



Objectives:

Thank you for your participation in the 2025 NB High Performance Program. Your objectives will be using the following numeric system through team genius to identify the top athletes at the 2025 NB try-outs. The ranking system as described below is purposely straightforward and simple. The purpose of the process is to identify the top-level athletes for NB High Performance teams. You have been selected because your knowledge and experience are your ability to understand the baseline skills required to compete at the High-Performance level. It is assumed that the athletes who receive consideration for AA-A identification can skate, shoot, pass and check at a higher level than most of their peers in the pool.

Perspective:

After reviewing the system below, it should become apparent that in any given game you watch at the 2025 try outs there will be minimal number of **5 level athletes**. In most games you are watching the athletes you consider for AA will be ranked between 3.8 and 4.5 (on Team Genius).

Athletes are able to tryout for a maximum of two positions (e.g., centre and forward; forward and centre; centre and defence; defence and forward).

ATHLETES INDIVIDUAL COMPONENTS:

Overall Ranking & Rating: Numerical & Alpha:

Athletes' will be rated from **1-5** on the skills and attributes listed below. All ratings and rankings are based on the rating profiles listed and defined below. Rank the athletes relative to the ranking profiles versus giving a 5 for the best in that specific game or training session. The objective is to identify athletes which have the capacity and skill set to compete at the AA-A level.

Numerical Ratings:

- 5: **Excellent** Athlete is dominant and is considered one of the best players in the pool. This athlete is at the top of the pool and is a lock to make the AA team.
- 4. **Very Good / Above Average** Athlete is above average in comparison to her peers on the ice. She is more skilled than most of her fellow athletes in this regard. This athlete has the potential to be in the top of the pool but lacks consistency in play and level of compete. With development and small improvements, she will still be considered an AA level player.
- 3. **Good / Average** This athlete possesses the basic skills and abilities for competing at this level versus her peers. She does not have a specific strength or weakness. She is **average** in comparison to other prospects. This athlete can compete with the top pool occasionally but not consistent enough to maintain a competitive position. This is a bubble AA athlete or an A player.
- 2. Below Average Athlete requires development in multiple areas to be competitive with other prospects for AA or A
- 1. Very Below Average / Poor Athlete requires substantial individual skill development or understanding of the game concepts.





SIZE Rating:

The athlete's height, build, and physical presence and dominance on the ice must be considered and combined. The athlete is rated in multiple factors vs only height.

- 5 average to above average height for their age and has a very strong physical presence on the ice. This athlete will be physically developed, strong and dominant physically on the ice. Consistently wins 1 on 1 battles and consistently makes positional decisions that control or establish the tempo of the game.
- 4 average to above average height for their age and a very strong physical presence on the ice. This athlete will be physically developed, strong and dominant physically on the ice. She will have the ability to play vs. the 5's. Is positionally consistent while making good decisions.
- 3 has an average physical presence on the ice. Can not consistently battle 1v1 vs the 4's and 5's
- 2- has a less than average physical presence on the ice. Can not consistently battle 1v1 vs the 4's and 5's but may be able to manage 1v1's vs the 3's.
- 1 athlete is still physically developing, does not have a physical presence on the ice and struggles with head to head 1v1's in the athlete pool.

STRENGTH/FITNESS.

Physical strength and stamina – are they a dominating force and can compete 1v1 and win the battle, maintain possession and gain advantage?

SKATING

Athletes all around skating ability including speed, quickness, mobility, deception, and agility?

RING SKILLS

• Can the athlete handle and maintain the ring possession, her ability to pass, receive and shoot while under pressure.

CHECK, FORECHECK AND BACKCHECK:

• Does the athlete have body control, put pressure on the ring carrier, is aware of their reasonability to maintain pressure on the man vs. only be ring focused, complete their "job" both on the forecheck, backcheck and 1v1 checking?

ICE AWARENESS & DECISION-MAKING ABILITY

- How the athlete plays the game with and without the ring and the ability to make decisions that affect the play to create advantage for themselves and their team.
- Do they have a good understanding of the game and the ability to see the ice well?
- Can the athlete make effective decisions under pressure?

OFFENSIVE PLAY

• The ability to contribute to the offense of the team by creating offense opportunities through her skills/talents, seeing the ice, using outlets and creating opportunity for others as well as driving the net?





DEFENSIVE RESPONSIBILITIES (Triangle Play)

• Do they understand triangle positioning and movement? Do they see the zone well and have awareness (head of a pivot)? Do they have good body control and a physical presence? Do they contact the shooter prior to the shot (stick and hip/body control)?

TRANSITION PLAY

• Defense to Offense:

- o As a defense or center do they understand how to gain the blue lines with and without the ring?
- As a forward do they know how to time their skate (save ice) to be viable receivers in both the neutral and offensive zones.
- o Do they know how to use the lanes on the ice? Quiet ice to gain advantage in gaining possession over the lines?
- Do they support the ring appropriate to the position they play?
- Do they create open ice on transition?

Offense to Defense:

- As a defender or center, do they have the ability to play consistent goal side man on (GSMO)?
- o Do they understand and execute consistently a 2 on or 1 on fore checks as part of team strategies?

COMPETITIVENESS/WORK ETHIC

• Does the athlete compete every shift? Work hard and lead by example? Win 1v1 and 50/50 ring battles consistently? Does their hard work create opportunities? Are they disciplined in their shift and length of shift? Do they compete for the entire duration of the shift that they are on the ice?

COMMENTS

- Evaluations shall be documented, shall remain confidential, and shall not be supplied to the general membership. All results of the evaluation process shall be final, without appeal by the player, and will remain confidential, and, at no time, shall the information be shared players and/or parents. Should the player request a summary of their performance for use as a developmental aid, the HP coordinator may release a report highlighting strengths and areas for improvement. This report shall never discuss, relate to, or compare the player with other skaters. This report shall never disclose evaluation numbers or scores.
- All evaluations must include observations and comments that can be shared as direct feedback with the athletes.
- Please include anything and everything you would like to say about the athlete concerning her play, off ice behavior, personality etc.
- Paint a picture and ensure that your rankings and comments are consistent to provide the overall profile of the athlete.
- I have attached a grid below in order to further help you with your Team Genius rankings.





<u>#</u>	<u>Forward</u>	<u>Defense</u>	<u>Center</u>	<u>Goalie</u>
<u>5</u>	 Impact athletes, with a high-end offensive presence, and elite offensive talents. Defensively responsible. Create offense consistently. Excellent work ethic and compete level. 	 Have an elite offensive component as well as elite, responsible, effective defensive skills with a physical presence regardless of stature. Move the ring well and understands how to use lanes and support to gain both blue lines. Exceptional triangle positioning, checking, channelling and goal side man on skills. Positional / defensively responsible. Excellent work ethic and compete level. 	 Elite skill set in both ends of the ice - offensive and defensive zone. Equally effective in both ends of the ice. Excellent work ethic and compete level. 	 Elite abilities, tracking ring, making first, second and third saves and effectively distributing the ring. Confident, poised with good body language. Ability to focus and refocus. Excellent work ethic and competes on every shot, game or practice.
4	 Offensive presence with elite skills in some but not all aspects of offense. Defensively responsible Very good work ethic and compete level. 	 Elite skills in some but not all defensive skills. Positionally responsible. Very good work ethic and compete level. 	 Elite skill set in one of the ice - offensive and defensive zone and solid / sufficient in the other. Defensive skills a priority. Are strong utilitarian athletes that would be considered for either defense or forward as required. Very good work ethic and compete level. 	 Elite skill set in some but not all goaltending skills. Very good work ethic and compete level.
3	 Are role athletes on offense, understand their role, may or may not be used in critical situations. Solid athletes that make good decisions but are limited by their skill set. Good work ethic and compete level. 	 Is athlete in the defensive position – average amongst competitors. Make good decisions but are limited by their skill set. Positionally responsible. Good work ethic and compete level. 	 Role athletes that would end up as defensive athletes when taken to the AA-A level. Make good decisions are positionally responsible but limited by skill set. Good work ethic and compete level. 	 Abilities acceptable for A level of play but may only be strong in 1 aspect. Good work ethic and compete level.
2	Marginal skill level. Inconsistent work ethic and compete level.			
1	• Insufficient skill set for consideration			