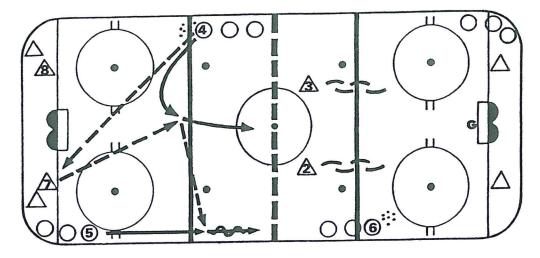
FRANCE



1. DOUBLE BURST

Purpose:

• develop even strength offensive and defensive skills.



Description:

- position forwards in diagonal corners and diagonal blue lines as shown
- preset \(\hat{\Delta} \) and \(\hat{\Delta} \), with the other defenders at the boards in both ends
- 4 begins with a pass to Athen curls low for a return pass
- 5 and 4 attack 2 vs 2 against 2 and 3
- And A follow up the ice to meet a new action started by 6 the other way.

Key Teaching Points:

- go at full speed
- communicate.

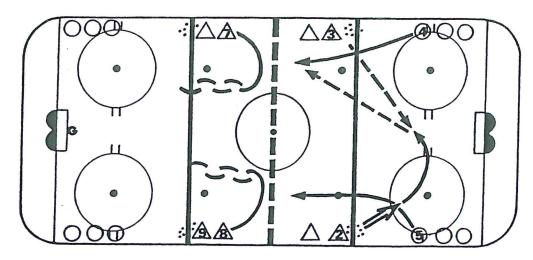
Progressions:

- point shots as defence follow up-ice
- follow up ice.

2. 2 PLAYERS WIDE

Purpose:

• to develop even strength offensive and defensive tactics.



Description:

- position forwards in all corners
- position defenders in neutral zone along the boards
- \(\frac{1}{2}\) begins the action with a shot on goal
- A then curls to take a pass from A
- 2 passes to 4
- 4 and 5 break 2 vs 2 against A and 8
 - once clear, begins a new action the other way.

Key Teaching Points:

- go at full speed
- communicate.

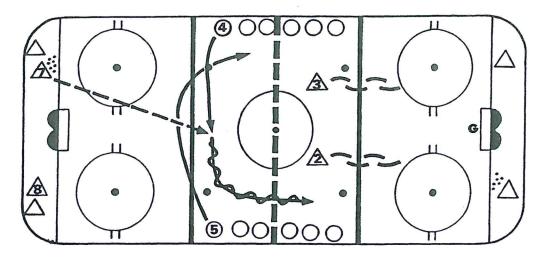
Progressions:

• add a second shot by 3 after the pass to 2.

3. BLUE LINE BREAKOUT

Purpose:

• to develop offensive and defensive tactics.



Description:

- position offenders along the boards on both sides between the blue lines
- preset 2 and 3 with the others defenders in all corners
- 4 and 5 cross at the blue line
- Afeeds 4 or 5
- 4 and 5 attack 2 vs 2 against 2 and 3
- And Afollow to defend a new action coming back.

Key Teaching Points:

- give a good passing target at the blue line
- communicate.

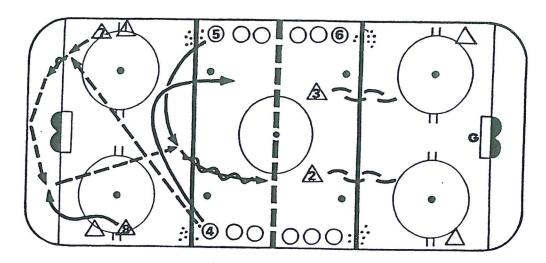
Progressions:

• various passing schemes.

4. DEFENCE EXCHANGE

Purpose:

- develop penetrating passes from the defence
- develop even strength skills.



Description:

- position forwards along the boards on both sides between the blue lines
- preset \(\hat{\Delta} \) and \(\hat{\Delta} \), place other defenders near the goal lines in all corners
- ④ passes to ⚠ in the corner
- Apasses behind the net to &
- Amakes a breakout pass to 4 or 5 who crosses at the blue line
- 4 and 5 attack 2 vs 2 against 2 and 3
- \triangle and \triangle follow to defend a new action started by \bigcirc .

Key Teaching Points:

- go at full speed
- quick puck movement.

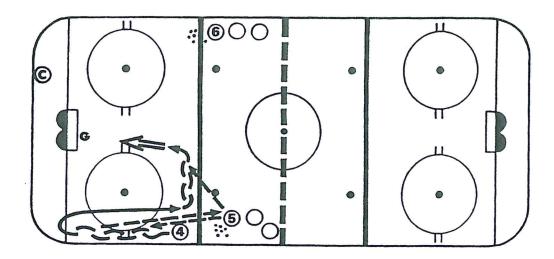
Progressions:

vary the attack tactics.

5. DOUBLE EXCHANGE

Purpose:

- develop skating agility
- develop shooting skills.



Description:

- position all players along the boards just outside the blue line
- use both ends
- 4 accelerates backwards down the boards to the goal line
- 5 passes to the retreating 4
- 4 accelerates forward and gives the puck back to 5
- 4 goes backwards along the blue line
- 5 passes to 4
- 4 shoots
- once clear, 6 starts a new action on the other side.

Key Teaching Points:

- good hard shots
- go at full speed.

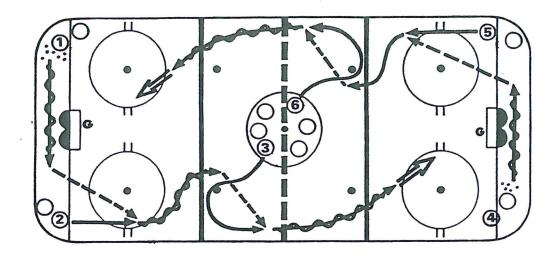
Progressions:

a second shot on a pass from ©.

6. BREAKAWAY SHOT

Purpose:

- develop passing/receiving skills
- develop breakaway shooting skills.



Description:

- position players in the centre circle and in all corners
- ①begins by going behind the net and passing to ② going up the boards
- ② cuts into the middle and passes to ③ who has cut inside out
- 3 breaks away for the net
- 456 have done the same thing at the same time going the other way.

Key Teaching Points:

- timing
- go at full speed.

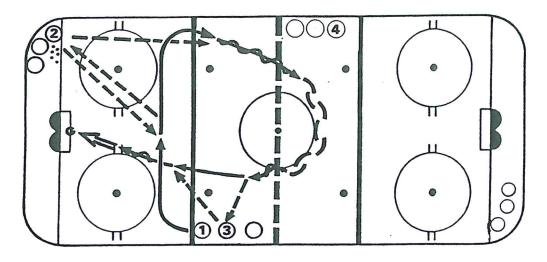
Progressions:

- vary the skating route of the shooter.

7. DOUBLE GIVE AND GO

Purpose:

- develop passing and receiving skills
- develop shooting skills.



Description:

- position players in diagonal corners and at diagonal blue lines as
- ① drives across the ice taking and giving a quick pass with ②
- ① turns up the boards and takes a pass from ②
- 1) agility skates around the centre circle
- 1) does a give and go with 3)
- 1 drives the net
- 4 initiates a similar action in the other end at the same time.

Key Teaching Points:

- communication
- awareness.

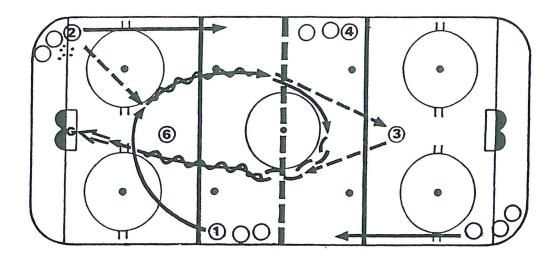
Progressions:

- change skating routes
- vary the passes.

8. BIG LOOP

Purpose:

- develop skating agility
- develop passing/receiving skills
- develop shooting skills.



Description:

- position players at diagonal blue lines and in diagonal corners as shown
- preset 3 and 6
- 1 loops deep to take a pass from 2
- ①breaks up-ice and does a give and go with ③ as ① agility skates around the centre circle
- 1) drives the net once clear
- 4 starts a new action the other way
- note: line changes.

Key Teaching Points:

- communicate
- go at full speed.

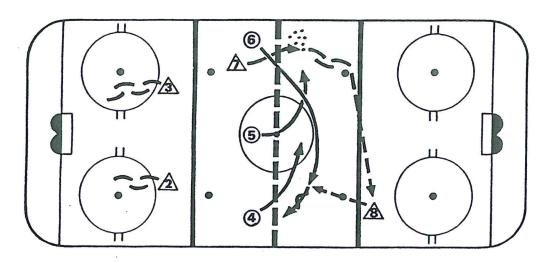
Progressions:

vary the skating.

9. NEUTRAL ZONE REGROUP

Purpose:

• develop offensive attack skills.



Description:

- preset 2 and 3, a whole five player unit is in the neutral zone
- Aretrieves a puck and while retreating passes to
- 4, 5, and 6 have all looped and exchanged lanes
- &passes to 6
- (4), (5), and (6) attack 3 vs 2 against (2) and (3)
- once clear, a new unit takes the ice.

Key Teaching Points:

- fill all lanes
- use 1-2-3 attack principle.

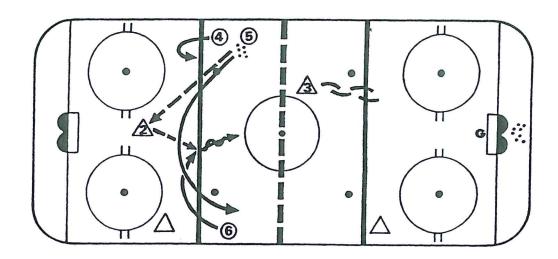
Progressions:

• return 5 vs 2.

10.3 VS 1 REGROUP

Purpose:

- develop regrouping skills
- develop uneven strength offensive and defensive tactics.



Description:

- position a forward line in the neutral zone as shown
- preset \(\hat{\Delta} \) and \(\hat{\Delta} \)
- others wait their turn
- ⑤ passes to 🖄
- 4, 5, and 6 loop deep and fill all lanes
- 2 passes to 6
- (4), (5), and (6) attack 3 vs 1 against (3)
- once clear a new unit goes.

Key Teaching Points:

- fill 3 lanes
- quick puck movement.

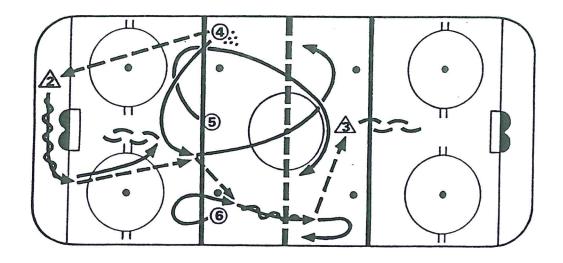
Progressions:

• return 4 vs 1.

11. 3 VS 1 DOUBLE

Purpose:

- develop regrouping skills
- develop uneven strength attack tactics.



Description:

- position one full five player unit on the ice as shown
- 4 passes to who rounds the net and returns a pass to 4
- 4, 5, and 6 circle deep switching lanes and break up-ice
- they pass to A and regroup a second time on a pass from A
- 4, 5, and 6 attack 3 vs 1 against 🖄
- once clear a new unit repeats.

Key Teaching Points:

- fill all lanes
- co-ordinated efforts.

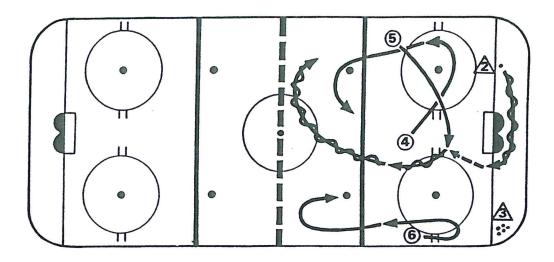
Progressions:

• back and forth as many times as you wish.

12. HALF-ICE REGROUP

Purpose:

• develop regrouping skills.



Description:

- set one whole five player unit in one end as shown
- 2 rounds the net and passes to 5
- 4, 5, and 6 loop deep and break out
- they loop in the neutral zone and come back 3 vs 1 against △
- once clear, Astarts a new action with another line.

Key Teaching Points:

- 1-2-3 attack principle
- go at full speed.

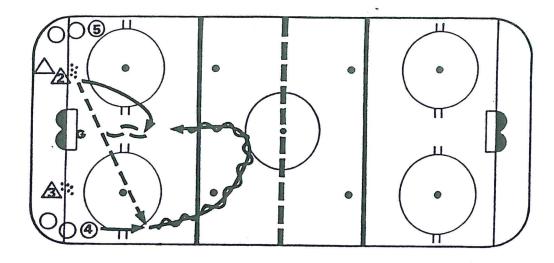
Progressions:

• 3 vs 2.

13. DIAGONAL DRIVE

Purpose:

• develop 1 vs 1 offensive and defensive skills.



Description:

- position the offensive and defensive players in both corners
- Apasses to 4 going along the boards
- 4 circles in the neutral zone and attacks 1 vs 1 against 🖄
- once clear, Astarts a new action with 5
- use both ends.

Key Teaching Points:

- gap control
- driving the net.

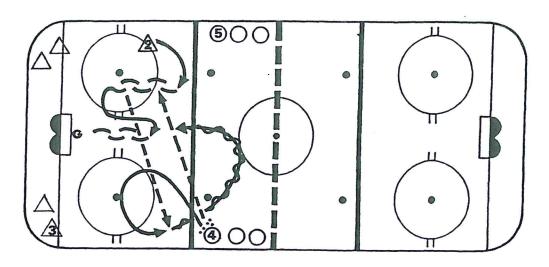
Progressions:

• 2 vs 1.

14. LOOP DE LOOP

Purpose:

• develop 1 vs 1 offensive and defensive skill.



Description:

- position defenders in both corners
- forwards are in two lines along the boards outside the blue line
- A comes up to take a pass from 4
- 4 loops deep inside-out and takes a pass from 2
- 4 loops outside-in in the neutral zone and attacks 1 vs 1 against 2
- once clear (5) starts a new action with (3).
- use both ends

Key Teaching Points:

- gap control
- drive the net.

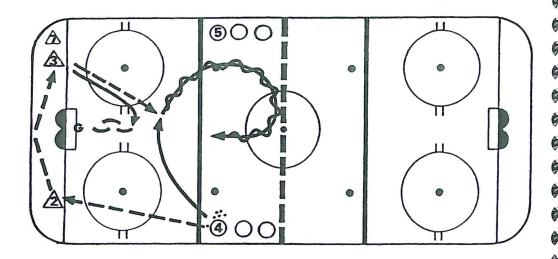
Progressions:

add attackers.

15. DEFENCE TO DEFENCE

Purpose:

• develop 1 vs 1 offensive and defensive tactics.



Description:

- position defenders in the corners
- position forwards in two lines along the boards outside the blue line
- 4 passes to 2
- Apasses behind the net to A
- Apasses to 4 who has looped deep
- 4 carries into the neutral zone, circles and attacks 1 vs 1 against 🖄
- once clear, 5 begins a new action with \triangle
- use both ends.

Key Teaching Points:

- gap control
- drive the net.

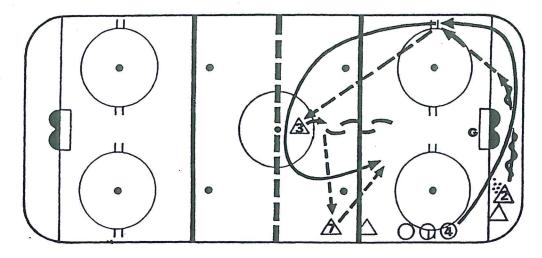
Progressions:

add attackers.

16.3 D

Purpose:

• develop 1 vs 1 offensive and defensive tactics.



Description:

- position defenders in one corner along the boards at the blue line and at centre
- position forwards along the boards between the blue and goal lines
- 4 drives hard behind the net
- A follows and passes to 4
- 4 quick passes to 3 and loops at centre
- 3 passes to ⚠
- △passes to ④ who attacks 1 vs 1 against △
- once clear a new action begins
- use both ends.

Key Teaching Points:

- good passes
- use speed to attack
- close gap.

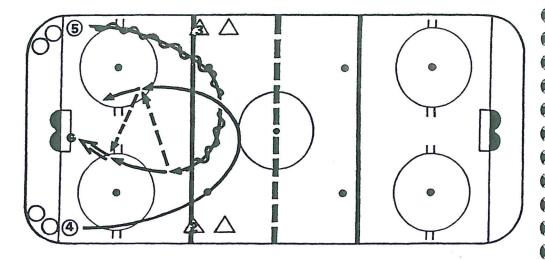
Progressions:

• none.

17. DOUBLE TIP

Purpose:

develop shooting skills



Description:

- position forwards in both corners of one end
- position defenders at the blue line on both sides
- of and 4 circle in the neutral zone and attack 2 vs 0
- after a shot, 5 and 4 position themselves to tip in shots from A
- use both ends

Key Teaching Points:

low hard shots

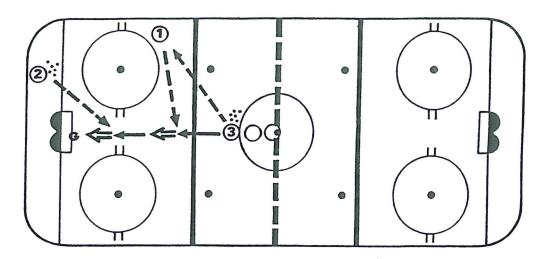
Progressions:

none

18. SHOOTING IN MOTION

Purpose:

develop shooting skills.



Description:

- position passers ① and ②
- position the others at centre as shown
- 3 does a give and go with 1 and shoots
- ③ receives a pass from ② for a second shot
- use both ends.

Key Teaching Points:

shoot on the move.

Progressions:

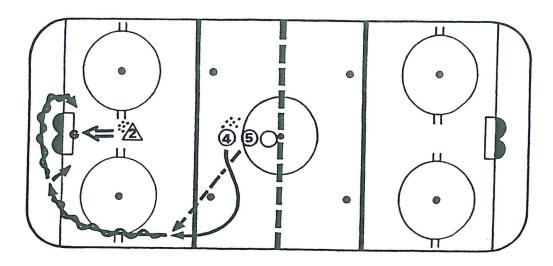
none.

FRANCE: GOALTENDING DRILL

19. JAMMER

Purpose:

• develop goaltender awareness and quickness.



Description:

- preset 🖄
- position others at centre ice as shown
- 4 breaks inside-out and into the zone
- 5 passes to 4
- Ashoots from the slot
- 4 drives the net for a near side jam or a circle and jam
- use both ends
- switch 🖄

Key Teaching Points:

- goaltender read
- shooter determination.

Progressions:

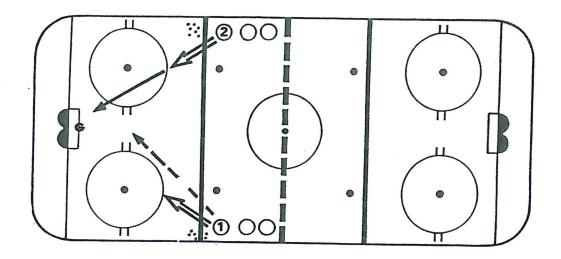
• another player at the point for a third shot.

FRANCE: GOALTENDING DRILL

20. ANGLE DRILL

Purpose:

- develop angle play of the goaltenders
- develop shooting skills.



Description:

- position players along the boards on both sides outside the blue line as shown
- 1 shoots from the point and drives the net
- ② steps in and either shoots or feeds ①
- continuous
- use both ends.

Key Teaching Points:

- goaltender positioning
- good shots.

Progressions:

none.