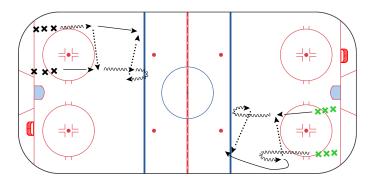


# KHA Oct. Week 4 Shooting 1

Date: Oct 20 2025 Time: 2:43 pm **Duration:** 60 mins

#### **Pairs Passing Skating Progressions**

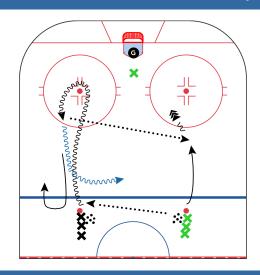
10 mins



Players pass puck moving up the ice, add different skating progressions with and without puck

### Coyote Catch & Release Cut Back Warmup

10 mins



Players line up inside red line on faceoff dots

One line receives a pass, that player attacks zone with puck and cuts back at faceoff dot

Other line buys ice, scans, and accelerates into pass and shoots without stickhandling

The player who passes checks up at blue line and receives delay pass from other line

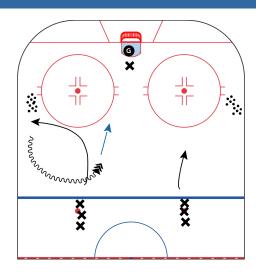
Players always pass first, then shoot

#### **Key Points**

- Puck carrier attack line with speed and crossovers
- Increase the width of the ice to make it tough for the goalie

# Slingshot Warmup Shrink the Space

10 mins



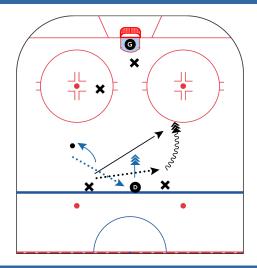
Players always shoot, then go to net

Player enters zone and collects puck and climbs wall

Get puck inside the dots and then shoot with net traffic

After shot, player goes to net, player from opposite line collects puck and shoots

Progression: shrink the space



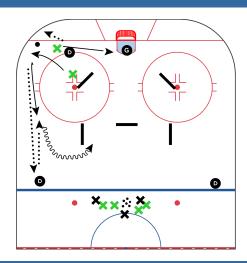
First player passes to second player and adds back pressure, first player shoots

Both players crash net, coach spots extra puck in zone, new player retrieves and passes to D at point for shot with traffic

Play out the rebound

# Funnel Tag-Up 2on1/4on2

#### 10 mins



Two forwards play 2on1 out of the corner, both forwards have to touch the puck

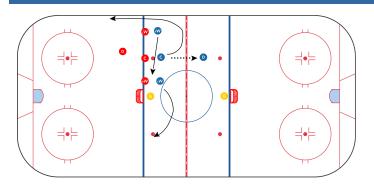
Puck is passed low to high by one forward to tag up, second forward crashes the net  $\,$ 

Puck can be shot any time. On rebound, puck has to be passed low to high to tag up

Defender can defend either player

# 2. NZ Win Centre Swing Away & 4on4 mini game

#### 10 mins



Team one executes NZ FO Win (Centre swing away) - D to D and hard rim

Team two hunts puck and retrieves which triggers 3on3 in-zone