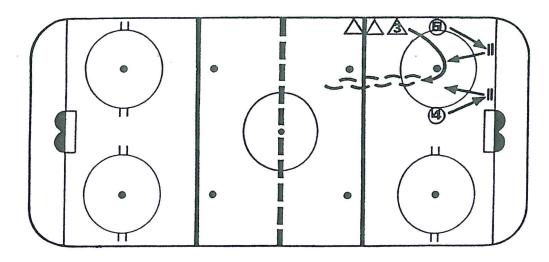
UNITED STATES



1. 2 SIDED SPRINT

Purpose:

• to develop skating speed.



Description:

- position the defence along the boards above the circle
- position the forwards along the boards in the corner and in front of the net
- on signal, (4) and (5) skate to the goal line, stop and sprint up-ice
- 🖄 loops around the face-off dot and then skates backward up-ice keeping 4 and 5 in front
- continuous
- use both sides of the ice.

Key Teaching Points:

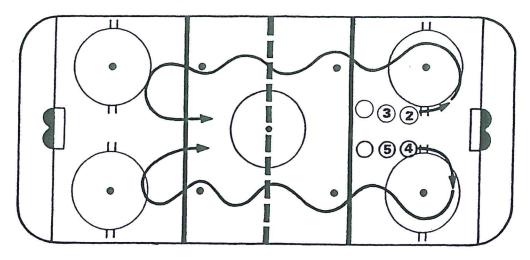
- work hard
- sprint.

- add pucks for 2 vs 1
- forwards zig-zag.

2. HOT DOG SKATE

Purpose:

to develop skating agility.



Description:

- position players in two lines in one end as shown
- on the whistle 2 and 4 skate their own creative agility patterns before turning to spring up the middle and then back into line
- 5 and 3 go next.

Key Teaching Points:

- full speed
- be creative.

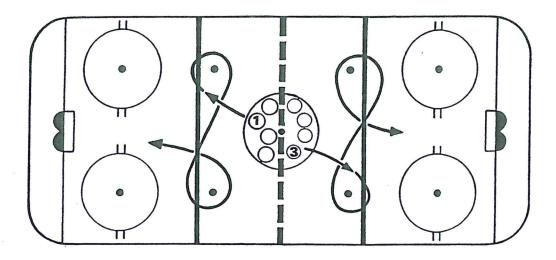
Progressions:

add pucks..

3. TWO LOOP DRIVE

Purpose:

• to develop skating agility.



Description:

- position all players in centre circle
- on the whistle 1 and 3 loop both blue line dots then drive the net
- continuous.

Key Teaching Points:

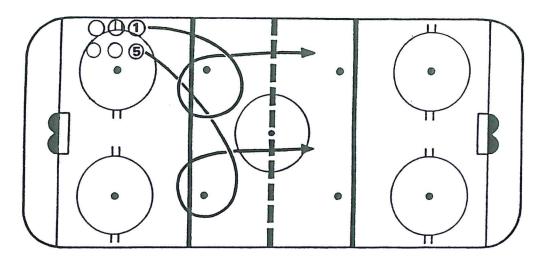
- go full speed
- accelerate off turns.

- add pucks
- add a shot.

4. PARALLEL LOOPS

Purpose:

- to develop skating agility
- warm-up.



Description:

- position all players in two lines along the boards in one end
- on the whistle ① and ⑤ skate the pattern as shown
- align on the same side to come back
- switch lines.

Key Teaching Points:

go at full speed.

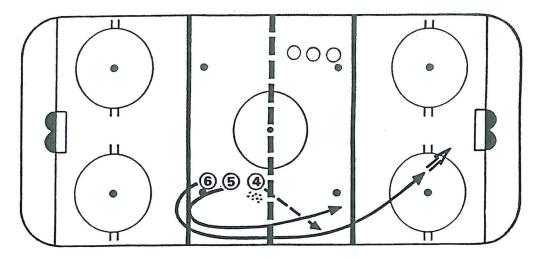
- add pucks
- add passes
- add shot.

UNITED STATES: PUCK CONTROL DRILL

5. CHASE THE RABBIT

Purpose:

- develop puck protection skills
- develop determination.



Description:

- position all players in two lines at the edge of the centre circle as shown
- 6 loops and drive skates up the boards
- 5 chases
- 4 passes to 6
- 6 drives the net
- go both ways at once.

Key Teaching Points:

- good pass on the move
- chaser determination
- puck protection.

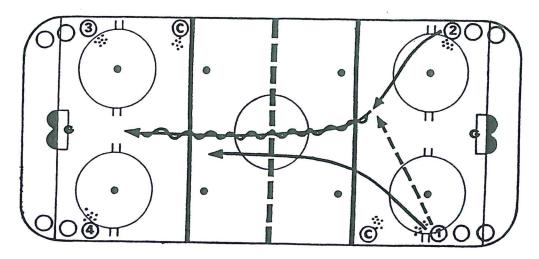
- use 7 for a give and go
- add a defender
- have a second shot on a pass from ?.

UNITED STATES: PUCK CONTROL DRILL

6. GIVE AND CHASE

Purpose:

- develop determination
- develop acceleration.



Description:

- position players in all corners note: ©'s
- 2 breaks up-ice
- 1 passes to 2 then chases
- once clear 3 and 4 go the other way.

Key Teaching Points:

- quick shot
- determination.

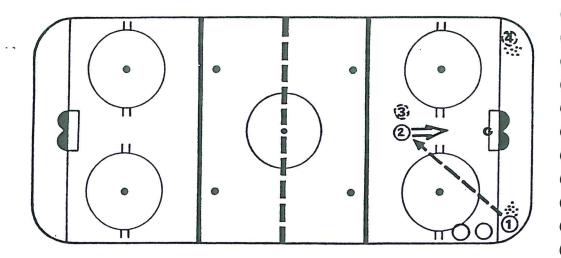
- use pylons to alter the skating routes
- deflect a shot from C.

UNITED STATES: SHOOTING DRILL

7. 10 TIMER

Purpose:

to develop shooting skills.



Description:

- position one player in the corner and one person in the high slot
- 1 feeds 2 ten times
- 2 one times all feeds
- use both ends.

Key Teaching Points:

- readiness
- quick release
- good shots.

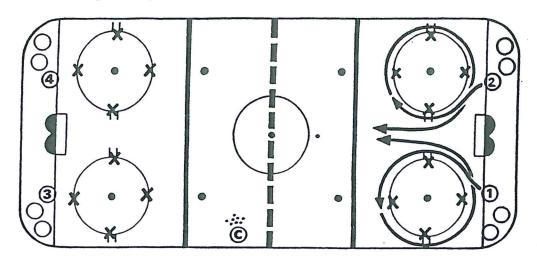
- alternate passes using 3 and 4
- change shooting positions.

UNITED STATES: SHOOTING DRILL

8. CIRCLE CHASE

Purpose:

- puck control skill development
- shooting development.



Description:

- position players in all corners as shown note: © and pucks
- X's are pylons
- on whistle 1) and 2) race around the pylons for the spotted puck
- once clear, 3 and 4 go the other way
- © spots the pucks.

Key Teaching Points:

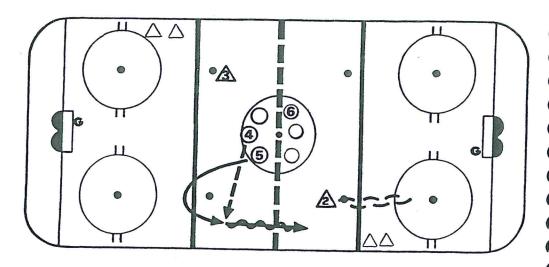
- quick shot
- good cross-overs.

- alter skating routes
- go backwards.

9. LOOP AND RUN

Purpose:

• develop 1 vs 1 defensive and offensive skills.



Description:

- position forwards in the centre circle
- position the defence as shown along the boards diagonally at each blue line
- ⑤ loops low and cuts up-ice going inside-out
- 4 passes to 5
- ⑤ drives 1 vs 1 against △
- 6 begins the same action the other way at the same time.

Key Teaching Points:

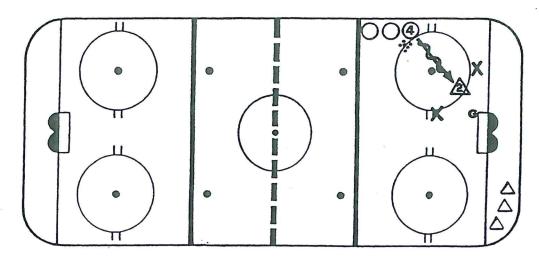
- gap control
- go full speed.

Progressions:

10. SHOOT THE GAP

Purpose:

develop offensive and defensive tactics.



Description:

- remember X's are pylons
- position the offensive players along the boards in one end
- the defensive players can wait their turn in the opposite corner
- 4 tries to get past within the space defined by the X's
- use both ends and both sides.

Key Teaching Points:

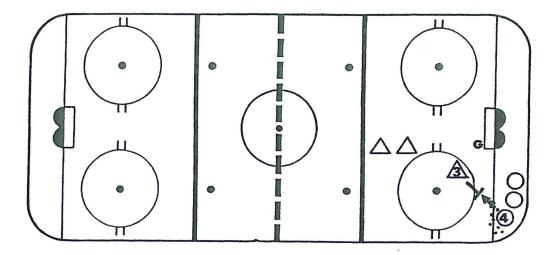
- gap control
- containment.

Progessions:

11. WALKOUT BLOCK

Purpose:

• develop defensive tactics against the walkout.



Description:

- position the offensive players in the corner and the defenders on the blue line as shown
- 4 attempts to go to the net against 3
- continuous
- use both ends.

Key Teaching Points

angle approach defensively.

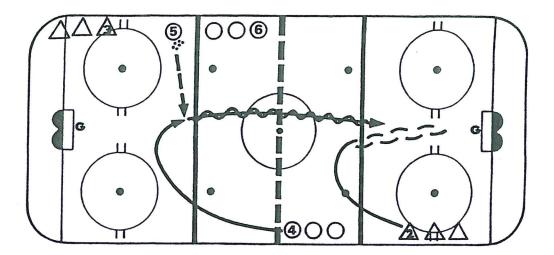
Progressions:

use pylons to confine the space.

12. SPEED SWING

Purpose:

• develop offensive and defensive tactics against a 1 vs 1.



Description:

- position two lines of offensive players and one of the defenders as shown
- 4 loops deep and takes a pass from 5
- 4 goes 1 vs 1 against △
- once clear, 6 starts a new action agianst 🖄
- continuous.

Key Teaching Points:

- gap control
- go at full speed.

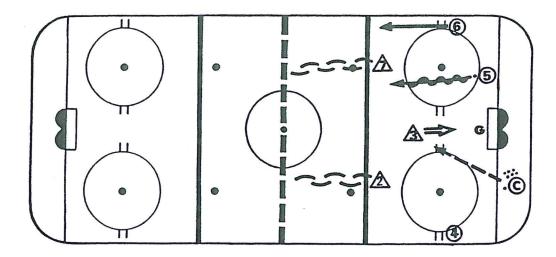
Progressions:

alter skating routes.

13. 3 VS 2 CHASER

Purpose:

- develop contain skills
- develop backchecking skills.



Description:

- position three defenders and three offensive players as shown
- Ashoots on goal on feed from ©
- at the same time 4, 5, and 6 break up-ice in a 3 vs 2 against and \triangle , pursues
- have a unit ready to come back the other way
- continuous.

Key Teaching Points:

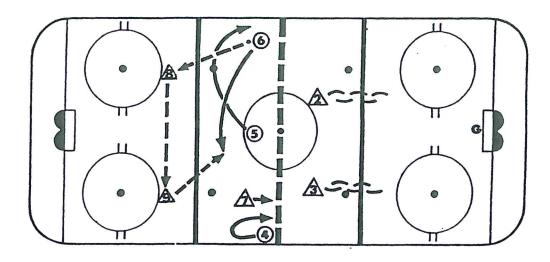
- attack with speed and support
- communication of the defending players.

- control the backchecker
- three pucks for 4, 5, and 6 and drop two at the red line.

14. 3 VS 3 ATTACK

Purpose:

• develop regroup and attack skills.



Description:

- position a whole unit in their half of the ice
- preset 2 3 and A
- ⑥ passes to ⑧
- **&**passes to**∕**
- 3 and 6 cross
- 4 holds the lane
- Apasses to 6
- (4), (5), and (6) attack 3 vs 2 against (2) and (3).

Key Teaching Points:

- fill three lanes
- 1-2-3 attack principles.

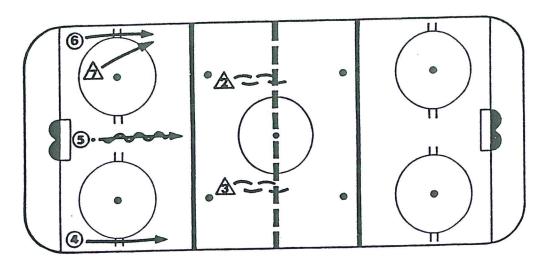
Progressions:

• use a backchecker.

15. WHOLE ICE 3 VS 3

Purpose:

develop even strength offensive and defensive skills



Description:

- preset three defensive and offensive players as shown
- 5 has a puck
- 4, 5, and 6 attack 2, 3, and 1 in a 3 vs 3
- have a unit ready to come back
- continuous.

Key Teaching Points:

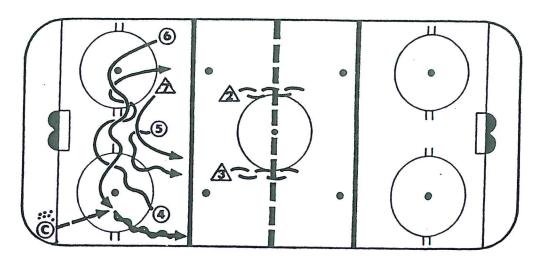
- attack with speed and support
- defenders support.

Progressions:

16. BACKCHECKER CHASE

Purpose:

develop backchecking skills.



Description:

- preset the offensive and defensive players as shown note: ©
- 4 and 6 cross
- Sturns up-ice
- © passes to 6
- 4, 5, and 6 attack against 2, 3 and A
- have a unit ready to come back.

Key Teaching Points:

- fill three lanes
- read and react both ways.

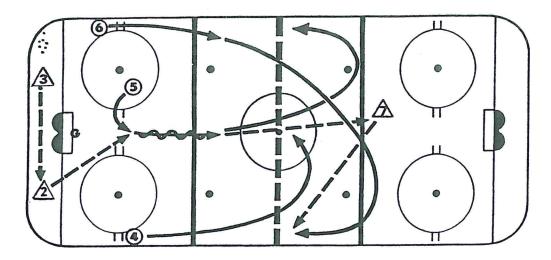
Progressions:

vary attackers or defenders.

17. LONG SWITCH

Purpose:

develop regroup skills.



Description:

- preset three defensive and three offensive players as shown
- Apasses to A
- Apasses to 5
- 4,5, and 6 break out
- ⑤passes to ﴾
- 4, 5, and 6 cross and switch
- Apasses to 6
- -4, 5, and 6 go 3 vs 1 against \triangle .

Key Teaching Points:

- quick puck movement
- fill three lanes.

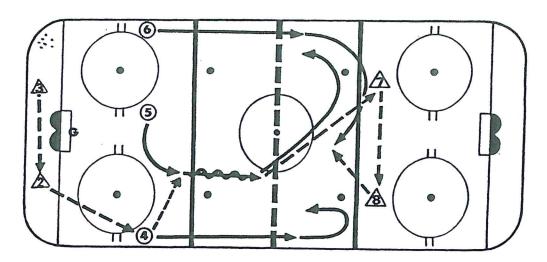
Progressions:

• 3 vs 2

18. D ADDED

Purpose:

- develop breakout skills
- develop regroup skills.



Description:

- preset the defensive and offensive players as shown
- Apasses to A
- Apasses to 4
- 4,5, and 6 break out
- ⑤ passes to △
- ∕∆passes to &
- Apasses to 6
- 4, 5, and 6 attack 3 vs 2 against 2 and 3.

Key Teaching Points:

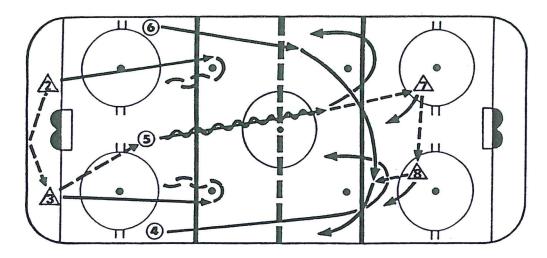
- good passes
- 1-2-3 attack principles.

Progressions:

19. 32 DOUBLE

Purpose:

- develop breakout skills
- develop regroup skills
- develop defensive skills.



Description:

- pre-set seven players as shown
- Apasses to A who then passes to 5
- 4,5, and 6 break up-ice
- ⑤ passes to ⚠
- 4,5, and 6 regroup at the blue line
- ∱passes to &
- Apasses to 6
- (4, 5), and (6) attack 3 vs 2 against (2) and (3).

Key Teaching Points:

- fill 3 lanes
- quick puck movment
- 1-2-3 attack principles.

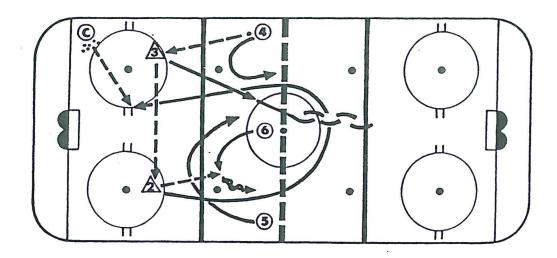
Progressions:

add a backchecker.

20. QUICK 3 VS 1

Purpose:

develop attack tactics.



Description:

- preset a full five man unit as shown note: ©
- 4 passes to 🖄
- Âpasses to Â
- 4,5, and 6 loop deep and switch
- Apasses to 6
- Ahustles to centre
- (4), (5), and (6) attack 3 vs 1 against (3).

Key Teaching Points

- good passes
- good timing.

Progressions: