



**Read & React**

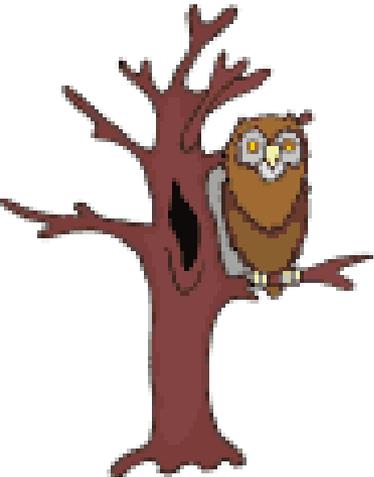


**Open your eyes!**

# “Owling”

## The Art of Offensive Zone Movement

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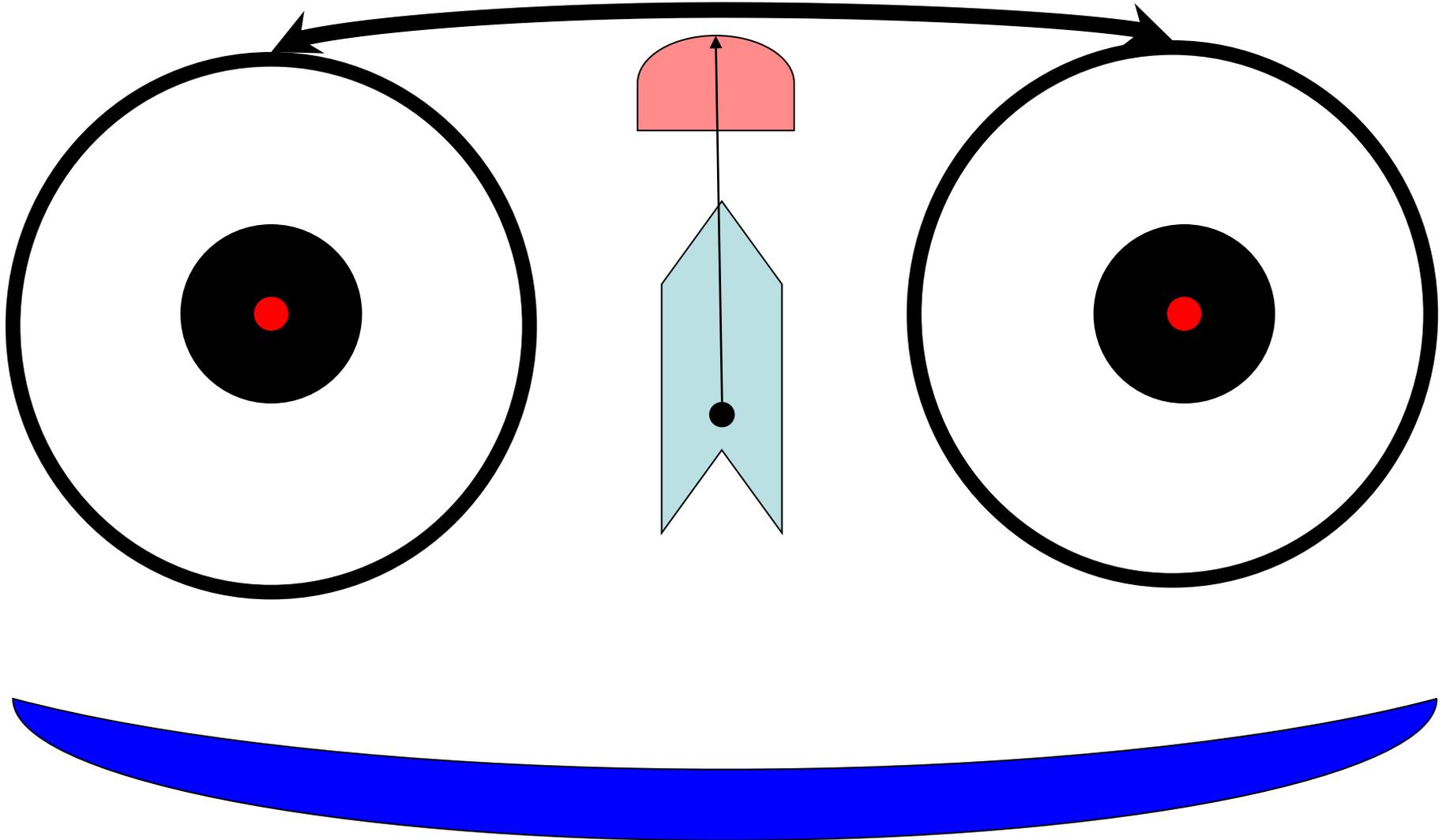


**“Communicate”**

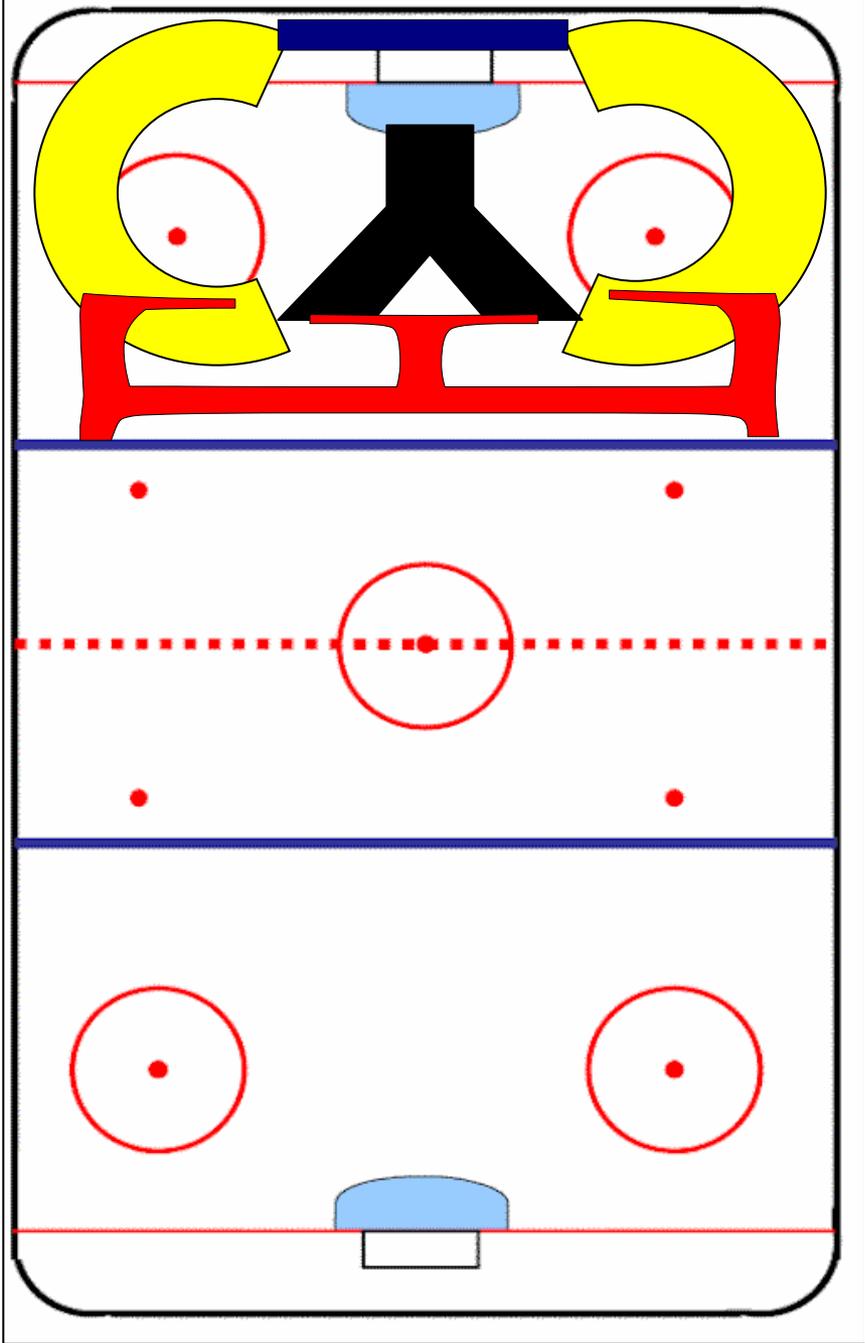


**Head on a Swivel**

# Offensive Movement



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# Owling

## Definition:

- 1) The **offence of transporting** wool or sheep out of the kingdom contrary to the statute formerly existing.
  - 2) The **offence** was usually carried on at night-time, when the owls were abroad
  - 3) Smuggling wool or sheep (“pulling the wool over someone’s eyes”)
- 
- **Offensive system of transporting the puck in the offensive zone connecting the two large cycling zones using behind the net**

# Basic Characteristics of an OWL

- Owls are active at dusk/dawn and quiet in daytime.
- A group of owls is called a *parliament*.
- Owls have very expressive body language (*bob & weave* head)
- B & W improves their *3-D viewing*
- Attacking owl becomes slim and pulls feathers tightly to body
- An Owl hunts by stealth, taking their victims by surprise
- *Sleath*-like dynamics when attacking (can't be heard)
- "*Hooting*" is communication method for territorial
- Forward facing eyes gives "*wisedom*" appearance
- *Binocular* vision (3-D: height, width & depth)
- Excellent at judging distances
- *Big eyes* improve efficiency under low light conditions
- *Flexible neck* allows for head to turn 270 degree

# Key Characteristics

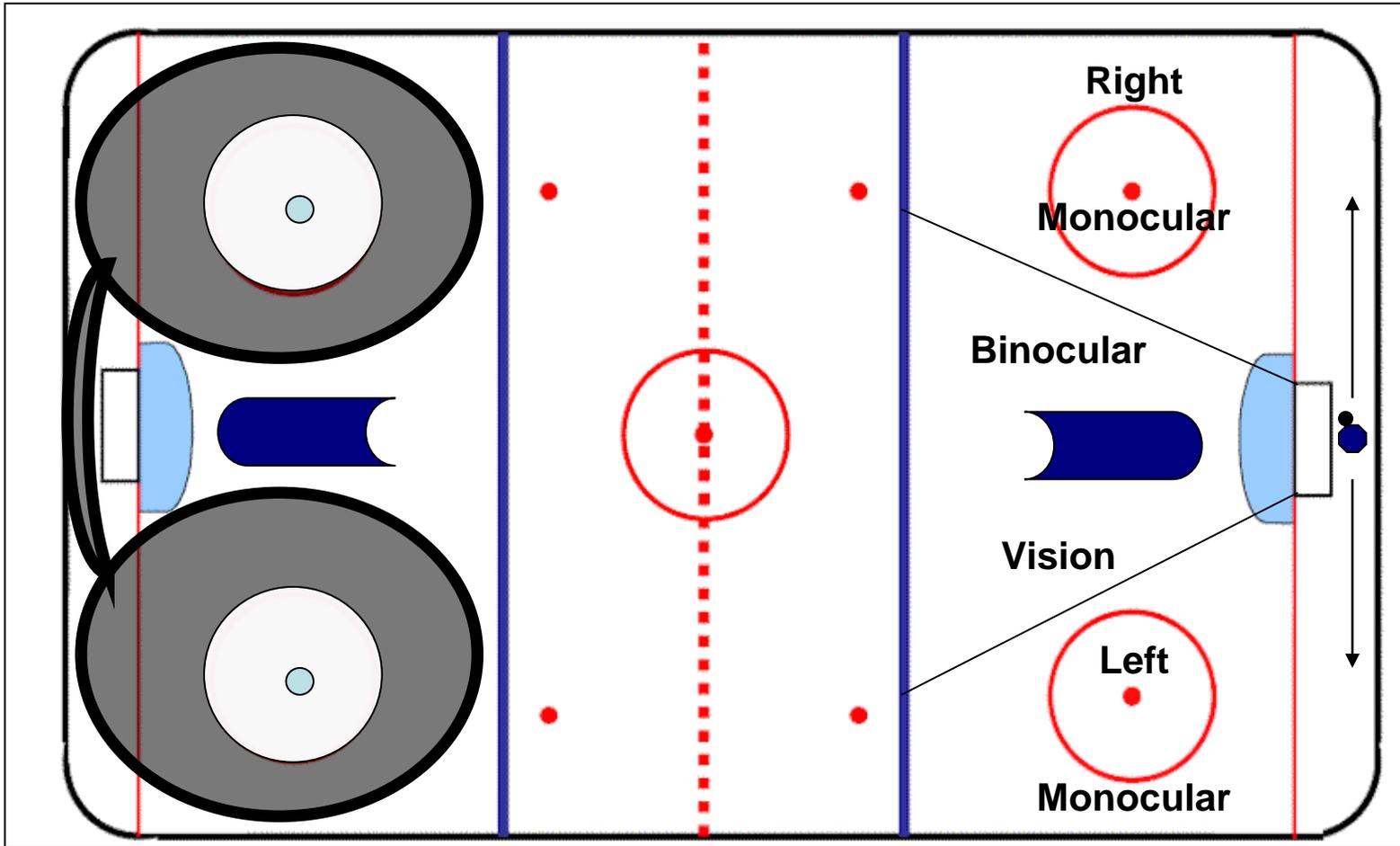
- Soft, fringed feathers for silent flight while hunting
- Night-vision eyes & 3-D hearing
- Head swivels 270 degrees
- “Satellite dish” face for picking up faint sounds
- Sharp beak & talons for killing/tearing prey
- Two attacking methods:
  - perch & pounce
  - quartering flights

# Hockey / Owling Translation

- Head on a Swivel (270 degrees)
- Talk to each other, communicate (Hooting)
- Read & React (3-D Vision & Hearing)
- Senses in Dead Zones (Night vision)
- Cycling / Reverses / Screens (Sleath-like attack)
- Head / Shoulder Fakes & Dekes (Bob & Weave)
- Element of Surprise: Eyes (Wisdom appearance)
- See the Game (Binocular Vision)

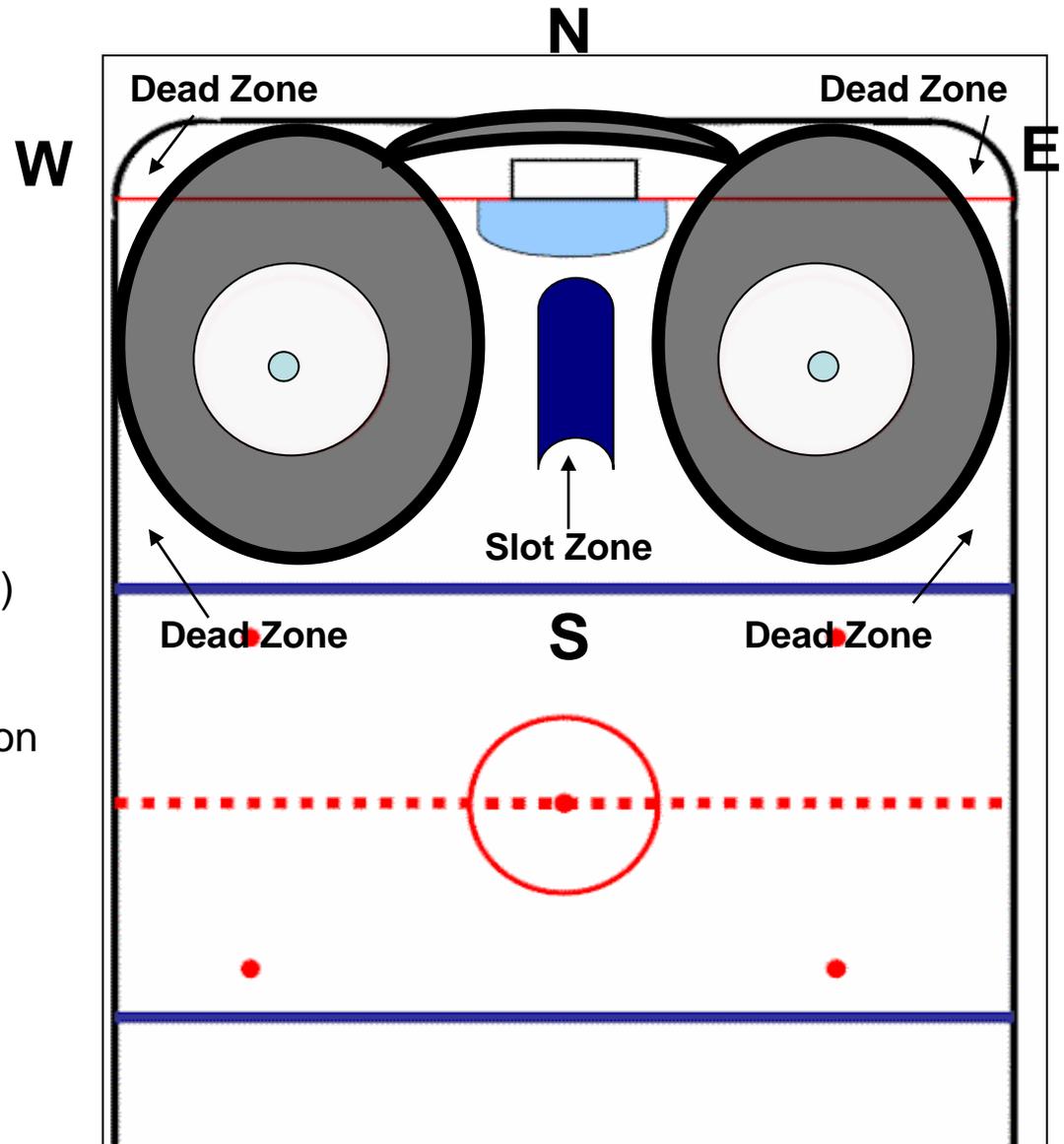
# Cycling Lanes

# East/West Vision



# Hockey Skills

- 4 North / South lanes
- 2 East / West lanes
- Night vision in DEAD ZONES
- Beak is Sharp & Deadly!
- Bob & Weave is Deking
- Binocular behind the goal
- F3 can perch & pounce (Aggressive)
- F3 quartering flights (Patient)
- D uses Sleath features on penetration



# Owling Tactics: F2 Weakside Reverse

