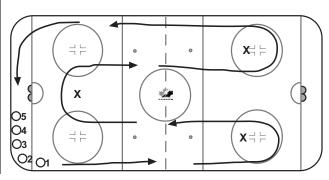


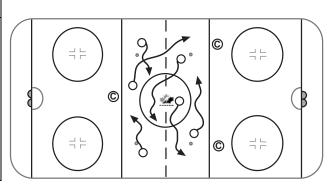
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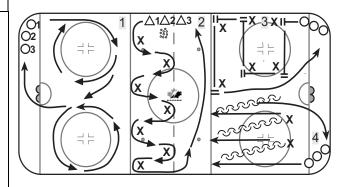
Time	Description	Key Points
5	Back Alley Warm Up	
2. E 3. T 4. C	Players take off one after another Backwards between blue line Two foot jump over each line Broin stretch between blue lines Touch toes, trunk twists, leg kicks	



Description	Key Points
Diminishing Pucks	
Players stickhandle through neutral zone.	
Try to knock puck off of other players' stick	
Once puck goes over blue line, it is out of play.	
Last player with puck wins.	
	Diminishing Pucks Players stickhandle through neutral zone. Try to knock puck off of other players' stick Once puck goes over blue line, it is out of play.



ĺ	Time	Description	Key Points
	20	Skating Evaluation – 5 minutes	s at each St
	1.	-Player performs x-overs around circleSecond player goes, once first player passesDo backwards on second time through -Do with puck 3 rd time through	
	2.	-Player weaves through pylons, and goes back in line. Next player goes, when first gets to 2 nd pylon -Second time through, use a puck, 3 rd	
	3.	time do 360's around each pylonPlayer skates forward to pylon, performs a two foot stop, then proceeds forward to next pylon. etc -Second time through do backwards.	
	4.	-Player skates forward to blue line, backwards to pylon, forward to blue line again etc.	



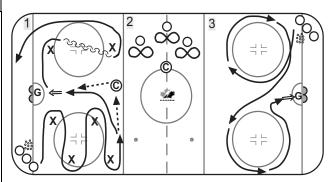




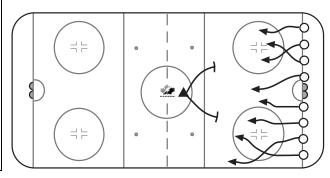
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Time	Description	Key Points
15	Puckcontrol Circuit	
1.	-Players weave through pylons with puck -Pass to coachReceive pass from coach -Take shot on net -Skate to pylon, pivot, skate backwards to next pylon.	
2.	-Pivot, skate forwards back to end of linePlayers perform stationary stickhandling moves, ie figure 8's, side stickhandling, through the legs	
3.	-Player does crossovers around circle with puckNext player goes after first player goes byPlayer then proceeds to next circle, does crossovers around circle, and then proceeds to take a shot on net.	



Time	Description	Key Points
5	British Bulldog	
1.	Players line up on goal line	
2.	One player at center yells "British	
	Bulldog. "	
3.	Players then try to skate to other end	
	without being tagged. If a player gets	
	tagged, then that player has to help	
	the person in the middle catch the rest	
	of the skaters.	
4.	Play until last skater gets caught.	
	and the second s	

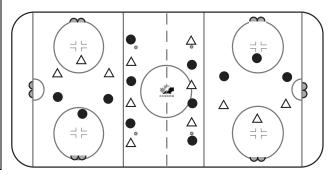






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Time	Description	Key Points
10	Pond Hockey	_
1. 2	games of 3 on 3 cross ice	
2. (On whistle players playing switch with players in neutral zone.	
3. i	Use 1 puck, or 2 pucks, tennis balls, coccer balls etc	



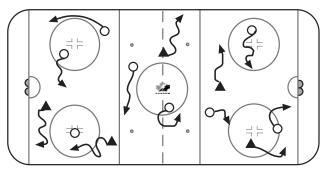




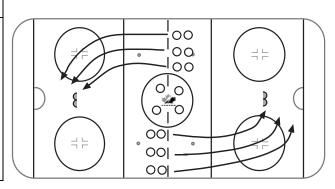
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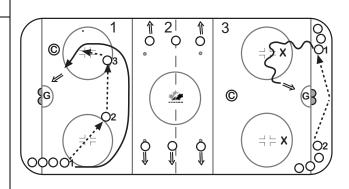
Time	Description	Key Points
5	Chaos	
1.	Players skate all over the ice stickhandling.	
2.	On whistle, all players move to one half of the ice.	
3.	On next whistle, all players move inside blueline	
4.	On next whistle, all players move inside goal line	



Time	Description	Key Points
5	Indy 500	
1.	Divide players into two groups, half on each side of the red line. Move nets up to hash marks.	
2.	Players partner up, front player bends down into sitting position, second player pushes from behind.	
3.	Players start on whistle, doing one full lap of ice, (allowed to bump other teams in corners)	
4.	Once players get around ice, and back to finish line, next group goes.	



Time	Description	Key Points
15	Shooting Circuit - 5 mins at ea	ch station
1.	-O1 passes to O2O2passes to O3 -O1 skates around O2, and then between O2 and O3, receives pass back from O3O1 takes shot on net.	
2.	-Make sure all players are both skaters, and passersPlayers line up along side boards.	
	-Practice wrist shots, and backhand shots.	
3.	-O2 passes to O!, who then skates out around pylon, and takes shot on netNext player in line behind O1, passes to O2, who then skates out around pylon, for shot on net.	



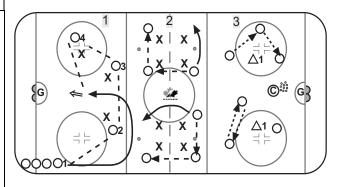




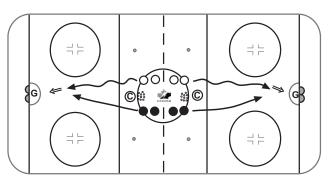
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Time	Description	Koy Points
Time	Description	Key Points
20	Passing Circuit – 5mins at eac	h station
1.	-O1 passes to O2, then begins skating.	
	-O2 passes to O3, O3 passes to O4.	
	O1 skates towards blue line, turns and	
	skates between O2 and O3 to get a	
	pass from O4.	
	-O1 then takes a shot on net.	
	-Make sure all players get to be skaters	
	and passers.	
2.	-3 players for 4 pylons.	
	-As one player passes puck, the player	
	without the puck, must move to open	
	pylon so that the puck is always with the	
	middle person.	
3.	-Pig in the middle – 2 players pass puck	
	to each other, while 3 rd player tries to	
	stop the pass.	
	-If player in the middle stops pass, then	
	he / she switches with player who gave	
	up the puck	
4.	-Coach works with goalies	



Time	Description	Key Points
5	Shootout	_
1. 2. 3. 4.	2 lines facing each end of the ice. Line on left has players down on one knee Line of right is player with puck On coach's signal, player with puck skates towards net for shot, player on one knee has to play the back	
5.	checker, and try and catch puck carrier. Switch lines after each attempt	







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Time	Description	Key Points
10	Pond Hockey	
1.	2 games of 3 on 3 cross ice	
	On whistle players playing switch with players in neutral zone.	
3.	Use 1 puck, or two pucks, tennis balls, soccer balls etc	

