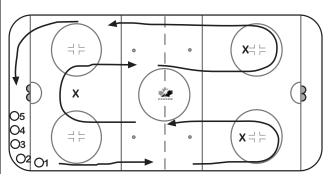
Hockey Canada Skills Development Camp Ice Session One

Ice Session Focus: Skating, Puckhandling and Passing

Time	Description	Key Points
5	Back Alley Warm Up	
ska 1. forward at 6 2. 2 forma 3. From	rking on agility & coordination te course following instructions from © ward to backward, backward to forward each Red Line oot jumps at each line int dives at the each Red Line blayer goes when 01 is at the Blue Line	• 1/2 speed • balance



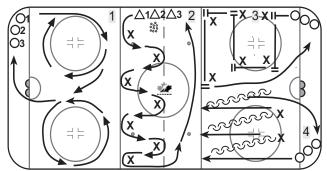
Time	Description	Key Points
20	Skating Evaluation	
<u>Stations</u>		
Forward and backward crossovers and pivots		
facing the net (can do with pucks 3 rd – 4 th		• 5 min each
time through)		station with

- 2. Tight turns and 360' turns (can do with pucks 3rd 4th time through)
 3. Forward and backward stops and starts
- 4. Forward and Backward striding

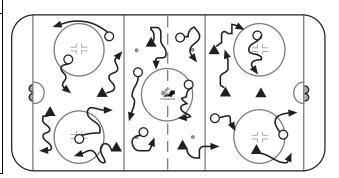
Goalies - 1 © for Goalie Zone

- 1. T-pushes side to side
- 2. Movement up and back
- 3. Mirror Drill
- 4. Pair Passing

- rotation on the whistle
- coaches remain with stations
- balance
- · body position



Time	Description	Key Points
5	Chaos	
 player 	rs stick handle all over the zone	
on the whistle, © enters the zone and begins		 head up
checking all the puck carriers, shooting the		 protect puck
pucks out of the zone		 move to open
checked players become checkers		space
last player remaining with a puck is the winner		 quick feet
<u>Goalie</u>	<u>Station</u>	 quick puck
 stretc 	hing activities and stance evaluation	movement



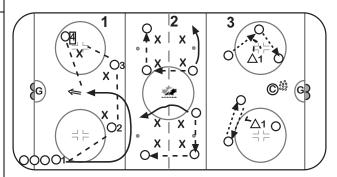
Hockey Canada Skills Development Camp Ice Session One

Ice Session Focus: Skating, Puckhandling and Passing

Time	Description	Key Points
20	Passing and Receiving Circuit	
1. Montreal Drill		
 04 passes to 01, 01 - 02, 02 - 03, 03 back to 		 5 to 6 minutes

- 04 in the slot (rotate)
- 2. Pass with Accuracy
- move laterally giving and receiving passes on the outside of the cones
- 3. "Pig in the Middle"
- one checker between 3 players, with players continuously passing the puck until the checker intercepts. Checker then trades places and becomes a passer
- per station
- eyes on the target give target at
- all times





Time	Description	Key Points
15	Shooting Circuit	
<u>Demor</u>	nstrate/Teach Shooting Skills	
Circuit:	5 minutes / station	eyes on the target follow through
	shot - pass and follow (alternate sides) shot - stationary	to target • back to front

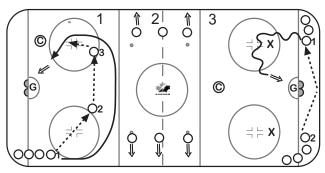
3. O2 bank pass to 01. 01 walks out around the pylon for a backhand shot on goal

quick changes on the whistle

- foot weight transfer
- · quick release

back at Red Line)

2



Time	Description	Key Points
10	Double French Scrimmage	
detern to the • place start • numb	ular scrimmage with whistles mining the number of players coming on ice all players (2 teams) on each bench to er of whistles from the © determines er of players called from each bench	continuous play no offsides, no icing, no offside passes 4 nets on the ice (2 back to

