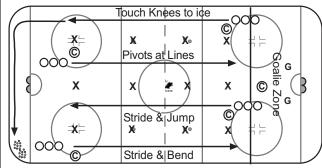
## Ice Session Focus: Skating, Puckhandling and Passing

Time	Description	Key Points
10	4 Lane Warm Up	
Skating	g / puck control warm-up	
Divide players into 4 groups and start at places indicated. Players take off one after another, flow from one line into another.		- 1/2 speed - balance

- Stride and bend
- Stride and jump
- 3. Pivots at each line
- 4. Drop to knees at each line
- \* Goalie coach can do warm-up work with goalies

- 1/2 speed
- balance
<ul> <li>do twice without pucks, and twice with pucks</li> </ul>

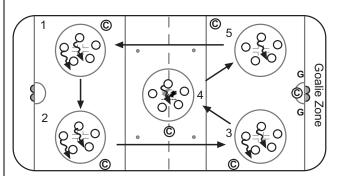


Time	Description	Key Points
10	5 Circle Chaos Drill	
Stickha	ndling	

Divide players into 5 groups. Players then go to one of 5 circles. Inside each circle is a different stickhandling exercise. Players will stay in each circle for about 2 minutes then on whistle move to next circle

- Forehand only
- Backhand only
- Partner stickhandle 3.
- 1 hand stickhandle only
- Stickhandle between legs, use feet
- Goalie coach works with goalies

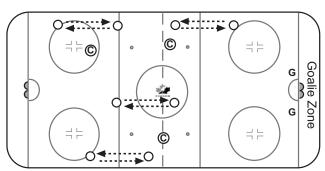
- 1-2 min each circle with rotation on the whistle
- coaches remain with stations



Time	Description	Key Points
12	Pairs Passing	
Partn	er passing	
1. 1 fe	s pair up minute – just pass back and forth – no edback from coaches – 2 <sup>nd</sup> min give edback	-2 minutes on each type of passing skill
	ry to pass with no sound – soft hands	-head up

- 20 passes as fast you can forehand
- 20 passes as fast you can backhand
- Receive pass on forehand, bring across body and pass back on backhand
- \* Goalie coach works with goalies
- -quick puck movement
- -soft hands

1



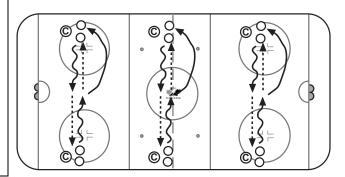
## Ice Session Focus: Skating, Puckhandling and Passing

## 8 | Creative Skate / Pass Drill

## Creative skate / pass drill

Players move into 6 or 8 lines down each side of the ice -2-3 players in each line.

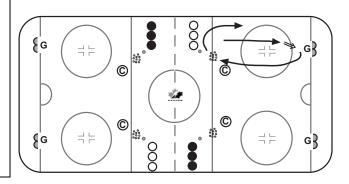
- First player in line skates forward, then passes to first player in opposite line once puck carrier gets to center ice
- Coaches will tell players to do something different each time they come across ice at center ie 360's, spinerama, drop to knees, drop puck in skates etc...
- 3. Players be creative in what they do, each time do something different
- go at full speed
- eyes on the target
- give target at all times
- use deception



		_
Time	Description	Key Points
15	1,2,3,4 on 0 Drill	
Relay -	Passing / Scoring Skills	

- Divide players into white and Black as indicated
- 2. On whistle first player in each goes in for shot on net, keep shooting until goal is scored.
- 3. After goal, player comes outside blue line, picks up another puck and goes in with 2<sup>nd</sup> player in line for a 2 on 0.
- 4. Continue 3 on 0, 4 on 0 until all players in line have gone.
- 5. Relay is won by first team who slides over blue line after last goal is scored.

- -shoot to score
- each player must touch puck before shot on net follow
- goalie can shoot puck away if they stop it



Time Description Key Points  10 Finnish Scrimmage				
10 Finnish Scrimmage	Time	Description	Key Points	
i i i i i i i i i i i i i i i i i i i	10	Finnish Scrimmage	_	

Players are divided into teams as shown.

- 1. Players who start in circle are defense, and must stay there, can't move feet only stick
- 2. Player who start at top of circle, are offense and must try to score on opposite net.
- Once goal is scored offensive players must skate back outside blue line and receive pass from coach on side boards and go in for more goals.
- 4. On whistle ( every 1 minute ) Offense, and defense exchange roles. D who transition to offense, start by getting pass from coach on side boards. Goalies keep track of goals.
- 5. Progression can be that Offense can go to either net at opposite end to score,

- -continuous play
- -no offsides, no icing, no offside passes
- -4 nets on the ice as shown

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