

HOCKEY CANADA SPECIALTY CLINICS

SKATING, PUCK CONTROL AND SMALL AREA GAMES

Dear Coach,

Specialty coach clinics are a national initiative of the Hockey Canada's National Coach Mentorship Program and designed on a modular basis to supplement Hockey Canada's National Coaching Certification Program. Clinic participation does not result in certification or serve as a replacement for NCCP requirements. The module series is planned to compliment Hockey Canada's Coaching and Mentorship programs. The following clinics have been developed:

- Skating
- Puck Control
- Shooting and Scoring
- Checking
- Individual Tactics
- Developing Defensemen
- Goaltending
- Special Teams
- Small Area Games
- Creative Thinking

Hockey Canada wishes to acknowledge the people involved in helping to create this resource.

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NATIONAL COACH MENTORSHIP PROGRAM

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NATIONAL COACH MENTORSHIP PROGRAM Programme national d'entraîneurs conseils

The NCMP Specialty clinics were designed to with the following messages in mind.

Keep Them Moving

Whether it's practice, clinic, or camp, ice sessions should be designed to engage every participant consistently. Kids don't attend practice to watch others play. Kids enjoy practices when they have fun and they experience an improvement in their overall skills.

Emphasize The Fundamentals

Build a foundation that will never crack by properly teaching the basics. Learning the fundamentals and perfecting the same basics at every level of play is essential to having any chance of success.

If one player does not execute the fundamentals of his position correctly, the most sophisticated drill or play in the world will not work. It is unfair and not fun to focus on running plays that will fail 9 out of 10 times. Kids practices that focus on Team Play over executing fundamentals are cheating every participant out of the chance to learn the game properly.

Do not attempt to replicate plays you see in NHL and Junior games! Every scheme that is attempted in a junior or NHL game is supported by years of training in the fundamentals of the game.

Incorporate A Progression Of Skill Development For Every Participant

Regardless of a player's skill level, it is your responsibility as a coach to teach every kid on your team. It is no secret that if kids experience improvement in their skills, no matter what their athletic ability may be, they will continue to participate and return to learn more. Teach the skills in the proper order so you can continue to improve and build on each training session.

Considerations for Development

Following are some general observations of youth sports as stated in the Long Term Athlete Development Plan.

- Young athletes under-train, over-compete; Low training to competition ratios in early years
- Training in early years focuses on outcomes (winning) rather than processes (optimal training)
- Poor training between 6-16 years of age cannot be fully corrected (athletes will never reach genetic potential)
- The best coaches are encouraged to work at elite level;

Basically it takes 10,000 hours or 10,000 repetitions to master a skill. With the ages of 9 - 12 being the most important for skill acquisition it is during this time period that the skills included in the specialty clinics need to be repeated consistently. To that end, the skills were chosen so that a coaching staff can work on these specific skills until a reasonable level of mastery is achieved and then move onto more advanced skills.

Ultimately, if you as a coach can master teaching these skills, and players can become proficient at performing these skills then success will be the outcome. The goal is to concentrate on teaching these limited quantity of skills and move on only once the players can reasonably master them.



NATIONAL COACH MENTORSHIP PROGRAM Programme national d'entraîneurs conseils

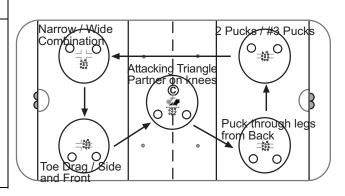
Time	Drill Name & Description	
15	Skating Lanes	
	 Lateral Crossovers Over Stick Gliding with Knee Bend – Fwd Gliding with Knee Bend – Bwd Gliding – Toe on Puck 	Gliding with toe on puck $x = x \cdot x \cdot x$ Gliding with the on puck $x = x \cdot x \cdot x$ Gliding with the on puck $x = x \cdot x \cdot x$ $x = x \cdot x \cdot x$ $x = x \cdot x$ $x = x \cdot x \cdot x$ x =

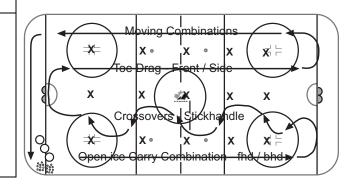
Time	Drill Name & Description		
Time	Dri	Drill Name & Description	
15	Pu	Puck Control Stations	
	1)	Narrow / Wide Combination	
	2)	Toe Drag – Side and Front	
	3)	Attacking Triangle – Partner on Knees	
	4)	Puck Thru legs From Back	
	5)	Two Pucks	



10	Moving Puck Control Lanes
	1) Open Ice Carry Combination
	2) 3 Crossovers – Stickhandle
	3) Toe Drag Front – Side

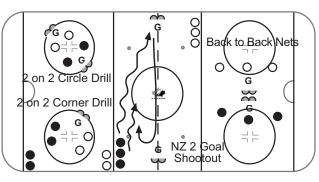
4) Moving Combinations



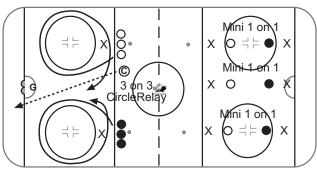




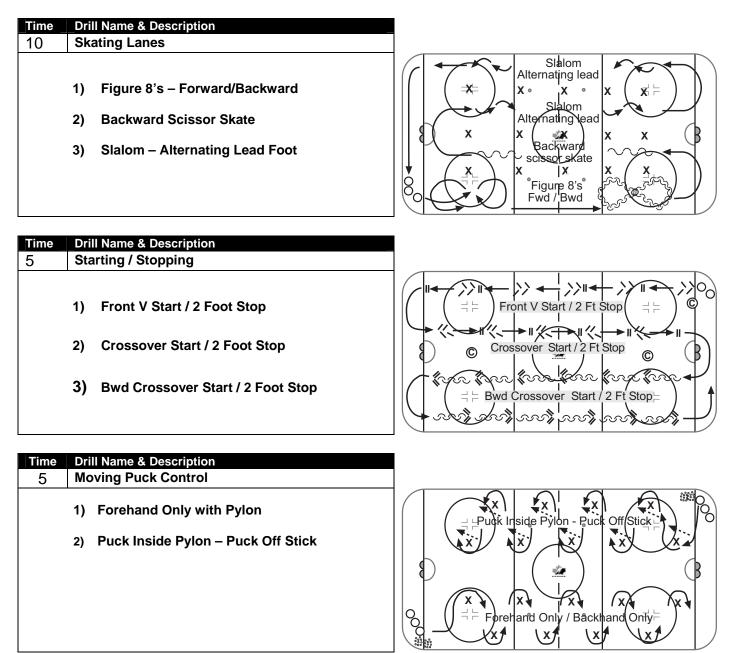
Time	Drill Name & Description
10	Small Area Games # 1
	1) 2 on 2 Circle Drill
	2) 2 on 2 Corner Drill
	3) Two Goal Neutral Zone Shootout
	4) Back to Back Nets



Time 10		II Name & Description all Area Games # 2	Key Points	
	1)	3 on 3 / 4 on 4 Circle Relay		
	2)	Mini 1 on 1		









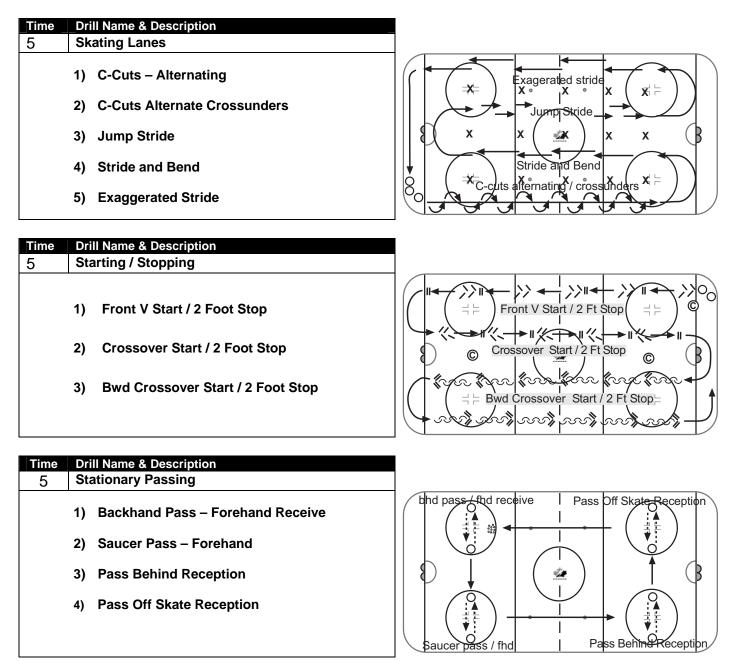
Time 5	Drill Name & Description Figure 8's Transition	
	1) Figure 8's Transition	

Time	Drill Name & Description Key Points	
5	Small Area Games #1	
1)	Short Pass / Long Pass – Rabbit / Coyote	

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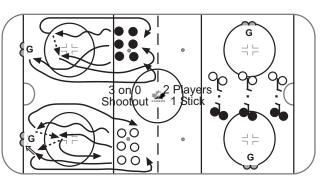
Time	Drill Name & Description	Key Points
5	Small Area Games #2	
	1) 2 on 2 – Steal Puck	
	2) 3 X 1 on 1	







Time	Drill Name & Description	Key Points
5	Small Area Games	
	1) 3 on 0 Shootout	
	2) 2 Players – 1 Stick	



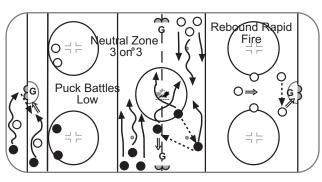


Time Drill Name & Description	
10 Skating Lanes	
 C-Cuts Alternating – Backward Jump Stride – Backward Crossovers – 3 Quick Lt, 3 Quick Rt – Bwd Crossovers Backward – Reach 	Crossbvers 3 left, 3 right $X \circ X \circ$ Crossovers Bwd Reach $X \times X$ Jump Stride- Bwd $X \circ X \circ$ $X \times X$ $X \times X$
	-
Time Drill Name & Description 10 Skating Circuit	
1) C-Cuts – Crossunder – Backward 2) Reverse and Open Pivots	
Time Drill Name & Description	
5 Moving Passing / Receiving	
 One Touch Pairs Passing – Receive Backhand / Return Forehand Pass and Follow Pass Behind Reception 	Pass Behind Reception



Time	Drill Name & Description	Key Points	
5	Small Area Games # 1		
	1) 1, 2, 3, 4 on 0		
	2) 10 Puck Showdown		
			1,2,3,4 on 0 10 Puck

Time	Dri	II Name & Description	Key Points
5	Small Area Games # 2		
	1)	Puck Battles Low	
	2)	Neutral Zone 2-2 / 3-3	
	3)	Rebound Rapid Fire	



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This clinic is a sample of what is available on the **Hockey Canada** "Skills of Gold" **DVD Set**.

To obtain the full set of DVD's contact



at

1-800-667-2242

or on-line at

www.hockeycanada.ca



