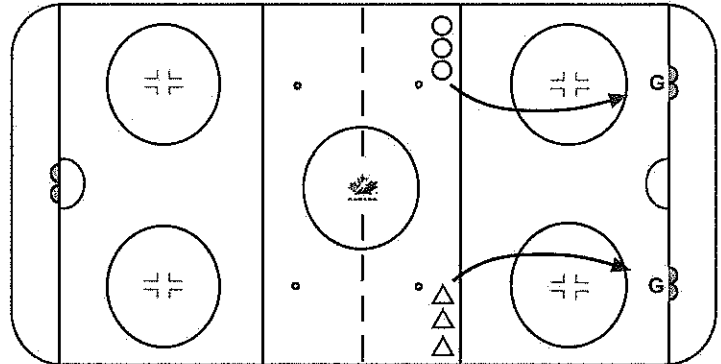


Chapter 4 – Additional Information

FUN & GAMES

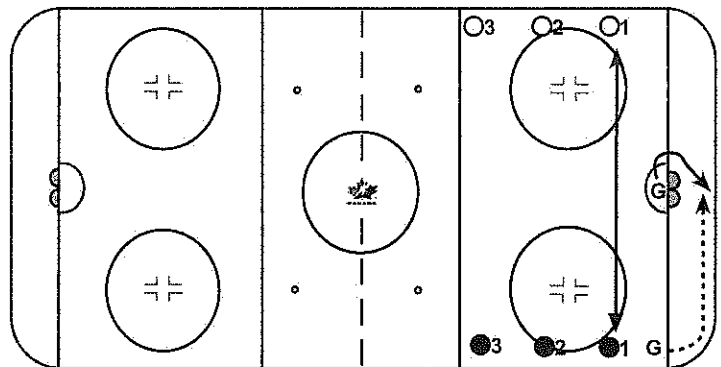
10 MIN HALF ICE 3 ON 0

1. three F's go and shoot- a 3-0
 2. they all clear zone and get a pass from coach; back for second 3-0
 3. next time clear the zone and go back 2-1.
 4. fourth time go back 1-2
- the three players decide who D-man is and the D-man get to be the rusher on the 1-2



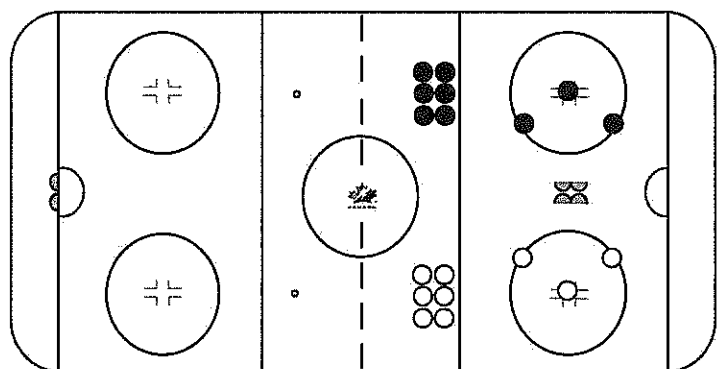
10 MIN PIN GAME

- good warm up game, both teams drill
- everyone will play 1-1 cross ice
- divide players into the three zones and they play 1-1
- to score a point, a player must press the puck on the boards with their stick, you get three points if you hold it for three seconds
- play for two-four minutes
- can also cut in half if coaches want



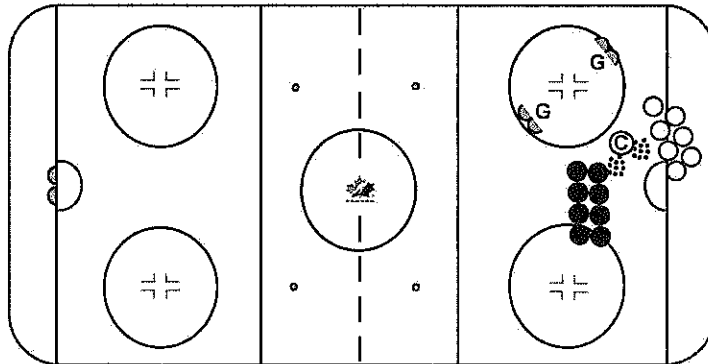
10 MIN BACK TO BACK NETS

- half ice drill
- nets are placed back to back between the hash marks
- three black play three white players
- one black and one white have to stay in contact with the face-off dot; they are the "slot men"
- play a 40 second shift, anyone can score
- a great drill for goalies to follow behind the net play

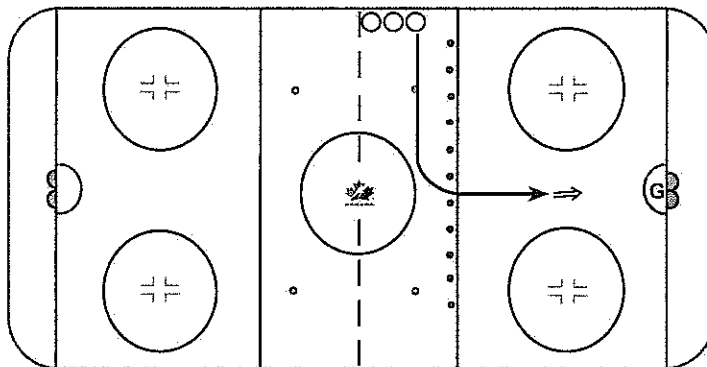


10 MIN**CORNER DRILL**

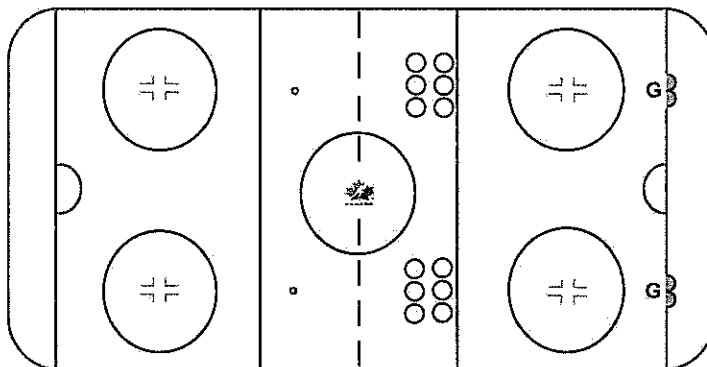
- half or quarter ice drill
- place nets close together on an angle
- two black play 2 white players
- any puck out of play or if a goal is scored, coach chips in a new puck and keep going
- whistle changes players
- play to nine goals
- can allow ¾ ice for other team
- if ¼ ice have second group in neutral zone, i.e. agility skate

**10 MIN****10 PUCK SHOWDOWN**

- could do half ice or competition for fun between two teams
- place 10 pucks on each blue line, black versus white
- a player has a breakaway, if he scores, the next guy goes
- if he misses, he retrieves the puck, sets it back on the blueline and goes to the back of the line
- first team to empty the blueline win
- have proper goalie with same age shooter

**10 MIN****SIDE-BY-SIDE SHOOTOUT**

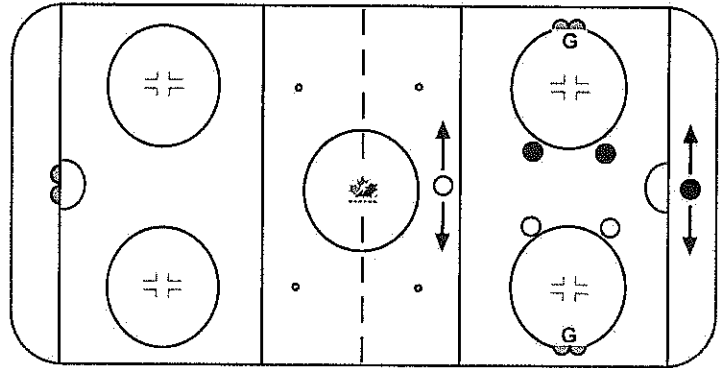
- place net at one end on the goal line
- have a shootout to seven goals - first to score seven wins
- the next shooter cannot go until the previous shooter clears the zone across the blueline



10 MIN

2 ON 2

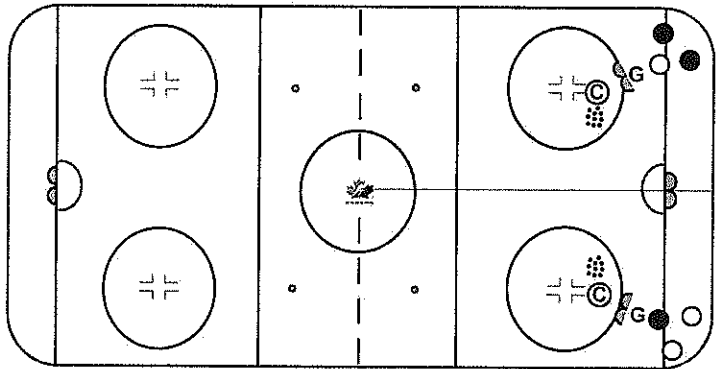
- put nets at the side boards and play a 2-2 cross ice game
- however, each team has a player that must stay outside the blueline or below the goal line
- these players can be used as outlet people but they cannot shoot or score



10 MIN

2-1 CORNER DRILL

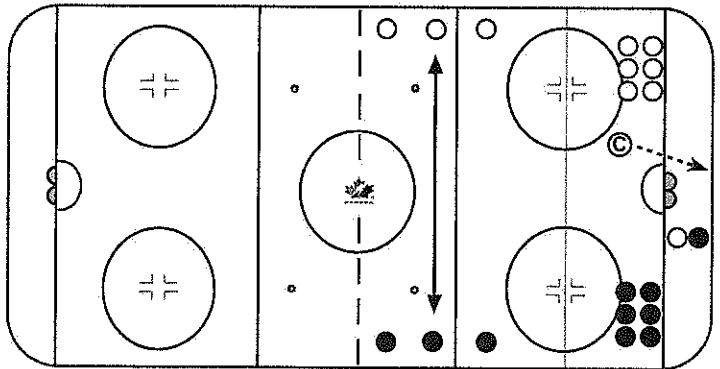
- line nets up in the corners facing the boards
- coach is behind the net with pucks
- two attackers try to score on one defender
- if goal is scored or puck leaves the zone area, coach fires in a new puck
- neutral zone you can do another activity



10 MIN

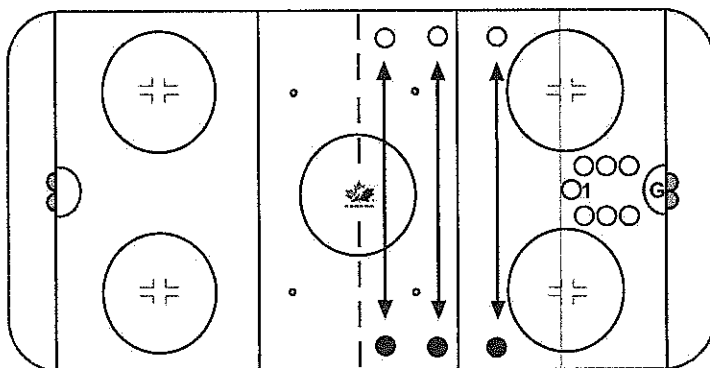
PUCK BATTLES LOW

- coach dumps in a puck and players battle for possession
- they must stay below the goal line
- on the coach's whistle, the player with the puck tries to get to the net and score
- first player to score wins, if the puck is cleared or covered, next pair will begin
- also frees up neutral zone area for other activities/drills or use one end and have the other team access 7/8 ice



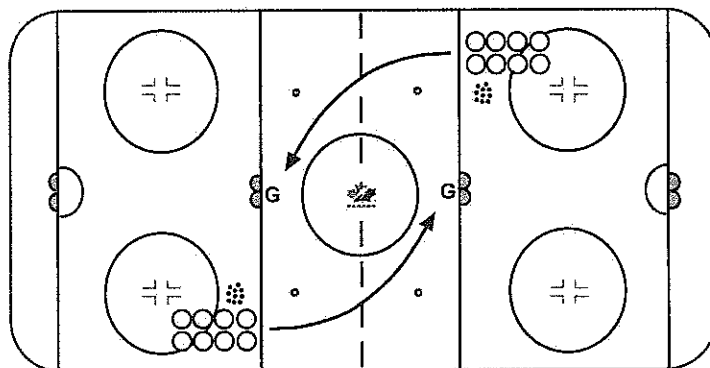
10 MIN PIONEER GOALIE DRILL

- the game starts with a shot from player 1 and all others are ready to put in the rebound
- players get a point for every goal
- goalie gets a point if they smother the puck or if the puck hits the glass or boards
- play to nine points
- Players in Neutral zone can play 1 on 1 cross ice while waiting.



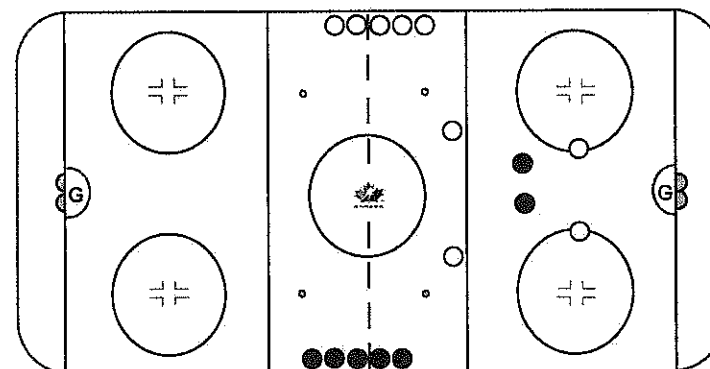
10 MIN 2 GOAL NZ SHOOTOUT

- move nets to 1/3 ice and play blueline in
- two groups, black and white, line up on the blueline
- on the whistle, the teams attack the goal and try to score
- if they score, on player must go back, get a second puck and the two attack again
- the first team to score two goals wins and gets one point
- play to nine points



10 MIN QUICK UP SCRIMMAGE

- the scrimmage starts off with a 2-2 or 3-3 in one end of the ice with black team trying to score and white team defending
- if white turns the puck over, they pass it to the three white players at the blueline who go to the far end where three black are inside the zone
- here, white tries to score, black tries to turn it up to three black players on the blueline; continue
- works best with two teams, same age group or similar skills



OFF-ICE STRETCHES

1. Trunk/Shoulder

- Stand with feet shoulder-width apart
- Bring left arm over head, reaching hand down spine
- Hold the left elbow behind the head with the right hand
- Bend the trunk straight sideways to the right
- Do not rotate the trunk
- Hold the stretch for 15 seconds and repeat 2-4 times
- Repeat the stretch from the opposite side



2. Thigh/Quadriceps

- Stand on left foot, holding wall with left hand for support
- Reach behind with the right hand holding the right foot
- Keep back straight and hips and shoulders square
- Lift the right foot and ankle towards the right buttocks
- Keep the right leg in good alignment: the right shoulder, hip, knee and ankle should be aligned
- Hold the stretch for 15 seconds and repeat 2-4 times
- Repeat the stretch for the opposite leg



3. Thigh/Hip Flexor

- Kneel on the right knee
- The left leg is forward with the knee bent
- Place hands on the floor at each side of the left foot
- Keep your back straight and hips and shoulders square
- Stretch forward, feeling the stretch in the right thigh and hip flexor
- Hold the stretch for 15 seconds and repeat 2-4 times
- Repeat the stretch for the opposite leg



OFF-ICE STRETCHES CONT...

4. Groin

- Sit on the floor with your feet together as in the picture
- Keep your back straight
- Pull your feet in towards your groin until you cannot keep your back straight or keep your feet together
- Put your elbows on your knees and your hands on your ankles
- Press your knees towards the floor; to increase the stretch, rotate forward at the hips while keeping your back straight
- Hold the stretch for 15 seconds and repeat 2-4 times



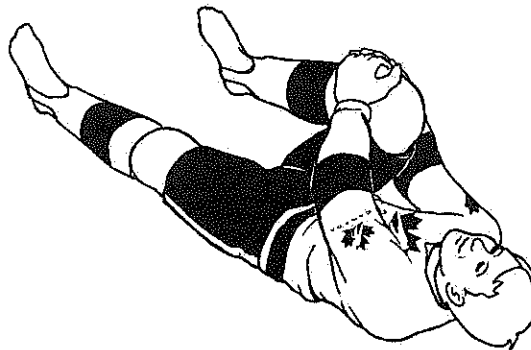
5. Hamstring/Lower Back

- Sit on the floor with the left leg extended and the right leg bent inward as in the picture
- Keep the back straight and hips and shoulders square
- Keep the left leg in neutral rotation and aligned with the left shoulder
- Reach forward with your hands, keeping the back straight. Think of bringing your chest towards the thigh, not your head to the knee
- Hold the stretch for 15 seconds and repeat 4 times
- Repeat the stretch for the opposite leg



6. Low Back/Hip Extensor

- Lie on your back with the right knee bent up towards the chest as in the picture
- Hold the right knee with both hands. (If a player complains of pain holding the knee as illustrated, instruct them to hold the leg/thigh under the knee)
- Keep the right knee in alignment with the right shoulder
- Pull the right knee towards the chest
- Hold the stretch for 15 seconds and repeat 2-4 times
- Repeat the stretch for the opposite leg



7. Gluteal/Hip/Low Back

- Lie on your back with the right hip and knee bent and the foot over the left leg as in the picture
- Place the right hand flat on the floor with the shoulder at 90 degrees as in the picture
- Turn the head to the left
- Hold onto the right knee with the left hand and pull the knee towards the floor
- Allow the body to rotate until the shoulder is about to lift off the ground
- Keep the shoulders and right hand in contact with the ground
- Hold the stretch for 15 seconds and repeat 2-4 times
- Repeat the stretch for the opposite leg



KEY INSTRUCTIONAL POINTS

Skating is to hockey what running is to soccer. Skating is the foundation upon which all other skills are built. The level of performance attained by a player in passing, shooting, checking and stickhandling, are directly related to one's skating ability. The time spent improving a player's skating is a worthwhile investment due to the carry-over value to the many other aspects of the game.

Upon completion of this section, you will be better prepared to:

- Understand and describe the key elements of skating
- Basic Stance
- Edges
- Starts and Stops
- Striding
- Turning
- Pivots

BASIC STANCE

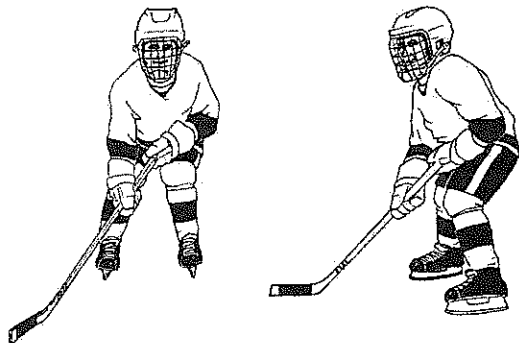
The basic stance, or "ready" position, permits a player to move in any direction from a solid base of support. It is particularly effective during face-off alignments or in front of the net when screening the goaltender or waiting for a rebound. This position is also used when executing many of the basic skills such as passing, shooting and checking.

Key Points

- Feet are shoulder width apart, pointing slightly outward
- Knees and ankles are flexed at approximately 45°
- The upper body leans slightly forward (approx. 45°) with the weight of the body on the balls of the feet
- The shoulders, knees and toes can be joined by a straight line when in the basic stance
- Head up, eyes looking forward
- The stick is held with both hands, blade flat on the ice and slightly to the side of the body

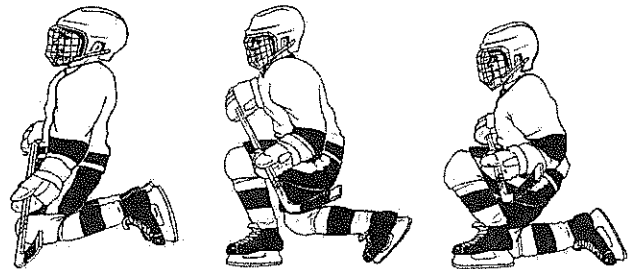
BALANCE

Balance is a basic skill required for the development of all hockey skills. A player who has developed balance can puckhandle, pass, and shoot much easier.



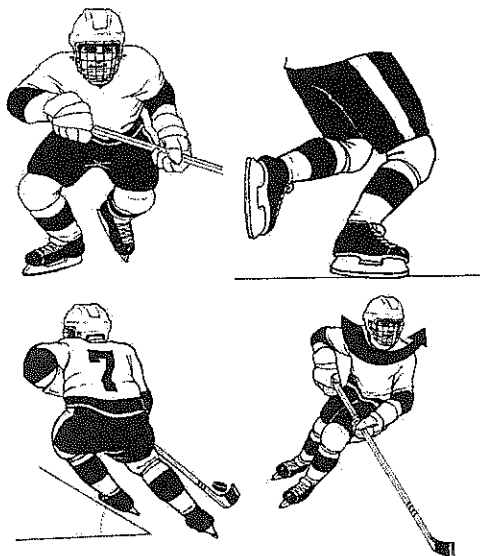
GETTING UP FROM ICE

1. Always come to the knees.
2. Don't place hands on the ice. Keep both hands on the stick.
3. Slide one leg forward so that the blade of your skate is on the ice and follow with the other.



SKATE EDGES

Understanding the basic edges of a skate blade is important to teaching skating. The skate blade has two edges: inside edge and outside edge.



Although both skate edges play a role in propulsion, the inside edge is primarily used for "pushing" or "driving".



Inside edge

Outside edge



The outside edge, although sometimes used for propulsion purposes, is primarily used for turning and stopping. Figures to the right illustrate the use of both edges during a turn.

Weak skaters have control of only two edges while average skaters have mastered three edges. In both cases, individuals should strive for control of all four edges in order to become proficient skaters.

Inside edge

Outside edge



GLIDING ON TWO SKATES:

1. Take a few skating strides to gain momentum.
2. Assume the basic stance.
3. Common errors:
 - a) Ankles cave inwards or outwards.
 - b) Knees press in towards each other.
 - c) Legs are straight.
 - d) Body is twisted.
 - e) Upper body leans too far forward.
 - f) Head is looking down at the ice.
 - g) Not having two hands on the stick.
 - h) Stick not close to the ice.



GLIDING ON ONE SKATE

Basic principle in skating is that one foot must be under the body's centre of gravity at all times. Skating involves being on one foot or the other most of the time. It is therefore essential that hockey players learn to balance and glide on one foot.

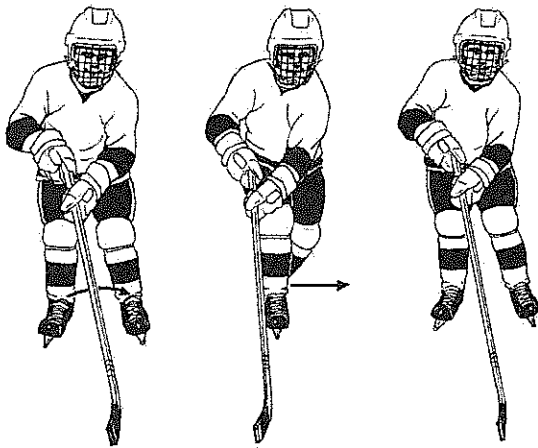
1. Take a few skating strides to gain momentum.
2. Glide on one foot:
 - a) Keep the blade of the supporting skate flat on ice, not on the edges.
 - b) Maintain the basic stance on the supporting leg.
 - c) Glide in a straight line.
3. Common errors:
 - a) Basic stance.
 - b) Weight is not being brought forward on supporting leg.
 - c) Player is on the inside or outside edge of skate.



SKATE EDGES CONT...

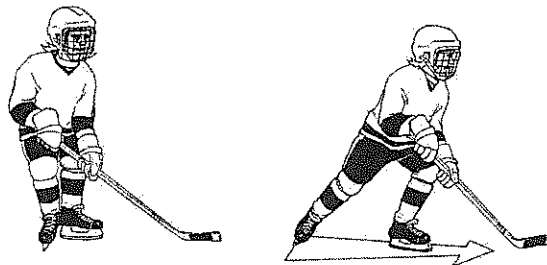
MOVING SIDWAYS

1. Players start from basic stance.
2. The body moves at right angles to the direction of movement. Do not turn body in the direction the player is going.
3. Steps must be taken flat-footed.
4. Keep the stick out in front of you.
5. Walk slowly at first. As the players pick up the drill, speed up the tempo.
6. Progression:
 - a) Put the right skate in front of the left skate.
 - b) Take the left skate from behind the right skate and place it back in the normal stance position.
 - c) Repeat steps one and two as many times as required.



T-PUSH

1. Point the front skate in the direction of movement.
2. Place the back skate slightly behind the front skate, thus forming a "T".
3. Keep the whole blade flat on the ice. Keep weight on the back skate.



SCOOTING

Scooting involves T-push, helps to improve pushing power and leg extension.

1. Place the left skate behind the right skate, forming a T-push with left skate.
2. Push down and out with left leg, fully extend the left leg and glide on right skate.
3. Bring left skate quickly up into T-push position behind right skate before the next push is made.
4. Practice using both skates.

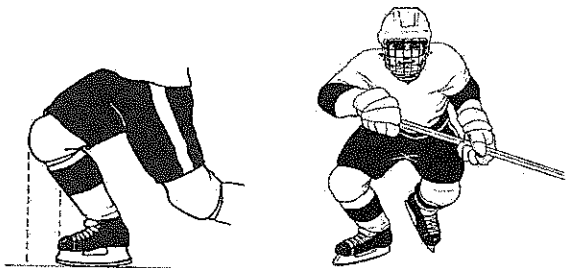


FORWARD STARTS

The ability to start quickly should be one of the first skating skills mastered by young hockey players. There are three types of forward starts used and depending on the game situation: front, crossover and T-starts.

Key Points

1. Basic stance is the starting position.
2. Centre of gravity is shifted forward with the body weight placed on the inside edge of the drive skate.
3. Body weight is placed over the drive leg which is rotated outward at an angle of approx. 90° from the player's chosen course.
4. As the number of strides increases, the player takes progressively longer strides, pushing more to the side rather than to the back.
5. Initial strokes (3 to 4) are short and quick, without gliding.
6. The drive leg is vigorously extended at the hip, knee and ankle.



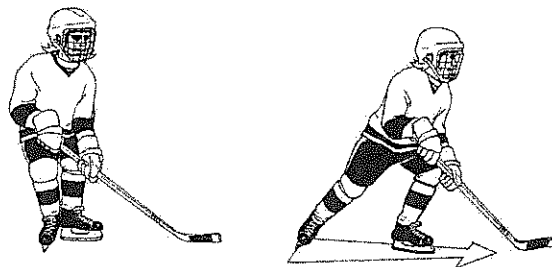
THE T START

The "T" Start is used when a player is stationary and knows beforehand the direction one wishes to travel. This is the case in some face-off situations. It is also used to teach beginners how to start as it is easier to master than the front start.

The primary difference between the "T" Start and the front start is in the positioning of the skates.

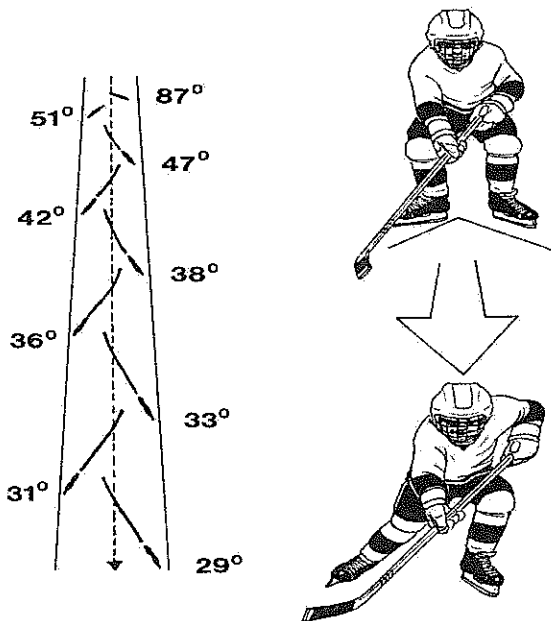
Key Points

1. Both legs are flexed slightly.
2. The driving leg is positioned at a 90° angle to the desired direction of travel, thus creating the "T" position.
3. The start is initiated by a thrust of the driving leg (inside edge).
4. Without any gliding motion, the lead foot is raised and rotated outward ready to perform another driving motion.



FRONT START

1. Players in basic stance, skates shoulder width apart, knees flexed, and back straight.
2. Turn heels in to make a "V" with your skates, while leaning slightly forward. This puts weight on front part of blades.
3. Drive off with either the right or left skate on the first stride and alternate legs with each stride. First stride with each foot is a short driving stride. More like running.
4. Next two strides are longer. Angle of the blade nears 35°- 40° at about the third or fourth stride.
5. Skates are low to the ice for quick recovery.
6. Gradually straighten up as speed increases to the maximum.
7. Should be in full stride after the first six strides.

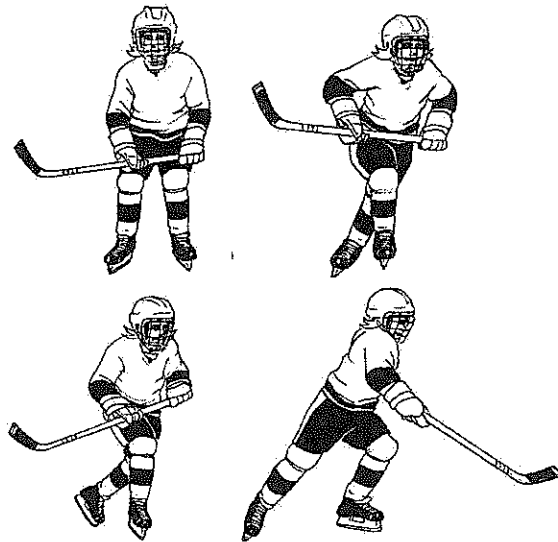


THE CROSSOVER START

A crossover start is used when a player wishes to start rapidly after a two foot parallel stop. It is also used when a player is sideways to the direction one wishes to go. It can be defined as a front start preceded by a crossover action of the leg.

Key Points

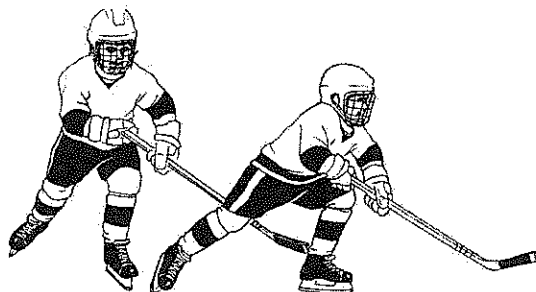
1. Skates are slightly closer together than in the basic stance.
2. Skates are parallel and perpendicular to the desired direction of travel.
3. The head and shoulders are turned in the desired direction.
4. The body leans towards the desired direction.
5. After the crossover, the outside skate is placed at a 90° angle to the desired direction.
6. Perform only one crossover to assume a forward starting position.



STRIDING IN FORWARD SKATING

Power is developed by taking fast, short strides. As speed increases, long and less frequent strides may be taken to maintain speed.

1. Stride starts with feet close together and all weight on the pushing foot.
2. Foot is turned 35°- 40°, and the push is to the side and down, pressing the blade deeply into the ice.
3. As pushing foot is forced out to the side, the knee of the other leg is pushed forward.
4. Push skating leg down and out as far as you can, until completely extended including ankle and foot extension to tip of toe.
5. When stride is finished, the weight is transferred to the forward foot and pushing foot comes slightly off the ice.
6. Knee of back leg is pulled forward with knee bending and pulled close to the gliding foot. Foot is kept close to the ice.
7. You are now ready to start the next stride with the opposite foot.



FORWARD SKATING

The efficiency of the skating stride depends on applying a few fundamental principles and optimum development of the muscles used in skating. Careful attention should be paid to the following key points when teaching forward skating.

Key Points

1. Basic Stance is the starting position.
2. Power is derived from a full and vigorous sequential extension of the hip, the knee and the ankle in a lateral thrust (to the side and not to the back as in the initial stroke).
3. The knee of the gliding leg must be well flexed extending beyond the toe of the skate in the gliding state.
4. The weight of the body is transferred over the striding leg at the beginning of each stride.
5. Recovery is executed in a circular motion, with skate low to the ice, passing under the centre of gravity.
6. Shoulders should be kept perpendicular to the intended direction with the muscles of the upper body relaxed.
7. The stick can be held in one or two hands depending on the game situation. The shoulder and arms muscles should be relaxed.



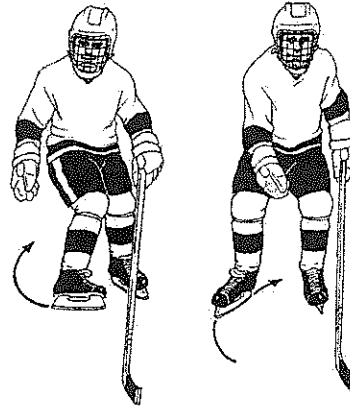
BACKWARD STANCE

1. Skating backwards is like sitting on a chair.
2. Keep the knees bent and back straight.
3. Feet and knees are shoulder width apart.
4. Lower centre of gravity by keeping the butt down.
5. Keep head up, chest out, and shoulders back.
6. Weight evenly distributed along blade of each skate.



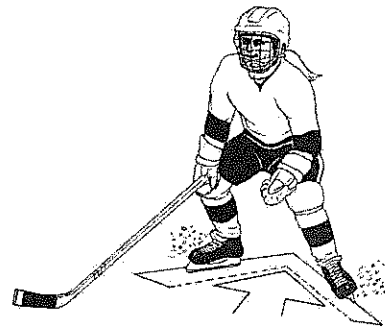
C-CUT FOR STARTING BACKWARDS

1. Start from basic stance.
2. Turn heel of right skate (driving leg) outward as far as possible. Rotation of leg at the hip also takes place inwards.
3. From bent knee position and pressing on the ball of foot, extend the leg by pushing hard and making a semi-circle cut in the ice with the blade. Ensure weight is on driving leg.
4. Final thrust comes from the toe of the skate blade as the ankle is flexed.
5. Return the right skate to its original place beside the left skate.
6. The left leg (supporting leg) must stay directly under the players' body.
7. Repeat with left skate.



V-STOP FOR BACKWARD SKATING

1. Spread feet shoulder width apart.
2. The toes of both skates are turned out and the heels are turned in.
3. The body leans forward. This forces the inside edges of skates against the ice.
4. Slight bend in knees during final phase of stop.
5. Legs become extended during final phase of stop. Pressure is thus exerted through the skate blade.
6. When stop is completed the player should end up in the basic stance, prepared to go off in any direction.



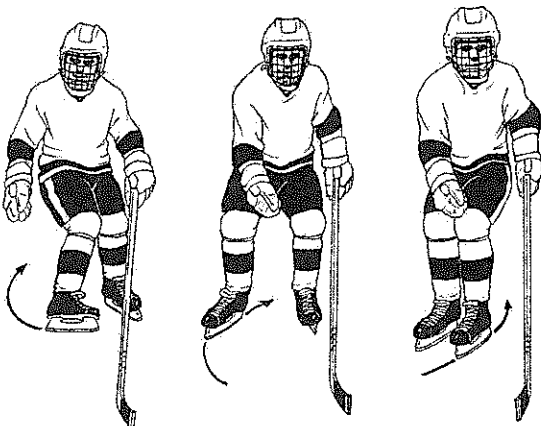
BACKWARD SKATING

1. Players are in basic stance.
2. All weight should be on one foot, with feet close together when stride begins.
3. Using the front part of blade, push straight out to side until pushing leg is straight.
4. When stride is completed step to the opposite foot and lift the foot you have pushed with.
5. Bend knee of free leg and pull it in towards the skating leg keeping the foot close to the ice.
6. As free foot comes close to the skating foot, start striding with the opposite leg.
7. Continue alternating action with both feet. Ensure weight is over striding leg.



BACKWARD C-CUT

1. Start from basic stance.
2. Turn heel of right skate (driving leg) outward as far as possible. Rotation of leg at the hip also takes place inwards.
3. From bent knee position and pressing on the ball of foot, extend the leg by pushing hard and making a semi-circle cut in the ice with the blade. Ensure weight transfer is on to the driving leg.
4. Final thrust comes from toe of the skate blade as the ankle is flexed.
5. Return the right skate to its original position beside the left skate.
6. The left leg (supporting leg) must stay directly under the player's body.
7. Repeat with the left skate.



GLIDING BACKWARDS ON ONE SKATE

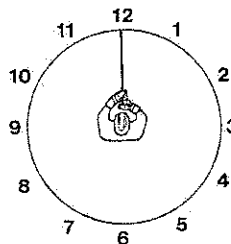
1. Player is in motion backwards.
2. Lift one skate off the ice.
3. Keep supporting leg under player's centre of gravity.
4. Keep blade of supporting skate flat on the ice, not on the edges.
5. Glide in a straight line.



ONE O'CLOCK - ELEVEN O'CLOCK STOPS

One o'clock refers to pushing out with right skate towards one o'clock. Eleven o'clock refers to pushing out with left skate towards eleven o'clock.

1. A stop in which the player remains facing forward.
2. Glide on two skates in basic stance.
3. Turn heel of right skate out and the toe of right skate in. Push skate out and down towards one o'clock.
4. Keep weight on the ball of your foot as you stop.
5. Keep knees bent and the back straight.



FORWARD SKATING CONT...

FRONT-FOOT STOP (INSIDE EDGE)

Technique is essentially the same as the two-foot parallel stop, except the inside leg is held back slightly above the ice.

1. From a regular skating stride, snap the skate of the front leg at a 90° angle to the direction of motion. Initiate with a rotating action of the hips and shoulders.
2. The weight of the body is on the front leg.
3. Pressure on the ice is applied on the inside edge and on the front part of the blade while extending the leg vigorously.
4. Inside leg is slightly off the ice ready to initiate a new movement.



FORWARD STOPS

For safety reasons, the stop should be one of the first skills taught. Use the various lines painted on the ice as stopping points in order to eliminate any unfortunate accidents which may occur close to the boards.

Stops are essential in avoiding checks, shaking off opponents or changing directions. The three types of stops commonly used are: two-foot parallel, outside leg and inside leg stops.

To stop sharply, weight should be distributed as evenly as possible over both skates, and pressure should be exerted on the front part of the blades while extending the legs vigorously - inside skate (outside edge) and outside skate inside edge.

Skates 6-8 inches apart.



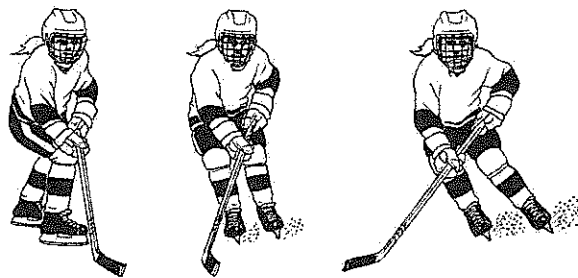
Inside skate beyond outside skate.



TWO-FOOT STOP

Will stop more quickly than a one o'clock or eleven o'clock stop.

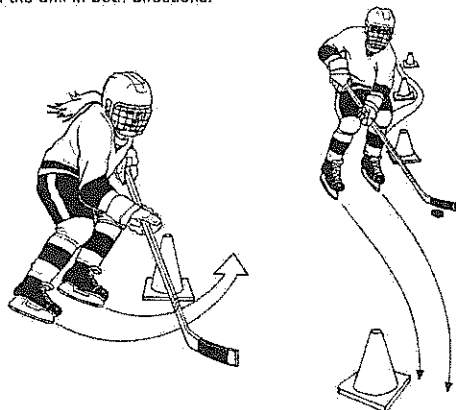
1. Glide on both skates as you approach the stopping point.
2. Basic stance — head up, knees bent, back straight, and feet shoulder width apart. Must turn sideways to the direction of travel, by turning the body to a right angle to the direction of motion. Turn initially to just the strong side.
3. Begin the stop by turning the shoulders first with the hips and legs following.
4. Turning the hips swing the outside leg into braking position. The inside leg acts as a pivot while turning into a braking position. Skates are shoulder width apart with the inside skate slightly ahead of the outside skate. The weight is equally distributed on both skates.
5. Extend the legs vigorously while exerting pressure on the front part of the blades. We are using the inside edge of the outside skate and the outside edge of the inside skate, especially the inside edge of the lead skate.
6. Keep head and shoulders straight.
7. Keep two hands on the stick.



FORWARD STOPS CONT...

GLIDE TURNS

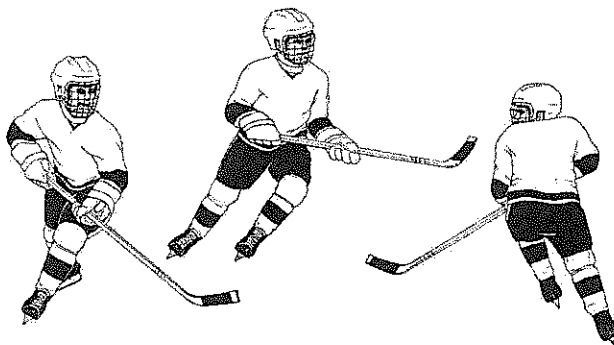
1. Skates are shoulder width apart.
2. Lead with the inside skate.
3. Head and shoulders initiate the turn.
4. Bend knees and lean inside.
5. Rock back slightly on the heels.
6. Follow the stick.
7. Perform the drill in both directions.



TIGHT TURNS

Permits a player to change direction in a very limited space while expending the least energy. Must be mastered to both sides.

1. Stop skating and let yourself glide into the approach.
2. Head up, knees bent, and feet shoulder width apart.
3. Place the skate on the side you wish to turn directly in front of the other, heel to toe.
4. Turn your head and shoulders in the direction you want to go and bring your arms and stick to the same side.
5. Lean well from the hips down inside the half circle that your skates will trace on the ice.
6. Weight should be as evenly distributed as possible on both skates. Pressure is on the outside edge of leading foot and inside edge of following foot.
7. Skates should be close together and centre of gravity ahead of skates, in order to be able to crossover after the tight turn and to accelerate rapidly.
8. Do not sit back on your blades.
9. Once skates have traveled a complete half moon on the ice, player executes a crossover start by bringing the back leg over the front leg in order to accelerate out of the turn.



FORWARD TURNS

To change direction, turns are more energy efficient than stops and starts. It is essential that individuals learn to turn equally well in both directions because of the nature of today's game (e.g. flow and rapid transition). The three types of forward turns are: sharp, crossover and forward-to-backward pivot.

Key Points

1. The skate on the side of the desired turn is placed slightly ahead of the other skate.
2. The head, shoulders, arms and stick are turned in the desired direction of travel.
3. The body leans significantly in the desired turning direction; the upper body leans slightly forward.
4. The outside leg then crosses over the inside leg in order to accelerate out of the turn.
5. Weight should be placed on the outside edge of the lead foot and the inside edge of the back foot.
6. For a sharper turn, more weight will be placed on the back of the blades.
7. The amount of knee bend will be determined by the desired quickness of the turn.

SHARP TURN

The sharp turn is one of the most difficult techniques to master, but it is also one of the most useful. The player must execute a change of direction of 180° in a very limited space while attempting to maintain the highest possible speed.

A glove, a puck or a face-off spot on the ice are good markers for teaching sharp turns. Avoid teaching sharp turns around tall cones as it prevents players from leaning well into their turns.



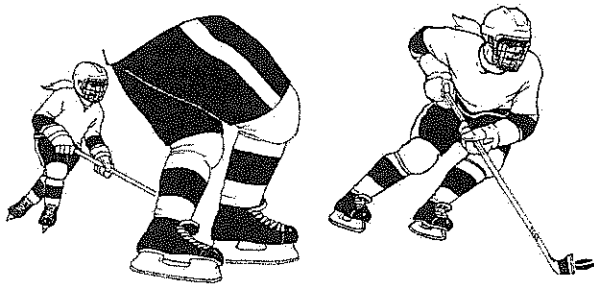
FORWARD TURNS CONT...

FORWARD CROSSOVER TURN

Forward crossovers are used to change direction while attempting to gain speed.

Key Points

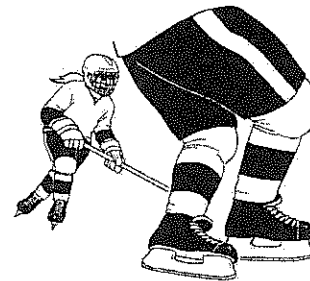
1. Rotate the head, shoulder, arms and stick in the desired direction of travel.
2. The body leans well into the circle with the trunk bent slightly forward.
3. The weight is transferred from the inside to the outside leg which now thrusts by an extension of the hip, knee and ankle.
4. To increase speed, bend the knees as much as possible before extending the driving leg.
5. Body thrust is alternately carried out by both legs, while the body weight is kept above the drive leg.
6. Following a vigorous extension of the hip, knee and ankle of the inside leg (outside edge), the outside leg (inside edge) crosses over the inside leg.



CROSSOVER PUMPING

Used to keep speed or to increase speed while skating on a curve.

1. Skating on the circles.
2. Push outside skate out toward the side keeping the blade in contact with the ice until the leg is fully extended.
3. Push down on the ball of your foot at the end of the push so that you are using your ankles to get that little extra push from each stroke.
4. Lean into the circle from the waist down by pushing your hips into the circle and keeping your inside shoulder up.
5. After extension in step 2, swing your outside leg over the skate and place outside skate parallel to the inside skate.
6. The inside skate then pushes to full extension outward under the body (using outside edge).
7. When fully extended, return it quickly to its original position under the body and beside the outside skate.
8. Repeat the sequence in a continuous manner, pushing with equal force with both strokes.
9. Repeat in both directions.



BACKWARD TURNS

Backward turns in both directions are essential for mobility and positioning, and are skills that should be mastered by all players.

Backward lateral crossovers permit a player to move laterally in order to remain in front of an attacker. They can be executed from a stopped position or while skating backward. The mechanics of this movement are similar to those used during the backward crossover start. (See previous)

Key Points

1. Basic stance is the starting position.
2. The hips and trunk turn slightly towards the direction of the crossover; the head remains straight.
3. Facing the play, the body is moved in the desired direction of travel by the extension of the outside leg (inside edge) followed by an extension of the inside leg (outside edge).
4. The outside leg crosses over in front of the inside leg and is brought down on the ice. This action is repeated until the desired position is attained.
5. The body weight is shifted to the leg that remains on the ice.

BACKWARD CROSSOVER TURNS

The backward crossover turn is used to shift from backward to forward skating without having to come to a complete stop.

Key Points

1. Basic stance is the starting position.
2. Head and shoulders open in the direction the player intends to pivot.
3. The outside leg extended, and exerts force (inside edge) on the ice by a vigorous extension of the hip, knee and ankle.
4. The inside leg (outside edge) extended and the outside leg (inside edge) is brought back to begin the final stage of backwards to forwards transition.
5. The inside leg (outside edge) completes its final thrust, the weight is now on the outside leg (inside edge), when the pivots to assume a forward skating position.

One-leg backward stop



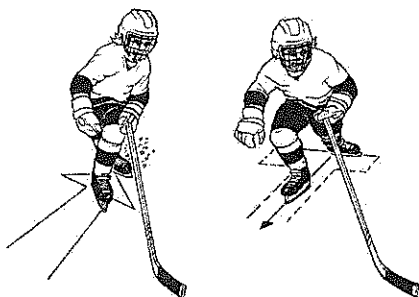
REVERSING DIRECTIONS

1. Perform a two-foot stop.
2. Perform a T-push to get started in the reverse direction.
 - a) Place front skate in the direction of movement.
 - b) Place the back skate slightly behind the front skate, thus forming a "T". Keep the whole blade flat on the ice. Keep weight on the back skate.
 - c) Give a strong push with the back skate. This involves a straightening of the back leg pushing the skate down against the ice.
 - d) Stress the head up, knees well bent, leg fully extended, and recovery skate close to the ice on recovery.
3. After T-push resume striding to gain speed.



BACKWARD ONE-FOOT STOP AND T-PUSH

1. Player is in motion backwards.
2. Left leg extends and transfers weight to right leg.
3. Left leg now being weightless begins to swing back.
4. Shoulders, hips, and legs turn in a counter-clockwise direction as the left skate is planted in a braking position.
5. Left knee is bent and the weight is transferred from the right leg to the left leg.
6. The majority of resistance comes from the left skate.
7. Right skate and knee move under the body.
8. Skates are now in a position for T-push start.



PIVOT (BACKWARDS TO FORWARDS)

1. Players are in motion backwards.
2. To turn to the left, transfer the weight to the right skate.
3. Turn is started by rotating the left shoulder backward. The torso and hips will follow.
4. Lift the left skate off the ice and turn it as close to 180° as possible. Glide straight back on right skate.
5. Transfer the weight to the left foot to complete the turn.
6. At moment of weight transfer, the player must dig in his right skate and push hard, fully extending the right leg.
7. You are now ready to start forward striding.
8. It is important to accelerate out of the turn.
9. Must learn to turn to both sides.



PIVOTS (FORWARD TO BACKWARD):

1. Players gain forward momentum and coast on the left skate.
2. The player straightens up and rotates his right skate outward (as close to 180° as possible) in almost a heel to heel position. Turn is started by rotating right shoulder backwards. The torso and hips will follow.
3. Transfer the weight from the left skate to the right skate; step down on right skate and unweight yourskates by going from bent knees to straight legs. This will help in transferring from left to right skate.
4. Finish pivot by turning the left skate so that it is parallel with the right skate.
5. Push to side with right skate and start to skate backwards.
6. Must learn to turn both sides.



PUCKHANDLING STANCE

1. Stick length.

When on skates, the stick should come up to an area between the collar bone and chin, so that free movement of the top hand in front of the body is possible.

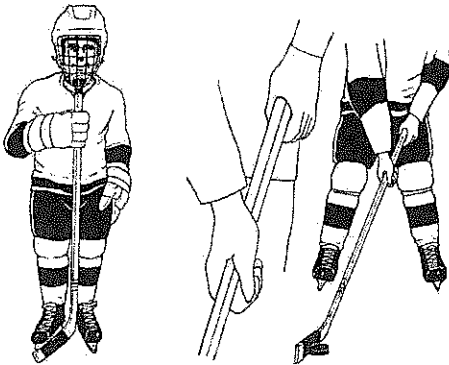
2. Stick lie.

When assuming the correct skating stance, the blade should be flat on the ice.

3. Younger players should have junior size sticks that have narrower shafts and shorter blades.

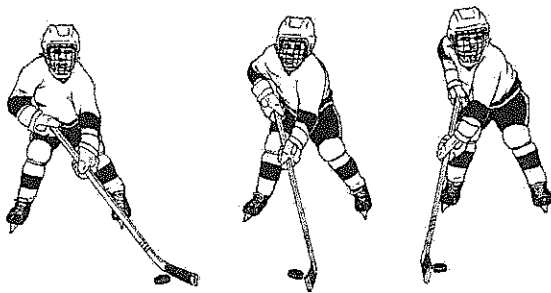
4. The grip.

- The top hand must be right at the end of the stick.
- The lower hand should be 20 -30 cm down the shaft.
- The "V" formed by the thumb and the forefinger should be pointing straight up the shaft.
- Blade of stick is flat on the ice.
- Keep the head up and use peripheral vision to look at puck. Younger players should be allowed to look and feel for the puck.



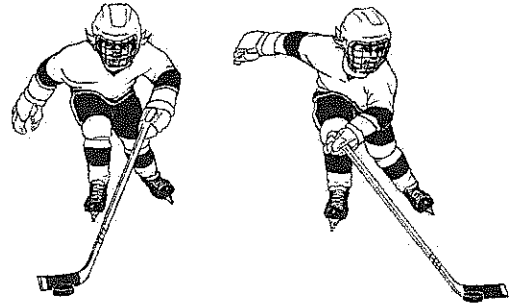
STATIONARY PUCKHANDLING

- Assume puckhandling stance.
- Move the puck from side to side by rolling the wrists. This cups the stick on both the forehand and backhand, thus, allowing better control.
- To roll the wrists, turn the toe of the blade inwards and the heel outwards, then reverse direction.
- Puck is handled in the middle of the blade.
- Keep arms and upper body relaxed.
- Puck control must be smooth, rhythmical, and quiet.



OPEN-ICE CARRY

- Players have control of stick with top hand only. The puck is pushed ahead with the bottom edge of the stick blade.
- Arm action is in a slight forward thrust by straightening the arm at the elbow.
- The puck should be pushed alternately with the blade pointed to the left then to the right.
- Push the puck only slightly ahead.

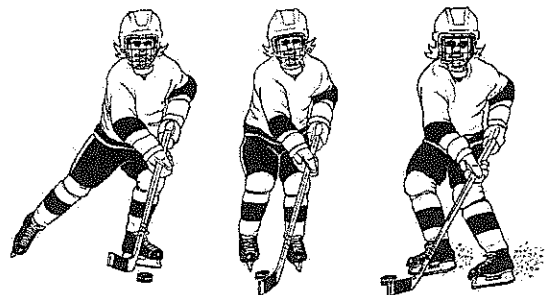
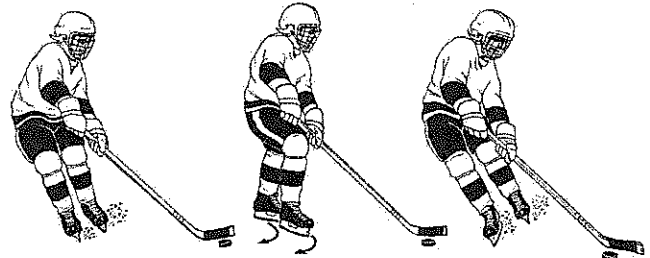


USE OF FEET TO CONTROL THE PUCK

- Turn toe out so that puck can be controlled by the skate blade.
- Players should take a quick look down but not for too long. Try to keep head up.
- Keep puck within one metre of skates.

STOPPING WITH PUCK

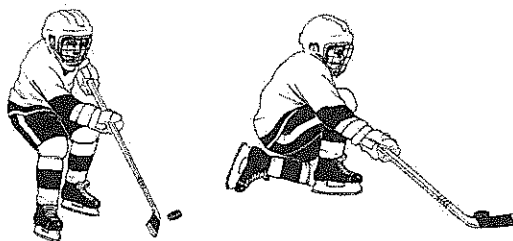
- When stopping, the puck is kept under control by cupping the stick blade over the puck.
- Keep two hands on the stick.



BACKWARD TURNS CONT...

TOUCHING KNEE TO ICE WHILE CONTROLLING THE PUCK

Player should slide bottom hand down the shaft of stick, this keeps blade flat on the ice.



PASSING

Passing is a skill that requires a great deal of practice. Introducing your players to all aspects of this skill is essential.

Key Points

1. The hands should be in a comfortable position, similar to that used when dribbling the puck.
2. The arms should be held out in front of the body.
3. The eyes are fixed on the target. (Note: the head does not necessarily turn to face the target, as this would telegraph the pass.)
4. The stick blade is perpendicular to the target upon releasing the puck.
5. The stick blade follows through towards the target.

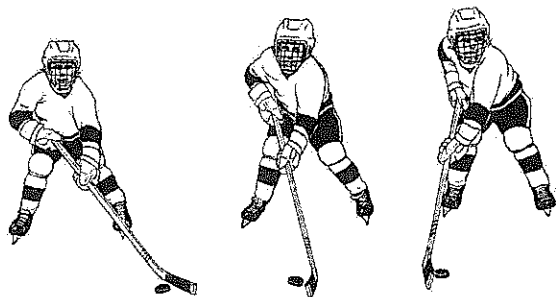
Here are some other considerations with respect to passing:

A. The passer should use the appropriate type of pass in a given situation.

B. A pass should not force the receiver to slow down. A passer should "lead" a receiver in motion, thus permitting reception in full stride.

C. When it is not possible to pass to the stick of the receiver, pass to the skates, behind the receiver, or to an open space.

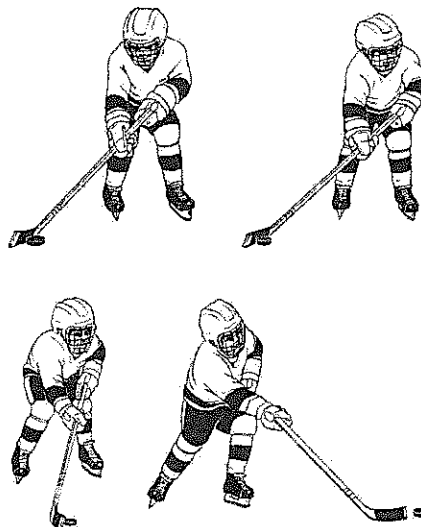
D. The passer ordinarily does not stop skating after making the pass, but moves to a position of support.



PASSING - FOREHAND SWEEP PASS

NOTE: It is very important that each player has a stick which is not too long.

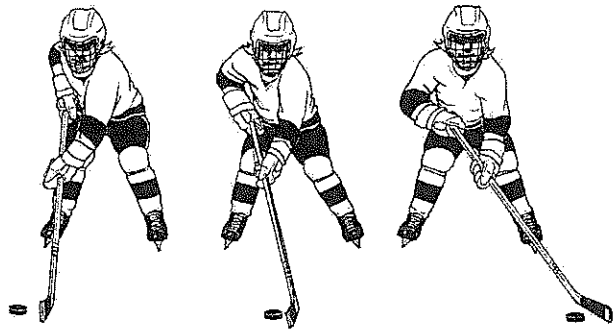
1. Player is in the normal puckhandling stance.
2. Bring the puck beyond the plane of the body. Puck is in the middle portion of the stick blade.
3. Stick blade should be at right angles to the target.
4. Body weight is on the back leg.
5. Head is up looking at the target.
6. Puck is propelled toward target with a sweeping action of the arms. Pull with the top hand and push with the bottom hand.
7. As the puck is propelled, the weight is transferred from the rear leg to the front leg.
8. Follow through low and towards the target.
9. Be prepared to receive.



PASSING CONT...

RECEIVING A PASS

1. Head up looking at the puck.
2. Present a target, stick blade on the ice.
3. Keep blade at 90° toward direction of puck.
4. As the puck contacts the blade, some give is allowed providing a cushioning effect.
5. Be prepared to pass.



TYPES OF BACKHAND PASSES

It is essential that the backhand pass be perfected. As it is a very difficult skill, it should be given special attention.

Key Point

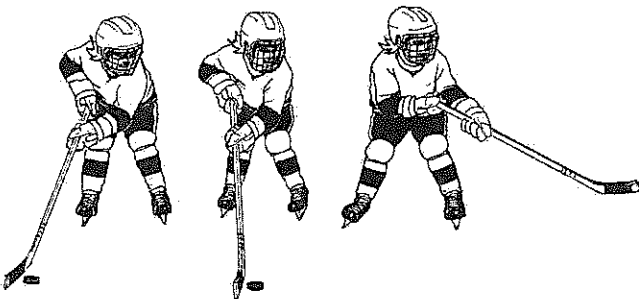
A player must be able to execute a backhand pass without cutting down on skating speed, changing direction or excessively rotating the shoulders.

BACKHAND PASS

Like its forehand counterpart, this is perhaps the most often used backhand pass.

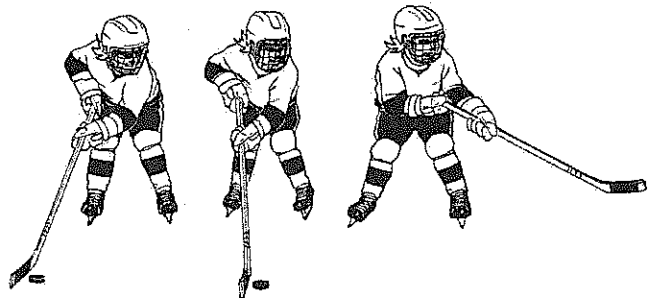
Key Points

1. The grip on the stick is similar to that used when stickhandling and tightens during the passing action.
2. The weight of the body should be transferred from the leg furthest from the receiver to the closest leg.
3. The upper hand must move in front of the body to maintain the blade perpendicular to the target.
4. The length of the sweep will depend on the time available and the distance of the receiver.



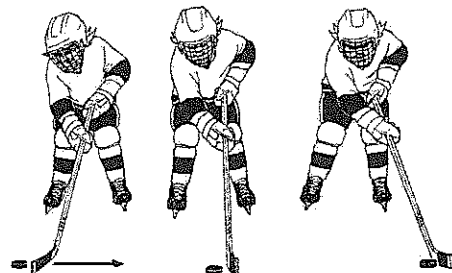
BACKHAND SWEEP PASS

1. Hands are well away from the body.
2. Bring the puck beyond the plane of the body.
3. Shift the weight to the back leg.
4. Head up, looking at target.
5. Cup the blade of the stick over the puck.
6. Sweeping action of stick across the body to slide the puck.
7. Shift weight to the front foot.
8. Snap and roll wrists.
9. Follow through low.
10. Be prepared to receive.



RECEIVING PASS BACKHAND

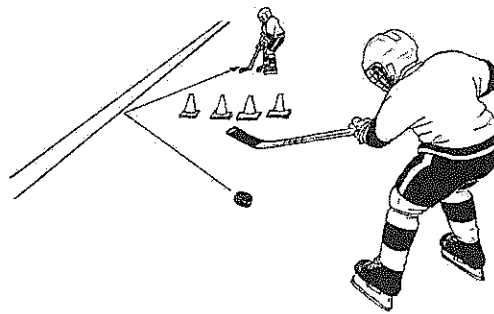
1. Head up watching puck.
2. Stick is on the ice for a target.
3. Cup your stick and cushion the impact by relaxing the wrists.
4. Be prepared to pass.



TYPES OF BACKHAND PASSES CONT...

BOARD PASS TO PARTNER

1. Make boards work for you in passing the puck.
2. Used frequently by defenseman in their own zone.
3. Useful when a defender is between you and your receiver.
4. A puck passed off the boards rebounds away at the same angle. In other words, the angle onto the boards equals the angle off of the boards.



SHOOTING

The ability to shoot the puck in various situations that arise during a game of hockey is an invaluable skill. Hockey players should have a complete arsenal of shots from which to choose. An incomplete player is limited to only one or two types of shots:

Key Points

1. Accuracy is the most important. (Hard, quick shots that miss the net are not much of a threat).
2. Get the stick blade traveling as fast as possible.
3. Speed of execution (i.e. quick release) is as important as the speed of the puck. The element of surprise is a very important factor in shooting.
4. When advantageous, make use of possible screens when shooting at the goal.
5. Always keep the stick close to the ice around the net, and react to the movement of the puck after each shot (e.g. a rebound).
6. Master the various shots in order to have the right shot for any game situation.

For a better understanding of shooting skills, each shot can be broken down into three phases: preparatory, execution and follow-through. This breakdown also permits a better and more complete analysis of the skill, and thus facilitates corrections.

PHASES OF SHOOTING

PREPARATORY PHASE

1. Preparation to release the shot (e.g. backswing in a slap shot).
2. Movement of 4 joints into position.

EXECUTION PHASE

1. Forces generated in the direction of the shot.
2. Impact of the stick with the puck.
3. Body movements (e.g. trunk rotation, weight transfer and shoulder flexion).

FOLLOW-THROUGH PHASE

1. Begins once the puck leaves the blade of the stick.
2. A good follow-through ensures that body segments do not decelerate too soon.

TYPES OF FOREHAND SHOTS

The sweep shot, so named because of its motion, is a valuable tool to players of all ages. This is one of the more accurate shots as the puck is in contact with the stick throughout the shooting motion. The sweep shot can also be deceptive, as a pass can be made from the same sweeping motion.

Key Points

1. The spread of the hands on the stick is somewhat wider than that used when stickhandling.
2. The puck is brought to the side of the body, and should be well behind the left skate.
3. Maximum force is transferred to the stick by bending the trunk forward and shifting body weight from the back to the front leg.
4. The grip should tighten and the wrists should snap before or as the puck reaches the forward leg.
5. The puck is propelled with a snap of the wrists. In one motion, the top hand snaps forward then back towards the body while the wrist is rapidly extended. The bottom wrist flexes and whips the stick through towards the target.

TYPES OF FOREHAND SHOTS CONT...

WRIST SHOT

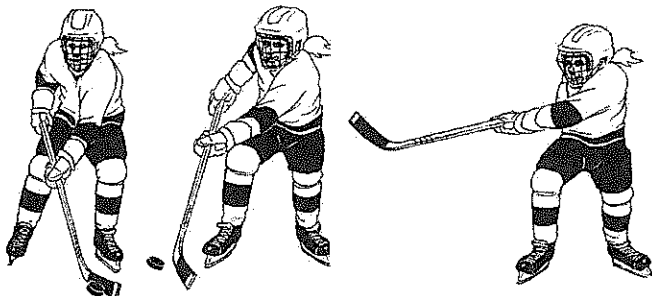
The wrist shot is a surprise shot which depends on the quickness of release. It is a useful shot around the opponent's net, where space and time are often limited.

FLIP SHOT

A technique used to hit the upper corners of the net is to close in, or to lift the puck over the sprawling goalkeeper.

1. Puck is on the toe of the stick blade which is near the front foot.
2. Lift is given by tilting the blade so that only its bottom edge contacts the puck.
3. Deliver from in front of the body with a scooping action of the stick by the wrists.
4. Need a quick snap of the wrists and a high follow through.

Backhand is similar, except puck is closer to the heel of the blade to get better action.



FOREHAND WRIST SHOT

1. Basically the same grip as passing.
2. Bring puck beyond plane of the body.
3. Keep the puck in contact with the stick blade.
4. Weight is on the back foot.
5. In the process of sweeping the puck forward, the weight is transferred onto the front foot.
6. Snap and roll the wrists. Pull the top hand and push the bottom hand.
7. Follow through low for a low shot, and high for a high shot.

TYPES OF BACKHAND SHOTS

SWEEP SHOT

The sweep shot is perhaps the most commonly used backhand shot. It is both fast and accurate.

Key Points

1. Grip is usually wider than in the stickhandling position.
2. With the skates directed at the target, the shoulders are rotated sideways and the trunk is slightly bent over the puck.
3. The front knee is well flexed.
4. The sweeping action is directed at the goal by a vigorous rotation of the trunk and shoulders, a forceful extension of the legs, followed by a dynamic action of the arms and wrists.
5. During this action, the weight of the body is transferred from the back leg to the front leg as the puck travels from the heel to the toe of the stick blade.

BACKHAND SWEEP SHOT

1. Basically same grip as passing.
2. Bring puck beyond plane of the body.
3. Weight is on the back leg.
4. In the process of sweeping the puck through the weight is transferred to the front foot.
5. Head up looking for opening.
6. Snap and roll the wrists. Push the top hand and pull the bottom hand.
7. Release the puck and follow through low.



TYPES OF BACKHAND SHOTS CONT...

WRIST SHOT

The backhand wrist shot is usually used by a player who has faked a move to the forehand side to bring the puck to the backhand for a quick shot on the goaltender. Since the player is in a forward skating position, the wrist shot becomes the best tool in this particular situation.

Key Points

1. The hands are spaced slightly farther apart than during the dribble.
2. The puck is placed on the heel of blade to the side and slightly in front of the player.
3. The puck is then whipped in the direction of the goal by a vigorous rotation of the shoulders and a dynamic action of the arms and wrists.
4. There is a limited transfer of weight.



DEKES

The deke is a second means accessible to a player who wishes to become free of an opponent and maintain possession of the puck. It may also precede a pass or shot in order to mislead an opponent.

Key Points

1. A fake must be based on deception by having all the appearance of reality.
2. Dekes should be initiated at a sufficient distance from an opponent to avoid being stick checked.
3. Change of speed and directions are important factors to the success of any deke.
4. Acceleration after completing the deke is often important (be certain that drills allow for practice of this).
5. If possible, dekes should be based on a knowledge of the opponent's weaknesses.
6. A deke must give the opponent enough time to go for the fake before the player undertakes the intended action.
7. While deking an opponent, the player would make an effort to remain fully aware of the whereabouts of teammates and opponents.

It is important to remember that dekes are a creation of the imagination that can be perfected through practice. Here are some basic dekes which can be modified or combined in many ways to suit the situation, the skills and needs of each player.

TYPES OF DEKES

BODY FAKES

1. Change of Direction: the player feints with the head and / or shoulders in one direction, then goes in the other direction.
2. Between the legs: After a deke with the head, shoulders or stick, the player slips the puck between the opponent's legs and recovers it behind the opponent.

SKATING FAKES

1. Stop and Start: the player skates at full speed as if to outskate the opponent, then stops abruptly and starts in another direction.
2. Change of Speed: the player slows down, forcing the opponent to do the same, then accelerates rapidly, catching the opponent flat-footed.
3. Directional Skating: the player does crossovers in one direction, and when the opponent moves to cover, cuts back in the other direction.
4. Using the Boards: the player acts as if to skate between the player and the boards, but cuts around the opponent, banks the puck off the boards and then retrieves it.

STICK FAKES

1. Fake a Shot: the player fakes a shot, waits until the opponent reacts, then skates around the opponent.
2. Fake a Pass: The player fakes a pass with the head or the stick, then shoots on goal, or dekes the opponent.

SKATING FAKES

Two types of skating fakes:

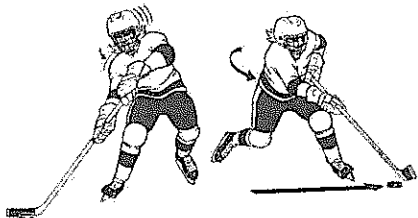
1. Change of pace:
 - a) To change pace, increase or decrease the shove your pushing leg
2. Body deke:
 - a) Drop your head, shoulder or hips one way, then move the other.



TYPES OF DEKES CONT...

BODY FAKES

Body fakes may include movement of the head, upper or lower body, in a deceptive movement designed to get the defender to adjust position or lean in the wrong direction. When this occurs, the puck carrier accelerates quickly in the opposite direction before the defender has time to recover. These fakes are normally initiated just outside the checking range of the opponent. This allows the puck to be moved through the defensive triangle which is formed by the skates and stick of the defender.



LOOK AWAY

The puck carrier, by looking or glancing at a teammate and indicating a passing intention may force the defender to momentarily adjust position in the direction of the potential pass receiver. This results in the creation of space or an avenue for the puck carrier to attack the net.

Keeping body between opponent and puck



DRIVING THE NET

An offensive player, with an initial outside position on a defender, uses strong crossover strides or leans heavily with an extended inside leg and arm in order to cut to the front of the net for a potential scoring opportunity. The attacker attempts to drive to the far post and maintains one's body position between the puck and the defender so as to protect the puck.



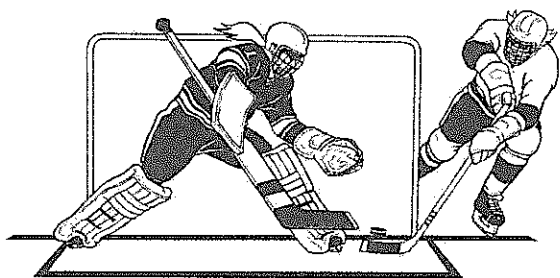
SHOOTING AND PASSING FAKES

FAKE SHOT

The attacker, by initiating a shooting action, may force the defender to momentarily 'freeze' in a shot blocking response. This allows the puck carrier to accelerate past the defender and attack the net.

WALKOUTS

When in possession of the puck in the offensive zone (behind the goal line or along the side boards), a player should take advantage of any seam or lane to attack the net. The puck carrier fakes a pass to force the defender to adjust one's position and then accelerates through the open lane to a potential scoring position. In the same way, a player receiving a pass should fire through an open lane created by a defender who fails to adjust one's position.

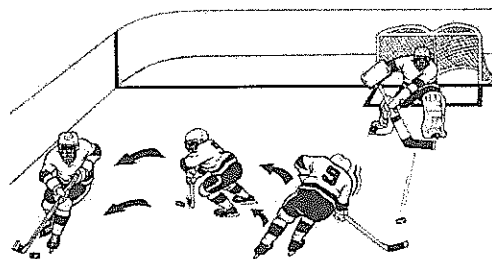


SHAKING A DEFENDER ONE-ON-ONE

The puck carrier must also be able to maintain possession of the puck when under checking pressure by a defender. Use of the body, skates and stick, as well as evasive skating movements, are required to shake a defender one-on-one, quickly enough.

TURN UP

This is an offensive manoeuvre used by players who have just recovered a loose puck while skating in the direction of their own net. It may also be used by puck carriers who are momentarily forced to retreat towards their own net. The offensive player first executes a fake by dipping the shoulder and angling the skates as if to turn in one direction. The puck carrier then rapidly makes a tight turn (preferably towards the near boards) with the puck in the opposite direction and accelerates as the turn is completed. The attacker is now in a position to pass to a teammate or skate with the puck.

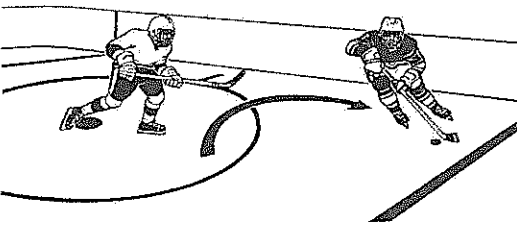
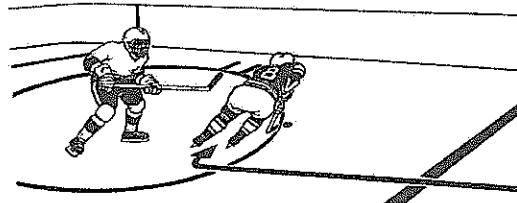
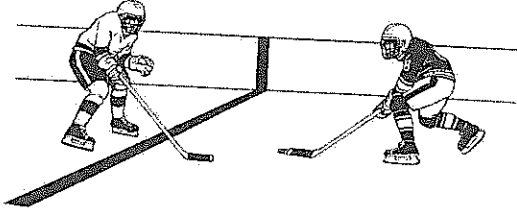


SHOOTING AND PASSING FAKES CONT...

DELAYING

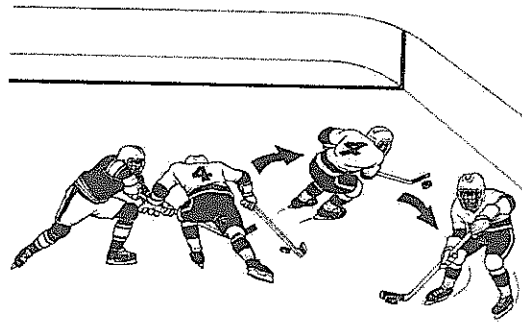
When an attacker is cut off from moving to the net with the puck, a delay movement can create time and space for the attacker by:

1. Tight turn towards board to create space between puck carrier and defender.
2. Player as off wing 'fades' to outside and momentarily creates space for self-skate or laterally. Quick stop - facing inside of rinks.



TURN AWAY PIVOT

When the outside drive to the net is cut off by a defender, the puck carrier pivots away from the defender by 'driving' out towards the boards. This involves a semi-glide turn to the outside and is completed with the puck carrier facing towards the middle of the ice looking for a potential pass receiver.



QUICK STOP

As another option, the attacker may execute a quick stop facing the in direction of the middle of the ice. If the defender is not able to stop as quickly, the puck carrier will have space and time in order to look for a passing option or attack the net. Against a skilled defender, it will be necessary for the puck carrier to move laterally with the puck immediately after the quick stop, in order to gain the necessary space.

PROTECTING THE PUCK

In tight checking situations, it is necessary for the offensive player to protect the puck. This involves use of the skates and stick maintain possession of the puck, while using the body to establish position, thereby keeping the defender away from the puck. If unable to break loose from the checker, the attacker may attempt to hold off the defender until a teammate moves in to provide support. In some cases, it may be necessary to freeze the puck to force a stoppage in play.

CHECKING SKILLS

Checking is carried out to gain possession of the puck. However, before teaching checking, it is imperative that skating skills be taught as they are the base upon which checking skills are built. Elements of skating skills, speed, agility, balance and strength are key skills required in the art of checking. The coach must recognize that before checking skills can be taught or developed, the player must be introduced to and have functionally mastered the basics of skating.

Upon completion of this chapter, you will be better prepared to:

- Relate skating skills to checking skills
- Instruct or teach checking skills in a progressive manner
- Instruct or teach protection skills
- Instruct your players in the rules pertaining to checking
- Checking from behind
- Curbing stick infractions

SKATING SKILLS & THEIR RELATIONSHIP WITH CHECKING

Each of these skating skills has a direct relationship with checking skills. The majority of mistakes made when checking an opponent stem from incorrect body position on the skates, which is directly related to skating skill.

For example, when a two foot stop is completed, both legs must be in a position to initiate the drive into the new skating position. If the legs are not in a proper flexed position, both time and power are lost. The drive should be initiated by the back leg, so that at no time are the legs crossed. If the legs are crossed over at the precise time of a check, the attacking player has only to move to the side to beat the checker.

Fundamental body position errors and leg movements errors such as this example creates compounding problems in all other forms of checking skills, from the poke check to the body check. Therefore, skating should be taught in a progressive fashion (i.e. the basics of the forward and backward skating stride switch to speed of leg movements, correct body position for two and one foot stops both forward and backward, quick starts, lateral movements, forward and backward crossovers, pivots from forward to backward) and once mastered, a coach should start teaching checking.

CHECKING WITHOUT MAKING CONTACT

Angling can be considered as a player's first line of defense. Body and stick positions are important in checking without making contact. This section will examine angling as one technique of checking without making contact.

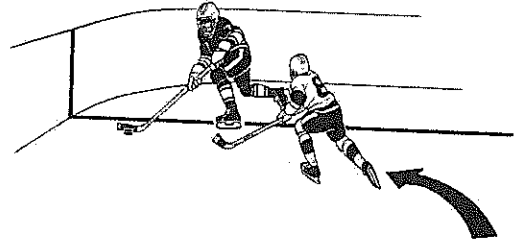
ANGLING

Angling is the ability to force an opponent to go in the direction you want. This would normally be towards the board or to the outside of you.

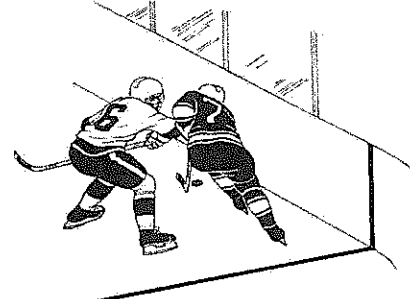
Key Points

1. Remain between the puck carrier and the pass receiver, gradually reducing the puck carrier's space.
2. Skate parallel to the opponent or in an arc or circular movement, but not in a straight line.
3. Skate slightly behind the opponent, thus not allowing the opponent to turn up ice to the inside of you.
4. Adjust your speed to the opponent's speed.
5. Your stick is always on the ice in the position to intercept a pass, and as a decoy to force the opposition to the desired direction.

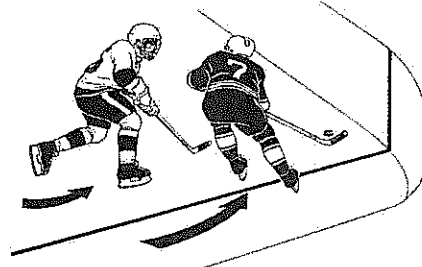
Angling



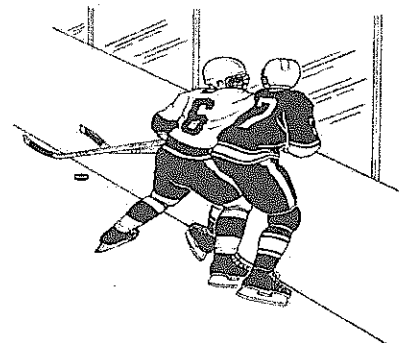
Angling: Closing the gap



Angling: Establishing contact



Angling: The pin



STICK CHECKING

Stick checking may be considered the second line of defence as angling forces the opposition to a position where contact can be made with the stick.

When you stick check, you must maintain control of both yours' and your opponent's sticks. Stick checks can be effective to:

1. Delay the advancement of the opposition
2. Force a loss of puck control by the opposition
3. Control the puck (become the offensive team) yourself (or a teammate)

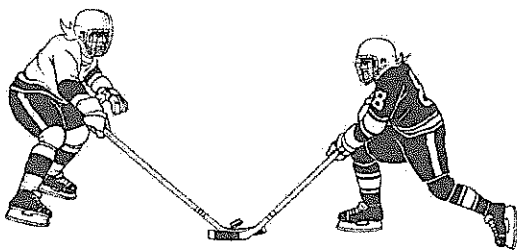
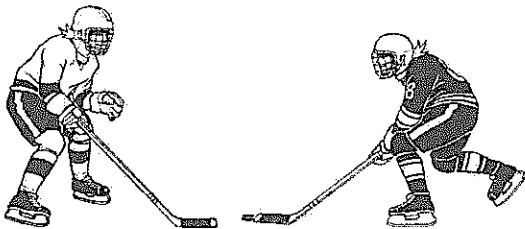
This section will examine six types of stick checks: poke, sweep, hook, hit, stick lift, and stick press.

POKE CHECK

Key Points

1. Primary vision is on the player; peripheral vision is on the puck.
2. Stick is held with one hand.
3. Keep the elbow slightly bent and close to the body.
4. Perform a quick extension of the forearm to poke the puck.
5. Legs always remain in a flexed (bent) position.
6. When required, keeping skating.
7. Maintain balance throughout the check.

Major Problem: Player lunges at the opponent, causing the legs to straighten, therefore leaving the defending player in a poor body position to react if the poke, check is missed.



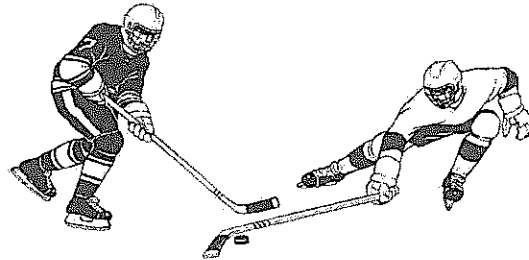
SWEEP CHECK

This check is valuable in many different situations, yet is often overlooked in the checking arsenal.

Key Points

1. The hockey stick and blade should be on the ice.
2. Sweep the ice surface in a circular motion.
3. Maintain movement while performing this check, as it will enable you to back check or pin the opponent along the boards, should you miss the sweep check.
4. You should control this check with either hand when possible.

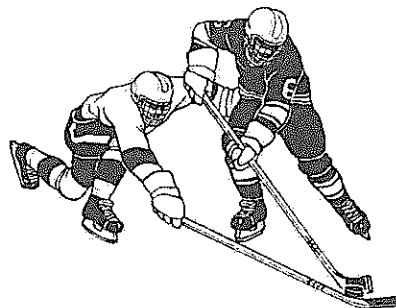
The disadvantages of the sweep check are that if you miss the puck, and trip the opponent, you may be called for a tripping penalty. Also, you're out of position if you get beat by the puck carrier.



HOOK CHECK

Key Points

1. One hand is on the stick.
2. Stick blade is flat on the ice.
3. The puck will be controlled by trapping it in the curve where the shaft meets the upper part of the blade.
4. Hook the puck towards you.
5. Can be executed from both a forward position and backward skating position.
6. To lengthen your reach, you can perform this check while on one knee.



STICK CHECKING CONT...

HIT (THE BLADE OF THE STICK)

Key Points

1. Skate parallel to the puck carrier.
2. When the puck is on the puck carrier's stick blade, on the opposite side of you, hit the stick to provoke the loss of puck control.
3. To be effective, you must forcefully hit the stick near the heel of the stick blade.

Blade contact

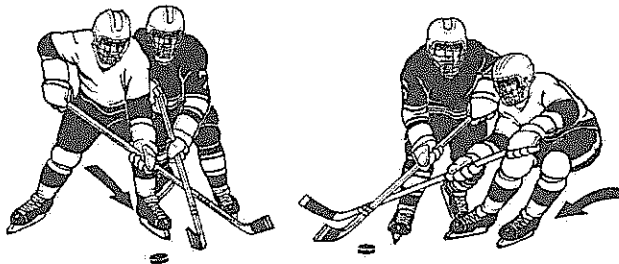


STICK LIFT

Key Points

1. Approach the puck carrier from behind.
2. When close enough, lift the shaft of the opponent's stick near its heel and compete for possession of the puck.

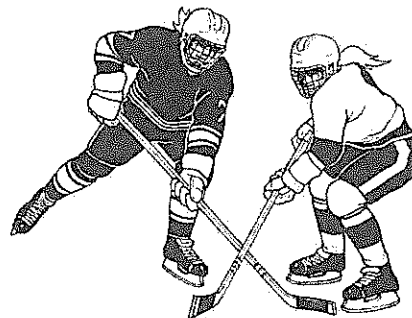
Note: If you are close enough to the puck carrier, you should position your body in front of the puck carrier. The stick lift may be done when approaching the opponent from an angle. Surprise and strength are key requirements for this skill.



STICK PRESS

Key Points

1. The stick is placed over the shaft, below the opponent's bottom stick hand.
2. Just as the opponent is to receive a pass, or move to redirect the puck, press down firmly.



PROTECTION IN BODY CHECKING

It is very important to have the ability to avoid or prepare oneself for a check.

To avoid being checked:

1. Keep the head and eyes up, scanning the play.
2. Maintain movement or motion.
3. Don't reach back for a pass unless you are sure there is no opposition player in front of you.

To prepare to receive a check:

1. Maintain a wide stance by bending the knees and leaning in the direction from which the check is coming.
2. Initiate movement towards the checked just prior to impact and ensure low contact.
3. Wear the appropriate protective equipment.
4. When falling down or colliding with the boards, absorb the shock with the largest available portion of the body.
5. Avoid falling on extended body parts.
6. During off-ice sessions, enhance your strength and flexibility.

GLOSSARY OF TERMS

The following terms and definitions can be found in the Skills of Gold DVD set.

Reference number indicates the skill presented in this DVD set.

SKATING

BALANCE AND AGILITY

1.01 BASIC STANCE

Balance starts with the basic stance, or "ready" position. This is the starting position for many of the basic skating skills. In the forward stance, the player's feet should be shoulder width apart with the toes pointing slightly outward. Knees and ankles are flexed at approximately 45 degrees. The upper body leans slightly forward with the weight on the balls of the feet. Make sure the head is up and eyes are looking forward. With the stick held in both hands, the blade should lay flat on the ice and slightly to the side of the body. The backward stance is very similar to the forward stance, except the body is slightly more upright and the weight is placed more to the front of the foot.

1.02 GETTING UP FROM THE ICE

Getting up from the ice is one of the first skills players need to learn. Players should rise to a kneeling position, then raise one knee forward to act as a brace. With both hands on the stick, push down on the raised knee and lift up to the ready position.

1.03 BALANCE ON ONE FOOT

Being able to balance on one foot is a fundamental skating skill. As with the basic stance, the player must keep the knees and ankles flexed to maintain balance. However, all of the player's weight will be transferred to the one foot remaining on the ice. Make sure the stick is out in front of the body so it cannot be used as a means of support.

1.04 JUMPING - ONE FOOT

Once players can balance on one foot, they can progress to jumping up and down. Keeping constant flexion in the knee will help to develop greater agility and leg strength.

1.05 GLIDING - ARM PUMP

Gliding using the arms to propel the body is not a skill typically used in hockey, but it does show players the importance of using the arms in skating and the extra speed that a strong pumping action of the arms generates.

1.06 GLIDING ON TWO SKATES

Gliding on two skates can happen many times throughout a practice or game. It is usually the preliminary movement in which the player begins striding, turning or stopping. Gliding on both skates is simply a moving hockey stance. Performing this drill backward is basically the same, with the exception that the body will be in a more upright position.

1.07 GLIDING ON ONE SKATE - FORWARD

Learning to balance and glide on one foot is essential, because proper skating technique requires that one foot must be under the body's centre of gravity at all times. This is done by maintaining the basic stance on the supporting leg while picking up the opposite foot.

1.08 GLIDING ON ONE SKATE - BACKWARD

Gliding backward on one skate is essentially the same as gliding forward with the main difference being that the body is more upright instead of bent slightly forward. Again the supporting leg is kept in the basic stance position, with the skate blade flat on the ice, not the edges.

1.09 GLIDING WITH KNEE BEND

The next progression for gliding on one foot is to add a deep knee bend. Not only will this help to develop balance, but it also prepares the player for forward striding.

1.10 GLIDING - ONE FOOT - TOE ON PUCK

Placing the toe on a puck helps players develop their balance while moving. When players perform this exercise, they are constantly changing their balance points; therefore they must keep their weight on the planted foot.

1.11 LATERAL CROSSOVERS - STEP AND PLANT

Lateral crossovers are an excellent way for players to learn and develop their balance. Proper execution of this drill requires that the feet and shoulders remain perpendicular to the direction of the movement. It is important that the upper body is kept as still and level as possible throughout the drill. To maintain balance during this drill it is critical to keep the blades flat on the ice.

1.12 LATERAL CROSSOVERS - CONTINUOUS

The next progression for lateral crossovers is to take three steps in each direction. Make sure to finish and hold in the ready position before changing directions. Increasing the speed of this drill will become easier with practice.

1.13 LATERAL CROSSOVERS - OVER STICK

The final progression of lateral crossovers is to perform continuous steps over a stick. This adds an obstacle for the players to step over and it's an excellent way to develop balance, agility and coordination.

1.14 SHOOT THE DUCK - FORWARD AND BACKWARD

Shooting the duck both forward and backward is a difficult skill requiring leg strength, flexibility and great balance. The key to this drill is that the player must lean forward as they are bending down. Not only is it a great exercise for many other skills, but players will have fun trying to master it as well.

EDGE CONTROL

2.01 FIGURE 8'S - FORWARD - INSIDE EDGE

Figure 8's on the inside edge are a fundamental method for players to learn inside edge control. When performing this exercise the emphasis should not be placed on speed, but rather the importance of the knee bend and a controlled upper body. Younger players may find it easier to place their stick on the ice to better maintain their balance.

2.02 FIGURE 8'S - FORWARD - OUTSIDE EDGE

Executing Figure 8's on the outside edge is more difficult than on the inside, but again a deep knee bend and quiet upper body will help to develop better edge control.

2.03 FIGURE 8'S - BACKWARD - INSIDE EDGE

Performing backward figure 8's on the inside edge requires a quiet upper body, a strong push with the non-gliding leg and a deep knee bend with the support leg. Mastering this skill is critical to executing many of the other skills built on this movement such as backward crossovers, open pivots, and changing directions to a forward skate.

2.04 FIGURE 8'S - BACKWARD - OUTSIDE EDGE

The next progression for backward Figure 8's requires that the majority of the weight is placed on the ball of the foot while still maintaining a deep knee bend. It is also important that a player has a quiet upper body and is leaning slightly forward. This will enable the player to remain in control and ready for any subsequent movements.

2.05 ONE LEG WEAVING - FORWARD

Weaving on one leg allows players to feel the inside and outside edges of their skates. The age and skill level of a player can have a noticeable effect on their ability to perform this exercise. Younger players tend to move from inside edge to outside edge as they turn, but because they are using more of a gliding motion they will typically lose momentum. Older players will usually create propulsion and pick up speed by bending their knee going into the turn and then straightening their leg coming out of the turn.

2.06 ONE LEG WEAVING - BACKWARD

Weaving on one leg backward is even harder for players to master than the same skill forward. When weaving backward, it's necessary to place pressure more on the toe in order to maintain balance, versus putting pressure on the heel when going forward. Typically, younger players won't have the balance, or leg strength to master this skill backward, but it will come with time and practice.

2.07 FORWARD SCISSOR SKATE - SMALL

Small forward scissor skates are a great exercise for working on outside edge control and coordination. It is critical for the players to keep their glide leg bent and to only use their outside edges when performing this skill.

2.08 FORWARD SCISSOR SKATE - LARGE

The technique for this skill is similar to the small scissor skate, with the main difference being that the glide is held much longer. This helps players get a better feel for their outside edges.

2.09 BACKWARD SCISSOR SKATE - SMALL

A difficult skill to master, the backward scissor skate requires a great deal of agility due to its unnatural skating motion. Again it's a great exercise for outside edge control, as almost the entire skill is performed on the outside edges of the skate. The body should be leaning slightly forward and the support leg needs to be bent in order to maintain balance.

2.10 BACKWARD SCISSOR SKATE - LARGE

Increasing the length of the glide is the next progression of the backward scissor skate. To maintain balance during this exercise the upper body must face forward and remain square. It is important to maintain a deep knee bend.

2.11 SLALOM - ALTERNATING LEAD FOOT

Performing slaloms by alternating the lead foot is another great exercise for improving edge control. It's important that each time they go into a turn, the players' feet exchange front and back positions and never leave the ice.

2.12 SLALOM - STICKS ON ICE

Another good exercise for edge control is the slalom with sticks on ice. Players need to focus on using a deep knee bend to keep them moving. It's an exaggerated move, but it helps players master the proper slalom technique. The sticks are there to prevent any momentum that may be gained by forward striding.

STARTING AND STOPPING

3.01 T - START

The "T" Start is normally the first start taught to beginners because it's relatively easy to demonstrate and explain. The upper body should lean slightly forward with the weight over the drive leg. The drive leg should also be rotated outwardly approximately 90° to the direction of travel. The start is initiated by thrusting off the inside edge of the drive skate, with full extension of the hip, knee and ankle.

3.02 FRONT V-START

The front "V Start" is an explosive start that allows a player to quickly reach maximum speed. The players' centre of gravity should be shifted forward with weight placed on the inside edges of the toes of the skates. The heels of the skates need to be close together, with the knees and ankles flexed. As the number of strides increases, the player takes progressively longer strides, pushing more to the side rather than to the back. The body should gradually straighten up as speed increases.

3.03 CROSSOVER START

The crossover start is basically a V-Start preceded by a crossover action of the leg. Players will usually use a crossover start when need to start rapidly after a two-foot parallel stop or from a stationary position. It is also used when a player is perpendicular to the direction they wish to go.

3.04 BACKWARD C-CUT START

A Backward C-Cut is used to initiate backward skating from a stationary position without turning one's back to oncoming opponents. Starting from the basic stance, the heel of the driving leg should be turned outward as far as possible. The thrust of this start comes from the toe of the skate.

3.05 BACKWARD CROSSOVER START

The backward crossover start is a very effective method of accelerating rapidly from a stationary position. Starting from the basic backward stance, the hips and trunk turn slightly toward the direction of the crossover while the head remains facing forward. The outside leg starts with a c-cut and then crosses over in front of the inside leg.

3.06 ONE O'CLOCK - ELEVEN O'CLOCK STOP

This skill gets its name because the right skate pushes out toward a one o'clock position and the left skate toward an eleven o'clock position. To properly execute this stopping technique, the heel of the skate needs to be turned outward and the toe of the skate turned inward. The player should maintain a deep knee bend while keeping their back straight and their weight on the balls of the feet.

3.07 OUTSIDE LEG STOP

The outside leg stop is a common stop used by many beginner skaters. To execute this stop correctly, the players' weight must be on the inside edge of their outside leg. Their inside leg should be held above the ice, ready to initiate a new stride.

3.08 TWO-FOOT PARALLEL STOP

The two-foot parallel stop is an excellent way to stop quickly. At the beginning of the stop, the knees should be bent beyond the toes of the skates and the weight distributed as evenly as possible over both skates. There should not be any upward extension of the body before rotating as this makes it difficult to apply sufficient pressure to the blades.

3.09 INSIDE LEG / OUTSIDE EDGE STOP

The inside leg outside edge stop is primarily used as a learning exercise for players having difficulty with their outside edge in the two foot parallel stop. This stop is rarely seen in game situations because it's very difficult to execute at high speed and it leaves the player in an awkward position to initiate another skill.

3.10 ONE-LEG BACKWARD STOP

The one leg backward stop is commonly used because upon completion the player is in a forward T-start position. To properly perform this manoeuvre the body should be bent forward with the weight of the body on the rear leg. At the end of the stop, the knee of the back leg should be flexed and ready to move in any direction.

3.11 TWO-LEG BACKWARD STOP

The two-leg stop is the most efficient and commonly used backward stop. It permits quick stopping and resistance against an opposing force while placing the player in an excellent position to initiate a forward start. At the end of the stop, the toes should be pointed outward and the skates should be in a V position.

FORWARD SKATING AND STRIDING

4.01 C-CUTS - LEFT FOOT / RIGHT FOOT

C-cuts are a basic skill that can help younger players with their forward skating. The c-cut is an important skill to master because it's a necessary component of many other skills such as crossovers and propulsion while turning. The basic c-cut involves using one leg as the glide leg and the other, as the drive leg. The drive leg must recover directly under the body next to the glide leg.

4.02 C-CUTS - ALTERNATING

The next progression of the basic c-cut is to alternate the legs.

4.03 C-CUTS - BOTH FEET

The third progression of basic c-cuts is for both feet to perform the action simultaneously.

4.04 C-CUTS - PULLING PARTNER

Having the players pair up and pull each other while performing c-cuts is an easy way to offer resistance. If done properly, the added resistance will help players perform a more precise c-cut allowing them to concentrate on doing the technical aspects of the skill correctly.

4.05 SLALOM - C-CUTS NARROW

Slalom c-cuts narrow is a similar motion to downhill skiing. It is in fact an unnatural skating motion because the feet are always together and parallel. This is a great skill for helping players develop their coordination and achieve better control of their skates.

4.06 SLALOM - C-CUTS WIDE

This exercise is similar to slalom c-cuts narrow. The difference is, a wider pattern for the slalom, and the c-cut is more exaggerated.

4.07 SLALOM - PULLING PARTNER

Using the slalom technique while pulling a partner is a great exercise that adds resistance while also building strength.

4.08 C-CUTS - BACK FOOT CROSSUNDERS

This combination skill involves two actions. The first is a simple c-cut on the inside edge, the second is a c-cut on the outside edge of the same skate. This second action is a difficult skill because creating the additional propulsion requires that the entire skate blade remain in contact with the ice while the outside edge of the heel is driving downward.

4.09 C-CUTS - ALTERNATE CROSSUNDERS

The next progression of c-cuts is both feet taking turns performing the c-cut and crossunder.

4.10 C-CUTS - HEEL ONLY

A good exercise for improving quickness of the feet is to perform C-Cuts with the heel of the skate. By concentrating on only using their heels, players can greatly improve the strength of their push.

4.11 FORWARD STRIDING

Taking fast, short strides helps to develop powerful skating. The basic forward stride is derived from a sequential extension of the hip, knee and ankle in a lateral thrust. The knee of the gliding leg must be fully flexed, extending beyond the toe of the skate. The weight of the body needs to transfer over the striding leg at the beginning of each stride. The ankle and foot of the striding leg should be completely extended to the tip of the toe. The skate of the recovery leg should be kept low to the ice, passing under the centre of gravity. It is common to see younger players use a high heel kick after the stride, but this makes the recovery time longer. As speed increases, longer and less frequent strides may be taken to maintain speed.

4.12 EXAGGERATED STRIDE

The exaggerated stride is a good technique for getting players to slow down and lengthen the movements of the forward stride. This not only helps them get a better feel for how these movements should flow together but they can also put more focus on the push, glide and recovery stages.

4.13 FORWARD STRIDING - PULLING PARTNER

Forward striding while pulling or pushing a partner is another technique that will force a longer stride. The player doing the pulling typically leans forward more which causes them to use longer strides. The resistance also helps build leg strength.

4.14 WEAVE - CROSSOVERS WITH PYLONS

A good exercise for working on edge control is performing crossovers while weaving around pylons. It helps players concentrate on gliding on their outside edges and the pylons keep the players in controlled movements where speed is not important.

4.15 WEAVE - CROSSUNDERS WITH PYLONS

This drill can be used to help develop edge control. It promotes agility and coordination. The feet are constantly crossing each other and alternating pushes off the inside and outside edges.

4.16 FORWARD STRIDING – HANDS ON STICK ON ICE

This is a good technique for both starting and forward striding because keeping the hands on the ice forces a strong toe push and a long stride. As players further develop they should be able to stand up from this position in one motion and continue on in a full stride.

4.17 STRIDE AND BEND

The stride and bend technique is a great exercise for developing leg strength and balance. As players continue to practice this technique they will naturally adopt the deep knee bend and incorporate it into their normal stride.

4.18 JUMP STRIDE

The jump stride is a plyometric skating technique used to develop agility, leg strength, and an explosive stride. The key to this exercise is to jump from the inside edge of one skate to the inside edge of the other without taking a stride in between jumps.

BACKWARD SKATING

5.01 C-CUTS – LEFT FOOT / RIGHT FOOT

C-cuts are a basic skill that can help players develop their backward skating. The c-cut is an important skill to master because it is a necessary component of many other skills such as crossovers and propulsion while turning. The basic c-cut involves using one leg as the glide leg and the other as the drive leg. After a strong push by the toe of the skate, the drive leg must recover directly under the body next to the glide leg.

5.02 C-CUTS – ALTERNATING

Alternating c-cuts are the foundation of backward striding. It is important that players maintain a quiet upper body and resist leaning too far forward. Maintaining a deep knee bend in the glide leg allows a long thrust from the drive leg. Players should also avoid swinging their hips from side to side. Swinging the hips causes an improper transfer of weight from one skate to the other.

5.03 GLIDING ON TWO SKATES - BACKWARD

Gliding backward on two skates is simply a moving backward stance. It isn't often done during a game, but players will usually use this technique when they are either relaxed or not involved in the play.

5.04 GLIDING ON ONE SKATE - BACKWARD

Gliding backward on one skate is the preliminary move for many other skills. As in forward skating the basic principle in backward skating is that one foot must be under the body's centre of gravity at all times. The blade of the glide skate should be flat on the ice, not on the edges.

5.05 SLALOM – C-CUTS NARROW

Adding a narrow slalom pattern when performing c-cuts is great for helping players develop their coordination and achieve better control of their skates.

5.06 SLALOM – C-CUTS WIDE

This exercise is similar to slalom c-cuts narrow. The difference is that the slalom will cover more of the ice, and the c-cut is more exaggerated.

5.07 C-CUTS – PULLING PARTNER

Having the players pair up and pull each other while performing c-cuts is an easy way to offer resistance. If done properly, the added resistance will help players perform a more precise c-cut allowing them to concentrate on doing the technical aspects of the skill correctly.

5.08 SLALOM – PULLING PARTNER

Using the slalom technique while pulling a partner is another method of adding resistance while also building strength. It may be useful to have the partner give instructions such as "head up" or "eyes forward".

5.09 SLALOM – ALTERNATING LEAD FOOT

Just as in forward skating, alternating the lead foot when performing a slalom is another great exercise for improving edge control. It is important that each time a player goes into a turn, that the feet exchange front and back positions and never leave the ice. This is a great exercise for developing agility and coordination.

5.10 BACKWARD SCULLING

Backward sculling is simply combining a series of c-cuts. A quiet upper body, without excessive arm movement is the key to performing this drill efficiently.

5.11 JUMP STRIDE – BACKWARD

The jump stride is a plyometric skating technique used to develop agility, leg strength, and an explosive stride. The key to this exercise is to jump from the inside edge of one skate to the inside edge of the other, without taking a stride between jumps.

TURNING AND CROSSOVERS

6.01 GLIDE TURNS

Glide turns typically happen when a player is either not involved in the play or is getting ready to react to what is happening around them. It begins with the skates shoulder width apart and is initiated by the head and shoulders. Using a proper knee bend, the body must lean in the direction of the turn. It is important to follow the stick into the turn.

6.02 TIGHT TURNS

Tight turns permit players to change direction in a very limited space while expending the least amount of energy. During a turn, pressure should be kept on the outside edge of the lead foot and the inside edge of the following foot. The weight should be distributed as evenly as possible on both skates. By keeping the skates close together and the centre of gravity ahead of the skates, players will be able to crossover after the turn and accelerate rapidly. Players should learn to master tight turns on both sides of their body.

6.03 TIGHT TURN – DIVE INTO TURN

This exercise involves 4 tight turns, two in each direction. Because the pylons are staggered the player has to dive into each turn. It's an easy drill to set up for players to practice their tight turns as well as their speed and agility coming out of a turn.

6.04 360'S – LEFT AND RIGHT

360's to the left and right are essentially tight turns without using a pylon for guidance. Players should concentrate on leading with their front foot and digging it into the ice during the turn. It is important to lean into the turn and then accelerate out of the turn with one or two quick crossovers.

6.05 360'S – ALTERNATING

Alternating 360's not only helps to develop a player's tight turns, but also their speed and agility after changing directions. Players should master the ability to perform tight turns in both directions, as well as their ability to pick up speed following the turn.

6.06 C-CUTS – AROUND CIRCLE – OUTSIDE FOOT

The motion for performing c-cuts around a circle with the outside foot is essentially the same for c-cuts in a straight line. The only difference is that the glide leg uses the circle as a guide. It's the push from the inside edge of the outside foot that propels the player in a circular motion. The heel should turn outward and push into the ice, with the recovery occurring close to the glide foot.

6.07 C-CUTS – AROUND CIRCLE – INSIDE FOOT

When performing c-cuts around a circle with the inside foot, it is the push from the inside edge of the inside foot that propels the player in a circular motion. The power comes from turning the heel outward and pushing it into the ice.

6.08 C-CUTS – AROUND CIRCLE – BOTH FEET

A combination of the previous two exercises, this is not a natural skating movement, but it does help to develop a strong push equally from each skate.

6.09 C-CUTS – AROUND CIRCLE – CROSSUNDERS

This is a preliminary movement for the crossover, where the inside leg extends and pushes off. It begins with a normal c-cut, but instead of recovering next to the glide leg, the drive leg crosses behind the glide foot and executes a c-cut with the outside edge of the skate. The crossunder motion is how players can develop extra power from their inside drive leg.

6.10 CROSSOVERS – FORWARD

Crossovers are a method of turning while maintaining or picking up speed. The crossover begins by extending the outside foot back and to the side. The player then pushes off the inside edge and brings the outside foot over and in front of the inside leg. At this point the inside foot also extends sideways and backward by pushing off the outside edge. The steps are repeated as the player continues to turn.

6.11 CROSSOVERS – GRAB STICK LOW

Grabbing the stick low while performing crossovers is a great exercise to help players who don't have a deep enough knee bend during their crossovers. This positioning helps the players create a stronger push, and also forces greater flexion in the knees.

6.12 CROSSOVERS – THREE QUICK - LEFT AND RIGHT

This drill is a great way to improve a player's agility and foot speed. By doing three quick crossovers to the left and right, the player is constantly changing directions. Younger players often forget to complete the crossover when attempting this exercise with speed. However, note that technique is more important than speed when performing this drill.

6.13 C-CUTS - AROUND CIRCLE – OUTSIDE FOOT - BACKWARD

Performing c-cuts around a circle with the outside foot is essentially the same when going backward as it is forward. Again, it is the push from the inside edge of the outside foot that propels the player in a circular motion. The power comes from turning the heel outward and pushing the toe into the ice.

6.14 C-CUTS – AROUND CIRCLE – INSIDE FOOT – BACKWARD

Just as in doing c-cuts with the outside foot, this drill has the inside foot following the same pattern. The heel must turn outward and a strong push with the toe will initiate the arc like motion. The drive leg should then recover next to the glide leg.

6.15 C-CUTS – AROUND CIRCLE – CROSSUNDERS – BACKWARD

Just as with the crossunder movement in forward skating, the crossunder going backward is designed to isolate the inside foot and generate more power from the outside edge of the toe.

6.16 CROSSOVERS – BACKWARD

Crossovers backward are usually used only by defensemen during games, but it is important that all players be able to perform them as equally well as forward crossovers. The skill starts by picking up the outside foot and bringing it across and in front of the inside foot. At the same time, the inside foot extends back and to the side creating a pushing force with both feet. The outside foot, which is now on the inside of the body, pushes outward.

6.17 CROSSOVERS – BACKWARD – REACHING

This technique helps to increase a player's speed when skating backward. When a player initiates a crossover move the outside foot should reach out as far as possible. Once the toe is planted, the reaching aspect forces the player to pull the rest of the body to the outside. This creates more power and momentum for the player to perform additional crossovers.

6.18 CROSSOVERS – HI AND LO

This drill develops a great deal of foot speed by performing 3 or 4 quick crossovers in one direction and then 3 or 4 in the other. It is done around the top of one circle, and then the bottom of another. Performing the drill in this way is more relevant to an actual game situation than performing crossovers around a complete circle.

6.19 CROSSOVERS – FOUR PYLON RACE

A great way for getting maximum effort out of players in practice is to set up a relay race or competition style drill. This drill consists of 4 pylons placed in a square, with one player at each pylon. On the coach's signal, the players take off in the same direction, and try to catch the person in front of them. The pylons should be placed so that the players are constantly crossing over.

6.20 BACKWARD ONE-FOOT STOP AND T-START

This skill is a great way to transition quickly from backward skating to forward skating. As the player is about to stop, it is important for the skate blade to rotate outward before positioning itself 90° to the desired stopping direction. The weight of the body should be on the front portion of the rear skate blade. This enables the player to dig deeply into the ice and get in position for a forward T-start.

6.21 PIVOTS - BACKWARD TO FORWARD AND FORWARD TO BACKWARD

Backward to forward and forward to backward pivots allow a player to change directions without modifying speed. Before a player performs either of these pivots, their weight must be over the glide leg. To make a backward to forward pivot, a player must rotate their drive skate 180° outward, and place it down on the ice. Following a simultaneous rotation of the head, shoulders, and hips the weight is then transferred rapidly to the rotating skate while the glide skate rotates 180° becoming parallel to the rotating skate. To make a forward to backward pivot the actions are similar except the player will need to rotate their drive skate almost 270 degrees. Players will find it easier to first master the backward to forward pivot before they can fully master the forward to backward pivot.

6.22 PIVOTS – OPEN AND REVERSE

These types of pivots are used to change direction when carrying momentum into a turn. The open pivot occurs when a player is skating backward, then with the weight on the inside leg, reaches forward and sideways with the outside leg to change the momentum from backward to forward. The reverse pivot happens when a player is skating forward and then turns the feet as if to stop, but instead leads with the heels parallel to each other in a short circular glide until the player is skating backward.

6.23 HEEL TO HEEL GLIDE

The heel to heel glide is a skill that is performed very often, but it can be used as an escape move to avoid contact or sneak through a narrow opening. To perform this move, the player picks one foot up and rotates it 180°, then places it back on the ice so that the heels are facing each other. Players will need to have great balance control and flexibility in the hips in order to perform this manoeuvre.

6.24 MOHAWK ON CIRCLES – OPEN

This is a progression in pivoting that enables a player to always be facing the play. In performing this skill the player picks up the inside foot and rotates it 180°, then places it back on the ice so that the heels are facing each other. The other foot is then brought up and rotated 180° so the feet are once again parallel.

6.25 MOHAWK ON CIRCLES – OPEN AND REVERSE

This next progression of Mohawk on Circles is used to increase agility and foot speed by quickly exchanging the foot that carries the body's weight. It is an important skill that allows players to change directions without losing speed.

6.26 SKATING AGILITY DRILL #1

This racing drill will help players develop quick feet. The players will need to perform a quick start, a forward two-foot stop, a backward two-foot stop and crossovers all in the same drill. This is a great drill for developing a player's agility and overall conditioning.

6.27 SKATING AGILITY DRILL # 2

This is another drill that can be used to develop quick feet. It incorporates many different skating skills in a confined area.

PUCK CONTROL

1.01 STATIONARY PUCK CONTROL – STANCE

The puck control stance is very similar to the basic skating stance and it is the foundation for all puck control skills. The player's feet should be shoulder width apart with the knees bent. The upper body leans slightly forward and the head is up. The player's top hand must be at the very end of the stick, and the lower hand 20-30 centimeters down the shaft. The blade should lay flat on the ice. When younger players are first learning to stickhandle, they should be allowed to look down to get a feel for the puck. Older players should ideally use their peripheral vision to see the puck.

1.02 STATIONARY PUCK CONTROL – NARROW

This is a fast, short movement used to move the puck back and forth quickly in front of the body. The goal is to keep the hand movements as smooth and quick as possible.

1.03 STATIONARY PUCK CONTROL – WIDE

This technique moves the puck across the entire body, extending to each side as far as the arms can reach. The bottom hand can come off the stick as the puck is moved out wide to the backhand. This allows the player to move the puck out even further.

1.04 STATIONARY PUCK CONTROL – NARROW AND WIDE COMBINATION

This skill is a combination of stickhandling the puck narrow and wide. It can be a very deceptive manoeuvre in a game situation. Not only does the puck change location, it also changes speed.

1.05 STATIONARY PUCK CONTROL – SIDE - FRONT - SIDE

The movement in this exercise consists of stickhandling the puck on the forehand side, then to the front and finally to the backhand side. This can be another deceptive move when trying to beat defenders.

1.06 STATIONARY PUCK CONTROL – ONE LEG – LEFT OR RIGHT

Just as skating is mostly performed on one leg, the majority of the time spent handling the puck is done on one leg as well. The first progression for puckhandling on one leg is to perform it while stationary. The player stickhandles the puck normally then picks one leg up and continues to move the puck from side to side. Ideally the player will perform this transition seamlessly. Players should learn to master this skill on either leg.

1.07 STATIONARY PUCK CONTROL – ONE HAND

There are many times during a game or practice when players will have only one hand on the stick, usually their top hand. Initially performing this while stationary, helps players get a better feel for the strength and coordination required for one-handed puck control in motion. Practicing this skill is also a great way for players to improve their hand and forearm strength.

1.08 STATIONARY PUCK CONTROL – HANDS TOGETHER

Although not often used in game situations, keeping the hands together is a method of stickhandling that can be used to improve forearm strength. Players will also develop a better feel for the puck when it is handled further away from the body.

1.09 STATIONARY PUCK CONTROL – HANDS WIDE

As with the previous skill, this is not a typical method for handling the puck but it will increase coordination and overall puck control skills. This technique really emphasizes shifting the weight from one skate to the other. It also forces the player to slide the bottom hand lower down the shaft to get the puck out wider.

1.10 STATIONARY PUCK CONTROL – ROTATION

The term "puck on a string" comes from this manoeuvre in which the puck stays very close to the blade of the stick. The puck slides from the heel of the blade to the toe, and then back down the other side of the blade. As players become faster and more adept at this move, it will appear as though the puck never leaves the blade.

1.11 STATIONARY PUCK CONTROL – TOE DRAG – SIDE

The side toe drag is a very deceptive move that when performed successfully, always makes the highlight reels. It requires both hand speed and coordination. The player moves the puck out to the forehand side and turns the toe of the blade downward to drag the puck closer to the body. It is the rotation of the top hand that turns the toe of the blade over.

GLOSSARY OF TERMS

1.12 STATIONARY PUCK CONTROL – TOE DRAG – FRONT

This manoeuvre is similar to the side toe drag, except in this case the puck is out in front of the player. Again, the player turns the toe of the blade downward to drag the puck closer to the body. As players practice this they will develop both speed and a more fluid motion.

1.13 STATIONARY PUCK CONTROL – TOE DRAG – SIDE AND FRONT

The toe drag side and front, is a combination of the two previous drills, where the player alternates dragging the puck toward the body from the side and then the front, with the toe of the blade. As players improve, this manoeuvre should become fluid and continuous.

1.14 STATIONARY PUCK CONTROL – FIGURE 8'S – TWO HANDED

Figure 8's are designed to give players a better feel for the puck while going through a wide range of motion. The figure 8 pattern makes the player control the puck both on the forehand and backhand. Again the motion should be smooth and continuous.

1.15 STATIONARY PUCK CONTROL – FIGURE 8'S – ONE HANDED

The figure 8 one handed is similar to the two handed version except that it's performed with only the top hand on the stick. Practicing this particular puck control skill helps develop better feel and coordination.

1.16 STATIONARY PUCK CONTROL – AROUND THE BODY – BOX

Moving the puck in a box pattern while rotating the upper body is a great method for developing better puck control and agility. The player should be stickhandling throughout the entire exercise.

1.17 STATIONARY PUCK CONTROL – AROUND THE BODY – TRIANGLE

In this exercise the puck moves in a triangular fashion around the body. The player should focus on moving the puck quickly from back to front, pulling it by the blade instead of stickhandling it.

1.18 STATIONARY PUCK CONTROL – PARTNER ON KNEES – STATIONARY STICK

In this first progression of one on ones one player is on their knees as another player is stickhandling the puck while standing. As seen here, using a stick as an obstacle is an added challenge to help develop puck control. The standing player moves the puck from side to side underneath the stick and performs front to back toe drags around the stick.

1.19 STATIONARY PUCK CONTROL – PARTNER ON KNEES – MOVING STICK

In this second progression of one on ones, the kneeling partner slowly moves their stick back and forth. The standing partner performs the same puck manoeuvres as in the previous drill.

1.20 STATIONARY PUCK CONTROL – STICK THRU LEGS

The stick through the legs manoeuvre though not often used in a game, should be practiced to better develop hand eye coordination. This drill also helps players develop a better range of motion in their hands and arms.

1.21 STATIONARY PUCK CONTROL – PUCK THRU LEGS FROM BACK

This particular skill is normally used to deceive defencemen. The puck is taken out wide on the forehand side and behind the body and then the toe of the blade pulls the puck back through the legs. The backside of the blade can also be used to tap the puck through the legs. The puck can either come straight through or off the skate and up to the stick. This skill is often used when a player is receiving a pass behind the body.

1.22 STATIONARY PUCK CONTROL – SWITCH HANDS

This is a great exercise for improving a player's feel for the puck and hand-eye coordination.

1.23 STATIONARY PUCK CONTROL – BODY / STICK – OPPOSITE

Body Stick Opposite is a difficult skill to master. Initially, it should be practiced while stationary before trying it in motion. The player stickhandles the puck and moves the upper body to the opposite side of where the puck is. Once a player can perform this skill while stationary, it can then be done more easily in motion.

1.24 STATIONARY PUCK CONTROL – PUCK SCOOP – FOREHAND

This is a skill that many players enjoy trying to master. The blade of the stick is laid on top of the puck. Pressure is put on the edge of the puck to tilt it onto the blade. The stick is then brought backward in a circular motion toward the body. Then with a quick upward rotation of the hands and stick the puck stays on the forehand side of the blade as it is scooped up.

1.25 STATIONARY PUCK CONTROL – PUCK SCOOP – BACKHAND

The action for the backhand puck scoop is the same as the forehand, except the puck starts on the backside of the blade. With a forward movement of the puck along with a quick downward rotation of the hands and stick, the puck is scooped onto the blade.

1.26 STATIONARY PUCK CONTROL – PUCK OVER STICK – FOREHAND AND BACK-HAND

This is a fun skill that can be done in practice to improve hand eye coordination as well as range of motion for the arms. The right amount of speed combined with a smooth arc of the stick keeps the puck on the blade.

1.27 STATIONARY PUCK CONTROL – BOUNCE PUCK ON BLADE

Bouncing a puck on the blade is a great exercise for learning hand eye coordination. Although this skill isn't often used it comes in handy when trying to coral a bouncing puck or knock it out of the air.

1.28 STATIONARY PUCK CONTROL – FLIP PUCK UP – KNOCK DOWN

Flipping a puck up and knocking it down is another great exercise for developing hand eye coordination.

1.29 STATIONARY PUCK CONTROL – TWO PUCKS

Stickhandling two pucks simultaneously is an exercise that should be practiced often to develop hand eye coordination and hand speed. Players should be given time to work on this at the start or the end of practice as either a warm up or a cool down.

MOVING PUCK CONTROL

2.01 MOVING PUCK CONTROL – NARROW

The narrow drill is a fast, short manoeuvre used to move the puck back and forth quickly in front of the body. As in the stationary version, the goal is to keep the hand movements as smooth and quick as possible. When performed in a game situation it can cause a defenceman to look at the puck instead of the body.

2.02 MOVING PUCK CONTROL – WIDE

This technique moves the puck across the entire body, extending the arms to each side as far as they can reach. The bottom hand can come off the stick as the puck is moved out wide to the backhand. This allows the player to move the puck out even further. When done at high speed, it gives the player a greater chance of going around a defenceman.

2.03 MOVING PUCK CONTROL – NARROW / WIDE COMBINATION

This skill is a combination of stickhandling the puck narrow and wide. It can be a very deceptive move in a game because the puck is not only changing location but also speed. It can often distract an opponent and cause them to look at the puck instead of the body.

2.04 MOVING PUCK CONTROL – SIDE / FRONT / SIDE

The movement in this exercise consists of stickhandling the puck on the forehand side, then to the front and finally to the backhand side. This can be another deceptive move when trying to beat defencemen. Moving the puck out to the side can often make a defenceman think that either a pass is going to be made, or that a shot is going to be taken on the goaltender.

2.05 MOVING PUCK CONTROL – OPEN ICE CARRY – FOREHAND

In this drill, players use only their top hand to control the stick. The puck is pushed ahead with the bottom edge of the stick blade. The puck must be out in front and off to the side of the body for maximum control. Straightening the arm at the elbow pushes the puck forward. When players have open ice in front of them, it is better to use this technique rather than stickhandle up the ice.

2.06 MOVING PUCK CONTROL – OPEN ICE CARRY – BACKHAND

This is the same as the forehand drill except the player controls the puck on their backhand. A player can usually carry the puck wider on the backhand because the control arm doesn't have to cross in front of the body.

2.07 MOVING PUCK CONTROL – OPEN ICE CARRY – COMBINATION

The open ice carry combo is a great exercise to help gain better control of the puck. Players rotate their top hand to move the puck from side to side. This is a difficult exercise for young players to master but it will definitely help them develop mobility with the puck as they get older.

2.08 MOVING PUCK CONTROL – WEAIVING WITH PUCK

Weaving with the puck is a skill used many times throughout a game or practice. It is basically a series of glide turns performed with very little stickhandling.

2.09 MOVING PUCK CONTROL – ONE LEG – LEFT AND RIGHT

Since the majority of a player's time handling the puck is spent on one leg, it is important to practice this move by handling the puck on one leg only. The player stickhandles normally then picks one leg up while continuing to move the puck from side to side. Ideally the player will perform this transition seamlessly.

2.10 MOVING PUCK CONTROL – ONE LEG – LEFT AND RIGHT / FRONT AND BACK

In this coordination drill a player balances on one leg and stickhandles the puck in front of the body and off to the side. This is a great exercise for simultaneously improving puck control and balance. It should be done in a continuous motion.

GLOSSARY OF TERMS

2.11 MOVING PUCK CONTROL – ONE HAND

Just as the majority of skating is performed on one leg, players mostly handle the puck with one hand as well. Practicing one handed puck control will improve hand and forearm strength as well as puck mobility.

2.12 MOVING PUCK CONTROL – THREE CROSSOVERS – CARRY THE PUCK

In game situations, this skill is useful for keeping an opponent guessing. The three consecutive crossovers cause the player to move quickly from side to side. The blade of the stick is used to cup the puck as the player changes directions.

2.13 MOVING PUCK CONTROL – THREE CROSSOVERS – STICKHANDLING THE PUCK

This is the same as the previous drill except the player constantly stickhandles the puck while performing the crossovers. This drill will help players develop quick feet, and quick hands.

2.14 MOVING PUCK CONTROL – CROSSOVER CIRCLE – CARRY THE PUCK

Here, players perform crossovers around a circle while carrying the puck on either the forehand or backhand. The puck is either pushed or pulled depending on whether the player is going forward or backward.

2.15 MOVING PUCK CONTROL – CROSSOVER CIRCLE – STICKHANDLE

Performing crossovers around a circle while stickhandling is similar to the previous drill but instead of carrying the puck the player constantly stickhandles while performing the crossovers. The puck should be handled off to the side rather than in front of the body. Because this exercise requires the players to perform several skills in combination, it helps to improve foot speed, hand speed and puck control coordination.

2.16 MOVING PUCK CONTROL – HANDS TOGETHER

Although rarely used as a way of handling the puck in game situations, keeping the hands together is a method of stickhandling that can be used to improve forearm strength. Players will also develop a better feel for the puck when it is handled further away from the body.

2.17 MOVING PUCK CONTROL – HANDS WIDE

Again, as with the previous drill, this is not a typical way for handling the puck but practicing it will increase coordination and overall puck control skills. This technique really emphasizes shifting the weight from one skate to the other. It also forces the player to slide the bottom hand lower down the shaft to get the puck out wider.

2.18 MOVING PUCK CONTROL – BEHIND BODY – SIDE TO SIDE

In this exercise the player moves the puck from side to side behind the body. When on the backhand side a player will typically use only their top hand on the stick. This is great practice for when players in motion lose control of the puck or when receiving a pass that is behind them.

2.19 MOVING PUCK CONTROL – ROTATION

The term “puck on a string” comes from this manoeuvre where the puck stays very close to the blade of the stick. It slides from the heel of the blade to the toe, and then back down the other side of the blade. As players get faster and more adept at this move, it will appear as though the puck never leaves the blade. This drill can be done out in front or off to the side.

2.20 MOVING PUCK CONTROL – STICK THRU LEGS

This move is not typically used in a game, but players should practice this skill to better develop their hand eye coordination. This drill also helps players develop a better range of motion in their hands and arms. Players would typically use this skill when they lose control of the puck and have to recover it.

2.21 MOVING PUCK CONTROL – PUCK THRU LEGS FROM BACK

This particular skill is normally used to deceive defensemen. The puck is taken out wide to the forehand side and behind the body and then the toe of the blade pulls the puck back through the legs. The backside of the blade can also be used to tap the puck through the legs. The puck can either come straight through or off the skate and up to the stick. This skill is often used when a player is receiving a pass behind the body.

2.22 MOVING PUCK CONTROL – SWITCH HANDS

This is a great exercise to improve a player's coordination and hand-eye skills.

2.23 MOVING PUCK CONTROL – TOE DRAG – FRONT AND SIDE

The toe drag is a very deceptive move that when performed successfully always makes the highlight reels. It requires both hand speed and coordination. The player moves the puck out to the forehand side and turns the toe of the blade downward to drag the puck closer to the body. It is the rotation of the top hand that turns the toe of the blade over. Practicing this to both the front and side of the body will develop speed and a more fluid motion.

2.24 MOVING PUCK CONTROL – BODY / PUCK – OPPOSITE

Body Puck Opposite is a very deceptive move when executed at high speed. The player moves the upper body to the opposite side of where the puck is while continuing to stickhandle. Initially practicing this manoeuvre around pylons is a good way for players to become more familiar with the movement.

2.25 MOVING PUCK CONTROL – BODY / STICK – OPPOSITE

Body Stick Opposite is similar to the previous exercise, except the players no longer have pylons to guide them. Becoming more accomplished at this drill will greatly improve the range of motion in the arms. This is a great move when on the attack because the body fake, plus the puck changing sides will leave a defender guessing as to which way the attacker will go next.

2.26 MOVING PUCK CONTROL – PUCK IN FEET

There are many times during a game when players will lose control of the puck and will need to use their feet to regain control. In this move the puck is either kicked from skate to skate or dropped to the skates and kicked back up to the stick.

2.27 MOVING PUCK CONTROL – C-CUTS HEEL – NARROW

With the weight of the body on the heels and the toes coming up, the puck is moved narrowly from side to side in front of the body.

2.28 MOVING PUCK CONTROL – C-CUTS HEEL – WIDE

This is similar to the previous exercise except that here the puck is stickhandled in a wider motion in front of the body.

2.29 MOVING PUCK CONTROL – SLALOM NARROW AND WIDE / TOE DRAG COMBINATION

This is a series of many previously shown puck control skills. The player skates in a slalom pattern alternately stickhandling the puck narrow and wide, and through the legs or off the skates with toe drags.

2.30 MOVING PUCK CONTROL – PUCK SCOOP – FOREHAND

Performing the puck scoop while in motion is more difficult than while stationary, but the action is still the same. The blade of the stick is laid on top of the puck. Pressure is put on the edge of the puck to tilt it onto the blade. Next, the stick is brought backward in a circular motion toward the body. Then with a quick upward rotation of the hands and stick the puck stays on the forehand side of the blade as it is scooped up.

2.31 MOVING PUCK CONTROL – PUCK SCOOP – BACKHAND

The action for the backhand puck scoop is similar to the forehand, except the puck starts on the backside of the blade. With a forward movement of the puck along with a quick downward rotation of the hands and stick, the puck is scooped onto the blade.

2.32 MOVING PUCK CONTROL – 360° SPIN – LEFT AND RIGHT

In the 360° spin left and right, the player performs a tight turn with the puck, heading into the turn by leading with the stick and the front foot to spin 360°. On the player's backhand the top hand and elbow should be held high to make a tighter turn. On the forehand, the arms have to crossover. When going backward, this can also be used as an escape move to elude a defender.

2.33 MOVING PUCK CONTROL – HEEL TO HEEL – SKATES

In performing this skill, the player opens up and glides with the heels facing each other. This is a good manoeuvre for seeing more of the ice while skating forward. It can also be used as an escape move to avoid contact or to sneak through a narrow opening.

2.34 MOVING PUCK CONTROL – FOREHAND ONLY – WITH PYLONS

Here, the puck is carried only on the forehand side of the blade. Instead of moving the puck to the backhand when going around a pylon, a toe drag is used to keep the puck on the forehand side of the blade. The puck is cupped on the forehand side when going around the next pylon.

2.35 MOVING PUCK CONTROL – FOREHAND – ONE HAND – WITH PYLONS

In the forehand 1 hand with pylons drill, the puck remains on the forehand side of the blade but this time, the player uses only their top hand to control the stick. This is a great drill for developing soft hands. When the drill is executed while going backward no pylons are used but again the puck always stays on the forehand side of the blade.

2.36 MOVING PUCK CONTROL – BACKHAND – ONE HAND – WITH PYLONS

This skill is more difficult to execute on the backhand than on the forehand. When approaching a pylon the body needs to swing out wide and the puck should come almost to a stop. Once the arms follow through and catch up to the body, the player should recover the puck and repeat the manoeuvre around the pylons. When performing this drill backward, players skate in a slalom pattern. The puck is dragged from side to side on the backhand without ever leaving the blade.

2.37 MOVING PUCK CONTROL – PUCK INSIDE PYLON – OFF

In this drill the player performs turns around a group of pylons. Instead of carrying the puck around the staggered pylons, the puck is slipped inside and the player picks it up after skating around each pylon.

GLOSSARY OF TERMS

2.38 MOVING PUCK CONTROL – PUCK INSIDE PYLON – ON

The pattern here is the same as in the previous drill. This time however, as the player goes around the pylons, both the puck and the stick remain on the inside. On the backhand side, the bottom hand can either stay on, or come off the stick.

2.39 MOVING PUCK CONTROL – PUCK DOTS - SKATES STRADDLE

Stickhandling around pucks or other objects, is a great way to practice the finer movements of puck control. With the skates straddling the row of pucks, the player stickhandles back and forth through the puck dots. As they become older, players will be able to perform this drill more quickly.

2.40 MOVING PUCK CONTROL – TOE DRAG - SKATES ON ONE SIDE

In this drill the player keeps both skates on one side of the puck and performs toe drags through the dots. Again the more often this skill is practiced the more quickly the player will perform it.

2.41 MOVING PUCK CONTROL – STICKS

Another way to help players improve their puck control skills, is to use sticks as obstacles. With two sticks placed parallel to each other the player stickhandles forward and backward in a "Z" pattern. This drill is great for developing range of motion in the arms.

2.42 MOVING PUCK CONTROL – FIGURE 8'S – TWO PYLONS

The Figure 8's two pylon drill is a great exercise for handling the puck in a confined area. The players skate in a figure 8 pattern, cupping the puck around each pylon. When skating forward the arm and elbow of the top hand are held high on the backhand. The arms cross over on the forehand to assist in making a tight turn. When going backward the puck is dragged around the pylon on both the forehand and backhand.

2.43 MOVING PUCK CONTROL – FIGURE 8'S – TRANSITION

The pattern for the figure 8's transition drill is similar to the two pylon drill except the player's transition with open and reverse pivots at each pylon. This is a great drill for developing puck control agility.

2.44 MOVING PUCK CONTROL – FAKE – TOE DRAG

The toe drag fake is a very deceptive move. The player fakes going to one side, then toe drags the puck back toward the body. This can also be done off a fake pass to the forehand side.

2.45 MOVING PUCK CONTROL – FAKE – FLIP PUCK

Difficult to perform, this skill is normally used when a player is cutting to either side and has to flip the puck up to get around an obstacle. This is especially difficult to execute on the backhand and at higher speeds.

2.46 MOVING PUCK CONTROL – EDGE CONTROL – ONE LEG

This skill requires the player to be simultaneously in control of the puck and the edges of the skates. Performed backward here, the player alternates gliding on the inside edge of each skate while handling the puck.

2.47 MOVING PUCK CONTROL – TWO PUCKS

The two pucks drill helps players develop their coordination and agility. It is important to keep each puck constantly moving while at the same time, keeping both of them under control.

2.48 MOVING PUCK CONTROL – TWO PUCKS – STICK AND FEET

In the next progression of the two pucks drill the player uses the stick and the feet to control both pucks.

PASSING / RECEIVING

3.01 STATIONARY FOREHAND PASS

The first pass a player should learn to make is the forehand sweep pass. It's one of the most commonly used passes in hockey because it's accurate and can be used in any situation. Transferring the weight from the rear skate to the lead skate, the puck is propelled in a fluid motion toward the target by a sweeping action of the arms. The puck rolls from the heel of the blade to the toe and the stick follows through, pointing at the target.

3.02 STATIONARY BACKHAND PASS

The motion for the backhand pass is the same as the forehand except the puck is on the backside of the blade. The weight of the body should transfer from the leg furthest from the receiver to the leg closest. To keep the blade perpendicular to the target the top hand must move in front of the body.

3.03 STATIONARY BACKHAND PASS – FOREHAND RECEIVE

The ability to receive a pass is just as important as sending one. This drill gets players to practice passing on the backhand and receiving on the forehand. The receiving player should keep the blade on the ice, perpendicular to the oncoming puck. The puck should be received as close to the middle of the blade as possible. To control reception, cushion the puck by slightly giving with the arms as it hits the blade. Once the puck is received it is brought in front, across the body and returned on the backhand. This skill is typically used when trying to improve the angle of the pass.

3.04 STATIONARY FOREHAND PASS – BACKHAND RECEIVE

In the next progression players pass on their forehand and receive on the backhand. Again, this skill is normally used when trying to improve the angle of the pass, or recovering a bad pass.

3.05 STATIONARY SAUCER PASS – FOREHAND

A difficult pass to master, the saucer pass requires the puck to fly through the air and land flat on the ice. To make a successful saucer pass, the puck should start on the heel of the blade with the face open. The puck is then rolled along the blade by sliding the stick in front of the body in the direction of the receiver. This causes a spinning movement of the puck that keeps it flat both in the air and on the ice when it lands.

3.06 STATIONARY SAUCER PASS – BACKHAND

The backhand saucer pass is an even more difficult skill to master than the forehand. Instead of the curve being open, the backside of the blade is closed, which makes it harder to get the puck up and spinning in the air. The player will need both wrist and forearm strength to properly execute this pass.

3.07 STATIONARY BANK PASS

A bank pass requires the same technique as a forehand sweep pass except the puck is bounced off the boards. To become an accurate passer using this technique, a player needs to practice this from various angles and positions to get a better feel for how the puck will react off the boards. This skill can also be used to pass to oneself or when going around another player. It should also be practiced on the backhand.

3.08 FLIP PUCK TO PARTNER – KNOCK DOWN PASS BACK

This skill is intended to help a pass receiver develop the ability to receive an errant pass. The player can either use their glove to catch and drop the puck or their stick to knock it down out of the air. Both methods require good hand eye coordination.

3.09 PASS BEHIND – PULL PUCK BACK THRU LEGS

This is another exercise to help players receive an errant pass. Since not all passes in a game situation can be received directly on the stick, it is important to practice this skill. Placing the blade behind the body to tap or pull the puck through the legs can be done more quickly than trying to pull it in front of the body. And this way, players don't have to break stride while they're in motion.

3.10 PASS BEHIND – TAKE OFF SKATE TO STICK

As shown in the previous drill, it's important for players to practice receiving passes that aren't tape to tape. In this example using the skate blades is another great technique for recovering an errant or deflected pass. Without moving the skates the player angles the skate blade so that the puck will hit the skate and ricochet up to the stick.

MOVING PASSING AND RECEIVING

4.01 MOVING FOREHAND PASS

Passing while in motion is a skill that takes time to master. The technique is the same while standing still, except the puck is not passed to the teammate's stick but rather ahead of the stick allowing the receiver to continue to skate forward to pick up the puck.

4.02 MOVING BACKHAND PASS

Making a backhand pass while in motion is not a skill many players perform as well as they can on the forehand. The motion is the same as the stationary backhand pass, except again, the puck is passed ahead of the receiver while they continue forward to retrieve the pass.

4.03 LEAD PASS

A lead pass is sent from a player who is either stationary or moving, to another player already in motion or about to be in motion. The pass can be any forehand or backhand pass, but instead of sending the puck directly to the stick, the pass is sent out in front of the receiver. The receiver then either starts to skate or continues striding to pick up the pass. The distance the pass is sent ahead of the receiver depends upon how fast the receiver is skating.

GLOSSARY OF TERMS

4.04 MOVING FOREHAND PASS / RECEIVE - ONE TOUCH

The one touch reception and pass is a skill that requires soft hands. The objective is to receive the puck and pass it back all in one motion. The puck shouldn't be stick-handled when received, but rather cushioned by letting the momentum of the puck push the stick back. Younger players should begin practicing this at close range, then as they become more proficient, they can then gradually increase the distance.

4.05 MOVING BACKHAND PASS / RECEIVE - ONE TOUCH

The ability to perform a one touch reception and pass on the backhand is a skill that separates the average passer from a great passer. In this case, it's the closed curve of the blade that can make it more difficult to execute. Again, the key is to cushion the puck when the pass is received.

4.06 MOVING SAUCER PASS - FOREHAND

Performing a saucer pass when in motion increases the level of difficulty, so it's important that players use the proper technique. The puck should roll from the heel to the toe of the blade by sliding the stick in front of the body. This type of pass is normally used in a game situation when passing through traffic.

4.07 MOVING SAUCER PASS - BACKHAND

Making a backhand saucer pass while in motion is probably the most difficult pass to master. To execute it consistently and properly requires a great deal of practice. Again the technique is similar to performing it while stationary, except that, as with all passes in motion, the puck should be sent ahead of the receiver.

The following exercises utilize various skills in combination to help players improve their techniques for passing and receiving in motion.

4.08 PAIRS PASSING

Here, two players skate down the ice passing and receiving the puck on their forehand. One player skates forward, the other skates backward.

4.09 PAIRS PASSING - RECEIVE BACKHAND / RETURN FOREHAND

This time, players alternately receive passes on the backhand and return them on the forehand.

4.10 PAIRS PASSING - DOUBLE WEAVE

Here, two players pass the puck back and forth while skating down the ice in a weave pattern.

4.11 MOVING BANK PASS - FOREHAND

This time, players make bank passes with their backhand to elude opponents. Again, this is a great way to help teammates break out of the defensive zone.

4.12 MOVING BANK PASS - BACKHAND

In this skill, players learn to elude opponents by sending forehand bank passes to themselves. This can also be used to send a breakout pass to a teammate.

4.13 PASS AND FOLLOW

In this skill, one player passes to a partner then crosses behind the receiver while following the direction of the initial pass. Both players alternate this passing sequence as they skate up the ice.

4.14 PASS BEHIND - PULL PUCK BACK THRU LEGS

When receiving a pass from behind, players can use their stick to deflect the puck through their legs and retrieve it in front of them.

4.15 PASS BEHIND - TAKE OFF SKATE TO STICK

Here, instead of using the stick, players can receive a pass from behind by using one of their skate blades to deflect the puck through their legs.

SHOOTING AND SCORING

SWEEP SHOT

1.01 SWEEP SHOT - FOREHAND

The first shot a young player should learn is the forehand sweep shot. Again, not only is the sweep shot a building block for other shots, it is also the most accurate. As the puck is released, the wrists should snap and roll toward the target with a short follow through. This shot is normally used when trying to keep the puck low.

1.02 SWEEP SHOT - BACKHAND

The sweep shot is one of the most commonly used shots on the backhand because it can be done quickly and accurately. Gripping the stick with the hands further apart will enable players to get more power behind the shot. The puck travels from the heel of the blade to the toe as the shot is taken.

WRIST SHOT

2.01 WRIST SHOT - FOREHAND - LOW

To take a low wrist shot on the forehand the stick should be gripped with the hands wider apart than the normal stickhandling grip. The player can generate more power when the bottom hand is placed further down the shaft. Finishing a wrist shot with a low follow through will result in a low shot on goal.

2.02 WRIST SHOT - FOREHAND - HIGH

The high wrist shot uses slightly more knee bend and leg extension than the low wrist shot, helping to create the additional power needed to get the puck higher in the air. The puck is released with a snap of the wrists either before or just as the puck reaches the forward leg. A higher follow through will also help raise the puck high off the ice.

2.03 WRIST SHOT - BACKHAND - LOW

The backhand wrist shot typically is used when a player wants to take a quick shot on the goaltender after faking a move to the forehand side. Here, the hands are placed slightly farther apart than with the forehand wrist shot and the puck should be on the heel of the blade. The puck is kept low by using a short follow through and by turning the blade over and downward as it's released.

2.04 WRIST SHOT - BACKHAND - HIGH

The high backhand shot requires more use of the arms and wrists to get the puck higher in the air. The puck is released with a quick snap of the wrists while turning the blade upward. The longer the follow through, the higher the shot.

2.05 WRIST SHOT - IN MOTION

Players attacking the net should attempt to shoot the puck while their feet are still moving. To be effective with this shot, players will not only need to develop a feel for just when to release the puck, but also the ability to shoot through a screen. Note that the puck is more in front in the stance and is not pulled backward prior to the release. As players become older and stronger they'll be better able to release the shot more quickly.

FLIP SHOT

3.01 FLIP SHOT - FOREHAND

To be proficient with the flip shot most players will need to slide their bottom hand lower down the shaft for better leverage and by using the toe of the blade combined with a deep knee bend of the front leg, players can also get the leverage they need to dig the puck off the ice. The puck can either be scooped up while stationary or it can be dragged close to the body and lifted up, all in one motion.

3.02 FLIP SHOT - BACKHAND

The backhand flip shot is more difficult to perform than the forehand flip shot. In this case, the heel of the blade is used instead of the toe to dig the puck off the ice. The puck is shot upward with a shoveling motion of the arms shoulders while also vigorously snapping the wrists. During the rapid rotation of the shoulders and trunk, there is an extension of the knees and hips as the stick follows through high in the air.

SNAP SHOT

4.01 SNAP SHOT - LOW

The snap shot is similar to the wrist shot with the exception that the blade of the stick is pulled slightly away from the puck just prior to the shot being taken. There are basically two kinds of snap shots. In the first, the stick is again, pulled slightly away from the puck. As the stick moves forward a quick snap of the wrist propels the puck. In the second variety of the snap shot, the puck is drawn toward the body and released with a quick snap of the wrists. The stick should meet the ice approximately one inch behind the puck. A low follow through will create a low shot.

4.02 SNAP SHOT - HIGH

The high snap shot is similar to the action of the low snap shot, but it's taken with a slightly deeper knee bend and a high follow through to get the puck up in the air.

4.03 SNAP SHOT - QUICK RELEASE

A quick release snap shot is normally used when a player skating down the ice needs to take a quick shot on the fly. This shot can be very effective; often catching goaltenders off guard.

4.04 SNAP SHOT - ONE TIMER

Players can use the one timer snap shot when there isn't much time to shoot the puck or to get a quick shot away before the goaltender is set. Here, timing is the key. The shooter waits for the pass and without stopping the puck, fires at the net, all in one motion.

SLAP SHOT

5.01 SLAP SHOT - LOW

To take a low, powerful slap shot, the grip should be wider apart than the normal stickhandling grip. When taking the shot, the puck should be close to the body and centered between the legs. The weight, transfers from the back leg, to the stick, to the front leg. The stick should hit the ice one to two inches behind the puck. Rolling the wrists over turns the blade downward, which will keep the shot low, just above the ice.

5.02 SLAP SHOT - HIGH

When taking a high slap shot, a high follow through and deep knee bend are necessary to get the puck up in the air. And this time, instead of rolling the wrists over, a continued upward path of the blade also helps raise the puck.

5.03 SLAP SHOT - ONE TIMER

A difficult skill to master, but well worth practicing, the one timer slap shot can be executed while stationary, or in motion, and again as with any one timer shot, timing is the key. The backswing should be timed so that the downward swing begins as the puck nears the shooter. Players can also practice the one timer on their own by dragging the puck toward their body and shooting while it is still in motion.

5.04 SLAP SHOT - IN MOTION

Of all the shots in hockey, the slap shot in motion has the most speed. Not only is the puck carrying its own forward momentum, it also has the momentum created by the shooter. As the player skates forward, the puck is pushed slightly ahead of the body. Then, transferring the weight to the front foot, the player begins to glide when taking the shot. Hitting the ice behind the puck causes the stick to flex, creating the force that propels the puck.

TIPS & DEFLECTIONS

6.01 STATIONARY TIPS - ON ICE - LOW

While keeping the stick on the ice, the blade is angled to redirect the puck onto the net. This should be practiced on the forehand as well as on the backhand.

6.02 STATIONARY TIPS - ON ICE - HIGH

This time, the shot is deflected up in the air by rotating the blade backward to form a ramp. With practice, players will learn how much of an angle to the stick blade depending on how far they are from the crease.

6.03 STATIONARY TIPS - OUT OF AIR - FOREHAND AND BACKHAND

Here, the puck is deflected out of the air by either an upward or downward motion of the stick. To perform this successfully, players will need to have great hand eye coordination.

6.04 STATIONARY TIPS- BETWEEN LEGS - FOREHAND AND BACKHAND

In this skill, the player deflects the puck through the legs off either the forehand or backhand side of the blade.

6.05 MOVING TIPS - FOREHAND AND BACKHAND

This tip is normally used to redirect a shot or pass that's heading wide of the net. Instead of using a shooting motion the player angles the blade to redirect the puck.

6.06 SHOT / PASS DEFLECTION - FOREHAND AND BACKHAND

This tip is normally used in game situations when a goalie comes out to challenge a point shot. Instead of aiming the puck directly on the net, the shooter purposely fires a shot wide, so a teammate can redirect it into the open goal.

DEKES

7.01 FAKE SHOT FOREHAND - GO BACKHAND

In this move, the player fakes a forehand shot, then pulls the puck to the backhand and shoots either high or low past the goalie.

7.02 FAKE SHOT BACKHAND - GO FOREHAND

Here, the skater pulls the puck to the backhand, fakes the shot, then brings the puck quickly to the forehand and shoots into the open net.

7.03 FIVE HOLE - FOREHAND

In performing this deke, the skater fakes the goaltender into moving to either side of the net, then brings the puck across the crease to the forehand side, slipping the puck through the five hole.

7.04 FIVE HOLE - BACKHAND

This time, the skater pulls the puck to the backhand side before sliding it through the goalie's legs.

7.05 THE GRETZKY MOVE

Here, the player sets up behind the net and waits for a teammate to get open, then, after faking the goaltender on a wraparound, quickly moves to the other side, sending

a pass to the open teammate. In another option, the player skates behind the net and as the goalie moves across to prevent the wraparound, the puck is passed back to a teammate on the short side of the net.

7.06 THE CHILI DIP

The player comes out from behind the goal, faking a wraparound. As the goalie goes down to cover the short side, the player turns to the outside and shoots the puck high over the goaltender's shoulder.

7.07 THE SLIDER

Here, the player fakes a forehand shot, then turns the blade over, laying the backside over the puck. The player then drags the puck across the body and flips a backhand shot on goal.

7.08 DROP AND KICK

As the player approaches the goalie, the puck is dropped into the skates then kicked back up to the stick. The player can finish the move by either firing a shot on net or using another fake to pull the goaltender out of position.

7.09 THE LACROSSE MOVE

In this move, the player scoops the puck onto the blade of the stick behind the net, then carries the puck around the net and tucks it past the goalie.

7.10 OFF WING ONE-HANDER

Here, the player skates from the off wing toward the goal, faking a shot on the forehand. Then using the top hand to quickly pull the puck onto the backhand, the player reaches around the goalie, and tucks it in on the short side.

7.11 STICK THROUGH LEGS FLIP SHOT

In this manoeuvre, the player approaches from the side of the net and while cutting in front of the crease, brings the puck and stick between the legs and flips a shot on goal.

7.12 WRAPAROUNDS

From behind the goal, the skater fakes coming out to one side, then quickly goes the other direction and tucks the puck into the open net.

OFFENSIVE TACTICS

1.0 INDIVIDUAL OFFENSIVE TACTICS

1.1 FAKES

1.1.1 BODY FAKES

When trying to deceive or sell the defender on a particular move, the ability to perform a head or body fake is essential. Players can either shift their body inside or outside or drop their shoulder to convince the defender they are going a different direction. Players can also deceive the defender with a combination of head and eye movements. The fake should be performed beyond the range of the defender's stick. The player can then move laterally around the defender. Here, the attacker drops the shoulder, then cuts back toward the centre of the ice.

1.1.2 STICK FAKES

Ultimately there is only one part of a player's equipment that can be used to control the puck - the stick. Because the defending player must always be aware of the attacking player's stick, stick fakes are an excellent tactic to use to buy time and space. They can be performed by moving the stick laterally across the body, faking a pass or shot, or simply by taking one hand off the stick.

1.1.3 FAKE INSIDE - GO OUTSIDE

Using a combination of head, body and stick fakes the puck carrier fakes to the inside in an attempt to drive the defender toward the centre of the ice. This inside fake should create space for the puck carrier to (then) attack with speed to the outside around the defender.

1.1.4 FAKE OUTSIDE - GO INSIDE

The fake outside go inside is intended to deceive the defender into thinking that the attacker is going to drive wide. This fake to the outside should open space in the centre of the ice for the puck carrier.

1.1.5 CHANGE OF PACE

Changing pace is the key to increasing the time and space needed to generate offensive opportunities. Notice how the player here slows down when approaching the defender and then quickly accelerates. See how the ability to skate deceptively can put the puck carrier in a great position to take advantage of a defender. In this second example the player skates at full speed, then suddenly slows down, creating space between himself and the defender. A third change of pace tactic is the quick stop. The puck carrier attacks with speed to drive the defender off. Here again, stopping quickly allows the puck carrier to create space between himself and the defender.

PASSING FAKES 1.2

1.2.1 FAKE PASS

A player can initiate a fake pass from either the forehand or the backhand. By appearing to initiate a passing motion with the arms and stick, the attacker can freeze the defender, again creating the necessary time and space to allow the attacker to accelerate by.

1.2.2 LOOK AWAY

A great deceptive tactic, an effective look away relies on the puck carrier's ability to deceive the defender by looking in one direction but actually passing in another. So as we can see here, by looking the defender off, the puck carrier creates an opportunity to move the puck to other support options.

1.2.3 FAKE PASS – TOE DRAG

The fake pass toe drag is normally used when the puck carrier is on the forehand. As the defender moves to intercept the anticipated pass, the attacker uses the toe drag to draw the puck across his body... taking advantage of the open space to go around the defender.

1.2.4 FAKE DROP PASS

The fake drop pass is a particularly effective tactic to use to cause a defender to lunge or move laterally. Typically in the fake drop pass the attacking player carries the puck on the forehand, makes a motion as if "dropping" the puck to a teammate then accelerates on the forehand around the defender.

1.2.5 FAKE PASS – SHOOT

The fake pass shoot is very effective when the puck carrier can make the goalie anticipate a lateral pass. Drawing the puck into a passing position forces the goaltender to respect the pass option, leaving the puck carrier with a better opportunity to score on the short side.

1.3 SHOOTING FAKES

1.3.1 FAKE SHOT – DEKE

The fake shot – deke is used to momentarily freeze the defender into shot blocking mode. This fake should be performed beyond the range of the defender's poke check, allowing the attacker to maintain control of the puck.

1.3.2 FAKE WRIST SHOT

The fake wrist shot is typically used from the top of the circles and in. By pulling the puck into shooting position the puck carrier can freeze the defender. This momentary hesitation gives the attacker space to move the puck laterally around the defender while accelerating by with speed.

1.3.3 FAKE SLAP SHOT

The fake slap shot is normally used when the puck carrier is moving in on a defender near the attacking blueline. After faking the shot the attacker moves the puck wide then accelerates around the defender.

1.3.4 FAKE SHOT – PASS

The fake shot – pass is deceptive because it not only freezes the defender, it also forces the goaltender to commit to the anticipated shot. The key here is the puck carrier's ability to really "sell" the shot aspect of this fake, before passing the puck laterally to a teammate.

1.3.5 FAKE SHOT – SHOOT

The puck carrier typically uses this fake to cause the goaltender to freeze and re-adjust, or, to gain a better shooting angle. After faking the shot, the attacker can choose to shoot at a more exposed part of the net, or move to find a better opening.

1.4 PUCK PROTECTION

1.4.1 PUCK PROTECTION BASICS

The following 3 drill sequence is designed to teach the offensive player the keys to puck protection. Players who are great at protecting the puck have learned to use their body to build a wall between themselves and the defender. By extending the stick away from the defender and keeping the feet moving, the attacker can gain an offensive advantage. Good puck protection is important. And as we will see, it is an essential offensive skill used in Turnbacks, Loose Puck Battles, and Offensive Zone play.

1.4.2 PUCK PROTECTION - TURNBACKS

When the defensive team is pressuring the puck carrier and there are few or no support options, the puck carrier can execute a turnback. An effective turnback involves a 180 degree change in direction accomplished by performing a tight turn while protecting the puck. The puck carrier then uses their body as a wall or shield to protect the puck from the defending player.

1.4.3 PUCK PROTECTION – LOOSE PUCK

When players have possession along the boards they can use their body stick and skates, to hold off checkers. In some cases the puck carrier can simply choose to use their body to freeze the puck to force a stoppage in play.

1.5 ONE ON ONE PUCK MOVES

1.5.1 ATTACK TRIANGLE – PUCK UNDER STICK

Normally, when a defender is in good position, a triangle shape forms between his legs and stick. Now while this is correct defensive posture, a puck carrier can take advantage of it by moving the puck laterally under the stick. Here, as he slides the puck under the defender's stick, the puck carrier lifts his own stick over the defender's to pick up the puck on the other side.

1.5.2 ATTACK TRIANGLE – PUCK BETWEEN LEGS

Similar to the previous drill, attacking the triangle between the legs requires drawing the puck wide, outside the reach of the defender and then sliding it through his legs. The attacker can now step around the defender and pick up the puck on the back side.

1.5.3 PUCK BACK THROUGH LEGS

Pulling the puck back through the legs is a very deceptive move one on one. Taking the puck out wide to the forehand side and behind the body is intended to deceive the defenseman into thinking the puck carrier may pass. Once the defender commits to intercept the anticipated pass, the puck carrier then uses the toe of the stick to pull the puck back through the legs.

1.5.4 TOE DRAG

A great time to use the toe drag is when the defender has been fooled into believing that the attacker has lost control of the puck. The more quickly the attacker pulls the puck toward the body and accelerates by the defender, the more effective this move will be.

1.5.5 BODY PUCK OPPOSITE

This move is intended to confuse the defender. The body puck opposite should be performed outside the range of the defender's poke check. Keeping the puck out wide, away from the body, freezes the defender, giving the attacker the opportunity to make another offensive move.

1.5.6 DOUBLE FAKE

Here the puck carrier uses a series of head, eye and body fakes in an effort to confuse the defender. A well-executed double fake leaves the attacker in position to perform another one on one move to escape around the defender.

1.5.7 SLIDER

At full speed the slider is very deceptive, combining a wide lateral move with a unique hand motion. Drawing the puck on the backside of the blade gives defenders a look they rarely see when playing a one on one. The initial move of turning the blade over can deceive the defender into thinking that the puck carrier may quick stop on the back hand. Here, the momentary hesitation by the defender creates the opportunity for the attacker to draw the puck laterally and move past the defender.

1.5.8 SPIN O RAMA

The Spin o Rama causes a defender to turn in the direction that the puck carrier initially appears to be going. Protecting the puck with the body, the puck carrier then accelerates quickly, performing a 270-degree turn, moving into the open space behind the defender.

1.5.9 – 360 MOVE

The 360 is a very effective move if the puck carrier can force the defender to lunge at the puck. This opens up space behind the defender where, through good puck protection, the puck carrier can spin and attack the open ice.

1.5.10 DROP PUCK IN SKATES

In this move, the puck is either kicked from skate to skate or dropped to the skates and kicked back up to the stick. The intent here is to deceive the defender into believing that the attacker has lost control of the puck. As the defender lunges forward, the attacker pulls the puck back up to the stick and accelerates by.

1.5.11 PUCK OUTSIDE D-MAN, BODY INSIDE

The key to this move is the ability to carry the puck wide with only one hand on the stick. Like many other one on one moves, carrying the puck wide ideally causes the defender to lunge for the puck. The attacker can now tap the puck around the defender, then step inside to retrieve it.

1.5.12 TOE DRAG PUCK OFF SKATE

In this move, the attacker redirects the puck off the outside of his skate blade when the defender has partially recovered from an initial toe drag. Redirecting the puck in the opposite direction allows the puck carrier to attack the middle lane against the flow.

1.5.13 LEAVE PUCK – GO AROUND

This is a one on one move an attacker can use when the defender attempts to play the body instead of the puck. As the defender steps up, the attacker lets the puck continue to slide while sidestepping the defender's check.

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1.5.14 MISS PUCK THEN DEKE

The miss puck then deke is another maneuver to fool the defender into believing that the attacker will either shoot, or, skate in another direction. Intentionally missing the puck freezes the defender and allows the puck carrier to then execute a deke to attack the open ice.

1.5.15 FLIP PUCK OVER STICK

This skill is normally used when a player is cutting to either side and has to flip the puck up to get around the defender. The success of this move depends on the attacker's ability to make a quick lateral move to retrieve the puck.

1.5.16 DEFENDER AS A SCREEN

Using the defender as a screen when taking a shot on goal can be a very successful scoring play. Here, with the puck on the outside of the defender, the puck carrier uses a toe drag to bring the puck outside in. As the defender moves across, the puck is shot between his open legs toward the net. Usually, the goaltender is caught off guard, unable to see the shot coming.

1.5.17 HEEL TO HEEL MOVE

When the puck carrier has control of the puck along the boards, but not much room to maneuver he can perform a heel to heel move. Turning both skates outward 180 degrees, and using his momentum to glide on the inside edges, the attacker moves laterally while still facing the play to take advantage of passing options.

1.5.18 BACK PASS OFF BOARDS

Generally used when under close checking pressure, the attacker chips the puck off the boards behind him and picks it up on the other side. The key to this move is drawing the defender into overplaying the puck before chipping it back against the flow of play.

1.5.19 BOUNCE OFF NET

Similar to the previous tactic, bouncing the puck off the back of the net allows the attacker to rebound the puck around the defender. The puck carrier anticipates the angle of the rebound off the net and picks up the puck on the other side of the defender.

1.6 NON PUCK ROLES

1.6.1 Close/available support - Close and quick support is key for effective team play. Players without the puck should always be thinking and moving, ready to support the player with the puck. By moving to open space and creating passing lanes for the player with the puck, the non-puck carrier creates increased offensive opportunities.

1.6.2 PICKS/SCREENS

Picks and screens are off the puck tactics that can lead to offensive success. Here, the non-puck carrier reads the play and steps in front of the defender, opening a lane to the net for the puck carrier. So essentially, the non-puck carrier has effectively created offense - even without the puck.

1.6.3 DECOY SKATE

Decoy skating is a tactic that a player without the puck can use to distract or engage the opposition. Here, you can see how the defender is decoyed into believing that the non-puck carrier is a threat to go in on goal, ultimately opening up the middle of the ice for the puck carrier.

1.6.4 DEFENSE STAGGER

If a defenseman has possession of the puck inside his own blueline or in the neutral zone the defense partner should "stagger" to the right or left, and slightly behind the puck carrying defenseman. This stagger creates a passing lane for the puck carrier and at the same time makes it more difficult for a forechecking player to take away the passing option.

1.6.5 FLAT SKATING

A non puck carrier can create better passing angles and passing options for the puck carrier by cutting sharply at the blue line, then moving laterally across the ice. Flat skating is an important element in offensive tactics like the stretch pass, mid lane support and regroup.

1.6.6 CONTROL SKATING

By controlling the pace of skating the player without the puck can provide a better passing option for the puck carrier, while at the same time posing another threat for the defender to think about. Here, the player without the puck slows down, creating a passing option for the puck carrier.

1.6.7 FACING THE PUCK CARRIER

Facing the puck carrier is an important off the puck tactic that all players should master. For the non-puck carrier, the execution of open pivots and being able to turn effectively are essential to being in position to receive a pass.

1.6.8 SAVING ICE

In this skill, the non-puck carrier moves laterally to provide a better passing option for the puck carrier. Saving ice can be a difficult concept for young players to learn, but successfully developing this skill will create many more options offensively.

2.0 OFFENSIVE TACTICS IN THE DEFENSIVE ZONE

2.1 PUCK RETRIEVAL

2.1.1 ESCAPE MOVES

A key tactic used by players controlling the puck in their own defensive zone is an escape move. The puck carrier creates time and space by faking, and then tight turning away from pressure. Using this maneuver opens up ice for the puck carrier to either skate with the puck or make a pass to a supporting teammate.

2.1.2 PUCK RETRIEVAL BASICS

Basic puck retrieval is essential to the beginning of the breakout as well as the safety of the puck retriever. Facing up ice, the retriever has to identify where the puck is located, then pivot to begin the retrieval. Now as he's skating toward the puck, the retriever needs to check over his shoulder to see where checking pressure is coming from, approach the puck on an angle, and then make a good fake before picking up the puck.

2.1.3 PUCK RETRIEVAL - QUICK UP

If the checking pressure is coming from the inside, the most suitable evasive move is a tight turn. In this case, the defenseman needs to read the pressure from the inside. Reading the play correctly, the player executes a tight turn away from the pressure, creating an opportunity to either skate with the puck, or pass to an outlet player.

2.1.4 PUCK RETRIEVAL - WHEEL

If the checking pressure is from the outside and pursuit continues behind the net, the defenseman should quickly round the net and turn up ice. Again in this situation the right read is the key - the open space should be used by the defenseman to accelerate up ice with the puck.

2.1.5 PUCK RETRIEVAL REVERSE

Here, if the checking pressure comes from the outside and the opposing player over-commits in front of the net, the defenseman either performs a tight turn or, while facing up ice, stops then skates out. Ultimately, the puck retriever must be able to read where the pressure is coming from, then take advantage of the open ice.

2.1.6 - PUCK RETRIEVAL OVER

The offside defenseman, or non-puck carrier also has key responsibilities in the defensive zone. His read of the checking pressure and appropriate call to the puck retriever is important communication, providing additional support to help the retriever make the best decision. If the checking pressure is coming from straight on he should tell his partner to pass the puck OVER and away from the pressure, then react to his own read, supporting the pass by moving down low.

2.1.7 - PUCK RETRIEVAL REVERSE TO OTHER PLAYER

Here, if the checking pressure is coming from the outside and the opposing player over-commits, the best option for the defenseman without the puck is to call REVERSE to his partner, changing the direction of play. Tactically, the non-puck carrier must react to the play and support the reverse.

2.2 FIRST PUCK OPTIONS / PASS RECEPTIONS

2.2.1 DIRECT PASS WALL

When a defenseman gains control of the puck in the defensive zone the forward closest to the puck or the strong side forward, must provide low support along the boards. The forward performs a reverse pivot to maintain speed and eye contact with the puck carrying defenseman, providing him with a low risk passing option.

2.2.2 DIRECT PASS MIDLANE

If the direct pass to the wall is not an option, the defenseman can choose a center or "mid lane" passing option. A good rule of thumb for the supporting forward is to skate mirroring the flow of the puck, 1 stride behind. Here timing is critical. The forward may need to save ice by taking a deeper and/or wider skating route.

2.2.3 RIM PASS

Typically used when the puck carrier is under extreme pressure, the rim pass is a great tactic to use when the puck carrier doesn't have any other options available. In this situation, the puck carrier can choose to simply rim the puck around the boards. The supporting forward, with his feet facing up ice and back against the wall, can use his skate or stick to corral the puck along the boards.

2.2.4 DIRECT PASS RELAY

If the midlane support player isn't receiving a direct pass he must be available to receive a relay pass from the player anchored against the wall. Here, the anchor reads the support from the midlane, and then redirects the puck to the support player.

2.2.5 DIRECT PASS PUNCHBACK

This pass is used if a player along the wall is under pinching pressure after receiving

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a pass from the defenseman. A one touch pass from the anchored forward back to the initiating defenseman, the punchback allows the forward to avoid the pinch. After receiving the pass, the defenseman can then skate up ice and attack with speed.

2.2.6 DIRECT PASS SLASH

When the mid-lane support player gets ahead of the play and is no longer a good passing option for the anchor, the offside winger should provide support. Using a slash skating route, the offside winger in the support position can now provide the passing option for the anchor. The lead forward creates space for the pass to be made by pushing back the strongside defender.

2.2.7 CHIP PASS

Often a second or even a third pass may be necessary to complete a quick successful breakout from the defensive zone. Utilizing the boards as an indirect passing option, the player with the puck can either chip pass to himself, chip to the player coming across in midlane support, or, after receiving a pass from the original puck carrier, the midlane support player can then chip it to the offside winger coming across.

3.0 OFFENSIVE TACTICS IN NEUTRAL ZONE

3.1 TWO PLAYER ATTACKS

3.1.1 CROSS AND DROP

A cross can be initiated by either the puck carrier or a non puck carrier. In the cross and drop technique the player with the puck crosses in a flat arc in front of the player without the puck. The player without the puck supports behind the puck carrier and upon receiving the drop pass should attack with speed. Effective execution of the cross and drop will force the defender to move laterally to defend the play.

3.1.2 PASS AND FOLLOW

In the pass and follow technique, the puck carrier attempts to force the defender to adjust position by threatening with the puck, allowing the puck carrier to then pass to a teammate in an open passing lane.

The original puck carrier now skates in the same direction as the new puck carrier in a position of support, ready for a return pass.

3.1.3 CROSS AND CARRY

The cross and carry is much like the cross and drop but in this case, the puck carrier retains possession of the puck. By cutting in a flat arc the attacker is able to protect the puck and the cross causes the defender to have to wait longer to make a decision.

3.1.4 CROSS AND LATERAL PASS

In the Cross and Lateral pass, the puck carrier and non puck carrier perform a cross in the neutral zone to get the defenseman to either move laterally or turn to face the puck carrier. This crossing action provides space for the non-puck carrier to receive a lateral pass in the offensive zone.

3.1.5 GIVE AND GO

While it can be utilized anywhere on the ice, the give and go is most often used in the neutral zone. As shown here, the puck carrier passes to a teammate, then quickly gets in position to receive a return pass. When performed effectively, the give and go increases the speed of the attack, and gives the initial passer the opportunity to slip by the defender.

3.1.6 HEADMAN

Head manning the puck to a teammate increases the speed of the attack. This maneuver forces the defense to adjust to the changing point of attack, which in turn opens up space offensively. It is important that the attacking team moves quickly to support the puck carrier.

3.1.7 STRETCH SKATE AND PASS

Stretch skate – With the removal of the centre ice red line from all amateur hockey in Canada, stretch skating has become an increasingly effective offensive tactic. With his team in possession of the puck inside its own blueline, the non-puck carrier skates toward the opposition blueline. This stretch makes the non-puck carrier a threat to the opposing defenseman as a long passing option, and as a result opens up the neutral zone for an offensive attack.

3.1.8 CHIP PASS

Here, with a defending player closing in, the puck carrier uses the boards to chip the puck to an open teammate. Practicing chip passes frequently will allow players to become familiar with how hard and at which angle the puck should be played off the boards.

3.1.9 PASS REDIRECTION

Redirecting a pass requires soft hands and available support. This is a great tactic for the initial pass receiver to use when he's under pressure or when one of his support players has good attacking speed through the neutral zone. Simply redirecting or touch passing the puck to the support player opens up additional attack options.

3.1.10 SPOT PASS

A spot pass is used to place the puck in a space where the receiver will skate into it. It's similar to the long bomb in football; the pass is literally sent to a spot where the passer believes the receiver can get to it.

3.1.11 LADDER

A ladder play is used to move the puck quickly up ice using a series of short, high percentage passes. The attacking team can use the ladder as a reasonably low risk tactic in the neutral zone to catch forecheckers off guard.

3.1.12 JACKHAMMER

Basically, the jackhammer is a very effective way to redistribute the puck to attackers that have gained speed through the neutral zone. First, the player receiving the original pass reads which teammate is the best passing option based on the defensive coverage, then one touches the puck to that player. So, the jackhammer is a very effective way to re-direct the attack in the neutral zone while attacking with speed.

3.2 REGROUPS AND COUNTER ATTACKS

3.2.1 REGROUPS

When a puck carrier with no passing options has been steered to the outside, a regroup can be used to maintain possession of the puck. Here, by utilizing either a tight turn or turn back, the puck carrier can play the puck back toward his own goal to a defenseman or support forward, allowing the offensive team to retain possession and attempt another attack into the offensive zone.

3.2.2 COUNTER ATTACKS

A counter attack can occur as soon as the defending team has regained control of the puck. The key here, is to now take advantage of the opposing teams' poor defensive positioning with quick puck movement.

4.0 OFFENSIVE TACTICS IN THE OFFENSIVE ZONE

4.1 ATTACK OPTIONS OFF THE RUSH

4.1.1 NET DRIVE

Ideally, the attacking team should always be a threat to take the puck to the net. The net drive involves a fake by the puck carrier followed by a lateral move and quick acceleration. Upon gaining the outside the puck carrier should keep their feet moving and cut in after gaining a stride on the defender to improve shooting angle and prevent the defender from recovering. The net drive is a priority base for other tactical attack options. If the defender respects the ability to net drive many other tactical options become available.

4.1.2 MIDDLE DRIVE

An effective tactic to literally drive defensemen toward the front of the net, the middle drive creates opportunities to score on a possible cross crease pass or a rebound. Players executing a middle drive should be taught to always stop at the net.

4.1.3 HIGH DELAY

When the puck carrier drives the net and reads that the defender has taken away the lane, the puck carrier can turn away from the defender to gain time and space. This high delay provides the attacker with the options of walking to the net, passing to a trailing teammate or cycling the puck low into the corner to maintain possession.

4.1.4 LOW DELAY

When there is no lane available to the net deep in the offensive zone, the puck carrier can use the low delay to help retain possession. The low delay provides the attacker with the options of passing across the crease to the player driving far post, passing to a teammate trailing high, or maintaining puck possession low in the corner.

4.1.5 ATTACK TRIANGLE – DRIVE, DRIVE, MAN HIGH

The 1, 2, 3 attack triangle is based on the offensive principles of puck control, pressure, and balance. To be effective, the puck carrier must be a threat to attack the net. Now, this will usually take the form of a "driving to the net" action, forcing one defender to go with the puck carrier. The second attacker into the zone, pressures the net at the backside post to create a passing option for the puck carrier, or to draw the second defender deep into the zone. Now, a third attacker, or "man high", takes up a trail position by slowing down and drifting toward the puck carrier's lane. This not only establishes depth to the attack, it also puts the third attacker in position to provide support if the attacking team loses possession of the puck.

4.1.6 ATTACK TRIANGLE – DRIVE, MIDDLE DRIVE, MAN HIGH

In this second attack triangle option, the puck carrier drives to the outside, while the 2nd player drives to the net through the middle lane, creating a passing option for the puck carrier, while driving offside defenseman deep into the zone. The third player, or "man high", reads the middle drive and flat skates inside the blueline to provide puck support an additional passing option.

4.1.7 ATTACK TRIANGLE – MAN HIGH, DRIVE, DRIVE

Here, the puck carrier cuts to the middle of the ice, then to create width to the attack, he stays high close to the blueline. The second player into the zone, crosses with the puck carrier, filling the outside lane as (a passing option and - delete) a threat to the net. The third player, also drives to the net from the outside. These 2 outside drives create pressure on the net and scoring opportunities from tips, deflections and rebounds.

4.1.8 4TH ATTACKER

Good offensive teams utilize late attackers to create additional scoring options. The 4th player should move up ice to be an option in the offensive zone. Following the play up the ice, this 4th attacker coming into the play, can make it difficult for the defense to cover everyone.

4.2 SECONDARY OPTIONS

4.2.1 HIGH WALKOUT

The high walkout is a great tactic to use when the puck carrier has control of the puck in the corner. To create pressure on goal, the puck carrier drives off the boards in a semi-circle pattern, keeping his feet constantly moving while walking high to the net.

4.2.2 LOW WALKOUT

In a low walkout the puck carrier creates a seam to the net below, or behind the goal line. Faking high fools the defender. The attacker creates space to take the puck low, beating the defender to the near post.

4.2.3 BEHIND NET WALKOUT

Here, in possession of the puck behind the goal, the puck carrier uses a fake to create his own lane to the front of the net, setting up his own scoring chance.

4.2.4 WRAP AROUND NEAR POST

A wrap around is simply taking the puck quickly around the net in an attempt to beat the goalie. In the wrap around near post, the puck carrier tries to stuff the puck in tight underneath the goaltender, or before the goalie can come across.

4.2.5 WRAP AROUND FAR POST

Here, following the wraparound, the puck carrier aims across the crease at the far post. It's an effective scoring tactic, because the puck is shot back in the direction the goaltender came from, making it difficult to defend.

4.2.6 FAKE WRAP AROUND PIVOT AND SHOOT

When a goaltender comes across the net paddle down, the fake wrap around pivot and shoot can get the puck high over the goalie. Here, instead of trying to stuff the puck on the backhand, the puck carrier steps out, pivots, and shoots high on his forehand.

4.2.7 FAKE WRAP AROUND PASS SHORT SIDE

The fake wrap around pass short side, is a move that plays the puck back against the flow. As the puck carrier performs a "wrap around" like move he plays the puck back in front of the net to a teammate. This play is very effective if the goaltender moves away from the near post and across the net.

4.2.8 GIVE AND GO OUT OF CORNER

In the give and go out of the corner the puck carrier passes to an open teammate, forcing the defender to commit to the new puck carrier. After the pass, he then skates toward the net in the open passing lane, for a return pass.

4.2.9 GIVE AND GO BEHIND NET

Here, the puck carrier gets the puck to the support player behind the net. Using the protected area behind the net, the support player waits for the original puck carrier to get open before sending a return pass.

4.3 CYCLING

4.3.1 LOW CYCLE

Basically the purpose of cycling is to use the quiet zones of the ice to maintain puck possession. In the low cycle, the player with the puck, using good puck protection techniques, spot passes the puck off the boards. The forward in front of the net reads the cycle and jumps down to pick up the spot while the high forward rotates to position in front of the net. Ideally the cycle confuses the defensive coverage and a lane to the net opens up.

4.3.2 HIGH CYCLE

Here as the puck carrier moves the puck along the boards the defenseman at the point activates, skating between the puck carrier and the boards. As they meet the puck carrying forward leaves the puck for the defenseman then attempts to take the opposing defender with him, creating space for the puck carrying defenseman to move into or pass.

4.3.3 BEHIND NET CYCLE

One of the keys to the success of the cycle is the use of player movement. In the cycle behind the net the puck carrier sets the puck behind the goal and steps out to screen or pick a defender. The support forward then jumps to the loose puck and, (using his teammates screen - delete) makes a play to the net.

4.3.4 DOUBLE SIDE CYCLE

The double side cycle relies on the offensive team committing a 3rd forward low. Off the initial spot the 2nd forward jumps to the puck but reverses the puck behind the net with the support from the 3rd forward. At any point in the cycle if an opening is created to the net the offensive team must take advantage.

4.3.5 CHANGE POINT OF ATTACK

Changing the point of attack can be a very successful tactic if the opponent's defense has overplayed the rush. With both opposing defensemen on the puck side of the ice the puck carrier can soft dump the puck to the far side enabling the support forward to redirect the attack.

4.4 ATTACK OPTIONS FROM THE POINT

4.4.1 DRAG AND SHOOT

Here, the player pulls the puck to the centre of the ice, looking to get a better angle and shooting lane. By using the drag and shoot the offensive defenseman creates a better chance for pucks to get to the net.

4.4.2 SPRINT AND SHOOT

Similar to the drag and shoot, the sprint and shoot is initiated by a defenseman or point man on his off wing. In this case, the player "pushes" the puck to the middle of the ice, looking to find the best shooting lane.

4.4.3 ONE TIMERS

A difficult skill to perfect, the one timer is nevertheless an effective shot to use before the defense has an opportunity to set up. The shooter reads the timing and angle of the pass and immediately shoots the puck without stopping it. This is a difficult shot for the goaltenders and the shot blocking defenders to handle because they have to move laterally to defend against the play.

4.4.4 DEFENSE BACK DOOR

Here, activating off a set play in the offensive zone, the weak side defenseman, using effective timing and control skating, moves in from the point looking for a cross ice pass or a pass by a player from behind the net.

DEFENSIVE TACTICS

1.1 SKATING

1.1.1 FORWARD SKATING –

Skating is important in all aspects of the game. Not only do defensive players need to know how to do glide turns and tight turns, stop and start skating and control skating, they should be able to use all of these skating skills at high speed to always be in position to take away offensive opportunities.

1.1.2 BACKWARD SKATING

Regardless of the position they play, all players should be strong backward skaters. Being able to start backwards and quickly get to top speed, as well as having the ability to move laterally, are keys to playing the rush and steering attackers away from the prime scoring areas.

1.1.3 CHANGING DIRECTIONS

The ability to quickly change direction gives a defender the advantage of maintaining close contact with an attacker. Pivoting, transitional skating and turning, are keys to sustaining optimal defensive gap while limiting offensive opportunities.

1.2 1 VS 1 DEFENSE

1.2.1 POSITIONING

To properly defend the net defenders should align their bodies with their opponents'. So, when the puck carrier attacks from the outside, the defender here assumes an inside position with his outside shoulder aligned with the puck carrier's inside shoulder. When the opponent is attacking down the middle, the defender assumes a head-on position. Whenever possible, the defender should attempt to force the puck carrier to the outside, away from the mid-lane, and high percentage scoring areas.

1.2.2 REDIRECTING THE RUSH

Defenders should learn to read the opposing rush and position themselves appropriately in order to steer or direct the rush in a direction "they" want it to go. In this example, the defender uses inside body and stick positioning to steer the defender toward the boards and away from the prime scoring area.

1.2.3 PINCHING

When a defender in the opposing zone thinks he can either keep the puck in the zone or separate the attacker from the puck, he can perform a pinch by stepping up inside the opposition blueline. This pinching defender's teammates have to be able to read the pinch and stay on the defensive side of the puck in case the pinch doesn't work and the puck gets by the defender.

1.2.4 GAP CONTROL

Gap is literally the distance between the defender and the attacker. Through controlled skating, the defender should try to maintain an optimal gap of no more than 2 stick lengths away from the attacker. Now, if the defender plays further away from the attacker, or what is called "loose gap", the defender is giving away the middle lane of the ice. On the other hand, if the defender plays too close, or "tight gap", the attacker can take advantage of the outside lane.

1.2.5 CLOSING THE GAP

In order to apply pressure on a puck carrier, it is important for the defender to maintain close contact by closing the gap between himself and the puck carrier. Effectively closing the gap depends on the defenders ability to change speeds and reposition quickly in response to the puck carrier's actions. Ideally, the defender should close the gap as quickly as possible while still maintaining his speed.

1.2.6 STEPPING UP

When defenders commit to checking an opposing player, they are stepping up. If the defending player sees that the puck carrier has limited offensive options or has poor control of the puck then the defender should step up and make the check.

1.2.7 PRESSURE OR CONTAIN

Deciding on whether to pressure the puck carrier or simply contain him depends on that player's body positioning and how well he is controlling the puck. Here the puck carrier has good control of the puck and is facing the defender, so the defender should elect to contain him. On the other hand, if the puck carrier has his back to the play or loses the puck, the defender should pressure the puck carrier to try to take the puck away.

1.2.8 ANGLING

Here's one of the first lines of defense for any player... it's the ability to angle opponents in the direction you want them to go. By skating in an arc, and slightly behind the puck carrier the defender gradually reduces the puck carrier's available space. The defender should skate with his stick outstretched to help angle off the puck carrier, and to take away passing lanes.

1.2.9 PINNING

Pinning is a great way for defenders to maintain physical control of an offensive player. Here, the defender angles the puck carrier toward the boards, and pins him. Using his hands to control the puck carrier's hips and placing his leg between the puck carrier's legs, the defender completely limits the puck carrier's ability to engage in the play.

1.2.10 BODY CHECKING

Body checking is the most effective way to literally separate an offensive player from the puck. An effective body check still keeps the defender in good position even if the check doesn't create a turnover.

1.2.11 FINISHING CHECKS

Players should learn that once they have committed to a check, they should continue to skate through that check. Here, by finishing the check the defender has ensured that, even though he may have been beaten by a pass, his opponent will not be able to engage in the play.

1.3 BACKCHECKING

1.3.1 TRACKING

Tracking is used by a backchecker who is following the play while coming back into the defensive zone. Here, the backchecker is tracking between the dots, looking to take away cross ice passes. At the point of crossing the red line, the tracking player should read the situation and pick up the attacker who poses the greatest offensive threat.

1.3.2 BACKSIDE PRESSURE

When backcheckers skate back hard into their own zone, and put pressure on the puck, they are applying backside pressure. Creating this pressure forces the attacking team to move toward the middle of the ice, making it easier for the defenseman to break up the attack.

1.4 BACKSIDE SUPPORT

1.4.1 HEAD ON A SWIVEL

Defenders must always be aware of the location of the opposing players who do not have the puck. Defenders help protect the backside by using the "head on a swivel" technique. In moving their head from side to side, defenders can put themselves in good position to provide tighter coverage on opponents attacking the net.

1.4.2 SAGGING

When the puck is deep in the defensive zone, the defenders responsible for the opponents furthest away from the puck should sag or drop down toward the puck. Defenders will sag if they see an opportunity to regain possession. Sagging also adds defensive support in the prime scoring area.

1.5.1 STICK IN PASSING LANE

A key tactic defenders can use to take away an attacker's options is to keep their stick in the passing lane. As shown here, the defender can either put his stick on the attacker's stick or in the lane where the attacker is trying to pass the puck.

1.5.2 ACTIVE STICK

Using an active stick can be a distraction to the attacker, but more importantly it keeps the attacker guessing. Basically, moving the stick in this way can effectively take away some of the attacker's passing options.

1.5.3 BODY IN SHOOTING LANE

To decrease scoring options any defensive player should position their body in the lane between the net and the shooter. By doing this, the defender forces the attacker to move laterally to find an alternative lane to the net.

1.5.4 SHOT BLOCK - STANDING

When defenders are in the shooting lane they must be prepared to block a shot. Now, as we can see here, to block a shot while standing, the defender keeps his feet together, and his body square to the shooter.

1.5.5 SHOT BLOCK - SLIDING

Sliding to block a shot is one of the few times during a game when players will intentionally leave their feet. Here, the defender slides on his legs directly toward the shooter's stick. When performed correctly the sliding shot block should result in the puck hitting the defender's shin pads.

1.6 2 ON 1 RUSH DEFENSE

1.6.1 PLAY NON-PUCK CARRIER-TAKE AWAY PASS

On a 2 on 1 defensive players may opt to position themselves between the puck carrier and the non-puck carrier. Doing this takes away the passing option and forces the puck carrier to shoot. The goaltender should read this positioning, and play the shooter.

1.6.2 PLAY PUCK CARRIER WITH PRESSURE

Here's another option on a 2 on 1. The defensive player moves laterally and pressures the puck carrier. By moving to play the puck carrier the defender forces the attacker to rush the pass. The goalie reads the defensive pressure and moves laterally to play the shot.

2.0 DEFENSIVE TACTICS IN THE OFFENSIVE ZONE

2.1.1 F1

The first forward, or F1, entering the offensive zone is responsible for cutting the ice in half by angling the offensive player to one side of the ice. If it's possible, the defender should force the attacker out wide on the backhand to limit the attacker's offensive options.

2.1.2 F2

Here, the second forward, F2, enters the offensive zone, and reads the play from mid ice. F2 now moves in behind F1 in a position of support.

2.1.3 F3

The primary purpose of F3, or the third forward entering the zone, is to stay high just inside the blue line, maintaining position between the puck and his own net.

2.1.4 D1

The first defenseman, or D1, should move up ice quickly maintaining optimal gap with the offensive forwards. By staying on the puck side of the ice the defenseman is in good position to either play the rush or pinch if a turnover occurs inside the blueline.

2.1.5 D2

Here, the second defenseman also moves quickly up ice, again maintaining optimal gap with the offensive forwards. Mid ice positioning for D2 is essential for taking away long seam passes and being available as offensive support on a possible turnover.

3.0 DEFENSIVE TACTICS IN THE NEUTRAL ZONE

3.1 NEUTRAL ZONE FORECHECKING

3.1.1 F1

When forechecking in the neutral zone, F1 should establish inside out positioning to take away the D to D pass. Skating in an inside out pattern forces the offensive team to play the puck up the wall.

3.1.2 F2

Here, the second forward on the forecheck reads F1's actions and either jumps to play the D to D pass or moves to support if the puck is played up the boards.

3.1.3 F3

F3's responsibility in the neutral zone is to stay between the puck and his own net. Now, depending on the defensive system that his team is playing, F3 should be positioned either in the middle lane for support or in the wide lane to take away the outside option.

3.1.4 D1

When forechecking in the neutral zone, D1 should be on the puck side of the ice. If there is strong defensive support, D1 can choose to step up and force the attackers to make a play. On the other hand, if there's not enough defensive support, D1 should back off and take time to read the rush.

3.1.5 D2

As the offside defenseman, D2's responsibility is to stay in the middle lane. Not only should D2 be aware of an offensive threat wide, he should also be prepared to step up and make a play in the middle of the ice.

3.2 DEFENDING THE RUSH

3.2.1 2 ON 1

On a 2 on 1 rush the defender should maintain middle positioning between the 2 attackers. By establishing an optimal gap with the puck carrier and maintaining skating speed, the defender attempts to delay the speed of the attack. As the play moves closer to the net, the defender should force the attacker wide into a poor shooting angle.

3.2.2 3 ON 1

Here, with more options available to the attackers in a 3 on 1, the defender plays a loose gap in the middle of the ice to buy time for secondary defenders on the backcheck. The defender should eliminate the cross ice pass and allow the goaltender to play the shooter.

3.2.3 2 ON 2

Effectively defending the 2 on 2 relies on great communication between D1 and D2. If the attackers cross in front of the defenders, high, outside the top of the circles, the defender closest to the puck calls a switch. This communication tells the other defenseman to switch coverage to the attacker moving into his lane. If the attackers cross below the top of the circles, the defender closest to the puck carrier should pressure the puck and the second defenseman should sag to support the front of the net.

3.2.4 3 ON 2

When defending against a 3 on 2 attack, the defencemen should be prepared to hold up the offensive rush to allow the backcheckers time to pick up the 3rd attacker. So, maintaining optimal gap and deflecting the attack to the outside are keys to defending against the 3 on 2.

3.2.5 1 ON 2

The defending team has the advantage when faced with a one on two attack. Here, knowing that there is additional defensive support the defenseman closest to the puck steps up and forces the attacker to make a play.

3.2.6 3 ON 3 TRACKING

On a 3 on 2 rush, a third defender should track back quickly through the middle, to create a 3 on 3 situation. This tracking defender, communicates with the defencemen and picks up the trailing forward to eliminate him as a passing option.

3.2.7 3 ON 3 RUSH

In a 3 on 3 rush the high defensive forward and both defencemen skate backward facing the rush. The defensive forward should pressure the puck carrier to force a pass, and a possible turnover. If no turnover results, the defensive forward should lock onto the original puck carrier and play him all the way back to the net.

4.1 DEFENSIVE ZONE RESPONSIBILITIES

4.1.1 D1

In the defensive zone, D1 is responsible for the puck carrier in the corner. Using his read and react skills, D1 determines whether to pressure or contain the puck carrier depending upon the puck carrier's level of control. If the puck carrier passes the puck the defender must stay between him and the net.

4.1.2 D2

The primary role of the second defenseman or D2, in the defensive zone, is to hold the front of the net. D2 should have his feet facing up ice and his head on a swivel. If a pass comes in front of the net, D2 is responsible for playing the pass receiver. If the offensive team changes the point of attack, D2 should jump to the opposite corner and assume D1's role as first pressure on the puck.

4.1.3 F1

Here, F1's primary role in the defensive zone, is to support D1 in the corner. By playing off the puck on the defensive side, F1 can take possession of a loose puck or support if D1 is beaten out of the corner. If the puck moves to the opposite corner, F1 tracks the play by crossing in front of the net, to support D2.

4.1.4 F2

As the second forward back F2 should backcheck hard to the net before moving quickly to the high slot. Once in high slot coverage, F2 is responsible for the opposing defenseman furthest away from the puck. If the puck moves to the opposite side, F2 should slide and continue to be responsible for the player who has now become the strong side D.

4.1.5 F3

The third forward back, or F3, should track through the middle of the ice and cover the strong side defenseman. By positioning himself at the top of the face off circle with his feet perpendicular to the boards, F3 can read the play in the corner, and at the same time, be ready to intercept a pass to the point.

4.2 DEFENSIVE ZONE SITUATIONS

4.2.1 PUCK CARRIER BEHIND THE NET

If the puck carrier has good control behind the net, the defencemen should face the puck carrier. Here, D1 forces the puck carrier to his backhand, while D2 ensures that the puck carrier is unable to perform a wraparound. F1 picks up the net front forward and F2 and F3 sag to pick up the 3rd forward and backside D.

4.2.2 CORNER - INTO/OUT OF

When playing the puck or any offensive player into the corner, the defender should always take an inside out route, skating in an arc below the circle. This move forces the play up the boards and away from the quiet zone behind the net. When going back toward his own net, the defender should always maintain defensive side positioning, which is simply, keeping his body between his man and the net.

4.2.3 NET FRONT

When checking an opposing player in front of the net the defenseman should attempt to control the attacking player's body and stick without getting tied up. Here, the defenseman in front of the net faces up ice with his head on a swivel, while the forward furthest away from the puck sags and provides support in front of the net.

4.2.4 POINT

F2 and F3 are responsible for covering the offensive defencemen at the points. Here, the slot forward, or F2, with his head on a swivel, maintains positioning between the puck and the weak side defenseman, or the defenseman furthest away from the puck. F3 positions himself between the puck and the strong side defenseman, ready to either intercept passes or step out to deflect shots.

4.2.5 SIDE BOARDS

When the offensive team has control of the puck on the side boards, either D1 or F1 should contain the puck carrier. In this case, D1 moves to contain the puck carrier, while F1 covers a 2nd attacker eliminating him as a threat to the net. The forward, (F2, F3) responsible for puck side point coverage, sags to pressure, but he should be aware of a potential pass to the point and be ready to eliminate it as an option.

4.2.6 HINGE SUPPORT - 2 ON 2

In the corner, D1 and F1 may choose to play a modified man to man. Each defender covers one of the corner attackers. If the puck is moved from one attacker to the other, the defensive team should utilize a hinge, where D1 sags to support F1.

4.2.7 3 ON 3 - SHADE

Here, the net front defensive player moves to where the 3rd offensive player is located. This shading limits the time and space that the 3rd attacker has to maneuver, if he receives a pass.

4.2.8 CYCLE

The attacking team uses an offensive cycle to maintain puck control, confuse the defense and look for a lane to the net. To avoid confusion, defenders on the cycle must communicate and maintain defensive side positioning. Here, the 3rd forward jumps down low on the cycle while D2 moves in to defend. D1 stays with the original puck carrier and returns to the front of the net on the defensive side.

4.2.9 ACTIVATED DEFENSEMAN

Both high forwards need to be aware of the possibility that an offensive defenseman at the point may activate and join the attack, deep in the offensive zone. If the defenseman furthest from the puck moves toward the net looking for a backdoor pass, F2 should prevent the pass by sagging and playing the man to the net. If an offensive forward rotates into the point position, F2 should release the activated D to the net front defenseman.

TEAM PLAY

DEFENSIVE ZONE

1.1.1 DEFENSIVE ZONE COVERAGE – BASIC

Coaches may find it easier to divide the defensive zone into smaller areas. Basic defensive zone coverage starts in Zone 1, the contact zone, with D1 playing the puck carrier. Depending on the gap and the puck carrier's level of control, the defenseman should either pressure or contain. The first forward back, supports D1 by taking up a position in zone 2. By playing slightly off the puck and in a defensive side position, F1 is available to jump to a loose puck or play the 1 on 1 if D1 is beaten off the wall. Zone 3, or Net front coverage, is the responsibility of the second defenseman. D2 should have his feet facing up ice, and his head on a swivel, when in zone 3 coverage. Zone 4, the high slot, is patrolled by F2 the second forward back. The responsibility of F2 is to cover the offensive weak side defenseman or to sag to net front coverage in support of D2. Zone 5 is the responsibility of the 3rd forward. F3 must play on the defensive side of the strong side offensive defenseman and should be ready to intercept a pass to the point.

1.1.2 DEFENSIVE ZONE COVERAGE – ROTATION

If the puck moves from one corner to the other the defensive players should switch sides by moving through the slot. Here, D2 jumps from net front position into zone 1. F1 tracks the play by moving across the slot reassuming zone 2, while D1 moves into net front coverage in zone 3. Before moving to zone 5, F2 must hold zone 4 until F3 moves into the high slot position.

1.1.3 DEFENSIVE ZONE COVERAGE – SHADE VS. OVERLOAD

Shading in the defensive zone is a modification of basic defensive zone coverage. The net front defenseman shades, or moves to take away the options of the 3rd offensive forward. If there is no offensive player in front of the net to cover, the net front defenseman should remain in support of zones 1 and 2. If the net front defenseman shades, the zone 4 forward must sag toward the net to eliminate the offensive defenseman as an option.

BREAKOUTS

2.1.1 WHEEL OPTION – NO PRESSURE

If the defensive team applies little or no pressure, the offense should move the puck quickly up ice. If the puck is spotted near the net, the quickest way to go on the attack is for the defenseman to wheel behind the net with speed. Reading the wheel and seeing no pressure, the support players can fill the attack lanes, providing the wheeling defenseman with 4 passing options.

2.1.2 WHEEL OPTION – PRESSURE

If the pressure that the defensive team applies in the offensive zone is from the outside, the defenseman should pick up the puck and wheel. Here, reading checking pressure deeper in the zone, the support players come lower into the zone to support the puck carrier. D2 holds net front position, prepared to pick or screen for D1. The first forward back is the anchor option. F2 supports from the midlane, while F3 either comes across in support, or stretch skates to spread out the defense.

2.2.1 QUICK UP – NO PRESSURE – LONG PASS

The offensive team should move the puck quickly up ice if the defensive team applies little or no pressure. If the puck is spotted in the corner, the quickest way to go on the attack is for the defenseman to tight turn in the corner and look to move the puck up ice. Reading no pressure, the support players can fill the attack lanes, providing the defenseman with long pass options.

2.2.2 QUICK UP – SUPPORT PASS – AGAINST PRESSURE

If the checking pressure comes from the inside, the defenseman retrieving the puck tight turns away from the pressure, looking for passing options. F1 anchors on the wall, and F2 provides low mid lane support. F3 either slash skates, and provides low support, or stretch skates to extend the defense.

2.3.1 OVER – DIRECT PASS

If the checking pressure comes from head on, D1 should move the puck away from pressure to the weakside. To support the over pass, D2 or F3 should read the direct pressure and get into position to receive the pass. F1 and F2 should also read the over, and move to support the puck carrier.

2.3.2 OVER – BANK PASS

2.4.1 D TURNBACK

If the defender retrieving the puck reads that the pressure from the outside is over pursuing, the defender should stop behind the net and reverse direction. F1 anchors on the wall and F2 supports the middle lane. F3 can either stretch skate or move across as a passing option.

2.4.2 D TO D REVERSE

Here, D1 retrieves the puck wheels behind the net. Reading outside pressure and pursuing backside, D2 holds net front, calls REVERSE, and then moves to get the puck. Using the boards, D1 reverses the puck to D2, then returns to the front of the net. F1 anchors, while F2 and F3 can either support, or exchange lanes.

2.4.3 D TO F REVERSE

In the defenseman to forward reverse if the checking pressure comes from the outside and is quickly on the defenseman. Reading the pressure, F1 supports low in the zone and calls the reverse. D1 uses an indirect pass off the boards and reverses the puck. After receiving the pass, F1 can either skate with the puck or pass to F2 who has moved into midlane support.

Transitions / Regroups

3.1.1 BASIC NEUTRAL ZONE SUPPORT

Effective offensive play in the neutral zone relies on puck support and the creation of passing options for the puck carrier. On the regroup, the puck carrying defenseman must have the support of the second defenseman. By positioning himself in a staggered position behind the puck carrier, the non puck carrying defenseman becomes a passing option. The three support forwards should provide an anchor option on the boards, a midlane support option and a stretch option. This support creates width and depth to the attack in the neutral zone.

3.1.2 NEUTRAL ZONE TAP BACK

The neutral zone tap back is used to change the direction of the attack, away from the pressure of the forecheck. From a good defensive stagger, D2 taps the puck back to D1 who has speed and options through the neutral zone. Reading the play, the support forwards move to create passing options and offensive decoys for the puck carrier.

3.1.3 NEUTRAL ZONE REVERSE

The neutral zone reverse is a strategy that is used to go against the defensive flow. Here, D1 carries the puck to the middle of the ice. Reading off D1, D2 comes underneath, receives a drop pass from D1, then continues up ice looking for F2 and F3 as passing options. F1, in support of D1 continues outside. As the original strong side anchor, F2 reads the reverse and stretch skates as a long passing option. F3 pivots on the boards and moves up the wing as an outlet support option for D2.

OFFENSIVE ZONE

4.1.1 MIDDLE DRIVE

An effective middle drive on entry into the offensive zone is a key to the creation of scoring opportunities. By driving hard to the net and taking the defenseman with him the middle drive player opens the ice for the 3rd man high to be a shooting option from the centre of the ice. Additionally, reading the drive encourages the 4th player joining the attack to jump up and take advantage of the open space created by the middle drive.

4.1.2 WIDE DRIVE

The wide drive, like the middle drive, is utilized to create pressure on the goalie. When on the attack the first option is always to get the puck to the net. With this in mind the wide drive creates a backside passing option to the net and also puts pressure on the goalie to control the rebound if a shot is taken.

4.1.3 WIDE ENTRY – HIGH DELAY

The high delay is used when the puck carrier has gained the zone with possession of the puck but the defenseman has taken away the outside drive. F2 reads the delay by the puck carrier and continues to drive hard to the net and F3 supports high in the slot by moving toward the puck carrier in a flat line. Off of a high delay the puck carrier has options to pass to all teammates, shoot or chip the puck low to create a cycle.

4.1.4 WIDE ENTRY – LOW DELAY

The low delay is used when the puck carrier has driven deep into the zone with possession of the puck but the defenseman has taken away the lane to the net. F2 reads the delay by the puck carrier and continues to drive hard to the net and F3 supports high in the slot by moving toward the puck carrier in a flat line. Off of a high delay the puck carrier has options to pass to all teammates, shoot or cycle the puck behind the net to change the point of attack.

4.1.5 CROSSES

Crosses are an important way for offensive teams to enter the zone with possession of the puck. Upon entry the puck carrier should be aware of the gap of the defending player. If the gap is loose the attacker cuts across the face of the opposing defenseman while a teammate comes over hard to support. Off the cross the puck carrier can either keep the puck or drop it to the crossing teammate.

4.1.6 LADDER PLAYS

In this situation the puck carrier enters the zone with speed and drives the defenders off. F2 slows or stops just inside the blueline and receives a lateral pass from F1 who continues to go hard to the net. Off of the lateral pass F2 can pass to any of his teammates, shoot on goal or cycle the puck low if no other options are available.

4.1.7 HARD RIM

The hard rim is designed to give up possession of the puck in order to get it back. As he approaches the blueline the puck carrier drives the puck hard around the boards. The weak side winger moves directly to the puck to either gain possession or make contact with the defender. The middle attacker supports and looks for a loose puck off the battle. The player who rimmed the puck should read the level of possession and support the puck.

4.1.8 SOFT DUMP

The soft dump is designed to give up the puck but place it in a position to give the offensive team great opportunity to retrieve it. By placing the dump in the corner away from the goaltender the weakside winger can utilize his speed to beat the defenseman to the puck. Upon retrieval the puck carrier can now go to the net with the puck or look to make a play to the supporting attackers.

4.1.9 CHIPS

The chip, like the dump and the rim, is an offensive entry play designed to give up the puck in order to regain possession deeper in the zone. A chip is used by the puck carrier to place the puck behind the defender in a position for the 2nd attacker to step behind the defender and pick up the loose puck. The original puck carrier reads the success of the chip and moves to support the puck carrier. The weak side winger should drive hard to the net.

4.2.1 CYCLE – UP THE WALL

The first option when carrying the puck up the wall is to challenge a seam to the goal. If this lane is not available the attacker should look for available passing options to F3 high in the zone or either offensive defenseman. F2 must continue to battle in front of the net as a screen or move to get open as a passing option. 4.2.2 Cycle – low reverse

4.2.2 CYCLE LOW REVERSE

The low reverse is used when the net front forward reads that the puck carrier is under checking pressure. Reading this pressure the net front player releases behind the puck carrier to receive a reverse pass. F3 should move to crash the net and F1 should replace F3 high in the zone.

4.2.3 CYCLE – PICK

The pick on the cycle is an effective tactic to open a lane to the net. As F1 walks up the wall F3 slides down the wall on the inside to set a subtle pick for F1. This pick releases the pressure on F1 and provides him with the opportunity to wal to the net or look to F2 or D2 as passing options.

4.2.4 CYCLE – REVERSE TO F3

The pick on the cycle is an effective tactic to open a lane to the net. As F1 walks up the wall F3 slides down the wall on the inside to set a subtle pick for F1. This pick releases the pressure on F1 and provides him with the opportunity to wal to the net or look to F2 or D2 as passing options.

4.2.5 NEAR SIDE PASSES

One of the keys to success for offensive zone play is the use of short, high percentage one touch passes. Near side passes are an effective team play option to utilize F2 down low, F3 in a soft area of the zone as a trigger man or D2 sliding down from the point. Quick near side passes create pressure on the defense and first and second chance scoring opportunities.

4.2.6 BACK OF THE NET PLAY

The area behind the net is considered one of the quiet zones in the offensive end of the ice. By taking the puck to this area the offensive team can maintain puck control and create confusion for the defense. By using the net as a screen the player behind the net can attack the net with wrap around or walk outs or can move the puck to a low support attacker who has moved into the prime scoring area.

4.2.7 CHANGING THE POINT OF ATTACK

Changing the point of attack forces the defense to adjust and move quickly. By moving the puck from high to low then to the back of the net the defense is compelled to react quickly. The offense may also choose to change the point of attack by moving the puck from low to high and then across the blueline.

4.2.8 DEFENSEMAN ACTIVATION OPTIONS

Active and engaged defenseman cause numerous concerns for the defensive team. On possession in the offensive zone the attacking defensemen should look for opportunities to move into the high slot as a passing option, jump backdoor behind the play or exchange with F3 to create confusion in the defensive zone coverage.

FORECHECKING

5.1.1 OFFENSIVE ZONE 1-2-2 – CONTACT

On a 1-2-2 forecheck in the offensive zone, F1 takes an inside out route to make contact with the puck carrier. F2 stays on the defensive side of the offensive anchor, but is prepared to jump to the corner if F1 forces a turnover. F3 stays high in the middle of the ice. D1 and D2 maintain optimal defensive gap while moving up to the blue line.

5.1.2 OFFENSIVE ZONE 1-2-2 – EARLY PASS

If the offensive defenseman changes the point of attack with an early pass, F1 has to read the play and continue to be the first forechecker. F3, who is now on the strong side, takes away the boards as an option, and stays above the puck. F2 takes away the middle of the ice, by staying high in the zone. D2 adjusts to the strong side boards while D1 moves to take away the middle and wide lanes.

5.1.3 OFFENSIVE ZONE 1-2-2 – LATE PASS

If the offensive defenseman makes a late over pass, F1 should finish his check and come back hard through the middle. F3 aggressively rushes the puck carrier and finishes the check. F2 should come across to take away the strong side board option, while D1 and D2 move up on the blue line, and slide to adjust to the over pass.

5.1.4 OFFENSIVE ZONE 1-2-2 – D CARRY

Here, if the offensive defenseman decides to carry the puck up ice, F1 pursues and angles the puck carrier up the boards. F2 swings down to create good gap on the puck carrier and gets ready to engage him at or before the blue line. F1 prevents the inside move or a pass to the middle. F3 reads the D carry and fills the middle. D2 maintains optimal gap on the strong side and D1 takes away the middle and cross-ice pass options.

5.1.5 OFFENSIVE ZONE 1-2-2 – RIM

If F1 sees the potential of a long rim pass, F1 should rush the passer, trying to stop the play. However, if the offensive player makes the rim pass, F1 should then come back hard through the middle. D1 reads the offensive team's level of puck control potential and pinches if he thinks there's a chance of a turnover. If D1 pinches, F3 covers for D1; F2 comes across hard above the puck, and D2 supports and protects the middle and wide lanes.

5.2.1 NEUTRAL ZONE 1-2-2 – PRESS

Here, with the offensive team regrouping in the neutral zone, F1 pressures hard up ice on the forecheck, takes away the inside, and tries to force a pass. Reading the play, F2 and F3 move up ice between the dots, staying above the opposing wingers. D1 and D2 close the gap, but need to respect the possibility of a stretch pass.

5.2.2 NEUTRAL ZONE 1-2-2 – EARLY PASS

If the offensive defenseman makes an early D to D pass to avoid the forecheck, F1 should play inside out on the pass receiver. Taking this inside out route limits the offensive defenseman's opportunity to play the puck back D to D. F2 and F3 slide with the puck movement, taking away the boards and the middle. D1 takes away the strong side, while D2 eliminates the middle and far side options.

5.2.3 NEUTRAL ZONE 1-2-2 – LATE PASS

Here, the offensive defencemen is rushed by F1 and makes a late D to D pass. F2 reads the play and moves to pressure the pass receiver, while F1 comes back hard through the middle. F3 moves laterally to the strong side to pinch. D1 must read the play and pinch if he thinks he can create a turnover along the boards. Now, if D1 does pinch, F3 has to move to a defensive side position to cover for D1. D2's responsibility is to hold the middle lane and take away the middle and far side options.

5.2.4 NEUTRAL ZONE 1-2-2 – D CARRY

If the offensive defenseman carries the puck up ice, F1 angles the play up the boards. F2 then moves to take away the offensive defenseman's option up the boards and holds the zone. F3 is responsible for taking away the middle of the ice. D2 moves to the boards keeping the play in front of him. D1 supports in the middle, taking away the middle and far side options.

5.3.1 OFFENSIVE ZONE 2-1-2 – CONTACT

The 2-1-2 forecheck is an aggressive forecheck designed to create turnovers deep in the offensive zone. If F1 is able to make contact with the puck carrying defenseman in the corner, F3 jumps down hard on the wall to take away the support option. F2 moves from the middle of the ice to support low, and to be an option on a possible turnover. D1 holds the offensive blueline. If a turnover is created, D2 can activate as an offensive option, but if the opposing team retains possession of the puck, D2 has to hold the middle lane and back off.

GLOSSARY OF TERMS

5.3.2 OFFENSIVE ZONE 2-1-2 - D TO D PASS

On a D to D pass, as F1 rushes the passer the second forechecker, or F2, pressures the pass receiver. F1 finishes the check on the passer, eliminating the option of the return D to D pass. F3 reads the over pass and stays high in the zone, mirroring the play. D1 and D2 shift, but hold the blue line in case a turnover is created.

5.3.3 OFFENSIVE ZONE 2-1-2 - REVERSE

If the offensive team reverses the puck, F1 stays with the original puck carrier and eliminates her as an option. On the reverse, F3 jumps hard to the pass receiver while F2 moves across to eliminate the mid ice option. D1 holds the line enabling her to pinch down on the wall forward. D2 holds mid ice, staying aware of the off side forward.

5.3.4 OFFENSIVE ZONE 2-1-2 - D WHEEL

If the offensive team wheels the puck, F1, reading his own team's defensive positioning, pursues the puck carrier either behind or in front of the net. F2 reads the wheel and jumps down from inside out to prevent the puck carrier from turning up ice. F3 reads and tracks the play, while D1 and D2 shift along the blue line and track the play as well.

5.4.1 NEUTRAL ZONE 2-1-2 - CONTACT

The 2-1-2 forecheck in the neutral zone is an aggressive forecheck, designed to take away the puck carrying defenseman's options. Here, F1 quickly jumps to the puck carrier to make contact, while F3 reads and supports on the strong side. F2, having moved to take away the D to D pass can support F1 in case there's a turnover. D1 and D2 maintain mid ice position.

5.4.2 NEUTRAL ZONE 2-1-2 - PASS

When the offensive defenseman move the puck D to D, F2 puts immediate pressure on the pass receiver, while F3 reads the D to D pass and moves to support eliminating the wall option. F1 takes away the return D to D pass then tracks back through the middle. D1 and D2 hold mid ice position and adjust slightly to defend against a cross ice pass.

5.4.3 NEUTRAL ZONE 2-1-2 - D CARRY

If the puck carrying defenseman moves up ice, F1 angles him toward the boards. F3 reads the carry and also jumps down to support and pressure the puck. F2 reacts by tracking back through the middle of the ice eliminates the backside option. D1 slides to take away the outside option, and D2 holds mid ice.

SPECIAL TEAMS

6.1.1 POWER PLAY BREAKOUT - 4 BLUES

In a 5 on 4 powerplay situation, there is obviously less checking pressure than in a 5 on 5. In the 4 blues breakout, D1 looks to move the puck quickly to either D2 or F1 who are supporting at the near blue line. After the initial pass, the pass receiver immediately bumps the puck up to the support forward on the same side. Reading the direction of the initial pass, the far side players move across ice to support the puck as mid lane passing options. The puck carrier should enter the zone with control if the mid lane options aren't available.

6.1.2 POWER PLAY BREAKOUT - 5 SWING DEEP

Here, with all 5 players come back deep in the zone, D1 initiates the breakout by skating up ice with speed. F2 and F3 swing deep and fill the outside lanes. Curling around the back of the net, F1 comes from behind and passes D1 with speed. D2 curls and becomes a mid lane passing option. Using a 5 swing deep breakout, gives D1 many passing options. The key here, is that once a pass is made help has to come from the other side of the ice to support the puck carrier.

6.1.3 POWER PLAY BREAKOUT - STRETCH

Using the stretch breakout on the powerplay not only creates the chance for a long penetrating pass, it opens up space in the neutral zone. D1 retrieves the puck while F1 and D2 swing into the corners as low support. F2 and F3 set up on opposite sides at their own blue line. Now F3 stretch skates to the far blue line to provide the long passing option and F2 comes across ice as a mid lane option. To get the right timing on the breakout, F2 and F3 should start their patterns as soon as the puck carrier, D1, skates in front of the net.

6.1.4 POWER PLAY BREAKOUT - HALF BOX

The primary option for D1 off the half box breakout is to quickly move the puck up to either F1 or F2. Using this option is very effective if the penalty killing team is changing on the fly and their bench is on the opposite side of the ice. If the quick up option to F1 or F2 isn't available, D1 can carry the puck and look for F2 as an early mid lane option, or F1 as a stretch option. D2 and F3 support D1 as outside lane puck support.

6.1.5 POWER PLAY BREAKOUT - BUMP

In the powerplay bump D2 and F1 swing toward the same corner in their own defensive zone. F2 and F3 position themselves at the centre red line on opposite sides

of the ice. As soon as D2 and F1 swing toward the corner F2 or F3, whichever is on the same side as the double swing, sprints to the centre ice dot. Here, D1 reads the player moving to the centre dot and steps out from behind the net to make a long lead pass. The pass receiver can then either tap the puck to F1 who is moving hard up the wall, or to the support forward moving from the far side. If the quick up option is not available, D1 can carry the puck up ice or use D2 as a lateral option.

6.2.1 POWER PLAY - HIGH UMBRELLA

Designed to outnumber the opposition at the top of the penalty kill box, the primary goal of the high umbrella is to create a point shot from D1 in the centre of the ice. As secondary options D1 can either pass off to F1 on the half boards or to D2. When the puck is moved to the half boards the low forward, F2, must support the puck carrier until the puck is moved to the point. Puck movement to the point is a cue for F2 to get to the net. If the penalty killers take away the point shot option by adjusting their set-up to a diamond the powerplay unit should move the puck down low.

6.2.2 POWER PLAY - 1-2-2 OVERLOAD

The overload is designed to outnumber the penalty killers by creating small area 2 on 1 opportunities. Using puck movement, the powerplay unit should attempt to move the box high to attack low or move the box low to attack high. By overloading the powerplay unit can use give and go's, walk outs, jams and back door options to create scoring opportunities.

6.2.3 POWER PLAY - 1-3-1

The 1-3-1 is similar to the umbrella in its set-up except in this case, the focus is on the high slot player who moves to support the puck carrier. Having a player in the high slot is designed to shrink the penalty kill box and at the same time create increased space on the side for scoring opportunities. So, the high slot forward is both a scoring threat and a key decoy. 6.2.4 Power play - 5 on 3

6.2.4 POWER PLAY - 5 ON 3

The 5 on 3 powerplay typically utilizes 2 point men in an attempt to draw the defenders out and invert the penalty kill triangle, creating 2 on 1 and 3 on 1 opportunities down low. Here, the powerplay unit uses quick and accurate passing to take advantage of defensive seams and open space on the ice.

6.2.5 POWER PLAY - 4 ON 3

The 4 on 3 powerplay normally sets up in a diamond formation, focusing on the high player as the quarterback with options to either side of the ice. The net front player should try to draw the defenders in, while looking for tips and deflections on point shots or sides.

6.3.1 PENALTY KILLING FORECHECK - PRESSURE

When pressuring up ice on the penalty kill forecheck, F1 takes a wide route to flush the puck carrying defenseman from behind the net. F1 maintains his speed, continuing to apply pressure until the defenseman (D1) changes the point of attack. F2 maintains middle lane positioning and reads off F1.

If F1 no longer has pressure on the puck F2 can jump to pressure the puck.

D1 and D2 should maintain good gap though the neutral zone and hold their own blue line.

6.3.2 PENALTY KILLING FORECHECK - DOUBLE SWING

On the double swing, F1 and F2 skate at about ½ speed up ice reading the play in front of them. F1 should move to the puck carrier and stay with him if he continues behind the net. If F1 does follow the puck carrier, F2 swings across and picks up the weak side. If the puck carrier stops behind the net, F1 skates through and F2 swings through to the far side.

6.3.3 PENALTY KILLING FORECHECK - DIAMOND BACK

The primary role of F1 on the diamond back penalty kill forecheck is to channel the puck carrier to the outside of the ice. When a pass is made to either side, the defender on that side steps up and attacks the puck carrier. The weak side player reads that the play has gone to the far side of the ice and now fills in behind to help out defensively.

6.3.4 PENALTY KILLING FORECHECK - NEUTRAL ZONE

The goal of the penalty kill in the neutral zone is to make it as difficult as possible for the powerplay team to gain the zone. To accomplish this forwards must take away cross ice passing options and angle to the outside. The puck side defenseman must stand up and hold the blue line to force chips and hard rims. The second defenseman should hold the middle of the ice. With this accomplished the goaltender becomes key in stopping the hard rim and playing the puck effectively.

6.4.1 PENALTY KILL - AGGRESSIVE BOX

When used effectively, an aggressive penalty kill box forces the offensive team to move the puck more quickly than they'd like to, which can result in a turnover. In this example, D1 anticipates the play to the hash marks, attacking on the pass with his stick on the ice, pushing the play up the boards. D2 shades to the near post, anticipating the low pass.

GLOSSARY OF TERMS

Using an inside out route, F1 attacks the strong side defenseman. F2 reads the play, ready to either jump toward the weakside defenseman or support D2 in front of the net. D1's aggressiveness dictates the play. Once he attacks, all four penalty killers have to be committed to a "if one goes, we all go" mentality.

6.4.2 PENALTY KILL – PASSIVE BOX

An aggressive penalty kill box is utilized to force the offensive team to make quick decisions with the puck. When effective the aggressive penalty kill forces a poor decision by the offensive team and results in a turnover. In this example D1 anticipates the play to the hash marks and attacks on the pass with his stick on the ice pushing the play up the boards. D2 shades to the near post anticipating the low pass.

F1 attacks the strong side defenseman in an inside out skating pattern. F2 reads play and is ready to jump toward the weakside D or support D2 in front of the net. D1's decision to be aggressive dictates the play and once he has jumped all four players have to be committed to a one goes we all go mentality.

6.4.2 PENALTY KILL – PASSIVE BOX

The goal of a passive penalty kill box is to keep the play to the outside and away from the prime scoring area in front of the net. By positioning themselves in a tighter box position the defenders eliminate in close scoring chances. In a passive PK all defenders must maintain active sticks to take away passing and lanes and keep their head on a swivel to remain aware of the attackers positioning. Stop and start skating and good communication between all 4 defenders results in an effective passive box.

6.4.3 PENALTY KILL – 3 MAN VS. UMBRELLA

In a 5 on 3 against an umbrella powerplay set-up F1, D1 and D2 should position themselves in a triangle. The goal of the triangle is to take away shooting lanes up high and to create support down low. Maintaining a tight triangle is paramount to preventing cross ice seam passes.

6.4.4 PENALTY KILL – 3 MAN VS. OVERLOAD

Playing against an overload the two high players act as pistons moving in and out from the net to the point depending on which side the puck is on. The low defenseman is responsible for low coverage going side to side in front of the net. If the pass comes down low the defenseman can challenge the puck carrier and attempt to take away the pass across.

FACE-OFFS

7.1.1 FACE OFF TECHNIQUES – QUICK DRAW

The basic quick draw relies on the player taking the face off primarily utilizing their ability to react more quickly than the opponent. By watching the linesman's hand and moving the stick to draw the puck on the forehand or the backhand the player can win the draw based solely on reflexes.

7.1.2 FACE OFF TECHNIQUES – HIT STICK

The technique of hitting an opponent's stick can be compared to taking the gun out of the gunfight. By simply directing the force of the stick onto the opponent's stick just above the blade the face off player can knock the opponent away from the puck and gain puck control.

7.1.3 FACE OFF TECHNIQUES – DRAW BACK FOREHAND / BACKHAND

When taking a face off the greatest support for the player taking the draw comes from behind. Drawing the puck back with the forehand or backhand if successful typically results in a team gaining possession. In order to draw the puck back the face off player should cup the stick over the puck and pull it back across their body.

7.1.4 FACE OFF TECHNIQUES – BODY BLOCK / USE FEET

The body block use feet technique requires the player taking the face off to move their body quickly and obstruct the opponent. By screening the opponent with their body the player can then use the blade of their skate to kick the puck to a teammate.

7.1.5 FACE OFF TECHNIQUES – BODY BLOCK / FORWARD SUPPORT

Similar to the body block use feet this maneuver is utilized to tie up and obstruct the opponent so that a support teammate can pick up the puck. This technique not only relies on the skill of the face off player but a quick read from the support players to move in and gain puck control.

7.1.6 FACE OFF TECHNIQUES – FORWARD

The primary goal on a face off is typically to gain puck possession. The tap the puck forward technique relies on the face off player tapping the puck past the opposition face off player and then stepping around the opponent to pick up the puck. This technique can also be used to tap the puck forward to a teammate.

7.2.1 DEFENSIVE ZONE LOSS

A poor reaction on a defensive zone face off loss will often result in a face off at centre ice seconds later. On a defensive zone loss the centreman must tie up the opponent's centre eliminating him from the play. Both forwards should move quickly to the point to take away shooting lanes. The board side defenseman must return

to net front while the net front defenseman looks to lock up the offensive team's net front winger.

7.2.2 DEFENSIVE ZONE WIN

There are a number of options on a defensive zone win but a primary consideration should be to move the puck away from pressure. As in a face off loss the centreman ties up the opposition centre. The player who gains puck possession should look to play the puck away from pressure or to the far side. Reading this the net front wingers support high and low on the weakside and the net front defenseman holds up the opposition's forwards.

7.3.1 OFFENSIVE ZONE – SWING

The goal on a face off win in the offensive zone should be to generate a scoring opportunity. On the basic swing the centreman locks the opposition's centre away a win. Both forwards as well as the mid ice defenseman must lock their players and force them away from the puck carrying defenseman. The puck carrier should look to jump to the centre of the ice and find a shooting lane as quickly as possible.

7.3.2 OFFENSIVE ZONE – ROLL

Similar to the swing the responsibilities on the roll are the same. The key difference in the roll is the net front forward rolls off their player into open space. This move provides support for the puck carrying defenseman to pass to the net front forward for a one time shot.

7.3.3 OFFENSIVE ZONE – DEFENSE UP

Moving the defense up offers several opportunities on an offensive zone face off win. The board side defenseman can shoot or provide a pick for the board side winger. If the board side winger gets possession he can roll behind the pick of the defenseman. The centreman and the net front forward must lock their player and the mid ice defenseman must stay high in a defensive support position.

NATIONAL COACH CERTIFICATION PROGRAM

COACH STREAM		DEVELOPMENTAL STREAM	HIGH PERFORMANCE STREAM
CORE PROGRAMMING		CORE PROGRAMMING	CORE PROGRAMMING
Intro Coach Formerly IP	Coach 1	Development 1 Coach Entry Point	High Performance 1 Coach Entry Point
Coach Entry Point			
Clinic Pre-task		Clinic (16 hours)	Clinic Pre-task Clinic 6 Day Practical
Clinic (8 hours)	Clinic (4 hours)		
Clinic Post-task (Through-out season)		Clinic Post-task (Throughout season)	Clinic Post-task (Throughout season)
Supplementary Programming		Development 2	High Performance 2
		Clinic Pre-task (Part of Development 1 Post-task)	Clinic Pre-task
		Clinic (16 hours)	Clinic (6 Day Practical)
		Clinic Post-task (2 hours)	Clinic Post-task Throughout Season
		Supplementary Programming	Supplementary Program

COACH STREAM

- Intro Coach Program (Formerly IP)
- Coach Stream Core Programming

DEVELOPMENT STREAM

- Development Stream Core Program 1
- Development Stream Core Program 2

HIGH PERFORMANCE STREAM

- High Performance Stream Core Program 1
- High Performance Stream Core Program 2

INTRO COACH PROGRAM

Hockey Canada developed the Intro Coach program based on the Initiation program curriculum. The program is designed for coaches working with 5 and 6 year old players or for players who are participating in the game for the first time in a "learn to play" environment. The goals of the program are to:

- Provide coaches with the tools to work with 5 and 6 year olds
- Provide coaches the training to successfully implement the IP curriculum
- Introduce coaches to the concepts of fair play and cooperation within the hockey environment

COACH STREAM

The Coach Stream Program is designed for coaches working with recreational players who range in ages from 7 to adults. The training the coach receives focuses on:

- Facilitating effective parent meetings
- Delivering effective practices
- Designing a safety program
- Teaching individual technical skills
- Preparing for game day

DEVELOPMENT STREAM

This program is designed for coaches working with players engaged in the competitive levels of hockey (Rep). The Development Stream is composed of 2 components – Dev. 1 and Dev. 2. Upon completion of the training coaches will have received information on:

- Effective team meetings
- Teaching individual skills, individual tactics, team tactics and team play
- Goaltending
- Drill design and effective practices
- Mentally preparing players
- Off-ice training
- Game analysis
- Seasonal Planning

HIGH PERFORMANCE STREAM

This program is designed for coaches working with High Performance players. Coach training for the High Performance program is delivered over 6 days in the summer as a fully integrated program with the provincial Under 17 program. Coach training includes:

- Skill Analysis and Player Evaluation
- Yearly Planning
- Team Play Systems and Strategies
- Dealing with Media
- Use of Video
- Mental, Physical and Nutritional preparation
- Bench management

For more information on Coach Certification Programs contact your Branch or: www.hockeycanada.ca

RECOMMENDED READINGS AND VIDEOS

Visit Hockey Canada's online shop 'BreakAway' for exclusive information to help you learn and teach the game. BreakAway offers a variety of products for everyone involved in hockey. We have created this online store so our valuable customers can order their technical products more effectively and efficiently. Call toll-free 1-800-667-2242 to place your order.

NATIONAL COACH MENTORSHIP PROGRAM

The purpose of this program is a result of direct action Hockey Canada and its member Branches have taken since the Coaching Association of Canada's evaluation of the NCCP in 1995 and the Molson Open Ice Summit on player development of 1999.

In both events, it was determined that the mentoring of coaches at all levels to the future growth of coaching in Canada. The ultimate outcome is improved athlete development through the establishment of a national coach mentoring program.

A series of specialty clinics have been developed to offer coaches a practical session on teaching various skills, tactics and systems. This proactive approach will also open doors of communication and provide a non-threatening environment for coaches to further pursue a mentor.

The NCMP Specialty Clinics were designed with the following messages in mind:

- Keep them moving - whether it's a practice, clinic or camp, ice sessions should be designed to engage every participant consistently.
- Emphasize the FUNdamentals - build a foundation that will never crack.
- Incorporate a progression of skills development for every participant.

The Specialty Clinic Module include:

1. Skating
2. Puck Control
3. Shooting and Scoring
4. Checking
5. Creating Offense
6. Creative Thinking
7. Goaltending
8. Special Teams
9. Small Area Games
10. Developing Defensemen

For further information on Specialty Clinics and the National Coach Mentorship Program please refer to the Hockey Canada website at www.hockeycanada.ca

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