

OYHA Enhancements

OWATONNA YOUTH HOCKEY FOUNDATION LEVELS MITE-SQUIRT ENHANCEMENTS

AGENDA

- Introduction - (Deb and Will)
- Presentation Information - (Kirk)
- Skate Rental - (Deb)
- Equipment - (Kirk)
- Next Steps - (Deb)
 - Registration
 - Starting Level
 - Try Outs
 - Web Page Signup
- Questions / Open Conversation

This proposal focuses on a partnership with the two groups and provides a simple progression from Learn to Skate to PeeWee/U12.

Basic Objectives

- Keep the cost to play hockey inexpensive in Owatonna.
- Publicize the low cost to recruit more players and parents.
- Place more focus on the skill portion of hockey to help provide better development to keep it FUN.
- Help provide a structured outline for hockey development.

Future State of Hockey

Level 1 - Earn your Stick (Focus on One Thing at a Time - Skating)

- Basic learn to skate program with the “Earn your Stick” Concept.
- This level is focused on basic learn to skate fundamentals. The goal would be to earn your stick by the mid to three-quarter point of the season. The sticks should be provided by the program.
- Provide open skate opportunities for the Level 1 skaters (Free Passbook)
- Required age for level 1 would be 3 yrs old and up.
- Helmet and skates are the only required equipment.
- Skills/HEP type test to advance to level 2 (See Testing Example)

Level 2 - Earn your Puck (Focus on Two Things at a Time – Skating and Stick Control)

- Basic hockey skills with the “Earn your Puck” Concept.
- This level is focused on basic hockey/skating fundamentals. The goal would be to earn your puck by the mid to three-quarter point of the season.
- Introduction to competitive games and team type relay games.
- Required age for level 2 would be 3 yrs old and up with level 1 completion.
- Helmet, skates, shin & elbow pads, gloves and stick required equipment.
- Skills/HEP type test to advance to level 3

Level 3 - Earn your Game (Focus on Three Thing at a Time - Skating & Tactical Skills)

- Hockey skills with the “Earn your Game” Concept.
- This level is focused on basic hockey skill fundamentals. The goal would be to earn your game by the mid to three-quarter point of the season.
- Introduction of games would be competitive skill type games with modified hockey games to follow as the season progresses.
- Required age for level 3 would be 5 yrs old and up with level 2 completion.
- Full equipment required.
- Skills/HEP type test to advance to level 4

Level 4 - Structured Hockey (Group Skills, Team Practices and Modified Hockey Games)

- Structured In-house hockey league. Introduction to team practice, skill session and modified hockey games. Practice and skills for the first half
- At the mid point of the season, this league will follow a weekly skills, a weekly team practice with a weekend game - Normal schedule.
- Introduction of games would be competitive skill type games with modified hockey games to follow as the season progresses.
- Required age for level 4 would be 5 yrs old and up with level 3 completion.
- Skills/HEP type test to advance to Squirts/U10

Level 5 - Traveling Squirt/U10 OYHA Program (3 Teams - 2 Squirt Teams & 1 U10 Team)

- Similar to our current squirt/U10 traveling programs.
- One A & B Squirt Team and One U10 Team (Team sizes vary depending on participants and talent determined by tryout committee)
- Required age for level 5 would be 9 yrs old and up with level 4 completion.
- At the age of 8, you can follow the OYHA guidelines to petition to play.
- If a child does not make a team, they are recommended to play level 4
- Investigate the opportunity for Squirt B/U10 skaters to also play level 4 with an increased cost.
- Skills/HEP type test to advance to Squirts/U10

Skills Testing - (Example)

- Complete the required testing at each level. Each level should have 4 tests along with multiple testing sessions.

Skills - The HEP type test and the skills will be created for each level if the proposal is accepted. Skills could be similar to items listed below.

Level 1

- Basic Balance
- Chair Push
- Duck Walk
- Jumping

Level 2

- Forward Start
- Forward Stride
- Surf Board

- Edge Control
- Control Turns
- Forward Crossovers

Level 3

- Backwards Skating
- Backwards Stops
- Puck Control
- Lateral Puck Dribble
- Forward & Backwards Dribble
- Accelerating with the Puck
- Passing and Receiving the Puck
- Shooting Drills
- Control Turns with a Puck
- Forward Crossovers with a Puck

Ice Sessions - 90 Minute Ice Sessions - Consider a (3) 30 Min. Session Concept.

Use innovative ideas to provide suitable ice session solutions for each level.

90 Minute Ice Concept

- 30 Minute ice session with no zamboni will increase ice hours.
- Skaters will be allowed at least 45 minutes of ice. 30 minutes of instruction and 15 minutes for fun and skill development.
- Level 1 thru level 3 will share the 90 minute ice.
- Add flexibility to adjust to (2) 45 minute sessions.
- Basic ice layout to allow warm-ups and station work.

Quality Metrics

Create quality type metric to help guide the improvement suggestions. Determine

the metrics to track and then create the baseline information. Develop the system to enter and track the future information.

Possible Quality Type Metrics

- Participation numbers at each level.
- Results from the test sessions at each level.
- Feedback from parents and coaches evaluations.
- Individual skater performance.

3 to 5 Year Plan

As the skater numbers continue to grow, we would like to look at a similar

in-house approach for the squirt and U10 teams to provide extra ice.

- **Continuous Improvement** - We will monitor the program to determine if changes need to be made throughout the program.
- **Quality Metrics** - Evaluate the quality of the program.
- **Skills Coordinator** - Investigate adding a skills coordinator for the Park & Rec. and OYHA programs.

Other Points of Interest

- **Skill Progression** - More focused skills progression to build a better skating foundation.

Use the same concept for OYHA skills program.

- **Partnership** - Partner with park and recreation. Use the same progression theory.

Add an educational news letters mailed to skaters similar to Kids SI.

- **Coaching Support** - Encourage coaches to support the level 1 thru 4. Change coach concession hours to ice support hours. Develop a high school player mentor program to support park and rec. program.

Other Points of Interest

- **Recruitment** - Partnership with the park and recreation will allow OYHA introduce information to the elementary schools. Skate with the Huskies.
- **Quality Metrics** - Use quality type metrics to foster continuous improvements within the programs.
- **Concession Support** - Consider the extra support for the concession stand. More support will provide more hours and more opportunity to open more.
- **Sponsorship** - Consider providing jerseys, free equipment, and/or graduation awards through increased sponsorship opportunities.

Conclusion

- **Support** - We need support during the season to continue working through some the details to make these ideas proper for the 2008 hockey season.
- **Finance** - We can provide affordable hockey with creative solutions for ice focused on flexibility and cost.
- **Concession** - We can provide more volunteer support which would allow the stand to be open more often.
- **Registration** - Develop quality type metrics that are monitored on a regular basis in regards to the growth to the program and the overall performance.