

# FINDING WINS INSIDE OF LOSSES



IN COLLABORATION WITH



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THE COACHES SITE LIVE MINNESOTA



THE COACHES SITE



# WHAT DEFINES SUCCESS?

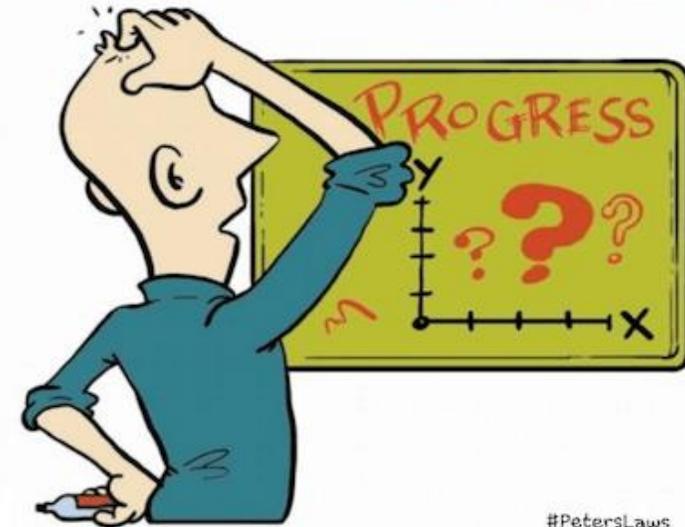
- Organizational Philosophies
- Managerial Beliefs
  - GM, Scout, Coach, Player, Agent
- Wins and Losses / Championships
- Goal, Assists, Shut-Outs
- Individual Growth vs Team Success
- Short Term Progress / Long Term Sustainability



# HOW TO DEFINE SUCCESS

- **Establish An Identity**
  - Collectively as a Team
  - Individually as Players
  - Coaching Staff = Hold to That Standard
- **What are the Things That Matter Most to Your Group?**
  - Identify 3-5 Characteristics To Measure Your Team
  - Role Recognition and Expectations of Players
  - Data Driven Variables = Health Metrics

26. IF YOU CAN'T MEASURE IT,  
YOU CAN'T IMPROVE IT.



# ESTABLISHING INDIVIDUAL GOALS

## COMMON INDIVIDUAL MEASURABLES

- Goals
- Assists
- Points
  - +/-
- Shutouts
- Team MVP

# ESTABLISHING INDIVIDUAL GOALS

## OTHER SIGNIFICANT INDIVIDUAL MEASUREABLES

- Chances For / Chances Against
  - Turnovers
  - Shots Blocked
  - Faceoff %
- Finished / Missed Checks
  - Turnovers (+/-)
  - 50/50 Puck Battles
  - Lazy Penalties

# IDENTIFY INDIVIDUAL ROLES AND EXPECTATIONS

- Not Simply G, A, Pts
- Firestarters
- How They Are Being Evaluated
- Areas of Improvement
- ***Every Player Vital to team success***



## Hunter Haight

2<sup>nd</sup> Round Pick (47<sup>th</sup> Overall) by Minnesota in 2022  
1<sup>st</sup> Year Pro  
April 4, 2004



- **Strengths:**
  - Skating speed pushing defenders back. OZ IQ off the cycle game, manipulates passing lanes and hits holes with timing.
  - Powerful shot with a hidden release
- **Areas of Improvement:**
  - DZ responsibilities (patience/detail). FO consistency. Physical growth. Become better 200' player; add physicality.
  - Become a volume shooter vs trying to make everything perfect... shoot it and get it back mindset
  - Faceoffs – study other teams' centers and learn different techniques
- **Role and Expectations:**
  - Rookie two-way center – will be given opportunity to play in all situations
  - Maintain confidence - will have ups and downs this season as he hunts for consistency
- **Additional Thoughts:**
  - Will be different than juniors – learn and grow every day from older guys; establish routine and manage time
  - Strength and conditioning – focus on upper and lower body strength



# NARROW THE FOCUS

## Game #5 vs Milwaukee Admirals Game Goals

- |   |  |
|---|--|
| 1. At Least 55% on Faceoffs                     |  |
| 2. Three Shot Attempts In Scoring Square        |  |
| 3. Two Blocked Shots                            |  |
| 4. Less Than Two Turnovers                      |  |
| 5. Three Hits and Get Into Two Net Front Scrums |  |

# ESTABLISHING TEAM GOALS

## COMMON TEAM MEASURABLES

- Goals For
- Goals Against
  - PP %
  - PK %
- Win Championship

# ESTABLISHING TEAM GOALS

## OTHER SIGNIFICANT TEAM MEASURABLES

- Faceoff %
- SOG
- Chances For
- Chances Against
- Penalties +/-
- Win the First Period (19-5-5-1 vs 2-17-5-1)
- Special Teams Specifics
  - FO %, Entry Denials vs Success, Clearing Attempts, Shot Attempts, Rebound Recovery
- Breakout Success
- OZ Possession Time
- Rebounds / SA Recovered
- Expected Goals For
- Expected Goals Against

# SET MEASURABLE GOALS

## Certain Game Segments

- Time Period (Week / Month)
- Identify Issues Before They Become a Problem

### SEGMENT GOALS

#### 16 SEGMENTS:

- 15 FIVE GAME SEGMENTS – **6 OUT OF 10 POINTS**
- 1 SEVEN GAME SEGMENT – **8 OUT OF 14 POINTS = 98 POINTS**
- HISTORICALLY GUARANTEES A PLAYOFF BERTH



### Griffins Game Goals For Success



Game #6 vs Milwaukee

Date: October 30, 2021

Result: Won, 4-1

	Category / Goal	Yes	No
1	Win the First Period	Yes	
2	SOG For > 30	Yes <sub>(30)</sub>	
3	SOG AG < 30		No <sub>(38)</sub>
4	Chances For > 15	Yes <sub>(17)</sub>	
5	Chances Against < 12		No <sub>(17)</sub>
6	3 or More Even Strength Goals For	Yes <sub>(4)</sub>	
7	2 or Less Even Strength Goals Against	Yes <sub>(0)</sub>	
8	< 4 Times Shorthanded		No <sub>(7)</sub>
9	Win Special Teams Battle		No
10	Faceoff Percentage > 55%		No <sub>(50%)</sub>
11	Win Total Even Strength OZ Time	Yes	

# ESTABLISH TEAM IDENTITY

## HARD TO PLAY AGAINST



### Competitive

- Work Ethic
- Courage and Willingness
- Mental and Physical Grit



### Passionate

- Motivated / Committed Every Day
- Desire and Dedication
- Love What You're Doing = Have Fun



### Physical

- First on Pucks
- Heavy In Battles
- Conditioning / Practice Habits



### Dependable

- Loyal and Trustworthy
- Disciplined / Responsible
- Consistent and Honest



### Selfless

- Role Recognition / Character
- Confident But Humble
- Team Success = Individual Success



### Resilient

- Embrace Adversity
- Be Relentless
- Win the Fight

# COMMUNICATION



## COACH TO PLAYER

- Honest and Direct, But Fair
- Everyone Responds Differently
- Would Meg or Kate Understand?



## COACH TO TEAM

- Clear and Concise Message
- Provide Clarity Not Confusion
- Explain the What AND the Why



## COACH TO STAFF

- Consistency
- Different Voices Okay If Message Is Same

# GAMIFY THE GAME

- Instinct to React = *Forget The Scoreboard*
- Track the Measurables
  - Don't Let Winning or Losing Cloud Judgement of the Process
- Process Driven = **“Sticktoitiveness”**
- Establish Framework Regardless of Winning or Losing
- Good Results Always Follow a Good Process In the Long Run





# THE JOURNEY VS INSTANT GRATIFICATION

## Work Ethic

Earn It

Systems vs Habits and Concepts

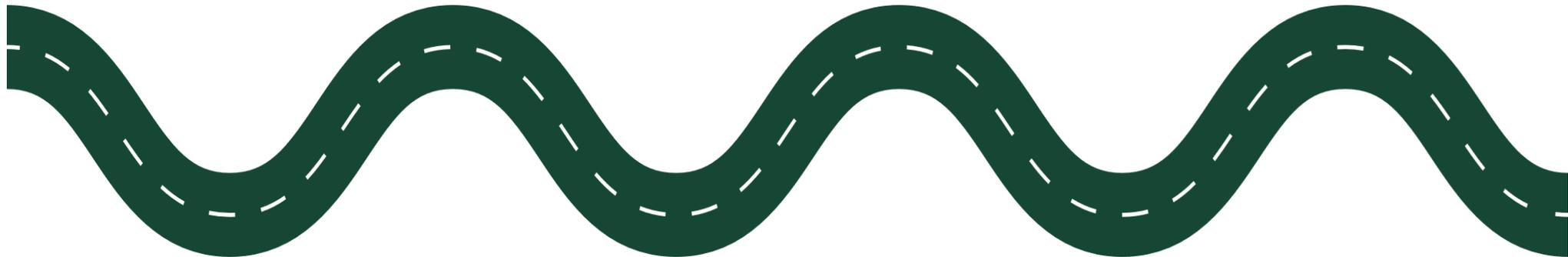
Embrace and Appreciate Opportunities

## Patience

Not Everyone Develops The Same

Perseverance

In Failing, Can Find Successes



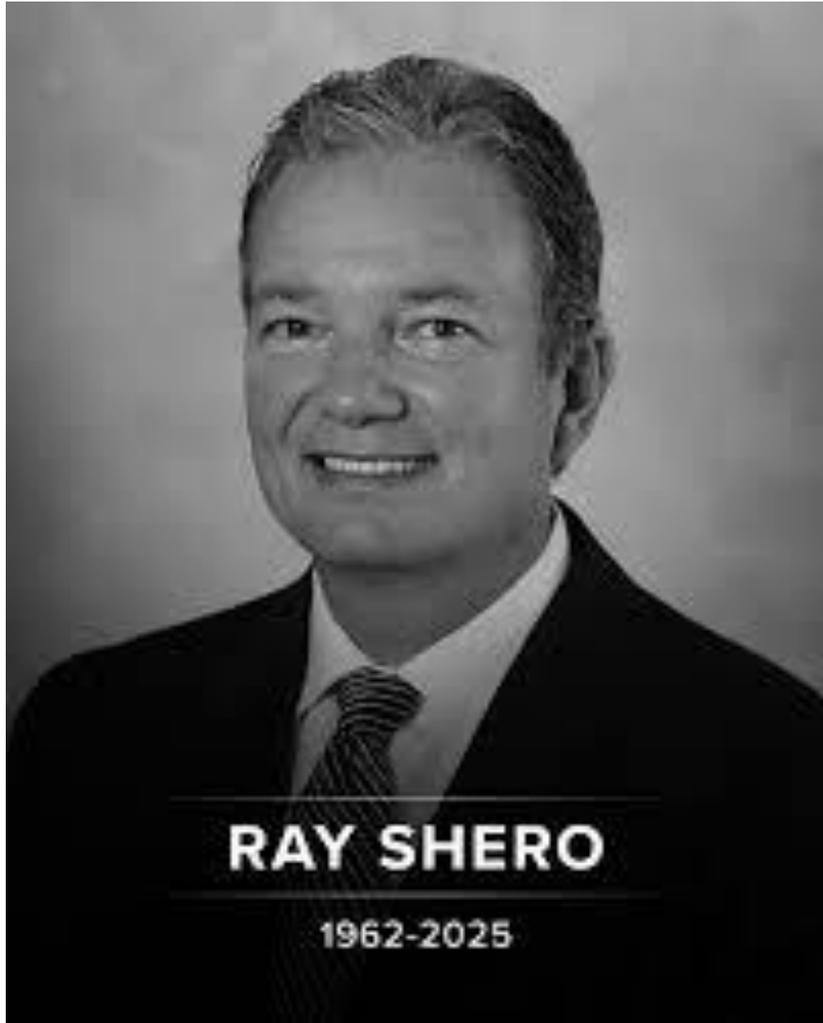
## Willingness to Adapt

Go Outside Your Comfort Zone

Role Recognition

Set Individual and Team Goals

# THANK YOU!



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