

## DT4 Jokers at the Point Must Shoot - U16 B

### Key Points

Each team has one or two jokers at the point. Introduce the game allowing jokers to check jokers. This is a great game to practice getting the shot through under pressure. The jokers at the point must get open and take a shot. The defender practices covering the point. Low players screen, tip and rebound while defenders box out and take sticks.

### Description:

#### Part One:

*Each team has jokers at the point.*

1. When defenders regain puck they must pass to the point to go on offense.
2. Jokers at the Point Must Shoot

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=0&s=20150103152433301>

3. Point Jokers Check Jokers

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=0&s=20150103160641849>

#### Part Two:

4. Jokers can jump in for one timer shots.

<http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0&sort=0&s=20150103160640456>

5. Defending joker should cover the attacking joker when he jumps in.

<https://youtu.be/uXesDVFYuDQ>

