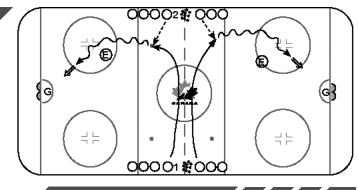
- 1. Access and improve passing and puck control skills
- 2. Access and improve offensive support
- 3. Introduce quiet zones

8 min

#### Reverse A.B.C.D Drill

- 01 Control skates to center of ice
- 02 Leads 01 with timing pass
- O1 Accelerates onto the puck, drives around the pylon to shot
- 01 Continues in front of the net to opposite line
- 02 Repeats



### **Key Teaching Points**

- Acceleration onto puck and into zone
- Keep feet moving during shooting
- Soft lead pass

# **Key Execution Points**

- 02 to wait until 01 passes cone before beginning
- Full speed back to line simulating backcheck

16 min

#### 3 Stations - Station 1

1 on 1 offensive zone

- 1 Skates to center, passes to O1 and pivots
- O1 Drives to tight turn in corner around pylon
- 01 vs 1 Play 1-on-1 low zone alternate sides



### **Key Teaching Points**

- O1 to drive full speed to quick tight turn
- 1 to read pressure or stall and contain

### **Key Execution Points**

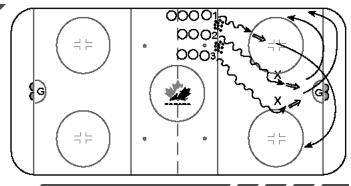
- O1 Must remain low in zone
- 1 to protect middle
- May add give-and-go option using © as 2

min

### 3 Stations - Station 2

Three-shot goalie drill

- O1 Strides forward for a slapshot, follows up to the post
- O2 Skates takes a snap/wrist shot, follows up to post
- 03 Skates across ice and comes to front of net for a shot



### **Key Teaching Points**

- Goaltender to respond as if these are rebound shots
- Players play no rebounds

#### **Key Execution Points**

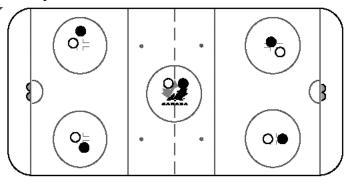
- Goalie starts all three players with one nod of the head
- Shooters focus on movement to net after shots

- 1. Improve forward crossovers and puck protection
- 2. Improve body contact confidence
- 3. Introduce net drive
- 4. Introduce cycling/quiet zone activity

#### 5 min

### Game: Sumo Agility

- Without sticks, players battle 1 on 1 in a circle with arms crossed
- A winner is declared when an opponent leaves circle, falls, or touches the ice with a hand or a knee.



### **Key Teaching Points**

- Stance
- Contact preparation

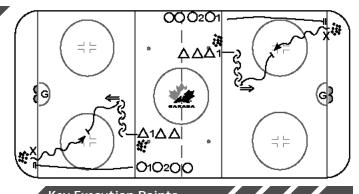
### Key Execution Points

- ©to monitor safety
- Potential tournament format



#### 1 on 1 from Corner with Help

- 1 Drags puck to center, shoots on goal
- 01 Skates to the corner and retrieves a loose puck
- 01 Plays 1 on 1 against 1
- If O1 cannot penetrate to net, O1 returns puck to corner and calls for "help"
- 02 joins for 2 on 1 play



### **Key Teaching Points**

- Puck protection
- Penetrate to the net
- Defenders read pressure or stall & contain

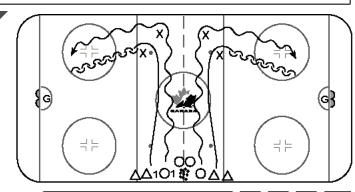
# **Key Execution Points**

- 01 to keep feet moving
- Communication
- O1 Agressive at attempting to penetrate



### Net Drive 1 on 1

- O1 Carries the puck around both pylons and drives to the net
- 1 leaves at the same time and must go between the pylons moving backwards
- 01 must drive to the outside



### **Key Teaching Points**

- · Quick feet
- Crossovers
- Puck protection

### **Key Execution Points**

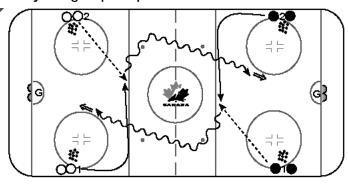
- Next group leaves as previous group enters the slot
- © reinforces the outside net drive at full speed

- 1. Reinforce the two types of forecheck systems
- 2. Introduce forechecking in the neutral zone
- 3. Introduce main concepts of penalty killing
- 4. Review transition skating while adjusting to puck possession



### Flat Skating

- 01 & ●1 flat skate along blue line
- 01 & ●2 receive pass from 02 & ●2
- 01 & ●1 drive wide, shoot on net



### **Key Teaching Points**

- · Low wrist shots
- Accelerate into pass
- Communication to initiate drill & passes

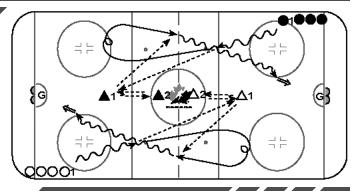
### **Key Execution Points**

- Skaters stay on same side
- Warm up goaltenders

7 min

### Plunger 1 - Touch & Up

- 01 skates through dots, passes to 1
- 1 passes to 2 to 1, back to 01
- 01 & ●1 start together



### **Key Teaching Points**

- Accelerate into pass
- Keep eye on passer
- 's keep feet moving / one-touch passing
- O's open pivot / close quick support

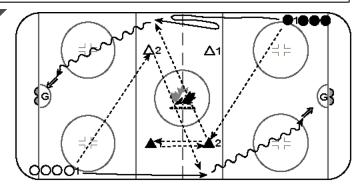
### **Key Execution Points**

- Communication to initiate drill
- Use both sides
- Change defencemen

7 min

### Transition Drill

- 01 passes to 1
- 1 passes to 2 simulating a turnover
- 01 turns to backcheck, 2 passes to 1
- 01 receives wide pass from 1 and drives wide for shot



### **Key Teaching Points**

- Change of pace skating for O's
- Keep eye on puck
- 's pause before passing

### **Key Execution Points**

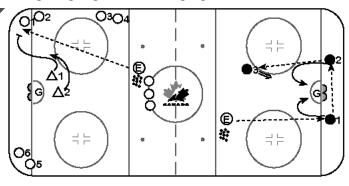
- Both sides at same time
- Change sides at half-way point
- Option: 's give-and-go with O's

- 1. Introduce set plays for winning face-offs in all three zones.
- 2. Reinforce skills to stay open for passes.
- 3. Refine ability to read and act in defensive situations.
- 4. Review goaltending skills; shuffling, angling and challenging shooters.

8 min

### Golden Bear 2 on 2

- 1, 2 start & return to front of net for each play
- O's pair up in 3 different locations
- © passes to any pair of O's, attack 2-on-2 vs 's
- 1 & 2 play all three 2-on-2's
- G2 plays wrap around & point shots with ●'s



### **Key Teaching Points**

- Communication between checkers
- 's take turns, one pressures while the other supports

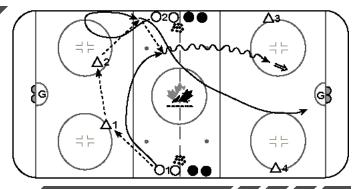
### **Key Execution Points**

- Drill controlled by the whistle
- Goalies switch half way

8 min

### 2 on O Neutral Zone Transition

- 01 passes to 1
- 2 staggers & receives pass from 1
- 02 supports close on wall, receives pass from 2
- 01 mirrors puck and receives pass from 02
- 01 & 02 attack 2-on-0



### **Key Teaching Points**

- 's stagger and support
- Focus on timing O1 to avoid getting ahead of puck
- Stick to stick passes

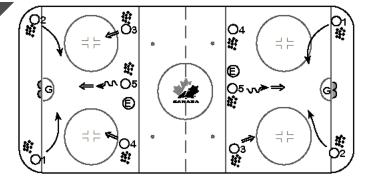
#### **Key Execution Points**

- Alternate sides
- © to watch the stagger closely



### Goalie Drill - 5 Shots

- 01 & 02 execute low walk-outs
- 03 & 04 take slap shots
- 05 executes in tight breakaway
- Keep rotating positions



### **Key Teaching Points**

- Shuffles
- Challenge
- Play angles

# **Key Execution Points**

• Allow enough time between shots