Made with		Р	ractice Pla	n		
DrillDraw	Team:	Min	or Atom B Team	n White		
40		Practic	ce No.:	_		
Date :		Time:	6:30- 7:50pm	D	uration:	80 Minutes
Version No.:			Prepared by:			
Objectives / Main tasks :						
Objectives / Main tasks .						
Drill no. :	Duration	ı:	Minutes	From :		To :
Title: Shared Ice 4 Zones	Category	# <b>1</b> : Mid	ddle Zone P-Carrier De	kes Catego	ry #2 :	Skating and Passing
Description  Zone from B-Line in, centre zone and						Coach Forces Decision
have coaches forcing dekes and dec					*	
Key points :						
Drill no. :	Duration	ı:	Minutes	From :		To :
Title: 2-on 0 Passing Half Ice	Category	#1: At	ttack Net With Wide Pa	ss. Catego	ry #2 :	Attack Net With Wide Pass
Description						
Attack with width and depth. Ensure I deliver accurate passes and drive to Approximately 10 minutes.						<b>↓ ↓ ↓ ↓</b>

Key points :

Key points :

Drill no. :	Duration :	Minutes From	n :	To :
Title: 4 Station Half Ice	Category #1 :	D Tight Turns and Puck	Category #2 :	Deking, Checking, Passing and
<u>Description</u>				
Z-1 D retrieve puck, tight turn pilon, goal line pylon, tight turn, pass.	pass, skate to			
Z-2 Puck carry, deke coach, shoot to rebound.	o score, follow		• 60	•   ++
Z-3 Angle, body check, win puck, tig net, shoot or pass, rebound.	ht turn, break to		▼	
Z-4 2 man passing tape to tape. Coalanes once non impede passing is g				•   ===================================
4-5 mins per station.		6 F	) Ē	

## **Practice Plan**



Team: Minor Atom Competitive B Team

	Prac	tice No.:	_	
Date :	Time	e: 5:00pm	Duration:	50 miniutes
Version No.:		Prepared by:		
Objectives / Main tasks :				
Drill no. :	Duration :	Minutes	From :	То :
Title : Graham Full Ice Warm-Սր	Category #1 :	Forward Skate	Category #2 :	Forward Skate
<u>Description</u>	<u>n</u>			
Straight ice length skate, Next per player before crosses ringette line movements will be introduced. W	e. Various agility			
Key points :				
Drill no. :	Duration :	Minutes	From :	To :
Title: Graham 4 Zone 3 of Whic	ch Category #1 :	Goaltender Zone	Category #2 :	3 Vertical Zones
Description	<u>n</u>	Z-1	Z-2 Vertical Drills	
Z-1 Goaltender Zone Z-2 Vertical Zone Drills Top: Forward - backward figure 8 Middle: Drop to one knee at each and red while handling puck. On re at each line while handling puck. Bottom: Tight Turns	line - ringette, blue			
Key points :				

Drill no. :	Duration:	Minutes	From :	_ To :
Title: Graham Half Ice Shared	Category #1 : Pu	uck Retreival & Distribut	tion Category #2:	Attacking the Net
<b>Description</b>		Z-1 & Z-1A	Z-2	
Z-1 Puck retrieval and distribution. See moved around. Second coach, force decision making.  Z-1A Individual skate with puck, tight drive to net, shoot to score. Alternate Z-2 2 on 0 with coach forcing decision the net, shoot to score.	RG in this case, will not turn around pylon, te sides.			#
Key points :				

## **Practice Plan**



DrillDraw	Team:	Min	or Atom B Tea	am Wh	ite		
		Praction	ce No.:				
Date :		Time:	5:00pm		Dura	tion:	50 mins.
Version No.:			Prepared by	' <b>:</b>			
Objectives / Main tasks :							
Drill no. :	Duration	n :	Minutes	Fro	m :		То :
Title: Vertical Zones Shared Ice S	Category	#1 :	Fig 8 Fwd-Bckwd Pi	vots	Category #2	2:	Fig 8 Fwd Tight Turns
<u>Description</u>			Vert. Z 1				
We will rotate each group through ea wice. Second time add pucks.  Z-1 On return skate, drop to 1 knee a 360 degree turn at redline.  Z-2 Mid Ice tight turn Figure 8. Cross  Z-3 Fwds - Backwds Tight turns, cross over accleration	t each blue	eline,					
Key points :							
Title: Shared Ice 4 Zones  Description  Zone from B-Line in, centre zone and have coaches forcing dekes and dec	Category  B bottom zo	/ #1 : Mi	Minutes  ddle Zone P-Carrier	Dekes	Category #2	•	Skating and Passing  Coach Forces Decision

Key points:

Drill no. :	Duration :	Minutes From	n :	To <u>:</u>
Title: F-Check Pinch	Category #1 :	Pinch and F-Check	Category #2 :	Deeking & Shot - Angle Board
<u>Description</u>				
Off Zone - Pinch and F-Check  Neutral Zone - Angle and board pro Neutral Zone - Wide Stickhandle D Shoot		RW RD CO		
Key points :				