# **Practice Plan**



Team:	Checking
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	Practice No.:	_		
Date :	Time:	Duration:		
Version No.:	Prepared by:			
Objectives / Main tasks :				
Drill no. : D	uration: Minutes	From : To :		
Title: Battle drill C	ontent elements:	Components :		
<u>Description</u>				
Coach dumps puck into corner.		000		
one X and one O play one vs one fo score. Rotate players so they do not go ag				
same players. Rotate goalies every 3.	4-	•		
Key Points : puck protection	checking	compete level goalie reaction		
Drill no. : D	uration: Minutes	From : To :		
Categories BACK CHECK 2 VS 1	Drill Title: BACK CH	ECK 2 VS 1		
BACK CHECK 2 V	VS 1 Components :			
Content elements :				
Description				
B START 2 VS 1 ON D. WHEN THEY CROSS THE BLUELINE Xs BACK CHECK WITH ONE PLAYING LOW AND ONE COVERING THE	Key Points  COMMUNICATE	## ## ## ## ## ## ## ## ## ## ## ## ##		
OFFENSIVE D. ON THE TURN-OVER GO 2 VS 1 THE OTHER WAY WHEN THEY CROSS THE FAR BLUELINE THE Y PLAYERS	OUICK TRANSITION	B +		
BACKCHECK AND A NEW D MOVES AS OFFENSIVE D MAN. CONTINUOUS Craig Sherbaty All Rights Reserved 2012	QUICK ATTACK			

Drill no.	<b>:</b>	Duration :	Minutes	From :	To :
Title: Drill temple	ate #3 HK	Category #1 :	break out under pr	essure Category #2 :	break out under pressure
	Description				
Line 1 player 1 sh coach and shoots and that line gains	and player 3 gets center and dump tries to score. If I 4 check is out and	s a pass from s a pass from coac os puck in and 4 ine 2 gets the puck			
Key points :	structure E	3/O c	communication	supprt	strong passing
Drill no.	:	Duration : _	Minutes	From :	To :
Title: 2 on 0 Bre	akout Drill	Category #1 :	Breakouts	Category #2 :	Breakout Drill
**Drill starts on the	<u>Description</u>		_	(1)(2)	
time.  A \(\hat{D}\) skates beh breakout. \(\hat{1}\) goe through the middle boards. \(\hat{1}\) passes shot on the \(\hat{G}\). A puck and makes a	s to the boards and the state of the state of the state of the shot, the state of t	s a pass to the ddle. ② takes a picks up a new	s G T		(G)
Key points :	Communica	tion	olid passes		
Drill no. Title: 2 on 0 Bre	: eakout Drill (sec Description		Minutes	From :	To :
** Drill starts on th		le at a time.		123	inska
3 on 0 Breakout:					•
pass from ③.	eck the winger fo	② follow up for a	<b>€</b> G ←~		321
Key points :					

Drill no. :	Duration :	Minutes Fr	rom :	To :
Title: Oilers Continuous B/O Drill	Category #1 :	Breakouts	Category #2 :	Breakout Drill
<u>Description</u>				
The starts the drill by dumping a The retrieves the puck. The one to the neutral zone, dump the puck breakout, 5 on 0, from the other end next, then the other seach time. On the different breakouts each time. On the new then the other. The drill only uses on the different breakouts as passive or aggress forcing players to use different B/O of the drill only players.	's breakout, 5 on k in, and the ③'s ②'s breakout  Quick up, D to D, t from one end e puck.		(a) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c	222
Key points : communicat	ion read	and react	B/O options	support

Drill no. :	Duration :	Minutes From :	To :
3 ,	Rep Tryout 2013	Title : Chip and Chase	
Content elements :		Components:	
21; 			G

Key points:

1 ON 1 PLAY

ANGLING CHECKING

CREATIVITY OFFENCE

REBOUND CONTROL

## **Description**

Player 1 skates on whistle around circle and shoots.

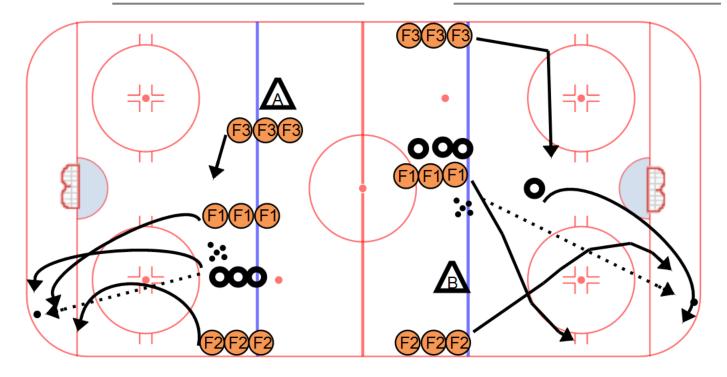
Return towards line and player 2 chips a puck up the boards.

Player 1 retrieves the puck and skates far cone and attacks player 2 who chases.

Rotate your positions.

Drill no.	:	Duration:	Minutes	From :	To :
Category #1 : [	COACH MA	NUAL	<b>-</b> :ω - 2-1-2 ΔΝ	ND 1-2-2 BEGINNE	:p
Category	#2: FORE	CHECK #1	litte: 2-1-2 A	VD 1-2-2 DECINIVE	

Content elements : Components:



Key points:

COMMUNICATION

READ AND REACT

PROPER ANGLE AND CREATE TURNOVER

KNOW YOUR ROLE

### Description

The forecheck system that you choose should be designed with your teams abilities in mind.

#### A. 2-1-2

Defenseman on the wall supports and stays strong. D2 in the middle can support the slot zone.

Player dumps puck into corner and trys to skate the puck outside the top of the circle ( CAN NOT SHOOT IT OUT).

- F1 takes an aggressive angle and forces the player up the boards while trying to stall the play.
- F2 attacks and supports looking for loose puck staying above the puck (D side).
- F3 stays high looking to support defensively. On turnover F3 can attack the slot zone.

#### B. 1-2-2

The defenseman on the wall should be aggressive, to keep the puck in. D2 plays strong on the blueline.

Player dumps puck into corner and trys to skate the puck outside the zone ( CAN NOT SHOOT IT OUT).

- F2 takes an aggressive angle and forces the player up the boards while trying to stall the play.
- F1 takes a read and react approach taking away a winger pass on the half boards, looking for a turnover.
- F3 stays high and supports defensively on the weakside of the ice supporting the defenseman being ready to attack or defend.

Drill no. :	Durc	ation:	Minutes	From :		To :
Title: D-005	Cate	gory #1 :	Collective tactics	Cate	gory #2 :	Breakouts
	<b>Description</b>					
Pass is rimmed an skate two strides a supporting player Puck carrier goes ito the next group a Important. After his puck for the next group a	pickup a puck behind the d player must recove nd chip it off the boards to be for a shot. Chipping plater hard skate.	r puck, co ayer goes d rim a		20	Draw 0	
			· · · · · · · · · · · · · · · · · · ·	^ <b>*</b> • 2(		
Key points :	Timing	Rin	n recovery			