



BDMHA 2023 U13AAA Tryouts - Game Scenario Session

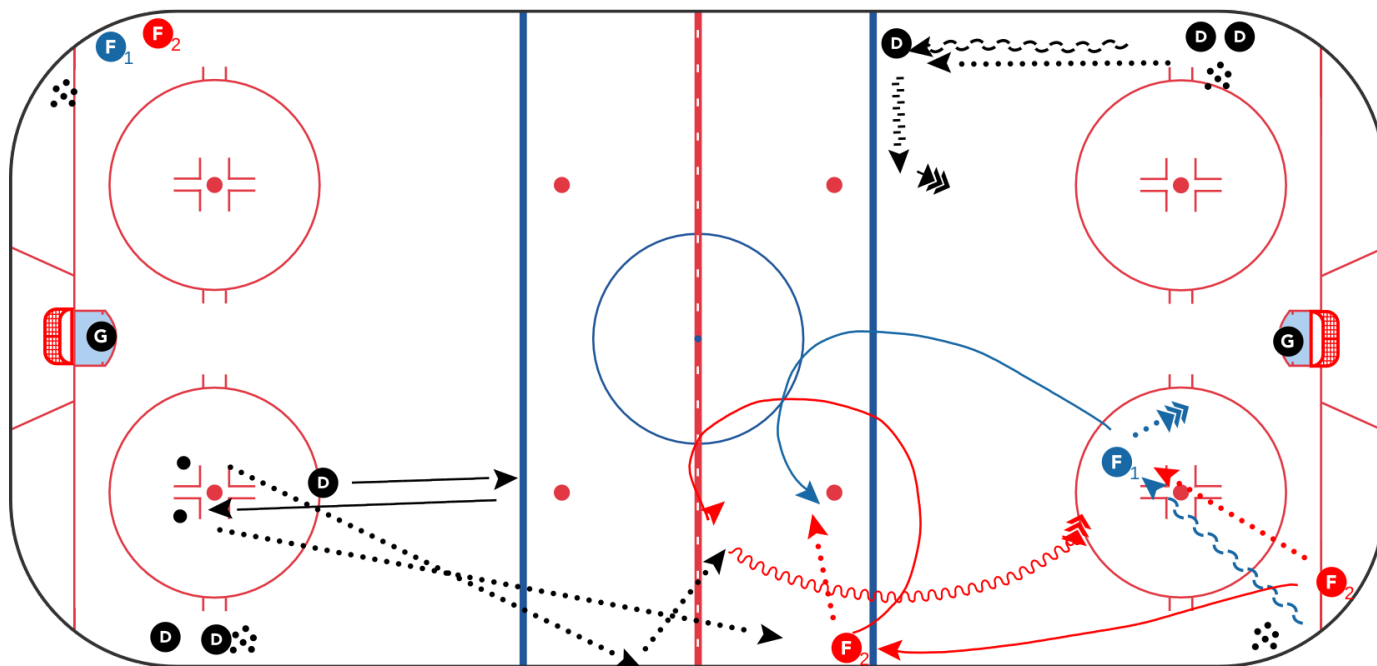
Date: Sep 11 2022

Time: 4:08 pm

Duration: 50 mins

BDMHA U13 AAA Warm-up - 2 Puck Up

10 mins



Description

On whistle, **F** pops into quarterpie, gets a pass from **F**, and takes a quick shot or one timer

D starts on top of the circle, tags up to the blue line, and goes back to retrieve the first puck skating forwards

After **F** shoots, both **F** and **F** come back into the NZ to receive the first puck from the **D**

D move the first puck up direct to **F** on the boardside, who bumps it to **F** who goes in to shoot

F takes some ice in the middle, and receives the second puck indirect from the **D**, who goes in to shoot

The **D** skate back up to their **own blue line** and receive a pass from their line to get a point shot, with the two forwards from the other end in front of net

Key Points

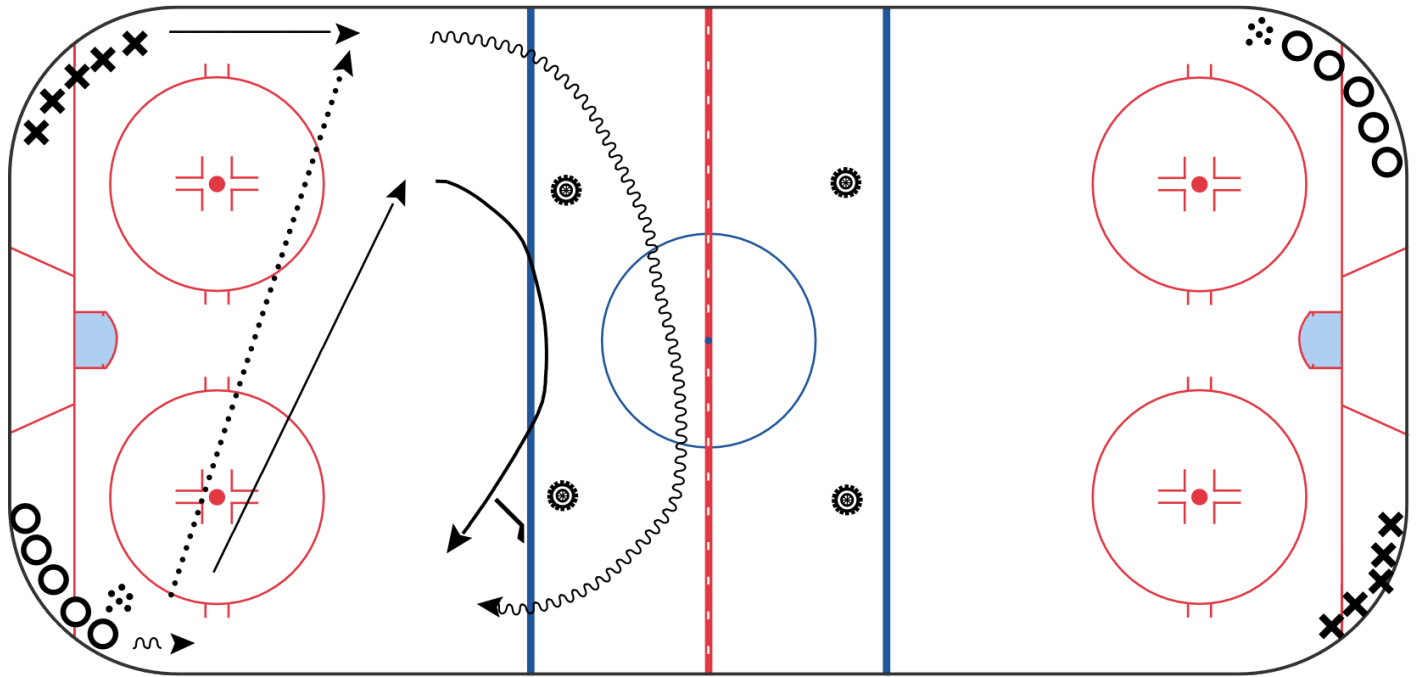
EVALUATION KEYS:

FORWARDS

- Passing (quality of pass, stick targets to receive pass)
- Timing of drill and roles (taking the proper routes to maintain speed)
- Offensive Habits (hitting the net with shots, standing in front of goalie, scoring ability)

DEFENCE

- Passing (quality of pass, stick targets to receive pass)
- Timing and decisions (making the right plays at the right times)
- Mobility and shooting quality (how D moves to make passes and dragging pucks to shooting areas, quality of shot on net with traffic in front)



Description

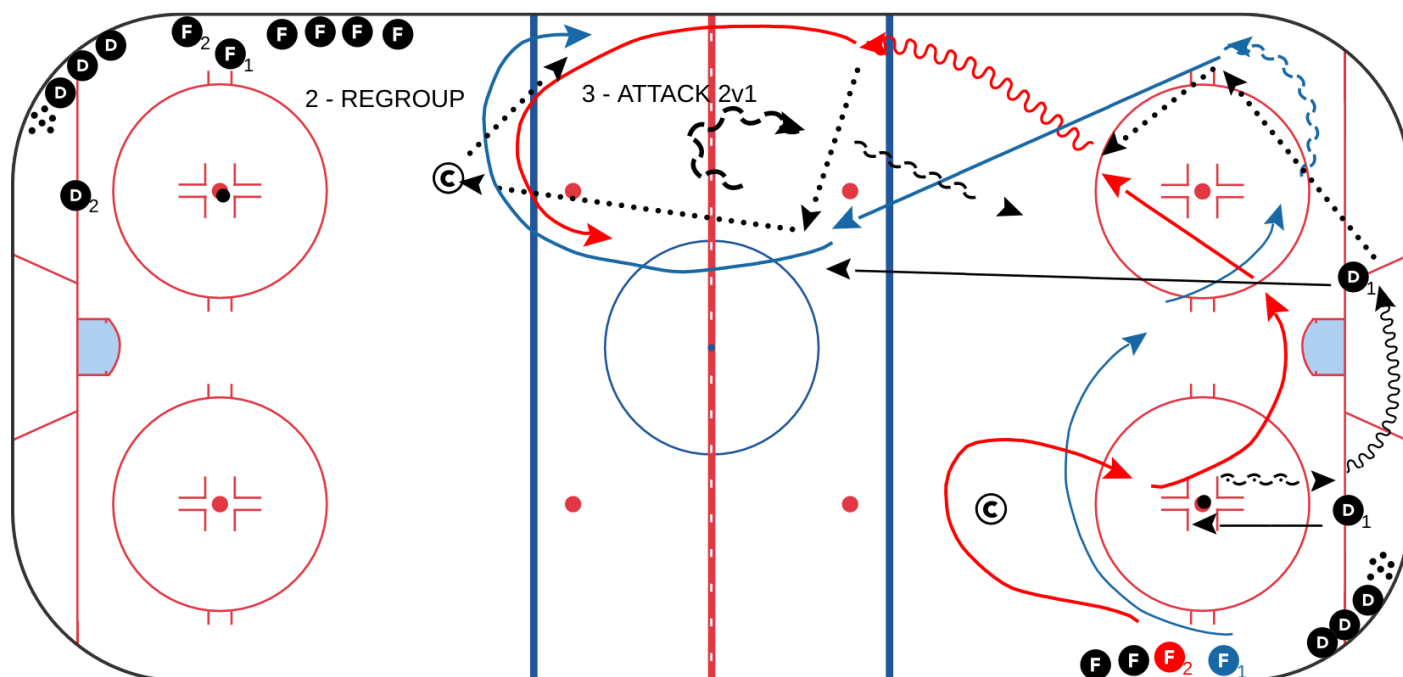
BOTH ENDS AT SAME TIME
SWITCH SIDES HALFWAY

- On Whistle ○ leaves with puck and passes across to ×. × goes around tires and tries to get to net for a shot.
- ○ goes across the ice and mirrors × until the last tire where they angle ○ into bad ice and try to create a turnover or at least not let player get shooting chance.

Key Points

EVALUATION KEYS:

- Skating skills (closing the GAP, good body positioning)
- Stick positioning (steering the player where you want them to go, causing turnover with stick on puck)
- Offensive attack skills (speeding up or slowing down on Offense, attacking into good space if open)
- Scoring Ability



Description

BOTH ENDS GO AT SAME TIME

- On Whistle, **D1** goes forwards to DOT and retrieves puck, then skates backwards with it to goal line, pivots and skates forward around net with puck and passes to **F1** on the boards.
- F1 (BLUE)** goes around the top of the circle, (TIMING the play so they don't get there too fast) and opens up facing at the hashmarks on the boards. **F2 (RED)** leaves at same time and goes around the near Coach and back to the faceoff dot (TIMING the play) as middle support.
- D1** follows the play up the ice and when the F's regroup, **D1** pivots backwards and defends the 2v1 Attack.
- F1** and **F2** make (1) one pass as they skate into the Neutral Zone and then pass to the Coach immediately without stickhandling the puck. **F1** and **F2** then regroup with Coach, switch lanes and EITHER one can get a pass back from the Coach to ATTACK the D 2v1.

Key Points

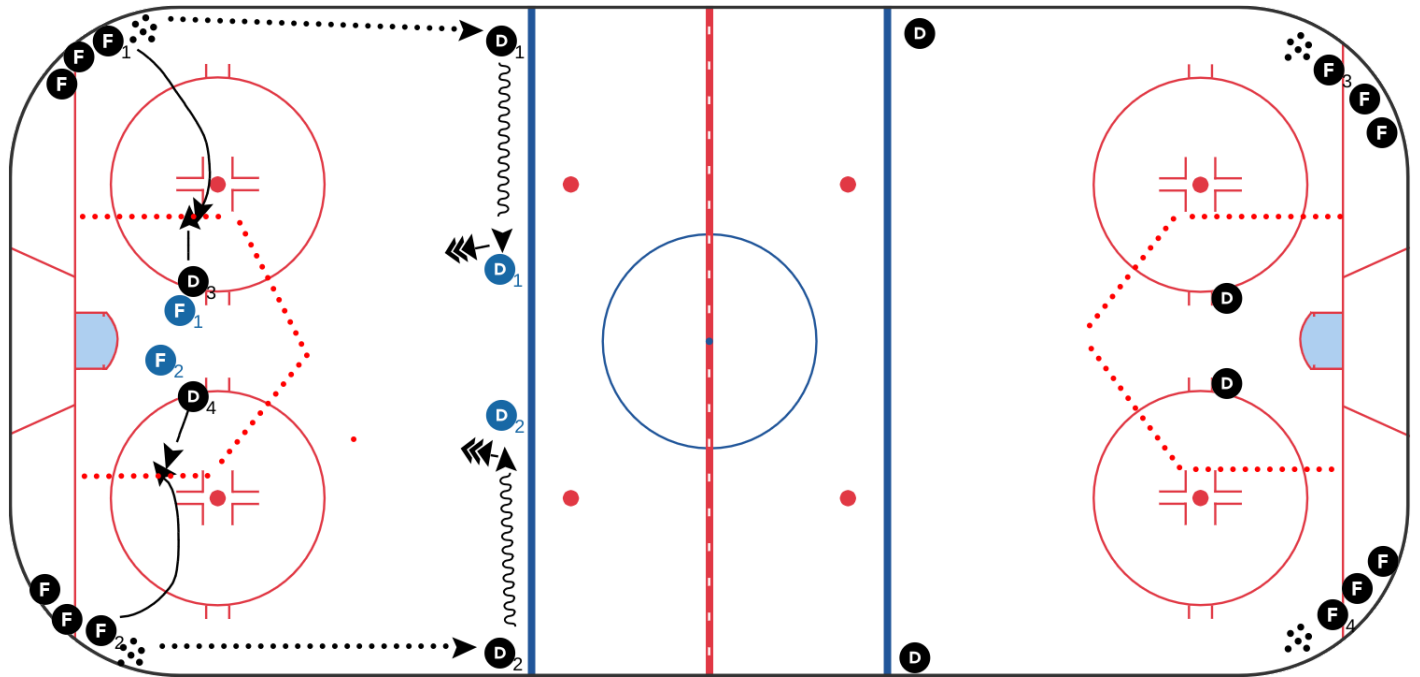
EVALUATION KEYS:

FORWARDS

- Timing - how well they get into position (too slow - too fast - just right) to support puck carrier and passes.
- How players Receive and Give good passes.
- How players regroup into proper lanes and space.
- How players attack the 2v1 with or without the puck (create passing lanes, go to net, stick on ice)
- Offensive Creativity - does player create good offensive chance, do they use support pass, does player without puck get into a good shooting position, etc)

DEFENSE

- Skating abilities (forwards to backwards and GAP)
- Defensive positioning and Defending skills (Stick position, playing 2v1 attack)
- Puck handling and Passing quality



Description

DRILL GOES BOTH ENDS AT SAME TIME

F1 and F2 will be making passes to D1 and D2 - D3 and D4 will be lined up on a hash mark on their side (like faceoff position).

- F1 will pass to D1 and go to the netfront. D1 will drag the puck to the middle of the ice for a shot on net. D3 will come towards F1 and try to box them out allowing the Goalie to see the shot. F1 and D1 will stay in front of the net.
- F2 will repeat the play to D2 and D4 will repeat the same boxout on opposite side. F1 and D3 will battle in front and create a small area 2v2. Drill is over when a). goal is scored b). goalie freezes puck c). DEF skate the puck out of the netfront area.

Key Points

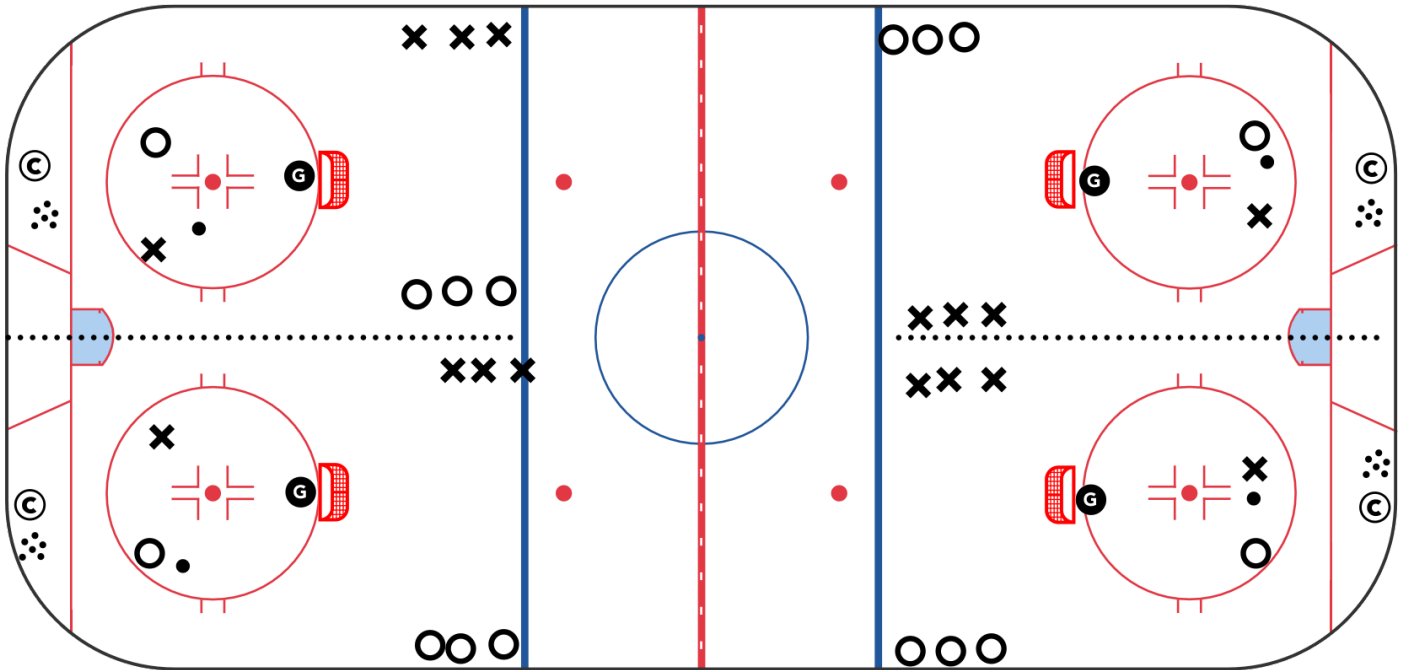
EVALUATIONS KEYS:

FORWARDS (1 pts per skill)

- Making a solid pass to Defense
- Battling through the Defensive check (Intensity)
- Establishing positioning (stick on ice) & Using body position at net front to gain advantage on Defensive player
- Finishing off a rebound/scoring chance

DEFENSE (1 pts per skill)

- Receiving pass from Forward
- Working into a shooting lane (middle) for a quality shot that creates a redirect or rebound
- Getting out and meeting forward, not sitting back waiting for Forward to arrive
- Picking up sticks and not allowing Offensive player any way to net front position
- Boxing out and allowing Goalie to see shot



Description

Players will go Approx. 3/4 times.

Players must stay inside the Circle and Coach will put new pucks into circle if initial pucks go out.

- Players battle 1v1 INSIDE the circle for 20 secs vs. another player and try to score as many goals as they can.
- Players must defend within the rules.
- One whistle will start the entire drill and one whistle will stop the entire drill.

Key Points

EVALUATION KEYS:

- Individual player Competition and Intensity (how much and how little)
- Defending - within the rules and how well and intense a player defends.
- Individual player skill and desire to score (looking for goal scoring, not 100 moves).