

# MCKNIGHT EVALUATIONS 2016-17

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Parent Information Session



# Agenda

- Evaluation Teams
- Evaluation Process
- Changes / Items of Interest this year
  - Parity Groups vs Alphabet Groups
  - Atom Division Changes
  - Bantam and Midget non-checking divisions
- Closing Thoughts
- Questions

# Evaluation Team

- Timbit – Jeff Brezenski and Duc Pham
- Novice – Brad O’Keefe and Warren Ekdahl
- Atom – JJ Cormier and Cam Kezama
- Peewee – Riley Parkson and Srecko Zizakovic
- Bantam – Cody Armour and Steve Tocheniuk
- Midget – Dave Olheiser and Brad Reid
- Goalie – Paul Berrigan and Todd Jackson
- House League – Jennifer Trzok and Tim Ryan

# Division Teams Positions

- Division Coordinator – 2 people
- Off Ice Evaluators – 6-12 people
- On Ice Coaches – 2-4 people
- Data Entry Assistants – 1-2 people
- Check in Assistants – 1 person per ice session
- Hockey Consultation Panel – 2-3 people

# Player Evaluation Sessions

	Evaluation Skate 1	Evaluation Skate 2	Evaluation Skate 3	Evaluation Skate 4	Evaluation Skate 5
Novice	Individual skills	Individual skills	Individual skills & Game Play	Individual skills & Game Play	Game Play
Atom	Individual skills	Individual skills	Individual skills & Game Play	Individual skills & Game Play	Game Play
Peewee	Individual skills	Individual skills	Positional Skills & Game Play	Game Play	Game Play
Bantam	Individual skills	Positional skills & Game play	Game Play	Game Play	Game Play
Midget	Individual skills	Game Play	Game Play	Game Play	Game Play

# Goalie Evaluation Session – World Pro

	Evaluation Session 1	Evaluation Session 2	Evaluation Session 3	Evaluation Session 4
Atom	Individual Skill	Individual Skill	Game Play	Game Play
Peewee	Individual Skill	Individual Skill	Game Play	Game Play
Bantam	Individual Skill	Game Play	Game Play	Game Play
Midget	Individual Skill	Game Play	Game Play	Game Play

# Evaluation Process – Prior to Session

- Players will be grouped in parity groups for the 2 conditioning skates and the first evaluation skate
- Division coordinators with on ice coaches confirm practice plans and skills to be evaluated
- Conditioning skates and first evaluation skate time and location communicated to the parents / players via email.
- ***Please check your spam email if you do not receive an email.***

# Evaluation Process – Check In

## Check in Assistant

- Will hand out helmet numbers to each player at first session
- Inform player of jersey color for that session
- Communicate any missing players to Coordinators

CHECK-IN : Peewee A - 14 Sep 2014 - 11:45AM/12:45PM (HUN)					
	Player	Helmet Number	Type	Jersey	Comments
<input type="checkbox"/>	AKBL, XUFHJ	2	D	White	
<input type="checkbox"/>	DSAYB, NWUVA	10	F	Black	
<input type="checkbox"/>	DSWJA, VLXJS	11	F	Black	
<input type="checkbox"/>	EFXBR, CPYUD	14	F	Black	
<input type="checkbox"/>	EKAYS, DVEWM	16	D	Black	
<input type="checkbox"/>	EPEPY, GGYYN	18	F	White	
<input type="checkbox"/>	FJURN, SVCYG	23	F	Black	
<input type="checkbox"/>	FXGK, DEBRJ	26	D	Black	
<input type="checkbox"/>	HHEKN, NLRHY	32	D	White	
<input type="checkbox"/>	HVUWK, RGPGB	34	F	White	

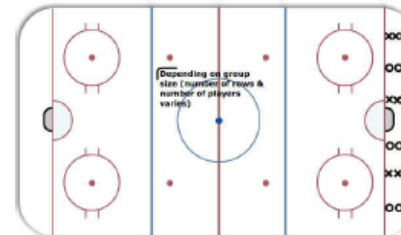


# Evaluation Process – On Ice

## On Ice coaches

- Will execute agreed upon practice plan.
- Ensure each player has a chance to participate in each drill.
- Ensure evaluators have seen each player in each skill.

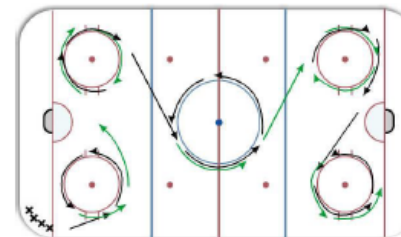
Drill Title: Wave Skates (1 Diagram)



- 2x Forward skating (open ice skate) full length of the ice
- 2x Backward skating (open ice skate) full length of the ice
- 2x Forward/Backward with 180 pivots @ the blue lines (pivots open always to the players bench)
- 2x Forward skating (open ice skate) dropping to knees at the blue lines
- 2x Backward skating (open ice skate) dropping to knees at the blue lines
- 2x Forward/Backward skating with 360 pivots @ the blue lines
- 1x Forward (hard skate) to centre ice (superman slide)

Key Points: , Open ice skating heads are up looking straight down the lane. One hand on stick (full extension) & proper hockey stance knees bent. Transition (pivots) discuss opening hips heads up full extension , Dropping to knees (heads up no no hands looking straight down the lane)

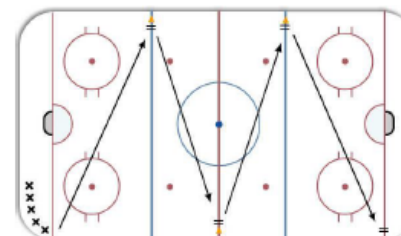
Drill Title: Circle crossovers (1 Diagram)



- 2x Forwards circle cross overs (full circle) all 5 circles. 5 kids at a time
- 2x Backwards circle cross overs (full circle) all 5 circles. 5 kids at a time
- 2x Forwards/Backwards transition (always facing north straight up ice)

Key Points: , Heads up. Step right over foot knees bent using both edges (inside and out) push glide ride the edges. Open ice skate between circles

Drill Title: Diagonal Skate (Stops & starts) (1 Diagram)



- 2x Diagonal stops & starts. (all stops facing north straight down the ice)

Key Points: , Open ice skate between cones (stop in a hockey stance) head up knees bent 2 hands on stick ready to shoot player facing straight north

# Evaluation Process – Evaluators

## Off Ice Evaluator

- Will evaluate each player for every skill for that session.
- Individuals will not evaluate their own children.

PeeWee Evaluation PeeWee A - 14/Sep/2014 - 11:45/12:45 (HUN)

Evaluator: DHJRD PAJED

Helmet Number	Type	Skating Forward	Skating Backwards	Stopping	Agility (Pivots/Edges)	Puck Handling	Notes
2	D						
10	F						
11	F						
14	F						
16	D						
18	F						
23	F						
26	D						
32	D						
34	F						
37	D						
38	F						
40	F						
45	D						
46	F						
52	F						
54	F						
56	D						
64	F						
66	F						
67	D						
83	D						
95	F						

# Evaluation Process – Data Entry Asst.

## Data entry assistant

- Will enter score sheet numbers into one click ice's data entry form.

Evaluator:	BUYDK ZXUUG				
Novice Evaluation	08-Sep-14 18:30/19:30 (THO)				
Helmet Number	Skating Forward	Skating Backward	Stopping	Agility (Pivots / Ed) Notes	
4	8	4	4	5	
5	9	7	10	9	
16	8	10	2	1	
20	4	4	3	4	
24	6	6	6	9	
29	3	4	5	5	
41	7	9	1	10	
58	6	5	8	5	
62	1	7	5	8	
65	10	10	8	7	
74	7	5	4	6	
79	3	3	4	3	
80	6	6	9	7	
82	1	1	1	9	
84	4	3	3	3	
85	5	6	9	8	
88	10	1	10	1	
93	8	9	9	10	
97	5	5	6	6	
101				My Kid	
102	9	10	10	7	
103	10	1	1	2	
107	5	10	5	6	
122	9	2	1	8	

# Evaluation Process – Division Coordinator

## Division Coordinator

- Review the scores in the software to identify anomalies.
- Two people reviewing the numbers at all times.
- System access for Division Coordinators does not allow them to change any evaluation numbers.

+ 10% + 17% over 17%																							
Player	#	Jersey	Type	Last Team	Start Pos	End Pos	Team Lock	Average Mark	Average Total	Total	BUYDK ZUUG	CHLSA BCQHZ	DBBG ZKPRG	GXFMN SPYSH	HPXLF GJGXD	KEBKE GLKWB	PPNP KUQKY	QAKIN JLZWD	QSLUG QFAQA	RJRWB DOMS	UPJUR BWDSU	WKRSA RKVW	
Novice A - 08/Sep/2014 - 18:30/19:30 (THO)											<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
QKWUE, NMHQ	84	B	P	New	21	<input type="checkbox"/>	1	<input type="text" value="0"/>	1.27	5.08	61	13	4	5	4	5	6	4	4	4	4	4	
BUZVM, ZRYU	13	W	P	N3	5	<input type="checkbox"/>	2	<input type="text" value="0"/>	1.27	5.1	51	12	4	<input type="text" value="0"/>	4	4	4	5	5	4	<input type="text" value="0"/>	4	5
FHCKW, CEPMF	40	W	P	JRT	14	<input type="checkbox"/>	3	<input type="text" value="0"/>	1.4	5.6	56	12	<input type="text" value="0"/>	4	4	4	5	5	4	<input type="text" value="0"/>	5	6	7
NHGHZ, FFYBJ	79	B	P	SRT	5	<input type="checkbox"/>	4	<input type="text" value="0"/>	1.5	6	72	13	4	5	5	4	5	14	5	4	4	5	4
						Skating Forward					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
						Skating Backward					3.0	1.0	1.0	1.0	1.0	1.0	1.0	7.0	1.0	1.0	1.0	1.0	1.0
						Stopping					4.0	1.0	1.0	1.0	1.0	2.0	4.0	1.0	1.0	1.0	1.0	1.0	1.0
						Agility (Pivots / Edges)					3.0	1.0	2.0	2.0	1.0	1.0	1.0	2.0	1.0	1.0	1.0	1.0	1.0
YGNKF, RJSJC	116	B	P	New	18	<input type="checkbox"/>	5	<input type="text" value="0"/>	1.58	6.3	63	12	<input type="text" value="0"/>	7	6	4	4	4	6	<input type="text" value="0"/>	4	10	6
NDUJQ, CEPY	78	B	P	SRT	15	<input type="checkbox"/>	6	<input type="text" value="0"/>	1.63	6.5	65	16	4	7	<input type="text" value="0"/>	4	7	6	<input type="text" value="0"/>	4	7	5	5
DXKRS, KBDDF	26	B	P	New	18	<input type="checkbox"/>	7	<input type="text" value="0"/>	1.78	7.1	71	14	6	6	4	5	5	12	<input type="text" value="0"/>	<input type="text" value="0"/>	9	6	4
XNAZY, YMKV	113	W	P	N3	2	<input type="checkbox"/>	8	<input type="text" value="0"/>	1.8	7.2	72	19	6	5	4	10	6	5	<input type="text" value="0"/>	<input type="text" value="0"/>	5	4	8
ASNEE, JURHN	9	B	P	SRT	13	<input type="checkbox"/>	9	<input type="text" value="0"/>	1.83	7.3	73	14	8	8	<input type="text" value="0"/>	7	5	4	<input type="text" value="0"/>	6	4	8	9
ARYHH, AFFDF	8	B	P	N6	5	<input type="checkbox"/>	10	<input type="text" value="0"/>	1.89	7.56	68	17	4	4	<input type="text" value="0"/>	4	8	5	<input type="text" value="0"/>	<input type="text" value="0"/>	8	5	13
ARSU, NLNQL	7	W	P	SRT	22	<input type="checkbox"/>	11	<input type="text" value="0"/>	1.93	7.7	77	15	4	7	<input type="text" value="0"/>	10	5	6	<input type="text" value="0"/>	8	6	7	9
MSBQJ, XCUHF	76	W	P	N3	17	<input type="checkbox"/>	12	<input type="text" value="0"/>	2.14	8.56	77	18	4	7	<input type="text" value="0"/>	10	<input type="text" value="0"/>	9	<input type="text" value="0"/>	7	5	4	13

# Evaluation Process – Head Coordinator

## Head Coordinator

- Review all of the scores for each division after each skate to verify the evaluation processes were followed.
- Confirm that no players were placed in a group or team that their scores did not support

													<div> <div>± 10%</div> <div>± 17%</div> <div>over 17%</div> </div>										
Player	#	Jersey	Type	Last Team	Start Pos	End Pos	Team Lock	Average Mark	Average Total	Total	BUYDK ZKXUG	CHLSA BCQHZ	DBBG ZKPRG	GXFNN SPYSH	HPXLF GJGKD	KEBKE GLKWB	PPNP KUGKY	QAKIN JLVND	QSLUG QFAQA	RJRWB DCMS	UPUUR BWDSU	WKRSA RKNW	
Novice A - 08/Sep/2014 - 18:30/19:30 (THO)											<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
BUZVM, ZRYU	13	W	P	N3	5	<input type="text"/>	1	<input type="text"/>	1.08	4.33	39	12	4	<input type="text"/>	4	4	4	5	5	4	<input type="text"/>	4	5
QKXVUE, NMHQ	84	B	P	New	21	<input type="text"/>	2	<input type="text"/>	1.09	4.36	48	13	4	5	4	5	6	4	4	4	4	4	4
NHGHZ, FFYBJ	79	B	P	SRT	5	<input type="text"/>	3	<input type="text"/>	1.13	4.5	45	13	4	5	5	4	5	14	5	4	4	5	4
FHCKW, CEPMF	40	W	P	JRT	14	<input type="text"/>	4	<input type="text"/>	1.22	4.89	44	12	<input type="text"/>	4	4	4	5	5	4	<input type="text"/>	5	6	7
NDUJQ, CEPY	78	B	P	SRT	15	<input type="text"/>	5	<input type="text"/>	1.36	5.44	49	16	4	7	<input type="text"/>	4	7	6	<input type="text"/>	4	7	5	5
YGNKF, RJSJC	116	B	P	New	18	<input type="text"/>	6	<input type="text"/>	1.42	5.67	51	12	<input type="text"/>	7	6	4	4	4	6	<input type="text"/>	4	10	6
XNAZY, YMKV	113	W	P	N3	2	<input type="text"/>	7	<input type="text"/>	1.47	5.89	53	19	6	5	4	10	6	5	<input type="text"/>	<input type="text"/>	5	4	8
DXKRS, KBDDF	26	B	P	New	18	<input type="text"/>	8	<input type="text"/>	1.58	6.33	57	14	6	6	4	5	5	12	<input type="text"/>	<input type="text"/>	9	6	4
ARYHH, AFFDF	8	B	P	N6	5	<input type="text"/>	9	<input type="text"/>	1.59	6.38	51	17	4	4	<input type="text"/>	4	8	5	<input type="text"/>	<input type="text"/>	8	5	13
ASNEE, JURHN	9	B	P	SRT	13	<input type="text"/>	10	<input type="text"/>	1.64	6.56	59	14	8	8	<input type="text"/>	7	5	4	<input type="text"/>	6	4	8	9
ARSU, NLNQL	7	W	P	SRT	22	<input type="text"/>	11	<input type="text"/>	1.72	6.89	62	15	4	7	<input type="text"/>	10	5	6	<input type="text"/>	8	6	7	9
JUCD, YUAUP	55	W	P	N4	15	<input type="text"/>	12	<input type="text"/>	1.78	7.11	64	15	4	5	7	9	17	5	10	6	<input type="text"/>	7	11
MSBQJ, XCUHF	76	W	P	N3	17	<input type="text"/>	13	<input type="text"/>	1.84	7.38	59	18	4	7	<input type="text"/>	10	<input type="text"/>	9	<input type="text"/>	7	5	4	13
DAFDQ, WDWRS	20	B	P	SRT	24	<input type="text"/>	14	<input type="text"/>	2.07	8.27	91	15	6	6	5	6	6	9	9	14	10	10	10

## Evaluation Process – Division Coordinator

- Division Coordinator will take the results of the previous skate and group them appropriately for the next skate.
- Send out notifications to players/parents on when and where they will skate next. ***Check Spam email***
- Ensure the next practice plan, score sheets and volunteers are ready for the next skate.
- Start process again as shown previous.

# Player Movement Estimates 125 kids

	Evaluation Skate 1	Evaluation Skate 2	Evaluation Skate 3	Evaluation Skate 4	Evaluation Skate 5
Group A	25 kids	~ 22 kids	~ 28 kids Can lock 1/3 of kids at end	~ 31 Kids Can lock next 1/3 of kids	~ 31 Kids Teams finalized
Group B	25 kids	~ 25 kids	~ 25 kids Can lock 1/3 of kids at end	~ 31 Kids Can lock next 1/3 of kids	~ 31 Kids Teams finalized
Group C	25 kids	~ 25 kids	~ 25 kids Can lock 1/3 of kids at end	~ 31 Kids Can lock next 1/3 of kids	~ 31 Kids Teams finalized
Group D	25 kids	~ 25 kids	~ 25 kids Can lock 1/3 of kids at end	~ 32 Kids Can lock next 1/3 of kids	~ 32 Kids Teams finalized
Group E	25 kids	~ 28 Kids	~ 22 Kids Can lock 1/3 of kids at end		

# Evaluation Process – Assigning Teams

- Division Coordinator will take the results of the evaluations and group them on teams.
  - Peewee, Bantam and Midget will take into account positional balance on each team
  - Will speak with Goalie Evaluation coordinator to assign goalies based on WorldPro's ranking of goalies
- Results will be sent to the Head Evaluation Coordinator to be reviewed
- Teams are submitted to the Board to be reviewed and approved and then teams are sent Coach selection Committee
- Coaches are assigned and they will send out notices to the team



# Parity Skates

- Previously kids were sorted alphabetically based on last name.
- The evaluations will start with parity skates so no one group is drastically stronger or weaker than the other.
  - Kids will be sorted first by the team they played on last year
  - Then sorted alphabetically within that team
  - They will be then distributed evenly among the evaluation groups
    - \*\* There will be no previous years rankings within team used\*\*

# Atom Division Changes

- This past season Hockey Calgary created a sub-committee, made up of Association Presidents, League Governors and key HC personnel and initiated a review of league structures within Calgary.
- The upcoming 2016-17 season the league pilot structure for Atom will be as follows:
  - Divisions 1-3 will continue to play 'City Wide' (same as 2015-16)
  - Divisions 4-13 (from 2015-16), will be reduced to 3 wider bands, divisions 4-6 and play in 3 regional zones, (south, west and north) with associations required to select evenly evaluated (parity) teams to play in each of these divisions.
- Feedback at the end of the season will be sought to see if this is expanded to all divisions.

# Atom Division Change

3 Regions - Div 1 - 6								
Association	Div 1	Div 2	Div 3	Div 4	Div 5	Div 6	Total	
North Region	CITY				REGIONAL			
Crowfoot	A		B	2	2	2	8	
NW Warriors	A	B		2	3	2	9	
McKnight	A		B	2	2	2	8	
Saints		A		2	1	2	6	
Simons Valley	A	B	C	2	3	2	10	
				10	11	10		
West Region								
Glenlake	A	B	C	3	3	2	11	
Springbank	A	B	C	3	3	2	11	
Trails West	A	B	2 X C	3	3	3	13	
Bow River	A	B	C	2	3	2	10	
				11	12	9		
South Region								
Blackfoot	A		B	2	2	2	8	
Bow Valley	A	B	2 X C	3	3	3	13	
Lake Bonavista		A	B	2	2	1	7	
Midnapore		A	B	2	2	1	7	
Southwest	A	B	C	3	3	3	12	
	11	11	14	12	12	10		
							133	

# Bantam / Midget Non-Checking

- Hockey Calgary has mandated that Bantam Division 4 and below will not have checking and Midget will not have checking in Division 5-6.
- There is an option for players to try out as non-checking and evaluations will honor this request and not have checking for them during this process.
- Bantam will have 2 checking and 3 non-checking teams and Midget will have 2 checking and 2 non-checking teams (may change with quadrant returning and last minute registrations).

# Bantam / Midget Ice sessions

Cond Skate 1-2	Evaluation Skate 1	Evaluation Skate 2	Evaluation Skate 3	Evaluation Skate 4	Evaluation Skate 5
Group A	Group A	Top 1/3 Checking Group	Top 1/3 Checking Group	Checking Group	Checking Group
Group B	Group B	Second 1/3 Checking Group	Second 1/3 Checking Group	Non Checking Group	Non Checking Group
Group C	Group C	Third 1/3 Non Checking Group	Non Checking Group	Non Checking Group	Non Checking Group

# Time and Effort

- Division Coordinator – 2 people x ~100 hours
- Off Ice Evaluators – 10 people x ~25 hours
- On Ice Coaches – 4 people x ~25 hours
- Data Entry Assistants – 2 people x ~10 hours
- Check in Assistants – 1 person x ~25 hours
- ~595 hours x 5 divisions = ~2975 hours
- Timbits, House League, division coordinators, and board members also add to this time as well

# Evaluation Process – Grievance Process

- Grievances about player evaluations and team placements must be received after 24 hours of team selection and no later than 48 hours of team selections.
- All grievances will be submitted to the Head evaluation coordinator via an online form.
- Grievances need to be based on a breaking of a procedure or policy.
- Any Grievance that does not follow the respect in sport and or the evaluation code of ethics will not be responded to or accepted.

# Evaluation Process – Escalation Process

1. By the Head Evaluation Coordinator,
2. By the Division Board Representative,
3. By the Board of Directors,
4. By the Dispute Resolution Committee,
5. By the President, as needed.



## Something to think about

- Do you remember what division you played in when you were 10 years old? If yes, does it have any impact on the person you are today? If no, why do we care so much for our kids?

# Evaluation Process – HAVE FUN!

- Questions?