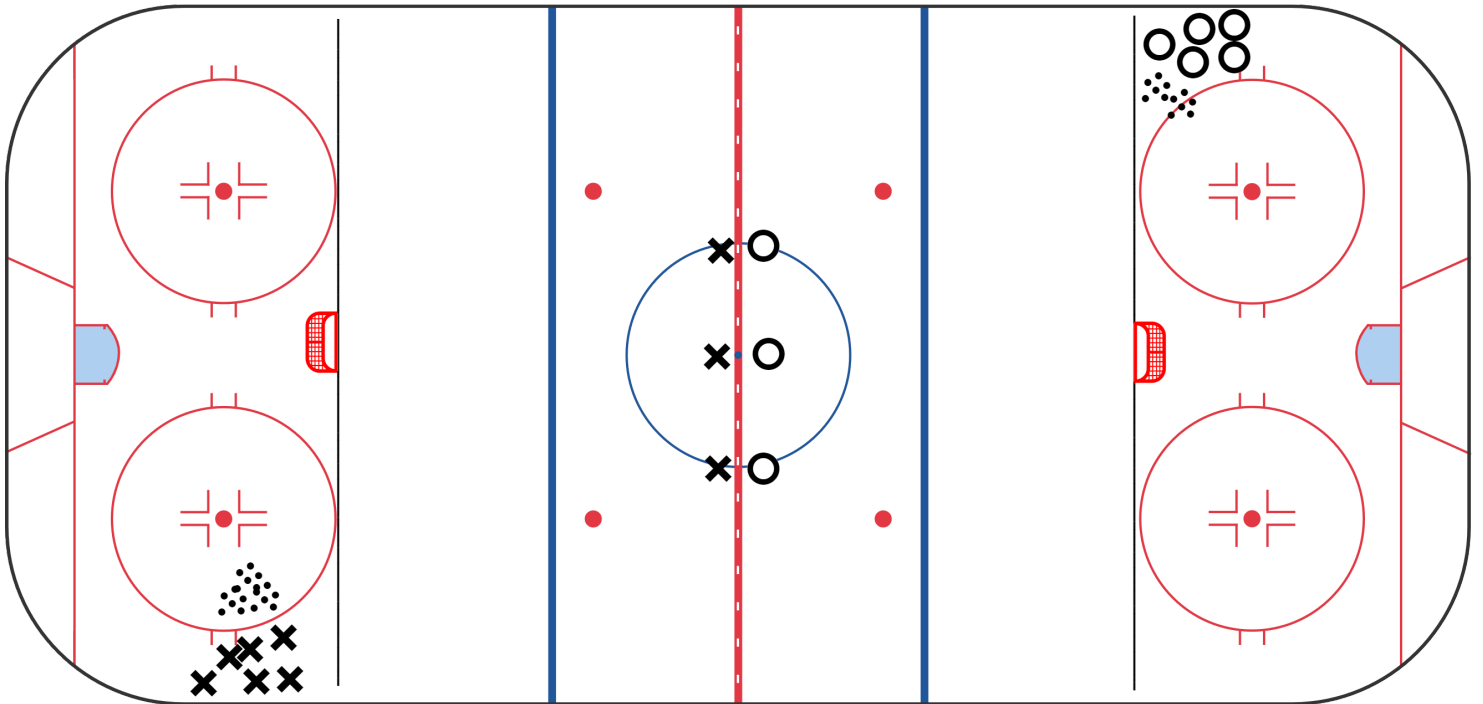




Turbo 3 v 3



Description

use ringette lines as a boundary on this game, a smaller zone can also be use as well such as blueline to blueline. The game is played 3v3 or 4v4. If O puts the puck goes out of bounds or in the net on team X side, 3 new X's jump in with a puck and attack the O's net - forcing O's to transition to defence and backcheck. Play will continue while puck is in middle of ice. Teams always change when puck goes out of their end. Fast pace with lots of player movement and action.

Players who put the puck out of bounds or score, should recognize a turnover and jump back to the d side of puck. Backchecking and picking up a man is important for evaluators. Watch players with and without puck. Do players without puck move into a space to get open, are they passing and moving toward the net. Once on D side are players finding a 'man' on the backcheck, coming back to defend or standing still

Key Points

Offence- Find open ice. Quick attacks. Be ready and alert.

Defence - Be alert and ready to defend. Good sticks. Hard Backchecks