

D - Get Open - Keepaway With Offensive Joker - U18 F – Wally Kozak

Key Points:

Puck carrier must use escape moves to create time and space and teammates must skate to get open so no one is blocking the passing lane. Give a target and keep the stick square to the puck to catch the pass. Stop them to teach correct technique.

Description:

1. Play keepaway in an area of the ice and each game has one Joker who is always on offense.
2. Earn one point for making 5 consecutive passes and keep score.
3. This example has one game of 3-3 + 1 and the other 4-4 + 1 at one end and neutral zone.
4. Great activity to practice puck support and goalie practice.
5. Introduce modified rules such as Botchko, only backhand passes, only forehand, must make and escape move, one touch, saucer passes, only skate backwards, etc..
6. I used a green pinnie that is easy to put on and take off.

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=2&s=20171203104000863>

<https://youtu.be/LyZRVU8mWaw>

