



Player Evaluation/ Selection



Introduction

Local Hockey Associations

- Player evaluation can be one of the most difficult tasks for a local hockey association to deal with. It can also be the foundation for which an association is built upon. In most cases, player evaluation is used to place players onto teams.
- For most local hockey associations, there are two types of evaluations:
 - 1) Evaluations during pre-season for selection on to teams (tiered or grouped).
 - 2) Evaluations at the end of the season as a post-season report card.
- Evaluations should also be used as a tool for coaches as a development framework based on the individual strengths and weaknesses of the players.

Objectives

- To provide a fair and impartial assessment of a player's total hockey skills during the skating and scrimmage sessions to ensure they have a reasonable opportunity of being selected to a team appropriate to their skill level as determined during the on-ice evaluations of the current year.
- To provide coaches with the opportunity and flexibility to build a team based in part on their own coaching philosophy and knowledge of player skills and attitude.
- To provide uniformity and consistency in the evaluation process such that player and parent expectations are consistent from year-to-year as players move through the association.
- To form teams to maintain balanced and competitive play where players can develop and participate equitably and have fun during the hockey season.

Coaches/Evaluators

- On-ice lead plus a minimum of 3 coaches on the ice to run the session.
- Minimum of four off ice evaluators to rate/score the players.
- Age-division coordinator to collect and tabulate the scores.

Process

- A minimum of three evaluation sessions should be used to place players on teams:
 - Session 1 - Evaluation Plan 1
 - Session 2 - Evaluation Plan 2
 - Session 3 - Evaluation Plan 3
 - Session 4, 5 - Game Play

Evaluation can be done cumulatively or after each individual session

Player Evaluation Drills





Canadian Player Pathways Evaluation Plan #1

Evaluation Plan #1 – 75 Minutes

<p>Drill Name & Description</p> <p>12 mins – Skating / Puck Control Agility Combinations</p> <p>-Form two lines at hash marks in one end, players perform skills down the middle of the ice and back along the boards.</p> <p>-Players go one after another</p> <p>-Forwards and Defence do the same skills</p> <p>-Goalie Coach works with goalies at far end</p> <p>Forward Skating skills to be done: NO PUCK / ADD PUCK</p> <ol style="list-style-type: none"> 1. Heel skate 2. Heel skate / stride combination 3. Heel skate / 1 crossover combination 4. Stride / 1 crossover combination 5. Continuous Crossovers 	
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<p>Key Teaching Points</p> <p>Skating</p> <ul style="list-style-type: none"> -Encourage creativity / deceptive skating -Change direction / Lateral Movements -Quick feet -Head up -Technique is important in the warm-up to give the players lots of repetition on technical aspects of skating 	<p>Puck Control</p> <ul style="list-style-type: none"> -Focus on the blending skills with a puck -Progress to crossovers -Progress to Mohawks -Deceptive skating moves with puck -Don't rush through the blended skills
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<p>Key Evaluation Points</p> <p>Skating</p> <ul style="list-style-type: none"> -Eyes up, scan the ice -Look for equal ability with both feet -Look for agility, quickness, speed change -Puck Placement 	<p>Puck Control</p> <ul style="list-style-type: none"> -Eyes up, scan the ice -Range of motion to forehand and backhand -Separation of upper and lower body -Agility, creativity, deception -Puck Management – puck not exposed
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<p>Drill Name & Description</p> <p>8 mins – Skating Warm Up – Backward Skating</p> <p>-Players line up in two lines on the hashmarks.</p> <p>-Both lines can go at the same time, or each line can alternate, skating down the middle to the pylon and then back along the boards.</p> <p>-Players go one after another</p> <p>-Forwards and Defence do the same skills</p> <p>-Goalie Coach works with Goalies at far end</p> <p>Backward Skating skills to be done:</p> <p>Pattern 1</p> <ol style="list-style-type: none"> 1. Backwards, alternating c-cut holds 2. Backwards, one crossover reach 3. First player bwds, Second Player fwds – mirror / contain <p>Pattern 2</p> <ol style="list-style-type: none"> 4. Backwards, Scull to wall at blue line 5. Backwards, open hips, pivot to wall at blue line 	
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<p>Key Teaching Points</p> <ul style="list-style-type: none"> -Good knee bend – stay low -Strong push and recover -Efficiency (feet under control) over speed -Technique is important in the warm-up to give the players lots of repetition on technical aspects of skating 	<p>Key Evaluation Points</p> <ul style="list-style-type: none"> -One hand on stick, out in front -Eyes up, scan the ice -Minimize unnecessary crossovers -Efficient feet, quiet upper body
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Canadian Player Pathways Evaluation Plan #1

Drill Name & Description

12 mins – Skill Splits

1) Forwards – Small Area Puck Control (Use both ends zones)

- Place two 'danglers' in corner at one end and parallel to boards at the other end
- One side attacks goal line (down) / Other side attacks seam (up)
- On the whistle, players leave the corner with a puck skating around the danglers in a figure 8 pattern working on different skills.
- Manage puck, use vision, stick / feet fakes to perform cutbacks, jams etc..

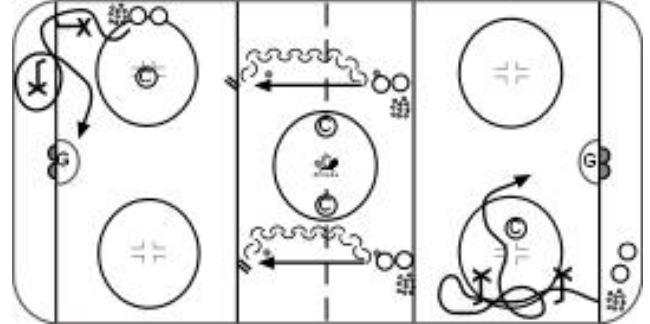
Puck Control Skills to be done:

1. Random Moves
2. Start play with rim
3. Random Moves - Add Chaser
4. Random Moves - No Pylons – Add Chaser

2) Defence – Transition Pivots (Use Neutral Zone)

Transition Skills to be done: 2 or 3 reps without puck, then add puck

1. Toes first
2. Heels first
3. Ride inside edge
4. Repeat each sequence above with give and go pass from coach



Key Teaching Points

Forwards

- Try to keep your head up as much as possible.
- Speed is not important, do the drill correctly and work on technique before increasing speed.

Defence

- Players need to have a good knee bend for balance
- Keep eyes up, chest up, shoulders back
- Limit the crossing of the feet as much as possible coming out of transition
- Heels first then, toes first, ride edge at bottom of pivot

Key Evaluation Points

Forwards

- Skating edgework (Fakes / Jams)
- Creativity, puck placement
- Scan ice, eyes up, see the next play
- Attack for quick move or shot

Defence

- Turn heels and hips, 1 x-over out, then start striding
- Head up and shoulders square
- Toes around apex before turning to go bwds
- Watch for equal ability to each side
- Open hip, ride inside edge to fwds – no x-over

Drill Name & Description

12 mins – Skill Splits

1) Forwards – 4 Pylon Agility

- Place 4 pylons on the circle (use both end zones to maximize player activity)

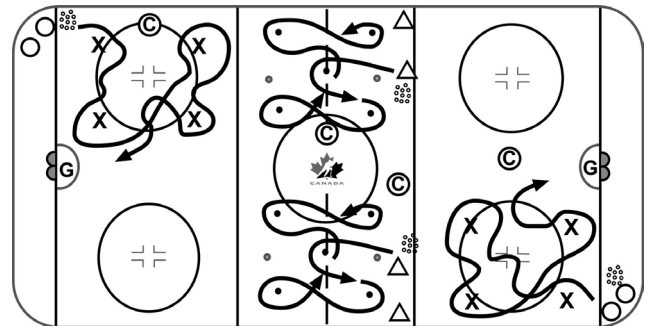
 1. Player starts by going around the pylons in a random fashion.
 2. Two players one puck – give and go passing
 3. One puck carrier, one chaser trying to steal puck
 4. Progress to no pylons / keep away

-Alternate sides - finish with shot on net (can use two nets on goal line if more than 2 goalies in the group and do drill from both sides)

2) Defence – 5 Puck Agility - (Use Neutral Zone)

- Place 5 pucks in NZ as shown.
- Player must skate around each of the outside pucks, and always come back to the middle before skating around one of the outside pucks again, toes always pointing forward during transitions

1. No Puck
2. Add Puck
3. Add pass to coach in front
4. Remove pucks used as markers - Progress to pressure from coach



Key Teaching Points

Forwards

- Keep the feet moving
- Creativity / Change of direction
- Quick hands and feet
- Scan the ice front and behind

Defence

- Quick feet, stay low for balance
- Efficient movements ie try to do only 1 crossover to get back to middle
- Scan the ice front and behind

Key Evaluation Points

Forwards

- Deception, fakes
- Eyes up
- Make turns with both edges
- Accelerate out with puck protection

Defence

- Turn heels and hips, 1 crossover out
- Head and shoulders up ice - square
- Toes around apex before turning to go bwds
- Look for equal ability both ways
- Open hip, ride inside edge to fwd-no x-over
- Keep bottom hand on stick, load puck



Canadian Player Pathways Evaluation Plan #1

Drill Name & Description

12 mins – Skill Splits

1) Forwards – Shooting Sequence (off retrieval)

-Players line up at centre ice. Place obstacle or coach at top of each circle
-Player's alternate spotting a puck to the side wall. Retrieve puck then skate towards the obstacle or coach and perform a shooting skill.

Shooting Skills involved:

1. Shoot off inside leg
2. Shoot off outside leg
3. Change Angle BHD Drag (Eberle)
4. Change Angle Toe pull
5. Shooting off a cross over
6. Add Puck Retrieval to side wall (Random Shots)

2) Defence – Loose Puck Retrieval and Evasive Moves

Retrieval Sequences:

Defence uses shoulder checks and deception on way to retrieve puck, outlet pass to Defence along blue line who walks blue line for shot. Alternate sides

1. Forward skate retrieval
2. Forward skate retrieval add chaser

Evasive Sequences:

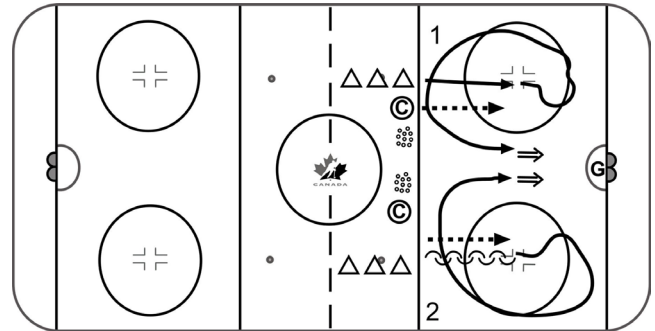
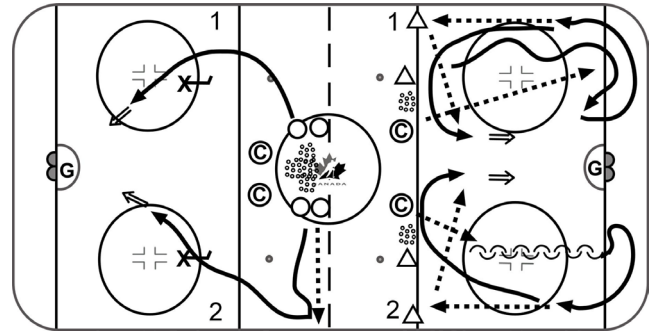
Defence drags puck back with eyes up scanning for the next correct play

1. Backwards Drag and escape to BHD / FHD
2. Backwards Drag and ½ turn escape to BHD / FHD
3. Backwards Escape turn of choice add chaser

MOVE LINE TO MIDDLE

Defence – NZ Continuous Retrievals (add chaser)

Puck is spotted to space, defence skate forward to retrieve, shoulder check, fake, skate up ice, turn at blueline and finish with shot
Defence will start backwards dragging the puck, escape turn left or right prior to skating up ice, turning at blueline and finishing with shot on net



Key Teaching Points

Forwards

-Shoulder check prior to puck retrieval
-Work on changing the angle slightly before shooting to deceive goaltenders.
-Keep your head up and aim your shots

Defence

-Players need to shoulder check, decide what they will do before getting puck
-Turning the toes, leaning and "selling" a deceptive move will create time and space
-Need to give the forechecker time to react to the move

Key Evaluation Points

Forwards

-Eyes up at target
-Load puck, shoot with power
-Shooting in motion
-Puck movement to change angle
-Puck flies flat

Defence

-Shoulder check, get read
-Sell fake (feet / hands / head)
-Accelerate out
-Eyes up, get puck loaded, for shot on net to finish

Drill Name & Description

12 mins – Skill Splits

1) Forwards – Entries – Overspeed Moves

-Players start along the boards inside the blue line.
-Skate out from the boards into NZ and then perform a few quick crossovers to turn back. Can also pass puck off boards to self prior to entering zone
-Turn head, scan before turning toward offensive zone

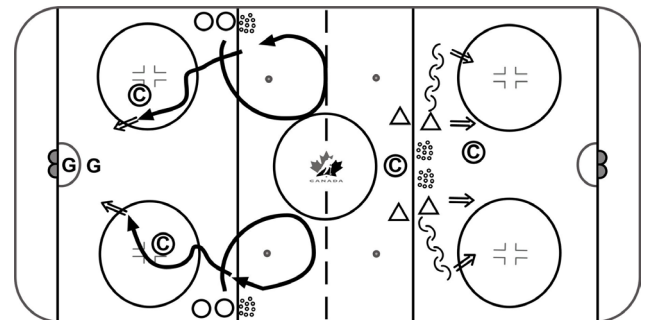
Forward Entry sequences involved:

1. Heel skating across blueline - navigate
2. Net drive – forehand / backhand
3. Progress to 2 on 1 against coach

2) Defence – Shooting Sequence

-Place 2 or 3 piles of pucks inside blue line (Shoot 3 - 5 pucks for each skill)

1. Stationary quick release pulls (drag)
2. Stationary quick release pushes
3. Pull to inside, push back to outside for shot
4. Push to outside, stop bhd drag back to inside shot



Key Teaching Points

Forwards

-Use crossovers to turn quickly
-Pick up the puck in stride to quickly enter the offensive zone – Eyes up
-Sell the fake on the obstacle or coach with the head and shoulders

Defence

-Eyes, up, look at target
-No Dust, Quick release

Key Evaluation Points

Forwards

-Accelerate out of turn in NZ
-Eyes up, loading puck
-Spatial awareness, (gap on coach)
-Evasiveness and separation to create shot lane

Defence

-Ability to move laterally - Push or Pull
-Ability to shoot with eyes / head up
-Ability to find open lane
-Look for overhanding the puck.
-Clean / efficient handling of puck

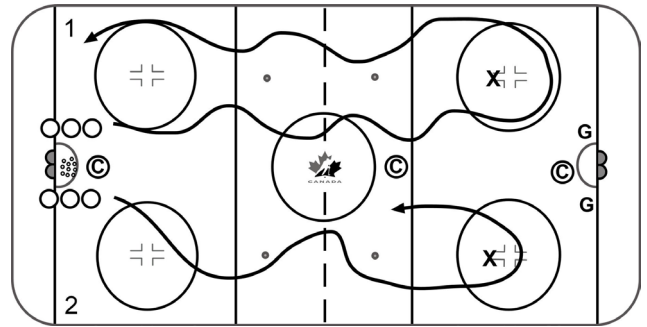


**Canadian Player Pathways
Evaluation Plan #2**

Evaluation Plan #2 – 75 minutes

Drill Name & Description
8 mins - Skating Warm Up – Speed Progression
 -Player's lineup at one end of the ice and perform various skills down the center of the ice.
 -Perform progressions to maximize speed and power.
 -Players go one after another
 -Forwards and Defence do the same skills
 -Goalie Coach works with Goalies at far end

Speed skills to be done:
 Pattern 1 – Skate down middle of ice and return along boards
 1. Crossunders left foot / Crossunders right foot
 2. Alternating crossunders
 3. Ride inside edge each direction
 4. Inside Foot Drops
 5. One crossover each way – quick feet
 6. Two crossovers each way – quick feet
 Pattern 2 – Skate along dot line outside and return down the middle
 7. Crossovers to inside fake / outside acceleration



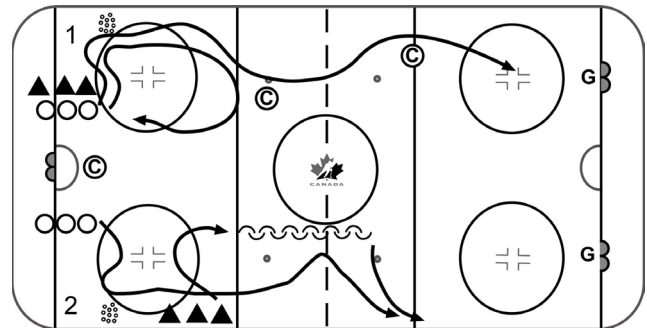
Key Teaching Points
 -Technique is important for the first 4 skills in this progression. Perform repetitions of each skill before opening it up to full speed freestyle skating.

Key Evaluation Points
 -Eyes up, scan the ice
 -Stay low, keep legs loaded
 -Look for equal ability with both legs
 -Quickness, acceleration both ways
 -Deceptive skating (change of direction and speed)

Drill Name & Description
10 mins - Skating Warm Up – Retrievals - Backward Skating / Pivots
 -Players line up in two lines in middle of ice at hashmarks, place both nets on goal line at far end

Sequences to be performed:
 1. Half wall retrievals, push to the inside to get off wall skating straight down. Both lines can go at the same time, or each line can alternate, skating down to the far end and then back up middle of ice
 2. Add continuous pressure and fakes
 3. Move defense to the boards at blue line, Forwards form one line and have option to go to either side for puck retrieval, add continuous pressure
 4. Live 1 vs 1 down to far end for shot attempt

Skills to be performed:
 Pre-scan on retrieval
 Fakes to shake the pressure
 Push to the inside to get off wall, skating S pattern through NZ



Key Teaching Points
 -Quickness and acceleration are goals of this drill
 -Forwards get off wall
 -Defence – good gap, angle, steer with stick

Key Evaluation Points

<p>Forwards -Encourage crossovers for forwards -Scan up ice before picking up loose puck -Generate speed, getting off the wall with crossovers -Fake, hard cut outside to get by defence</p>	<p>Defence -One hand on stick, out in front -Minimal crossovers for defence -Protect middle, open up or 1 crossover to outside to angle forward – stick on puck -Look for loading of proper leg</p>
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Canadian Player Pathways Evaluation Plan #2

Drill Name & Description

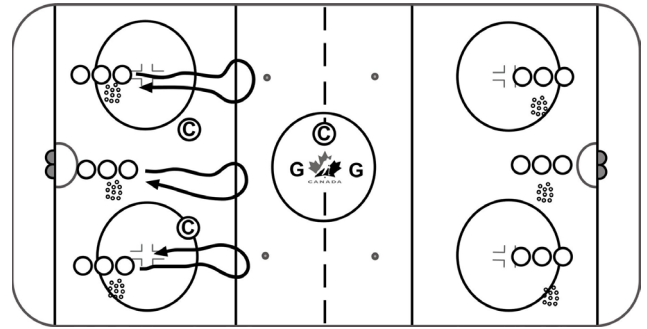
8 mins – 3 Line Deception

- Put players in 2 or 3 lines in each end zone. (Goalies / goalie coach can use NZ zone for skating skills)
- Players will start near hashmarks and skate to blueline to perform move and then skate back to the back of the line
- Maximize repetitions and use progressions that players will use to create deception, quick hands and puck control skills
- Coaches are encouraged to be creative with this template
- Forwards and Defence perform same skills

Deception skills involved:

1. Head fakes
2. Stick Fakes
3. Feet fakes - Ride an Edge - Half Turns - Stop and Go's
4. Add chaser and read and react appropriately to the applied pressure of the situation

- Shoulder check / scan needs to be done with all 4 progressions



Key Teaching Points

- Shoulder checking
- Movements should be under control
- Set up pay off mentality – sell bad information
- Puck placements, carry vs retrieval
- Speed changes (slow and quick movements)

Key Evaluation Points

- Efficient execution
- Strong hockey position
- Look for deception - Sell fake, manipulate
- Reading the pressure

Drill Name & Description

10 mins - Skills Splits

1) Forwards – Puck Protection – (Vision Sequence)

Progression A

- Find a dot and a partner
- Position yourself two stick lengths away for each other
- One player turns and protect puck from partner
- Non protecting player shows a number on their hand and moves in a circular motion around puck protector.
- Protecting player must keep back side to partner and shoulder check for changing numbers on hand held up in the air by partner
- Protector calls out number as partner moves around

Progression B

- Add new player to the group (3)
- Execute same puck protection sequence as above on and off coach's whistle
- New player to the group adds stress to situation and hinders the protector's use of vision and ease of puck protecting

Progression C

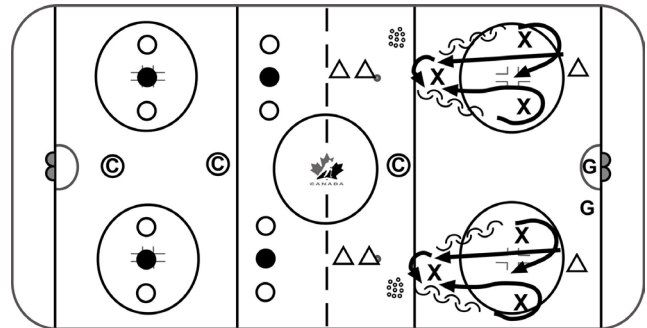
- Still in your group of 3 we remove the number calling and make the player a passing outlet, see the pass before you make it against very passive pressure

2) Defence – Escape Triangle

- Place 3 pylons in a triangle – set up on each side of the ice
- Transition at top pylon (heels first / toes first) turn away from each of the bottom pylons
- Teach skating first, then add a puck

Skill Progressions at the bottom of the triangle

1. Ride inside edge – toes up ice
2. Escape turns
3. Half escape turns
4. Random escapes add touch passes with coach



Key Teaching Points

Forwards

- Head is up
- Good knee bend for protection and balance
- Always maintain positioning (puck, body, opposition)
- See the pass before you make it

Defence

- Turn away from the pylons, stick on the ice, turn your head and shoulders first
- Don't cross hands on forehand spin

Key Evaluation Points

Forwards

- Balance, posture, strength
- Puck placement relative to pressure
- Bracing and pressing against pressure
- Adjusting and reacting to pressure

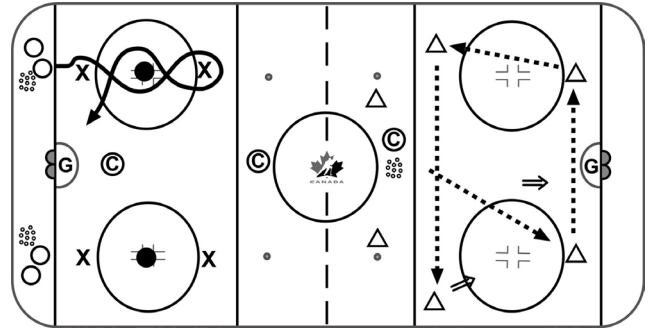
Defence

- Turn upper body and head
- Eyes Up
- Heels first / Toes first
- Spin out with control and speed on forehand and backhand



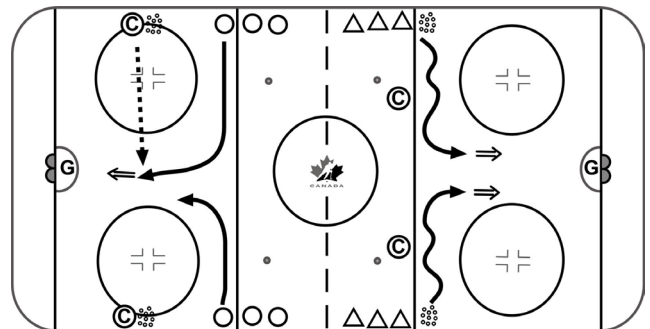
Canadian Player Pathways Evaluation Plan #2

Drill Name & Description
10 mins - Skill Splits
1) Forwards – Puck Protection Progression -Players start on goal line. Set up Pylon - Player - Pylon -Weave up and back attacking stationary player in the middle – finish with shot on net -Alternate sides so goaltender has time to get set for next shot Progressions: <ol style="list-style-type: none"> 1. Attack triangle 2. Open up to backhand to protect – cut hands 3. Disrupt stick (stick lift / stick swipe) 4. Add chaser 5. Player in middle turns and gaps up on puck carrier to play 1 on 1 6. Chaser and regroup 1 on 1 (Front and Back pressure)
2) Defence – D to D Passing with Blue line shot -4 Defence inside zone -2 low D are breaking out of zone, 2 high D are passing for shot on net -Coach dumps or passes puck to low D, they go D to D then pass up to hi D -Hi D pass D to D across blue line for shot on net <ol style="list-style-type: none"> 1. D-D front of net, low to high shot 2. D-D back of net, low to high shot 3. D-D reverse, low to high shot



Key Teaching Points		Key Evaluation Points	
Forwards -Attack defender w speed -Head always on a swivel scanning front and behind -Cut hands after moves	Defence -Defensive players need to shoulder check, decide what they will do then approach the loose puck at an angle to deceive F1 -Turning the toes, leaning and “selling” a deceptive move will create time and space for the breakout -It is important to give the fore-checker time to react to your move	Forwards -Balance, posture, surround puck -Body position remains between defender and puck -Read pressure -Ride energy of defender, lean into defender -Control puck zone	Defence -Shoulder check, cut the net -Accelerate, get to middle of ice -Provide target, move feet, eyes up -Push or pull puck, find a lane

Drill Name & Description
10 mins - Skill Splits
1) Forwards – Quick Release Shooting - Players line up along boards in neutral zone -The coach has pucks along boards near top of circle -Players skate into middle of ice, receive pass and take a quick release shot on net. -Forehand and backhand pass reception -Add chaser so shooter has to get body position to receive pass – this becomes a continuous drill when chaser releases and then skates toward blueline and into middle for pass – next forward becomes chaser
1) Defence – Line Walk Sequences -Defence line up along boards at blue line -Can start with puck or get pass from coach <ol style="list-style-type: none"> 1. Defence sprint to middle for shot 2. Defence drag the puck to middle 3. Defence walk the puck to the middle 4. Add deception stick and eyes 5. Add change angle on pulls and pushes

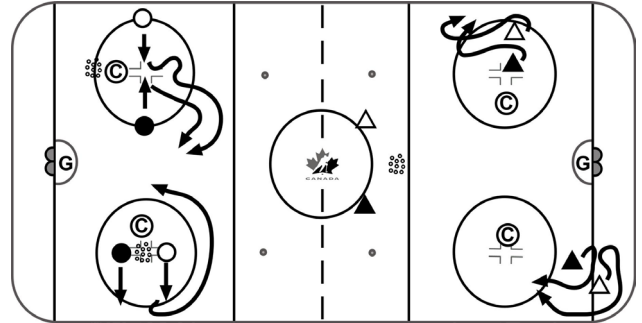


Key Teaching Points		Key Evaluation Points	
Forwards -Keep the feet moving. -Protect the puck on the delays / cutbacks -Look one way turn other prior to turning or cutting back	Defence -Quiet Hands -Good feet -Eyes always up and scanning	Forwards -Direct attack on defender to create buffer -Skating fakes to influence defender (lean and go other way) -Puck placement -Take seam, drive lane to net	Defence -Deceptive, open up skating with eyes up and on net -Fake shots -Walk blue line, push or pull puck, find a lane, quick release



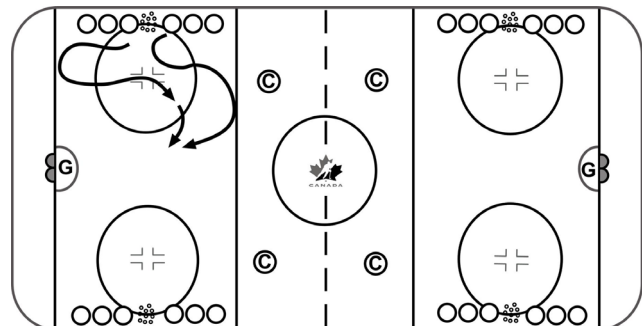
Canadian Player Pathways Evaluation Plan #2

Drill Name & Description
8 mins - Skill Splits
1) Forwards – Small Area Game – Loose Puck Races (SAG) A. -Two players stand on hash marks to simulate faceoff -When the coach drops the puck both players race to gain possession. -The drill immediately turns into a 1 on 1 with the puck carrier trying to score B. Coach drops puck on face off dot for race to wall, then play out the 1 on 1 with winner of puck race trying to score.
2) Defence – 1 on 1 – Stick on Puck (SAG) -Two players will start inside the end zone -One will have the puck while the other is the defender. -Player with puck will protect puck, and try to take it to net to score -Defensive player will work to dislodge puck by having stick on puck. -Use a series of poke checks. -Move starting point around zone to simulate varying game situations



Key Teaching Points		Key Evaluation Points	
Forwards -Explosive starts -Gain position before possession -Protect puck on offence -D Side positioning on defence	Defence -Body position -Puck protection -Stick on puck	Forwards -Mentality to be first -Position before possession -Acceleration, explosiveness -Physicality, puck protection	Defence -1 hand on stick, stick on ice, free hand ready to push -Poke and recover, stay balanced -Stay on defensive side of puck

Drill Name & Description
8 mins – SAG - Angling
1) 1 Up / 1 Down -Gap and angling drill – Can split into 4 groups using each corner of ice. Alternate sides -Coach starts play with “Go” -Defensive player must touch goal line -Forward must touch blue line. -Defensive player tries to clear puck or skate it past ringette line if they steal it. -Forward tries to score – 1 shot / 1 rebound allowed



Key Teaching Points		Key Evaluation Points	
-Offensive players attack the net and defensive players compete to strip the puck.		Forwards -Look before turning to attack -Evasiveness, creativity -Attack vulnerability -Protect puck, get it to net	Defence -Turn head, before turning up ice -Gap up -Use stick to steer then stick on puck



Evaluation Plan #3 – 75 Mins

Drill Name & Description
8 mins - Passing Warm Up

1) Forwards – Rabbit / Coyote
 -Players grab a partner and spread out across half of the ice.
 -One puck between two players.
Progressions:

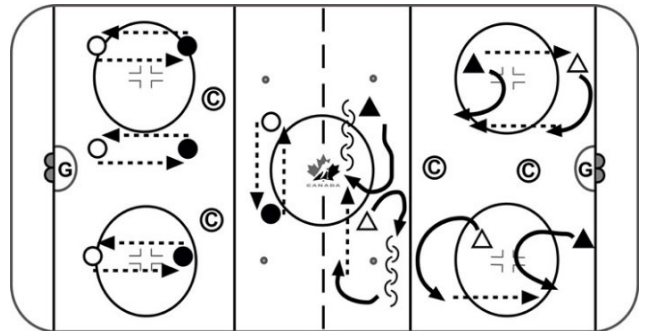
1. Forehand pass – on 1st whistle pass, 2nd whistle play keep away 1 on 1. Player with puck on whistle protects it
2. Backhand pass - on 1st whistle pass, 2nd whistle play keep away 1 on 1. Player with puck on whistle protects it
3. 1 touch forehand pass - on 1st whistle pass, 2nd whistle play keep away 1 on 1. Player with puck on whistle protects it

-2 – 3 reps on each sequence

**2) Defence – Skating / Passing Warm Up
(Head up, Move Feet, Keep Puck Loaded)**
 -Defenseman will pass with a partner.
 -Players can go anywhere but the key is when you receive a pass you need to get your head up to see the ice, move your feet and get it loaded which means be ready to pass the puck preferably on your forehand.
 -Coaches whistle will control the pace.
Progressions:

1. Forehand Pass
2. Backhand Pass
3. Receive pass – Escape to backhand
4. Receive pass – Escape to backhand – slide stop

-2 - 3 reps on each sequence

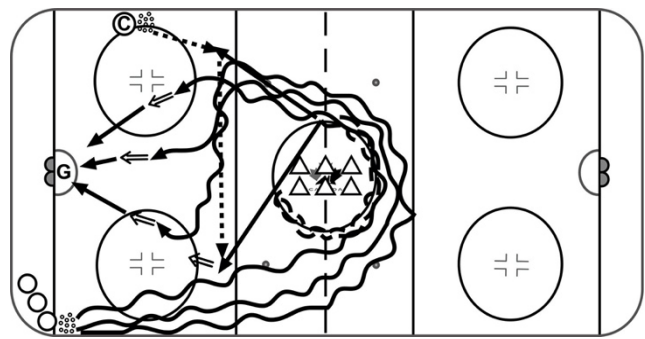


Key Teaching Points		Key Evaluation Points	
Forwards -Passes on the tape. -Focus on clean reception. -Protect puck on 1 on 1. -Defensive player stick on puck.	Defence -Head up to see ice as soon as you receive the puck. -Move your feet. -Get it loaded. Get the puck in a "triple threat" position where you can pass, shoot or carry. -Quick feet and good puck control.	Forwards -Passing control – active wrists -Flat accurate pass -Puck protect off a pass -Ability to adjust to pass	Defence -Lateral skating -Don't overhandle puck, get on forehand -Head up, move feet -Hard, flat pass

Drill Name & Description
8 mins - Shooting Warm Up

-Forwards in opposite ends and opposite corners – Defence in the centre ice circle - Both ends go at same time
 -Pucks on the boards at the hash marks on the opposite side of where forwards start
 -On whistle, 2 – 3 forwards leave the corner with the puck and skate into neutral zone, around centre ice circle – Keep feet moving the entire time. First shot comes from right side, 2nd shot from middle, 3rd shot from left side.
 -Once forwards skate past the defence, defence skate backwards around the circle and enter the zone, stopping just inside the blue line.
 -Coach passes to near D who then goes D to D with pass for first shot, coach then passes to far D who passes D to D for second shot. (Depending on number can only send 1 D and that D would get two passes for shots on net)
 -Forwards stop at net after shot and look for tips or rebounds – do not screen goalie as this is a warm up drill
Progression:

1. After forwards shoot and stop at net, F1 races out to pressure D1 shot then release. F2 races out to pressure D2 shot



Key Teaching Points		Key Evaluation Points	
-Feet always moving, no gliding in NZ -Shoot in stride, stop at net after shot -D call for pass from coach, present target -D heads up shooting		Forwards -Maintain speed in NZ -Head up, change the shot angle -Follow shot to net -Look for tip, rebound on point shot	Defence -Lateral Movement -Present target -Eyes up, push or pull puck, find a lane



Canadian Player Pathways Evaluation Plan #3

Drill Name & Description

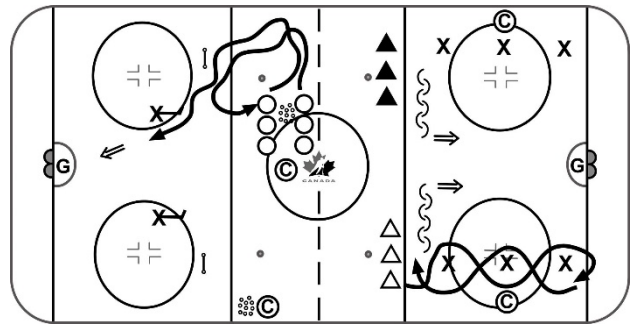
10 mins - Skills Splits

1) Forwards – Entries

- Players line up at centre ice in two lines (Left line – Offence / Right line – Defence)
- Offensive player spots puck to boards
- Players race to wall, offensive player to get lane (position B4 possession) enters the offensive zone, fakes the obstacle (can also use coach for player to make read) and finishes with a shot on net.
- Chaser turns at blue line and releases, becomes the next offensive player
- Progression – After shot – shooter can skate to other side to provide pressure on opposite side

2) Defence – Puck on Forehand Pivots

- Players line up outside blueline, carry puck through pylons
- Players always face the middle pylon (open up)
- Keep puck on forehand
- Escape at bottom pylon (progress to escape / half turn), skate back through pylons to blue line for shot on net
- Good shooting principles at blue line – fakes / deception / eyes up



Key Teaching Points

Forwards

- Spot puck, get in lane of defensive player
- Take away stick to get possession of puck
- Protect puck on entry
- Eyes up to make move on obstacle or coach

Defence

- Keep the puck on forehand
- Keep speed in both backward-forward and forward-backward pivots
- Try to keep crossing feet to a minimum

Key Evaluation Points

Forwards

- Position before possession
- Angle, stick position on puck steal
- Escape, quick transition
- Fakes, deception upon entry to get shot on net

Defence

- Open up to middle both ways
- Pivot from fwd to bwd, bwd to fwd
- Keep puck on forehand
- Limit crossing of feet
- Get puck to middle of ice

Drill Name & Description

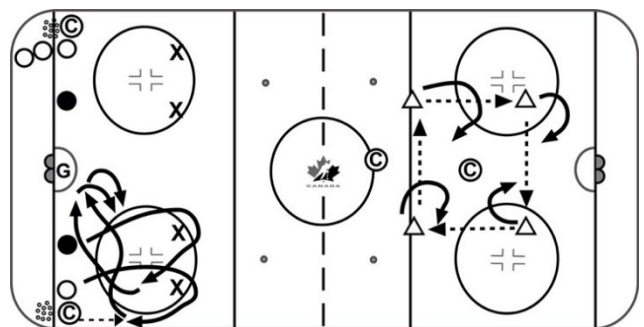
10 mins - Skill Splits

1) Forwards – 1 on 1 – Loose Puck Race x 2

- Set up 2 pylons inside the blue line.
- Players start in the corner and race to the pylons, performing a quick turn around the pylon.
- Coach spots a puck and the players battle for possession and a shot on net.
- Coach spots a second puck for a second battle.
- Progression
- Coach in corner passes to 2nd coach at blueline who spots puck back down wall for players to retrieve

2) Defence – 4 Man Box Puck Support

- 4 Defencemen start in a box formation with one puck.
- Puck is moved in one direction. After each pass, the defence must follow pass and recover back to middle for either support or next pass. Change directions.
- Progress to hinge passes
- Progress to random passes to any defenceman.
- Progress to a look away by looking at one defenceman and passing to another.



Key Teaching Points

Forwards

- Quick feet and turns around the pylons.
- Battle for the puck and compete.
- Use the body to protect the puck.
- Attack the net.

Defence

- Always follow pass and transition back to middle of ice.
- Always have stick in position to receive the pass.

Key Evaluation Points

Forwards

- Acceleration, quickness
- Position before possession
- Establish lane - puck protection
- Angling, defensive side
- Reacting to play

Defence

- Present target on forehand
- No dust
- Head up, move your feet
- Support underneath after pass
- Take ice in front upon receiving pass



Canadian Player Pathways Evaluation Plan #3

Drill Name & Description

10 mins - Skill Splits

1) Forwards – Corner Retrieval / Protect with Shot

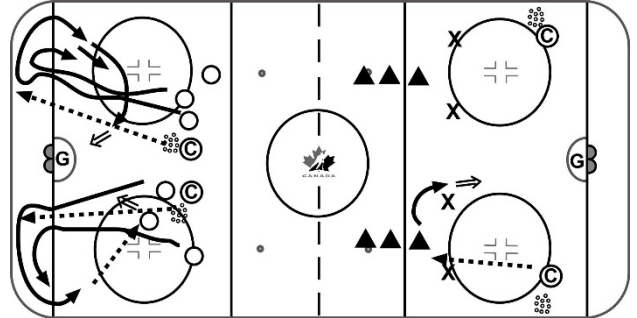
- Players line up in two lines near top of circle facing the net
- Coach spots loose puck into the corner

- F1 loose puck retrieval, quick fake then takes puck to net.
- After shot, coach spots second loose puck in same corner, F1 retrieves and passes to F2 in high slot
- Add defensive player where F1 has to pass through the defensive players' triangle to F2
- Defensive player pressures F1 from start, F1 has to find F2 in high slot

-After 2nd shot coach spots new puck in opposite corner

2) Defence – In and Out Shooting

- Place two pylons about 10 feet apart
- Coach passes through pylons, D pulls or pushes puck to outside of pylon and then shoots
- Coach passes to outside of pylon, D pulls puck inside pylons for shot



Key Teaching Points

Forwards

- Quick on puck retrieval
- Shoulder check / Scan for forward in high slot
- Quick pass / quick release
- F2 move around, find soft spot

Defence

- Provide a target with stick
- Receive pass, no stickhandle shoot quickly
- Goal is to get puck on net, not how hard the shot is

Key Evaluation Points

Forwards

- Quick to loose puck
- Scan
- Quick pass
- Pass through triangle
- Shooter quick release

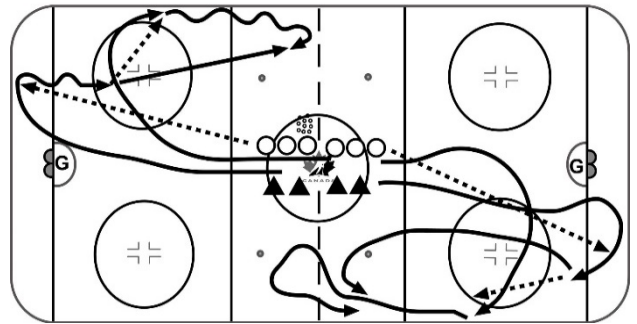
Defence

- Receive on forehand, get feet moving
- Head up
- Push or pull puck, find the lane

Drill Name & Description

10 mins – Breakout – Regroup - 1 on 1 / 2 on 1

- Gap drill. Forward dumps puck and defenseman retrieves and breaks out the forward.
- On dump – alternate rims and dumps on goalie to set puck for D
- Forward skates up ice and turns back for a 1-1.
- Defenseman must close gap and play the 1-1.
- Coaches encourage D to challenge in the neutral zone and “jump” the forward.
- Progress to a 2 on 1



Key Teaching Points

Forwards

- Call for pass and present a target
- Shoulder check before receiving pass and heading up ice
- Should check in NZ before turning and attacking D 1 on 1

Defence

- Quick to the puck.
- Shoulder check; both shoulders if time.
- Pick puck up on a good skating angle, get it on your forehand and make a good pass.
- Follow pass up ice to close gap on forward

Key Evaluation Points

Forwards

- Talk to D on breakout,
- Shoulder check, present target
- Accelerate off wall into NZ
- Shoulder check before turning back to attack D

Defence

- Shoulder check, pick puck up on forehand
- No dust
- Head up, hard, flat first pass
- Get up ice quickly after pass to close gap
- Eliminate crossovers, good stick



Canadian Player Pathways Evaluation Plan #3

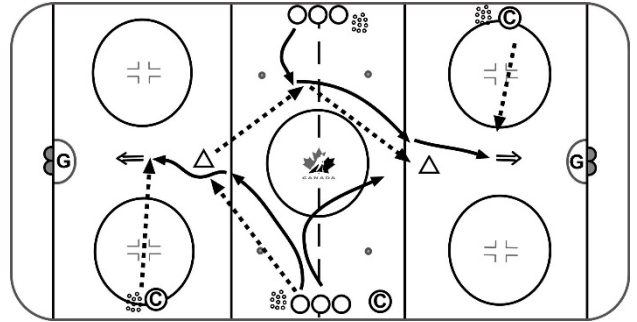
Drill Name & Description

10 mins – Support to Forecheck – Continuous Regroup

- Forwards line up on wall at center ice with pucks.
- 1 defence starts in middle of ice at blueline on each end
- First forward passes to D, then immediately forechecks the same defence.
- First forward from opposite side, then jumps out to be an outlet / support for the defence that just received the pass.
- 2nd forward receives pass then turns and passes to defence at other end and immediately forechecks.
- Drill is continuous

Progression:

- Extra coaches can have pucks on boards inside blue line to pass to forechecker for shot on net after they have released from their forecheck



Key Teaching Points

Forwards

- Give D good pass to start the rep
- Forecheck with good angle, stick in passing lane
- Fwd off wall, get open to support D for regroup pass
- Communicate / eye contact / present target

Defence

- Provide a target with stick
- Receive pass, don't overhandle
- Make good pass to fwd off wall
- Be ready for next regroup

Key Evaluation Points

Forwards

- Good first pass
- Angle and use stick to force D to one side
- 2nd Fwd – get open, provide option for D
- Scan - move up ice to make pass to opposite D

Defence

- Receive on forehand, get feet moving
- Head up / good pass
- Tape to tape or area pass

