



## DRILL OF THE WEEK CLUB



**"It's never crowded along the extra mile!"**

Practice No: \_\_\_\_\_

Date : November 2014      Time : \_\_\_\_\_      Duration : \_\_\_\_\_

Version no : \_\_\_\_\_      Prepared by : Wayne Clark

**Objectives / Main tasks :**

1. Individual Skill 2. Team Skill Warmup 3. Offensive or Defensive Team Drill    4. Competition Drill
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Drill no. : 1      Duration : \_\_\_\_\_ Minutes      From : \_\_\_\_\_ To : \_\_\_\_\_

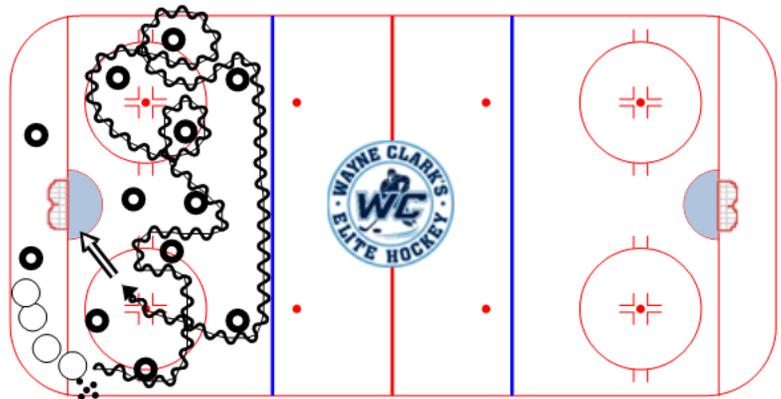
Title : Galchenyuk Tires      Content elements: Puck Skills      Components : \_\_\_\_\_

**Description**

Players attack tires.

-Choose pattern or attack any 5 tires at top speed and walk for shot.

Progress: Push for wide "wingspan" puckhandling...



**Key Points :**      Quick      Hands      Deception      Protection

Drill no. : 2      Duration : \_\_\_\_\_ Minutes      From : \_\_\_\_\_ To : \_\_\_\_\_

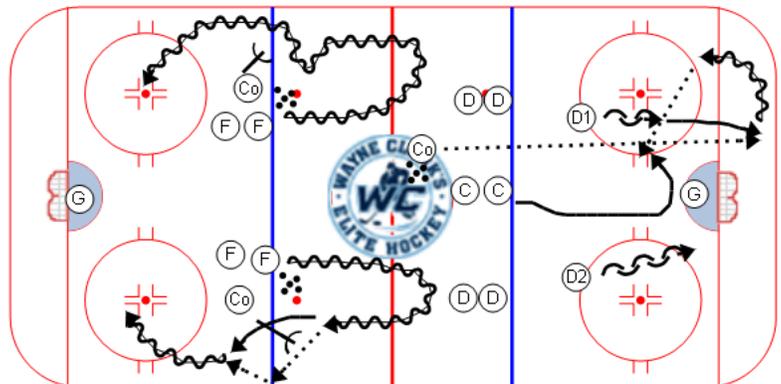
Title : Skill Reps -Warmup      Content elements: Chips...      Components : \_\_\_\_\_

**Description**

1) Ds and Cs  
Breakout patterns  
UP / OVER / REVERSE  
-communicate  
-C be low and slow

2) Fs (wingers)  
Drives  
Chip to yourself

Drives and Moves are successful when done outside hit zone of D man = he must turn and cannot finish hit.



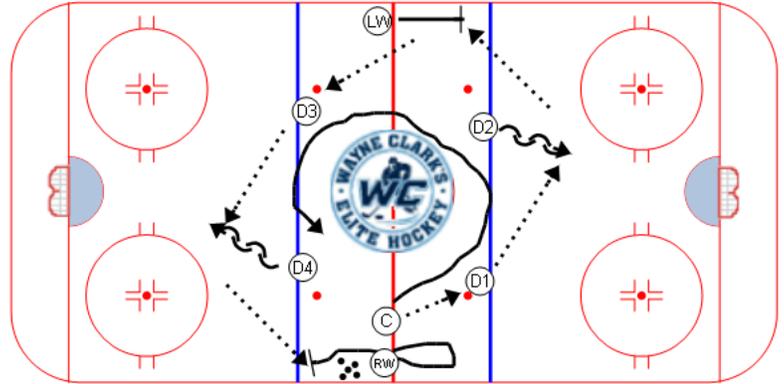
**Key Points :**      Timing      Execution      Chip=space before      Feet

Drill no. : 3a Duration : 11 Minutes From : To :

Title : Canada Transition Flow Content elements: Components :

**Description**

Whistle -Start. C pass to D1.  
 -DtoD  
 -D2 pass to Lw opening up on the wall. C supports  
 -LW counters with D3  
 -D3 goes DtoD with D4  
 -D4 hits RW opening up on the wall  
 -RW, C and LW attack D1 & D2 on 2on1.  
 Once they enter attacking zone, New Forwards start with D3 & D4.



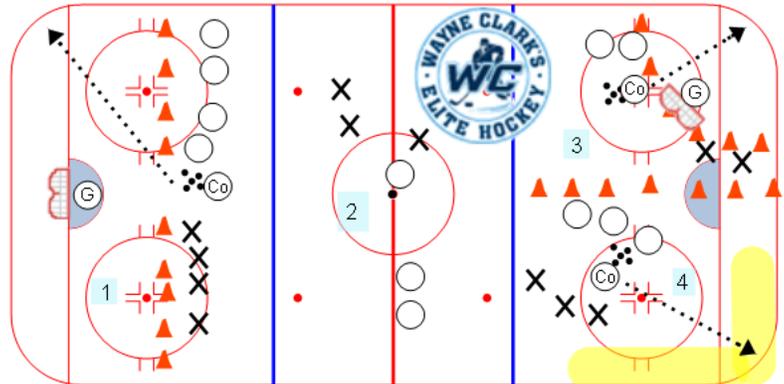
**Key Points :** Organize - Available Counter Support with Speed Attack 3on2

Drill no. : 3b Duration : Minutes From : To :

Title : Battle Royal Circuit Content elements: 4 Groups Components : "Puck Tough"

**Description**

1) "No Shadows" Coach dumps puck for 1on1 (XvsO). Battle and try to score.  
 If Coach yells 2nd puck leave that one and go for new spotted puck  
 If O scores, Xs skate 4 times to blue and back  
 2) "Bulls Ring" O tries and use body to shield away X from getting to puck. 20 secs and new pair.  
 Progress: O carries puck in circle and X tries to push O or Puck out of circle. 20-30 sec reps.  
 3) "Chief's Corner" Small Area Battle Game. 1on1 try to score and battle. 2nd puck...3rd puck...  
 4) "Keep Away and Pin...Battle". Must stay along the wall. in Shaded area. Battle for possession.



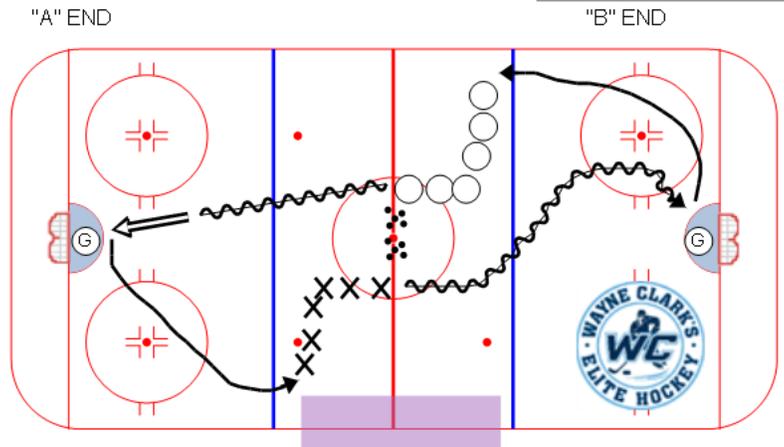
**Key Points :** BATTLE RESPECT 2nd PUCK -Jump PRIDE

Drill no. : 4 Duration : Minutes From : To :

Title : Bruin Shootout Content elements: Components :

**Description**

Players shoot both ways before elimination  
 Os shoot on A end, then lineup to Shoot on B end.  
 Xs Vice Versa  
 After both shots, If NO GOAL -GO TO THE BOARDS.  
 IF AT LEAST 1 GOAL GO AGAIN FOR A SHOOTOUT AT BOTH ENDS.  
 Continuous to Winner



**Key Points :** A End B End BOARDS OR ALIVE EXECUTE!

Drill no. : 4b Duration : Minutes From : To :

Title : PRIDE IN OUR SKILL: 1 on Content elements: On whistle Components :

Description

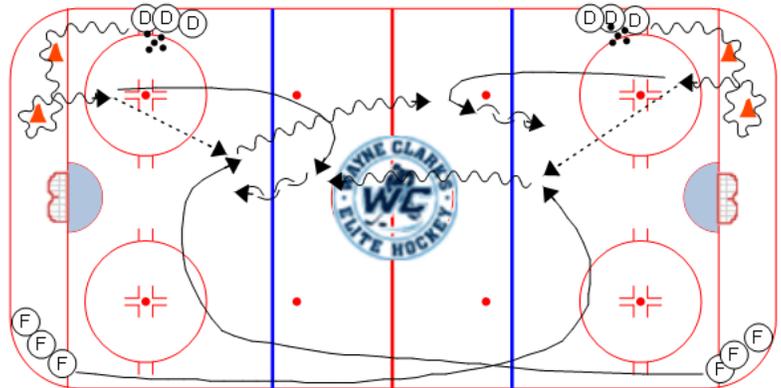
On whistle D1 and F1 leave from each side of the ice (4 players at the same time).

D1 does a figure 8 around the cones, then makes a breakout pass to F1 swinging through.

After making the pass D1 closes gap on the F1 from the opposite line to play her 1 on 1.

If coach blows the whistle, F1 changes direction and play the 1 on 1 with the other D1.

Coach can blow the whistle multiple times during the same turn. D VS FWD: No Shot = 1 pt for D, Shot is .5 pt for Fwd, Goal= 5 points for Fwd



Key Points : FEET GAP UP 1on1 COMPETE

Drill no. : Duration : Minutes From : To :

Title : Book Content elements: Components :

Description

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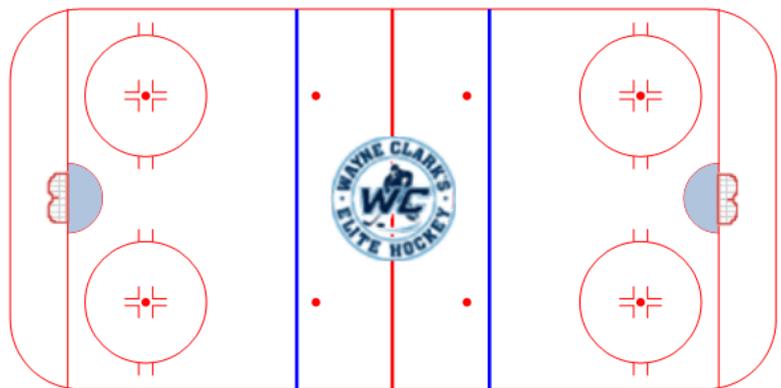
Key Points :

Drill no. : Duration : Minutes From : To :

Title : Content elements: Components :

Description

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Key Points :