

## T2 - Johnston PP Game vs 1 or 2 PK – College

### Key Points:

Power play must move the puck quickly and give support in the open lanes. Pass receiver needs to move and be a scoring threat to force the pk player to defend him. Killers go 7-10" as hard as they can to disrupt the attack.

### Description:

1. Whites set up the power play in the offensive zone.
2. Red team leaves from outside the blue line starting with one defender.
3. Defender skate hard for 7-10" with stick in passing lanes and toe caps square.
4. Play a game taking turns having 5' power plays. Keep score.
5. Defenders rotate on the whistle.
6. Rotate so Reds are on the PP and Whites on the PK.
7. Whites now do the PP vs. two defenders.

\*This game can be used for other offensive situations from 2 to 6 attackers to promote quick thinking and close puck support.

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=2&s=20190325165004559>

<https://youtu.be/k-QN7-OHhYY>

