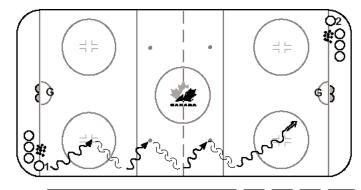
Session Objective(s)

- 1. Improve one-touch passing and refine puck movement
- 2. Power play options
- 3. Improve speed on transitions and defensive zone work
- 4. Improve communication in offensive zone

# WARM-UP, BASKETBALL PIVOTS

- · On whistle, O1 skates to dot with puck.
- Ol pivots at dot, skates backwards to boards.
- · O1 continues down ice, pivoting forwards to dots, backwards to boards.
- · Shot on goal from last face-off dot.



## **KEY TEACHING POINTS**

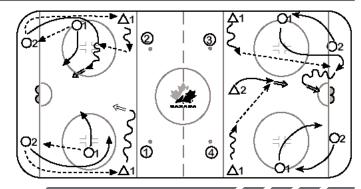
- · Quick feet
- Head up
- Acceleration

#### **KEY EXECUTION POINTS**

- · Next player starts as previous player reaches red line
- · Warm up Goaltender with low shots only

## **POWER PLAY OVERLOAD OPTIONS**

- O1 passes to O2, O2 to  $\Delta$ 1 and drags to middle.
- Options: a)  $\Delta 1$  point shot
  - b)  $\Delta 1$  passes to O2 for drive & shoot
  - c)  $\Delta 1$  passes to O2, O2 to O1 for low walk
  - d)  $\Delta 1$  to O2 to O1 to  $\Delta$
  - f)  $\Delta 1$  to O2 to  $\Delta 1$  point shot



# **KEY TEACHING POINTS**

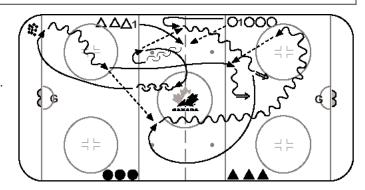
- Support
- · Stick on ice
- · Quick puck movement
- · Be a threat
- Tape-to-tape
- Drive lanes, attack net

## **KEY EXECUTION POINTS**

- · Both ends simultaneously, one side at a time
- Each option, 2 minutes

## SALT LAKE OFFENSE/DEFENCE

- $\Delta 1$  skates to red line, pivots & backpeddles for pass from O1, O1 to wall support.
- $\Delta l$  pivots at b. line, pass to O1, O1 drives wide, shoots.
- $\Delta 1$  skates to red line, backpeddles to blue line, pivots, picks up puck in corner. passes to O1.
- O1 delays, passes to  $\Delta$ 1 for point shot.



## **KEY TEACHING POINTS**

- · Quick feet; timing; speed
- Close support
- · Shoulder check

## **KEY EXECUTION POINTS**

- · Start on whistle
- · One side at a time

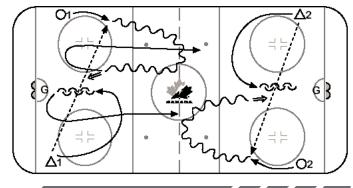
# MIDGET LEVEL PRACTICE PLAN

Session Objective(s)

- 1. Improve one-touch passing and refine puck movement
- 2. Power play options
- 3. Improve speed on transitions and defensive zone work
- 4. Improve communication in offensive zone

## 2-on-2 Staggered

- On whistle,  $\Delta 1$  passes to O1, O1 skates to red line.
- $\Delta 1$  closes gap,  $\Omega 1$  turns and attacks vs  $\Delta 1$ .
- Next whistle,  $\Delta 2 \& 02$  repeat.
- 01 &  $\Delta$ 1 jump in for full-ice 2-on-2 live play.
- · Next whistle, repeat .



## **KEY TEACHING POINTS**

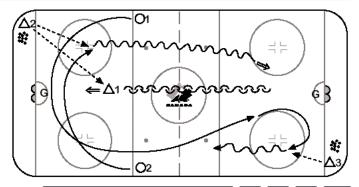
- Read rush
- Communicate
- Identify player
- Battle
- Gap control
- · Body position

## **KEY EXECUTION POINTS**

- · Wait for whistles
- · Play 2-on-2 until goal or whistle
- Intensity

## D-3 Pass

- $\Delta 2$  to  $\Delta 1$  for point shot,  $\Delta 1$  backpeddles to far end.
- 01 & 02 skate into end zone,  $\Delta$ 2 passes to 02.
- 01 & 02 attack 2-on-1 vs  $\Delta$ 1.
- O1 swings to corner for pass from  $\Delta$ 3 and attacks back on breakaway as O2 &  $\Delta$ 1 battle at net.
- $\Delta 3$  passes to  $\Delta 2$  for point shot, as O2 and  $\Delta 1$  battle.



# **KEY TEACHING POINTS**

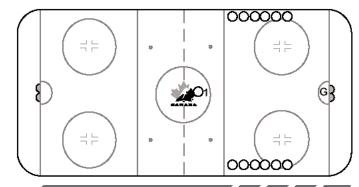
- · Drive skate
- Communication
- Battle
- Body position
- · Low shots

## **KEY EXECUTION POINTS**

- $\Delta 2$  follows up 2-on-1
- · Start on whistle

## **LAS VEGAS SHOWDOWN**

- Players bet on either the shooter or the goaltender by skating to the designated side of ice.
- · Every player gets one shot.
- · Losing side skates over and back 2x.
- · Goatender skates if goal is scored.



## **KEY TEACHING POINTS**

- Fun
- · Work Hard
- · Team Work

## **KEY EXECUTION POINTS**