T2 - Johnston PP Game vs 1 or 2 PK - College

Key Points:

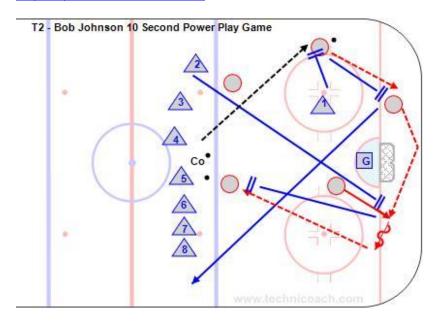
Power play must move the puck quickly and give support in the open lanes. Pass receiver needs to move and be a scoring threat to force the pk player to defend him. Killers go 7-10" as hard as they can to disrupt the attack.

Description:

- 1. Whites set up the power play in the offensive zone.
- 2. Red team leaves from outside the blue line starting with one defender.
- 3. Defender skate hard for 7-10" with stick in passing lanes and toe caps square.
- 4. Play a game taking turns having 5' power plays. Keep score.
- 5. Defenders rotate on the whistle.
- 6. Rotate so Reds are on the PP and Whites on the PK.
- 7. Whites now do the PP vs. two defenders.

 $\underline{http://www.hockeycoachingabcs.com/mediagallery/media.php?f=0\&sort=2\&s=20190325165004559}$

https://youtu.be/k-QN7-OHhYY



^{*}This game can be used for other offensive situations from 2 to 6 attackers to promote quick thinking and close puck support.