DURATION: 50

- Session Objective(s) 1. Review angling skills
 - 2. Checking skills shadowing
 - 3. Open ice angling

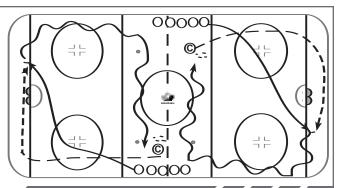
Angling - Read and React to the Play

Drill Objective:

· Players will be able to read and react to the speed and route of the puck using the quickest most efficient route.

Drill Explanation:

- · Coach rims the puck into the end zone, player reads the direction and speed of the puck to retrieve.
- · Player has head on a swivel to vacate zone and return to the back of the line.



KEY EXECUTION POINTS

- · Read the speed of the puck and location of entry
- Take the easiest/quickest route to reach the puck
- "Head on a swivel" to read any outside pressure

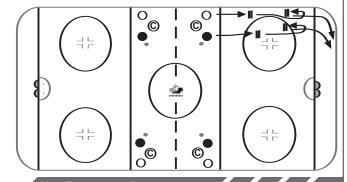
Angling - Shadowing

Drill Objective:

 Players will be able to control skate, mirroring the player that they are angling.

Drill Explanation:

- · Players should pair up with a player of similar skating skill.
- Player 1 skates along the boards making quick starts and stops and changes of direction.
- · Player 2 must control skate and mirror Player 1 keeping the player to the outside in the "bad ice".



KEY EXECUTION POINTS

- Mirroring the players you are checking
- Use the term "Hip pocket" to describe to players where they need to be
- Add a puck once players have an understanding of drill and focus carrier on puck protection

Angling and Head on Swivel

Drill Objective:

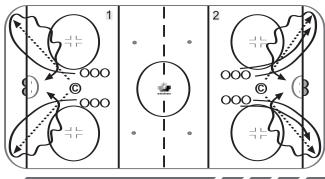
. When in pursuit of the puck, awareness of opposing players as well as supporting teammates is critical to safety and the decision making process.

Drill Explanation:

- · Start with proper offensive angle to the puck in the corner. Demonstrate inside out, head up, head on swivel.
- · Coach dumps puck to corner, player retrieves the puck focussing on a proper angle. Once the player

has the puck they should drive the circle for a shot on net.

 Progress to the 2nd player in line following the first player in and putting some passive pressure on the player to execute a good angle to the puck and drive around the circle to the net. 2nd player should also focus on getting good angling position and controlling their skating.



KEY EXECUTION POINTS

- · Head on Swivel
- · Inside, Out path

PHASE: 1

- Session Objective(s) 1. Review angling skills
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OPEN ICE ANGLING

Drill Objective:

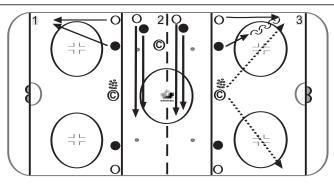
• Players should start to be able to control the player they are checking without assistance from the boards.

Drill Explanation:

- 1. Facing Goal
- · Players pair up with both facing the goal. Defender inside position and forces player to move board side.
- Defender keeps player to the board side, attacks his stick where blade meets shaft and squeezes angled player out while getting the puck.

2. Defensive Positioning - 1 on 1

- · Players partner up, work on defensive positioning, outside shoulder of defender with inside shoulder of
- 3. Facing Inside Shoulder
- · Players pair up with attacker facing the goal and defender facing attacking player. Defender's helmet lines up with inside shoulder of attacker and while skating backward, forces player to move board side.



KEY EXECUTION POINTS

· Defensive positioning, hip pocket

Angling - Open Ice

Drill Objective:

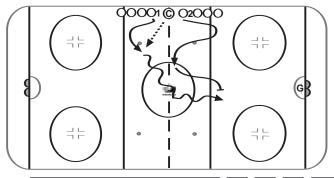
· Players should gain the ability to read and react and increase their ability to "smart skate" angle.

Drill Explanation:

- 01 and 02 leave from the red line on go from coach.
- · Both players skate down the boards to the blueline and turn.

· Coach passes to one player.

· Other player angles the puck carrier to the middle, continues angle and pursuit across the neutral zone.



KEY EXECUTION POINTS

- Smart skating
- React quickly to receiving or not receiving the pass

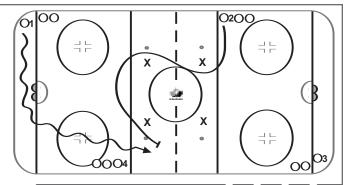
ANGLING GATE DRILL

Drill Objective:

• Teach defensive player to save ice skating off the puck, limiting the puck carrier to one option.

Drill Explanation:

- 01 and 02 begin on the whistle.
- 01 picks up loose puck and skates behind the net and must skate between the pylons for a shot on goal.
- 02 closes the gap, saving ice in the neutral zone, before angling toward 01.
- 02 attempts to force 01 outside the pylons, not giving up the middle lane.



KEY EXECUTION POINTS

- · Maintain middle lane
- · Control skating