



Flyers

Practice Plan

Date: 17-12-13

Time: 16:00-17:30

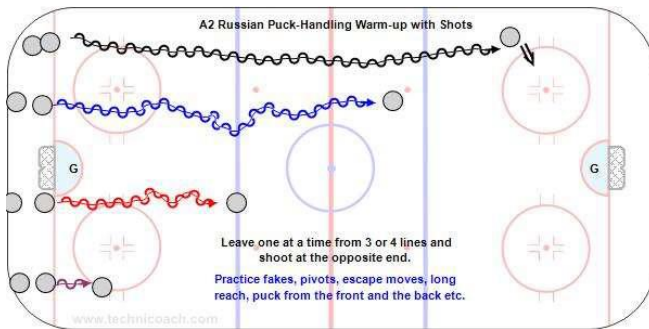
Venue: Max Bell 2

Lines:

Puck handling, edges, shooting, quick feet
One timers, 1-1, 2-1 2-1 with support,

Notes:

Good habits. Playes from behind the net,
Backcheck, D join rush, Point shots.



10 min.

A200 Skating Warm-up for Edges and Balance with a Puck and Shot

Key Points:

Good players can move in all directions efficiently because they and use all edges and have great balance on the ice. Routines for skating, puck handling, shooting and passing are efficient ways for a coach to quickly review the foundation skills and allow the players to get a lot of reps and improve at their own rate. Do these skating exercises with a puck.

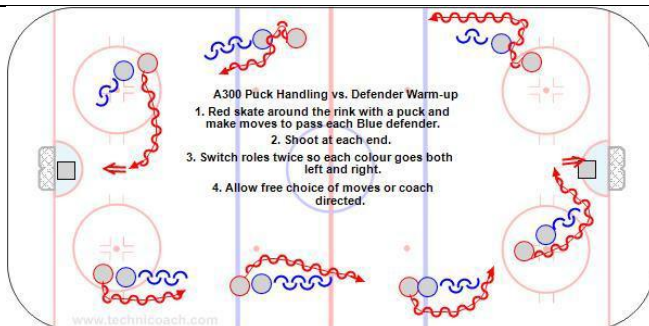
Description:

A200 Formation in Four Groups

- Players start at one end in 4 lines and skate to the other end with a puck and shoot from their lane.
- inside edges - out and in using a snowplow.
- inside edges - sculling one leg at a time on the inside edges.
- outside and inside edges - slalom with the skates together and a good knee bend.
- balance and edges - one length of the ice on each leg.

Repeat the same sequence but skate Backward.

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5 min.

A300 Puck Handling vs. Defender Warm-up

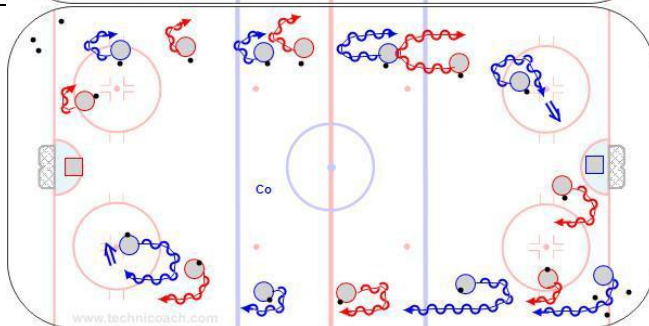
Key Points:

Defend passively and allow the attacker to make moves.

Description:

1. Red skate around the rink with a puck and make moves to pass each Blue defender.
2. Shoot at each end.
3. Switch roles twice so each colour goes both left and right.
4. Allow free choice of moves or coach directed.

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5 min.

A300 Tight Turns-Three Hard Strides-Shot

Key Points:

Tight turn towards the boards and take three hard strides. Shoot while skating.

Description:

1. All of the players have a puck and skate around the rink.
2. On the coaches whistle turn towards the boards and take three hard strides and then slow up.
3. Next whistle tight turn toward the boards and go the other direction.
4. Shoot at both ends.

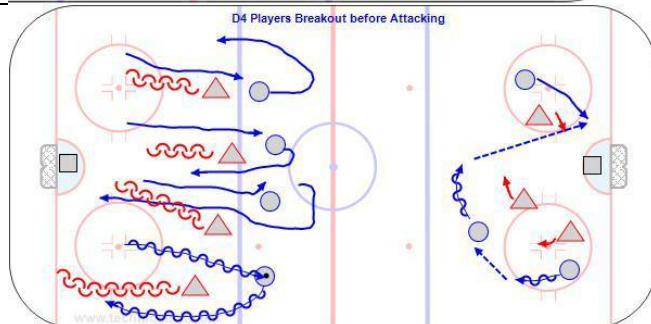
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D4 - Goals Must Originate Below Goal Line

1. Play game situations from 1-1 to 5-5.
2. Situations 3 on 3 or less the players must keep the puck below the top of the circles.
3. To start an attack the puck must be moved below the goal line.
4. When the defenders get the puck they have to get it deep below the goal line before they can score.



D4 Players Breakout before Attacking



7 min.

D4 - Goals Must Originate Below Goal Line

Key Points:

Players learn to protect the puck, pass to themselves off the boards or back of the net and use the net for puck protection. Also change the point of attack. Defenders must see the puck and the player they are covering and goalie must look over their shoulder and move side to side.

Description:

1. Play game situations from 1-1 to 5-5.
2. Situations 3 on 3 or less the players must keep the puck below the top of the circles.
3. To start an attack the puck must be moved below the goal line.
4. When the defenders get the puck they have to get it deep below the goal line before they can score.

Rotate Teams and keep score.

7 min.

D4 Players Breakout before Attacking

Rule Players must make an escape move.

Key Points:

To transition from defense to offense all the players must come out over the blue line and stay on side when they turn back to attack.

The coach can designate modified rules for the game to work on either individual or team play skills.

Description:

1. One team attacks with the puck and tries to score.
2. The defending team must breakout over the blue line and then turn back and attack.

*Individual skills can be worked on. i.e.

-Skating-only backward skating allowed.

-Team Play - goals come only on plays originating below the goal line.

-Individual Offensive skills - an escape move must be made when you get the puck.

- Individual Defense - sticks upside down until one shot is taken.

10 min. D at one end.

D2 - D Shoot - Pass from Coach - Pass to Point – Pro

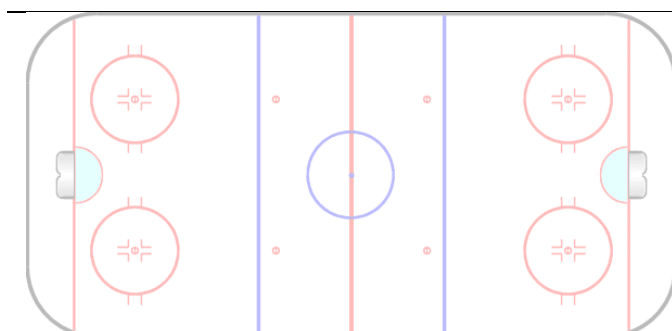
Key Points:

Defense skate along the blue line and shoot. If on the backhand skate forward and turn backward just before taking a slap shot. Hit the net.

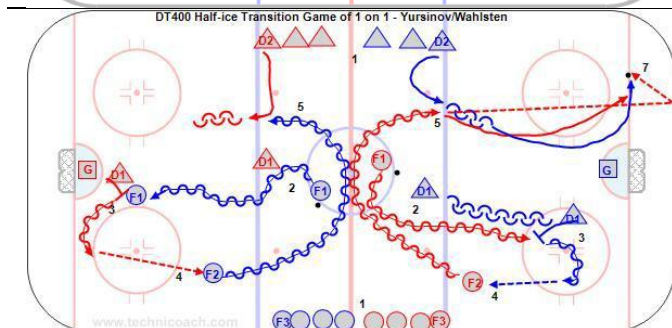
Description:

1. Start with D1 skate with a puck between the dots and shoot.
2. D1 follow the shot then skate below the goal line.
3. Coach pass a new puck to D1.
4. D1 pivot and pass to D2 who repeats the shoot-get a pass-pass to point sequence.
5. Do from both sides.

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10 min. F at other end. Blair choice of shooting drill.



15 min. 1-1 7 min. then 2-1 with F support making 2-2, 7 min.

DT400 Transition Game of 1 on 1 - Yursi-Juuso IIHF Symposium

Key Points:

Defender must maintain a tight gap and stay of the defensive side. Attacker use moves to beat the defender, fight for rebounds and loose pucks. On the dump-ins the defender must read where the checker is coming from and the attacker create good checking angles.

Description:

1. Divide the team into two colours and opposite forwards and defense play against each other at both ends.
2. F1 attack vs. D1 after skating through the middle circle. 3. Fight for rebounds and loose pucks. 4. On transition pass to F2 at the top of the circle. 5. F2 skate through the middle circle and attack vs. D2. 6. Add a regroup with the forward circling back. 7. Add a neutral zone dump-in and the D and F fight for the loose puck.

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12 min.

DT100 Continuous 1 on 1 D - Join Attack F Backcheck

Key Points:

Forwards cover D and D cover F's. One D should join the attack to create triangles and one forward backcheck. Play tight gaps and attackers create 2 on 1's on the rush. Play 5-5 at each end.

Description:

1. Forwards line up on one side and defense on the other. 2. Start with a 1 on 1 attack Blue F1 vs. Red D1. 3. When the puck enters the zone defensive Red F1 support Red D1 and Blue D1 support Blue F1. 4. On transition Red D1 join new attack and Blue F1 backcheck 5. If the puck is dumped out with no possession the offensive team regroup and attack again. 6. Red F1-D1 now go 2 on 2 in the other direction vs. Blue D1-F1. 7. Blue F2 support Blue D1- F1 and Red D3 support attacking Red F1-D1. 8. This rotation continues with a 3-3 in each zone.

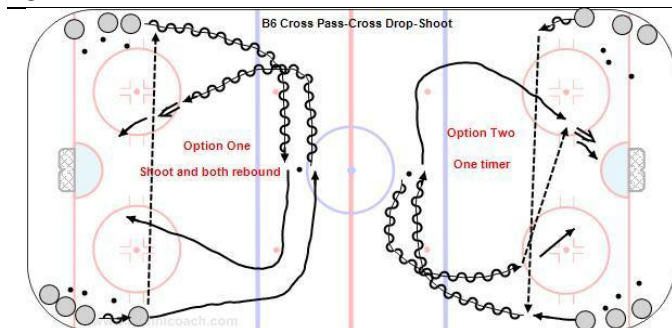
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6 min.

Skate the dots x 3 for the 3 GA game one.

6 min.

Slap shot practice.



8 min. **Contest. Must be one timers.** Keep score White vs. Green.

