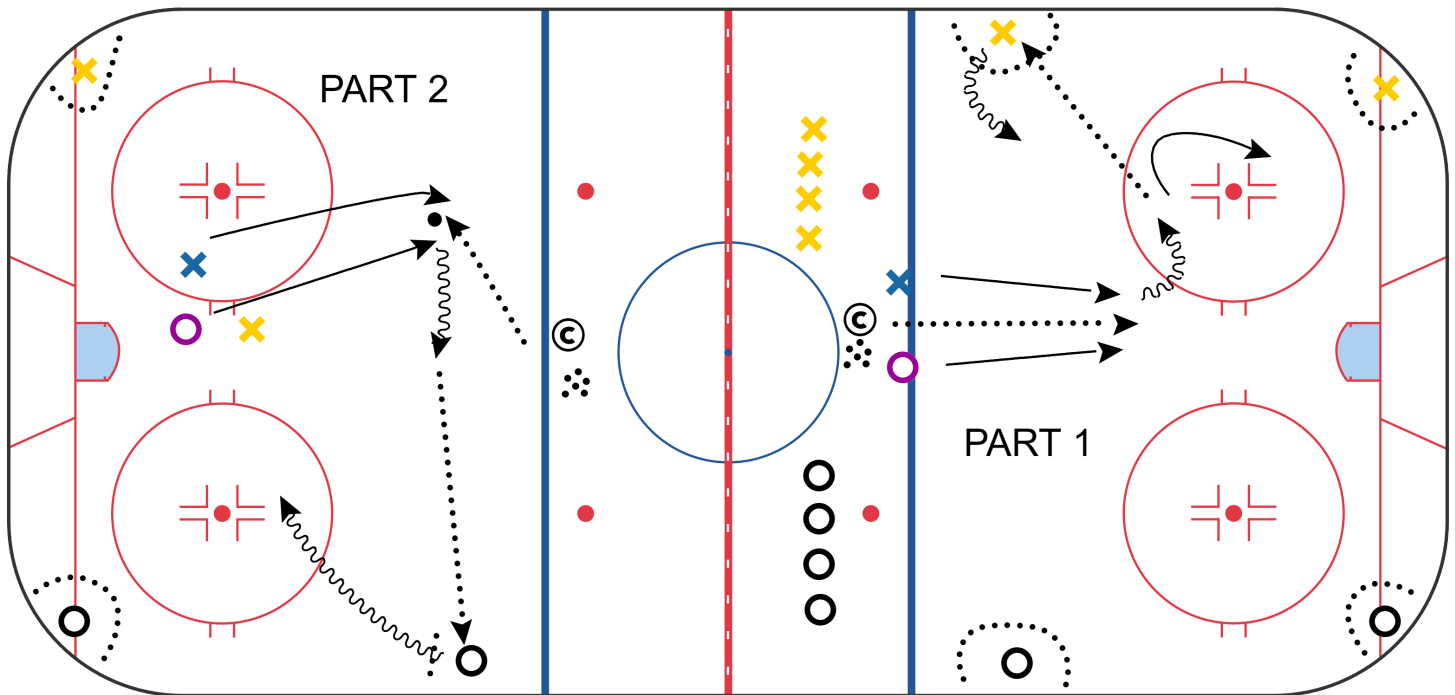


Race and Activate Game



Description

This is a two part game. First puck will result in a 2v1 for one team, the second puck results in either a 3v1, or a 2v2.

The diagram shows both parts of the game, but it is important to note, that "PART 2" in the diagram takes place in the same end of the ice as "PART 1"

Each team places a couple players on their respective sides, one down low in the corner, and one just inside the blue line.

Game starts with a race for the puck with the BLUE X and BLUE O. Whoever wins that battle/race, passes to EITHER of their teammates waiting in the zone. That activates that player, and they try to score quickly with a 2v1 to the net.

On the whistle, coach will examine where the original BLUE X & O players are on the ice and place a 50/50 puck for them to race and battle for again. Whoever wins this battle will activate their teammate waiting in the zone. If X's win both battles, they will have a 3v1 opportunity. If O's win the second battle in this scenario, you will play out a 2v2 for 20-30 seconds. Before shooting in the 2v2, players must make one pass to their teammate inside the 2v2 with them.