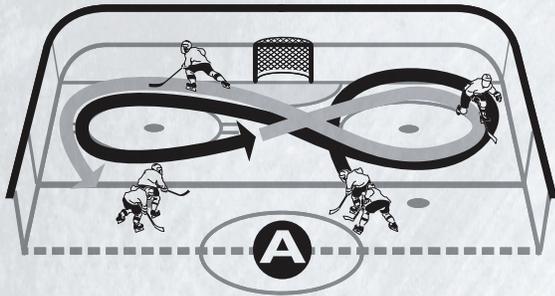




DRILLS FOR CYCLING - CARRY PUCK, SHOOTING AND PICK UP PUCK

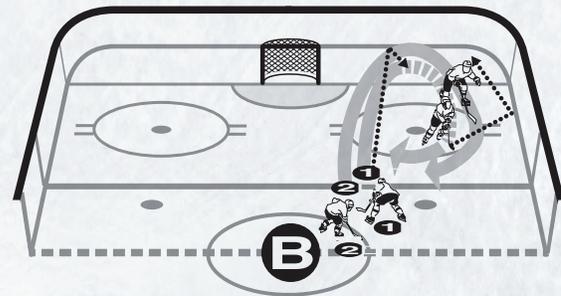
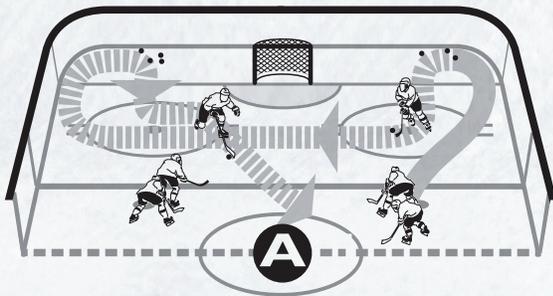


DRILLS FOR CYCLING - BUMP PASS

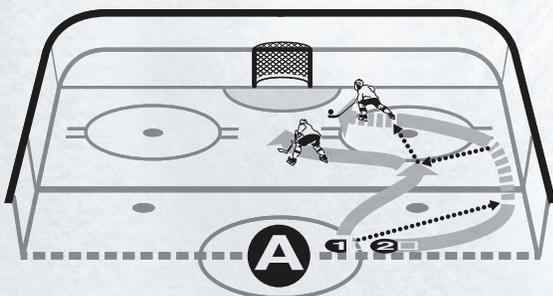


You must have a good angle on boards so that the puck reaches the deep corner or goes behind the goal.

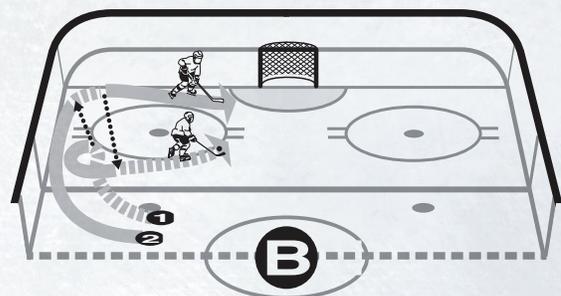
DRILLS FOR CYCLING – WALKOUT – TWO-PLAYER BUMP PASS



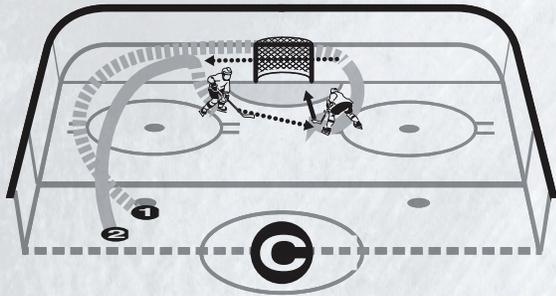
All play options, whether frontal attack, lateral attack or cycling behind net, should be taught with two players. Then add a third player.



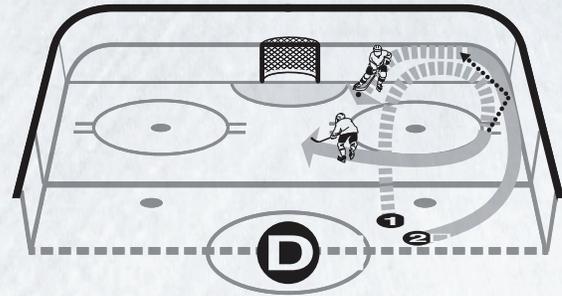
Pass, diagonal back pass with return pass



Escape with give-and-go passes



Cycle with reverse behind net pass



Cycle with walkout

TEACHING CYCLING

Usually all options start with a bump pass.

1. One player skates the circles.
2. Two players skate the circles.
3. Two players skate the cycling options:
 - a. bump-pass: skate the circle, shoot or pass or pass-return-pass
 - b. bump-pass: skate the circle, pass to defense, defense passes to defense then passes diagonally back to forward coming around circle
 - c. bump pass with a walkout
 - d. bump pass with a reverse behind the net and a walkout
 - e. bump pass with a bump pass behind the net
 - f. Billy Baker
 - g. bump pass with a come around low
 - h. bump pass with a come around low - converted to King of Prussia
 - i. bump pass with a come around high
 - j. drop at the hash marks
 - k. drop behind net
 - l. Montreal

PRACTICE PLAN FOR CYCLING #1

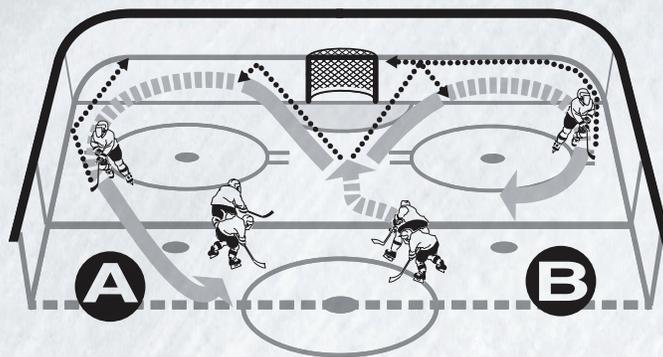
1. Players skate the circles without pucks:
 - a. Crossovers, control turns, escapes
 - b. Curls, walkouts, behind net counters, behind net come around for wraparound, come around low on the circle, come around mid-circle, come around top circle

2. Do the same with the puck:
 - a. Practice cross-arm bump passes to the corner or behind net
 - b. Devil's drill with crossovers, control turns, and escapes at the opposite side of horseshoe, stickhandle the course.
 - c. Devil's 1-on-1, 2-on-2 in the horseshoe
3. Cycling options with a partner
4. Cycling options with a line
5. 5-on-0 with offensive movement
6. 5-on-5 with sticks turned over
7. 3-on-3 down below the dots - three forwards vs. a center and two defensemen

PRACTICE PLAN FOR CYCLING #2

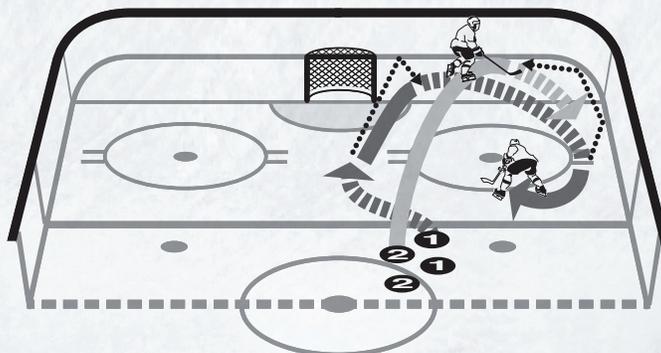
1. Teach offensive movement.
 - a. straight give-and-go
2. Teach offensive movement from the goal line extended.
3. Teach free flow of all three forwards
 - a. cycling from the triangle
 - b. with read and react options
 - c. with a third player becoming a defensive forward - either at the top of the circle or on a defensive side of the dot
4. Two-player cycle with a defensive forward.
5. Two-player cycle with a grinder and a mucker
 - a. fire hose drill
 - b. 2-on-1 in the corner
 - c. 2-on-2 in the corner
 - d. 3-on-3 in the corner
6. Teach players to "keep it on the wood"

CYCLE DRILLS - SHEET #1



BUMP PASS

To deep corner (A)
Behind net (B)



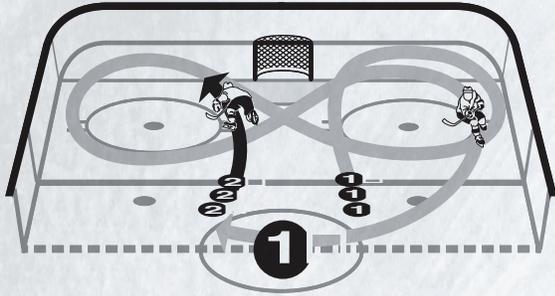
GOOD BUMP

Two players - read and react - use both circles

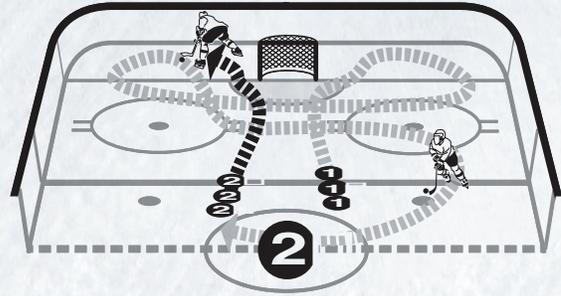
1. Curl Circle
2. Escape
3. Walkout
4. Reverse
5. Switch
6. Drop
7. Double Curl
8. Come Around Low-Hi-Wrap
9. Counter
10. Pipe Pass
11. King of Prussia
12. Montreal Picks
13. Wisconsin "Z"

CYCLE DRILLS SHEETS #2

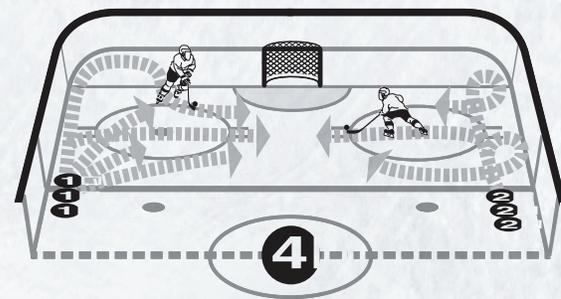
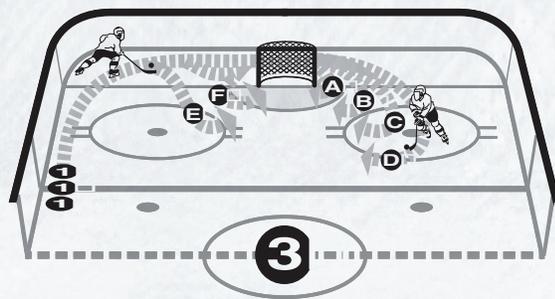
Simple to Complicated with and without Pucks



Curl the circle 2



Walk out to circle

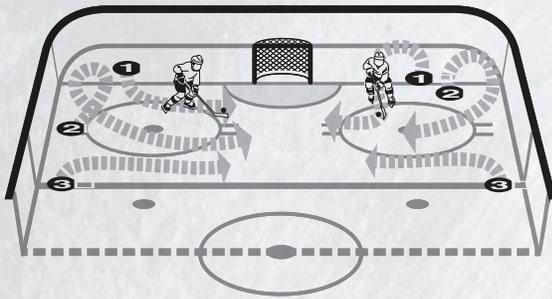


Attacks from Behind the Net

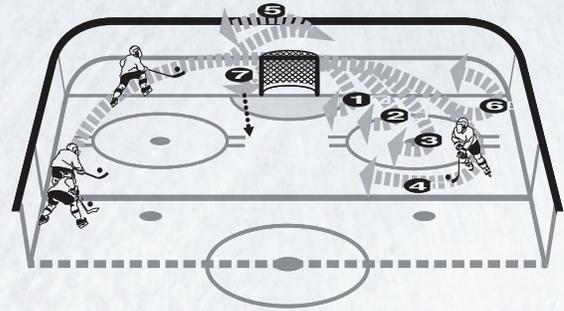
- Wraparound (A)
- Come around at the bottom of the circle (B)
- Come around at the dot (C)
- Come around at the top of the circle (D)
- Walk out (E)
- Counter (F)

- Angle Shooting
- Escapes (A)
- Mohawks (B)

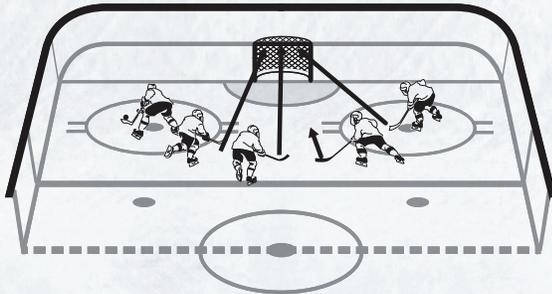
CYCLE DRILL SHEETS #3



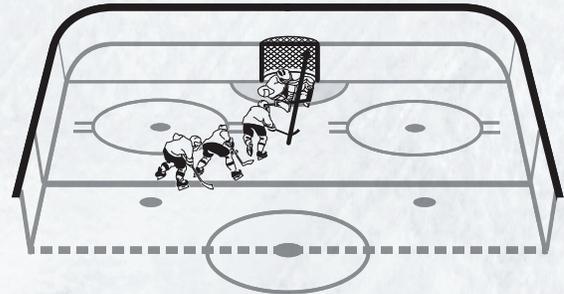
Walk out (1)
Escape (2)
Mohawk (3)



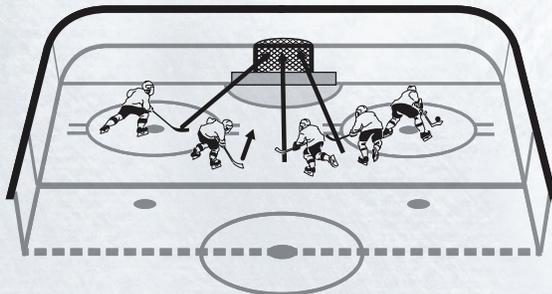
Wrap (1)
Walk out (2)
Low-come around (3)
High-come around (4)
Counter (5)
Escape (6)
Pass up the pipe (7)



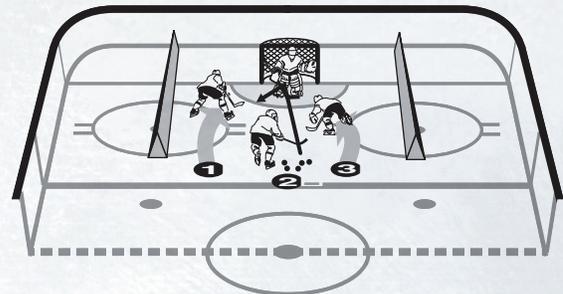
UPPERS - Empty net



Goalie flat across the net



Bench-Pull-Back



Three Amigos

Power Play

POWER PLAY SITUATIONS

There are many different types of power plays that may be utilized. In order for the coach to make a decision regarding the type of power play you wish to use, answer the following questions.

1. What is the size of the rink, the size of the corners, and the distance behind the goal line (10 feet or 15 feet)?
2. What is the general condition of the ice?
3. What players will you use?
 - The next unit?
 - The next line up?
 - A mixed line utilizing particular players?
 - Forward(s) playing defense or regular defensemen?
 - Players on the off-wing?
 - A specific power play unit?
4. Do you want a particular player leading the rush up the ice?
5. Do you want to utilize quick rushes and play for the quick shot?
6. Do you want to set up designed plays?
7. What are the responsibilities of each player?
8. Who is the quarterback?
9. What type of defense is the opposing team utilizing?

You must also consider what you want your players to do in each of the three zones while on the power play. Some of the options include:

1. Defensive Zone
 - fast breakout
 - semi-controlled breakout
 - controlled breakout
2. Neutral Zone
 - carrying the puck into the offensive zone
 - passing the puck into the offensive zone
 - shooting the puck into the offensive zone
 - various "pick" plays

3. Offensive Zone
 - designed play
 - quick shot/rebound

Some of the skills that make a player effective in power-play situations include:

1. Passing skills
2. One-touch passing skills
3. Shooting off the pass
4. The ability to read defenses
5. One-on-one puck control skills

GUIDELINES FOR EXECUTING EFFECTIVE POWER PLAYS

1. Maintain possession of the puck.
2. Keep the puck moving.
3. Penetrate the offensive zone.
4. Pass to where teammates will be, not to where they are or have been.

2-1-2 POWER PLAY

The 2-1-2 power play is a basic play that provides a balanced attack and multiple options. Either a forward or defenseman may quarterback or direct this play. It may originate deep in the offensive zone, outside at the blue line, or from the boards. The primary objective is to maneuver the puck to the man in the slot. Figures 17-22 through 17-26 illustrate options of the 2-1-2 power play.

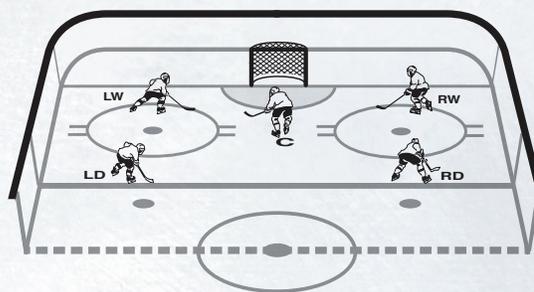


Figure 5-1. Basic alignment for the 2-1-2 power play.

Two forwards (LW and RW) are deep in the zone, and one forward is in the slot. The defensemen play normal positions on the blue line.

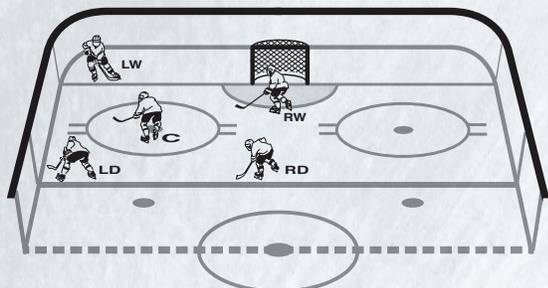


Figure 5-2. The 2-1-2 with play shifted to the boards.

same direction. The LD and RD can pass between themselves. The two deep forwards (LW and RW) should be taught to skate around to create openings.

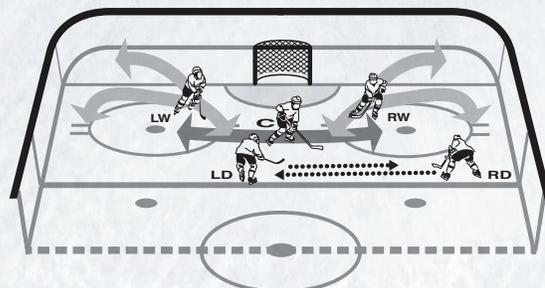


Figure 5-5. Movement of the forwards in the 2-1-2 power play.

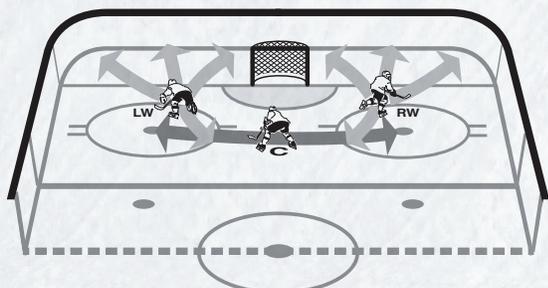


Figure 5-3. Forward movement in the 2-1-2 power play.

The primary purpose in this power play is to get the puck to the man in the slot. The basic passing patterns involve one defenseman (LD), one deep forward (LW), and the forward in the slot (Center).

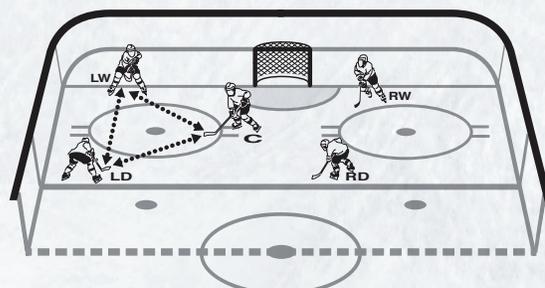


Figure 5-6. The offensive triangle in the 2-1-2 power play

The three forwards have room to move without altering the 2-1-2 alignment. The deep forwards have more freedom to move and redirect the play than does the forward in the slot.

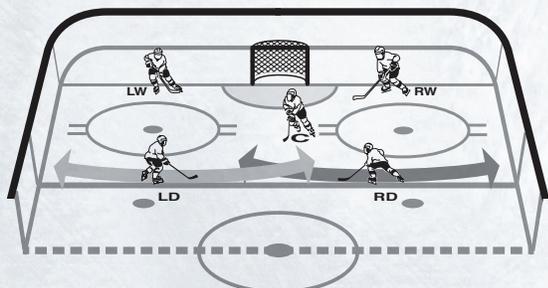


Figure 5-4. Defensemen movement in the 2-1-2 power play.

The defensemen (LD and RD) can move along the blue line. The forwards should adjust to their movement with a corresponding move in the

NOTES: The 2-1-2 Power Play

- Maintain balance in the power play. Teach your players to work the puck using the forwards and the defensemen.
- Maintain each of the multiple options illustrated.
- Get the puck to the player in the slot who can then take a shot.

If it is all that easy, one wonders why scores are not 98-97. The offensive players also have a few problems with which to contend.

- stickhandling skills (lose control of the puck and possession)
- passing and receiving skills (complete and/or miss a pass)

- skating skills (lose mobility, speed, and/or power or fall down)

If the defense just stood still, the offense would likely win (get a good shot on goal) about 70-80 percent of the time. And, of course, the goalie could stop many of those shots.