

## D200 - 1-1 to 3-3 With Give and Go - U17

### Key Points:

The player who wins the loose puck battle gains a huge advantage and can add players. Maximum or 3-4 players on each team. Add players to the outnumbered team after a scoring chance. Leave room behind the net for walk outs etc..

### Description:

1. Players line up on the blue line, one team on each side and leave from the middle.
2. Start with the coach shooting the puck in for a 1-1 loose puck battle.
3. Puck carrier can score or add a player with a give and go pass.
4. A 3-1 is the largest advantage.
5. The defender can also give and go if he gets the puck.
6. After a scoring chance the coach adds players to make even situations 2-2 or 3-3.
7. Keep score.

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=0&s=20150820115102780>

<https://youtu.be/WMsPAFKOxkg>

