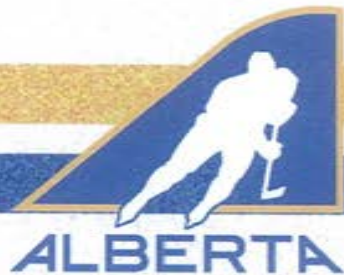


CREATING OFFENSE

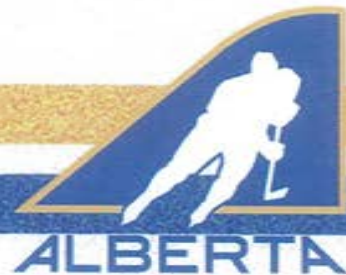
Fran Gow
Coach Development
Hockey Alberta





BUILDING OFFENSIVE PLAY

1. CONCEPTS/HABITS OF OFFENSIVE PLAY
2. UNDERSTAND “SKILLS” FOR OFFENSIVE PLAY



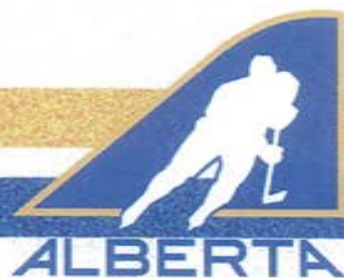
What does offensive team play mean to you?

What were you hoping to take away from this?



PRINCIPLES OF OFFENSIVE PLAY

- **PRESSURE**
- **PUCK CONTROL**
- **SUPPORT**
- **TRANSITION**

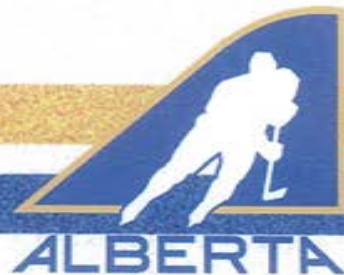


DEFINITIONS

FUNDAMENTAL SKILLS = skating, passing, shooting, puck control and checking

INDIVIDUAL TACTIC = 1 PLAYER USING A SKILL TO ACCOMPLISH AN OFFENSIVE OR DEFENSIVE OBJECTIVE

TEAM TACTIC = 2 OR MORE PLAYERS USING A SKILL TO ACCOMPLISH AN OFFENSIVE OR DEFENSIVE OBJECTIVE

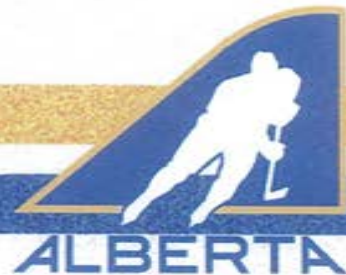


PLAYER DEVELOPMENT

- Before you can expect execution & performance in any skill or tactical area...Practice! Practice!

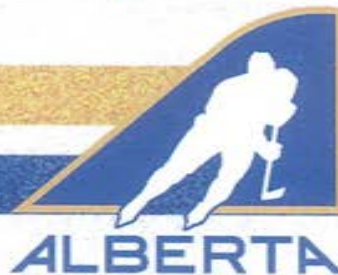
Commit to teach

Give your highest value to practice



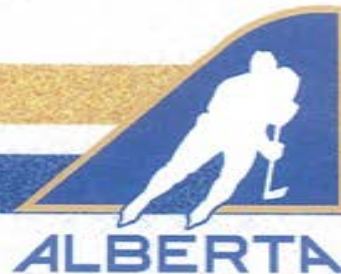
SKATING

Strong on Feet	Stability
Stride	Power
Edges	Agility
Transition & Pivots	Quick Feet
Change of Direction	Evasive Turns
Acceleration	Escapes



OFFENSIVE SKILLS

Puck Deception	Puck Management	Quick Shot Release
Carry With Speed	Passing	Shot Mentality
Puck Protection	Pass Reception	Find Shooting Lane
Driving the Net	Creativity	Being An Option

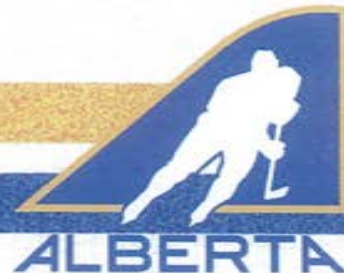


What does offensive team play mean to you?

- As soon as your team gains possession of the puck:
 - Triggers the transition to offense
 - All 3 zones
 - **UNITS of 5**
 - Dmen are active
 - Fill any position

Attack Mentality: communicate, layers of support,

Allows you to attack with **numbers** and pace to create scoring chances and GOALS!



How do you want your team to play?

What is your philosophy?

Playing not to lose?

Run and gun?

Dump/chase game?

Puck control game?

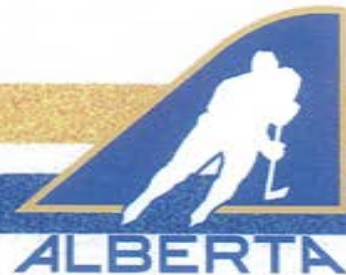


"What gives you the feeling I'm a cherry picker?"

As the Coach you need to consider:

- The age/level of your group
- Level of competition
- Strengths and weaknesses of individuals and team

Understand = It's a process

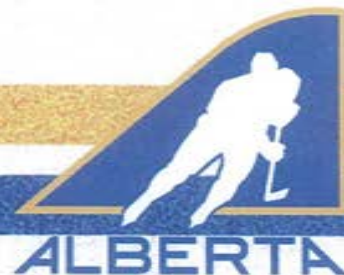


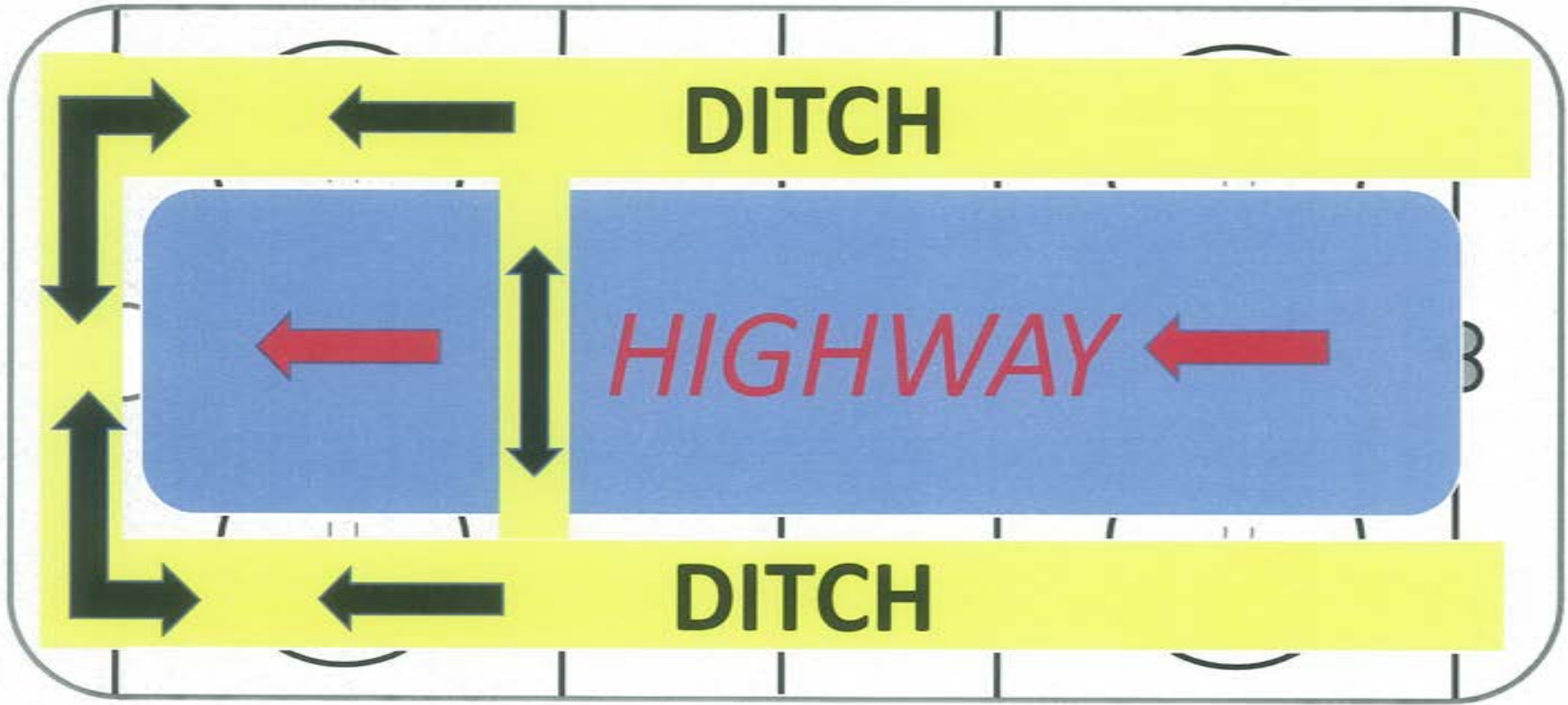
OFFENSE PHILOSOPHY

“VALUE THE PUCK”

*IT CAN BE HARD TO CREATE OFFENSE, SO
NEED MORE DISCIPLINE WITH THE PUCK...*

*ONCE WE POSSESS THE PUCK HOLD ONTO IT
UNTIL YOU CAN MAKE THE PLAY YOU WANT
TO MAKE...*

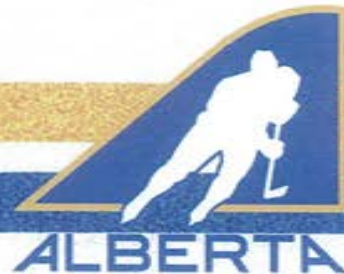




Offense

Should have:

- **Layers - width & depth**
- **Speed - deception**
- **Shooting mentality**
- **puck retrievals - 2nd, 3rd**
- **NET PRESENCE!!**

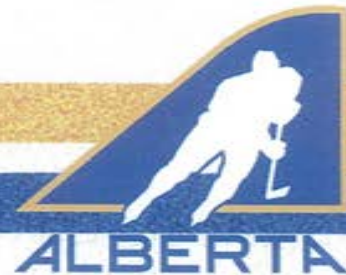


What is the defensive team trying to accomplish?

1. Control middle ice – highway/ditch
2. Time and space
3. Outnumber- support
4. Play in units of 5 – cut ice down

Is this “YOUR” style of play?

- Want the puck – Puck management
- We hunt the puck in units of 5 – Great defense leads to great offense - play defense in OZ
- They cannot score if we have the puck or manage it
- Play to win, dictate play, make them chase you
- On our toes not our heels
- Compete all over the ice
- Allow skill players to be creative within the team structure



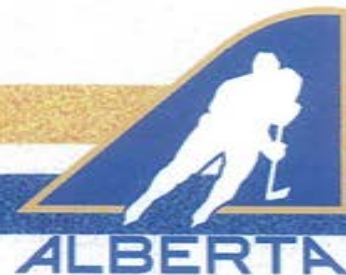
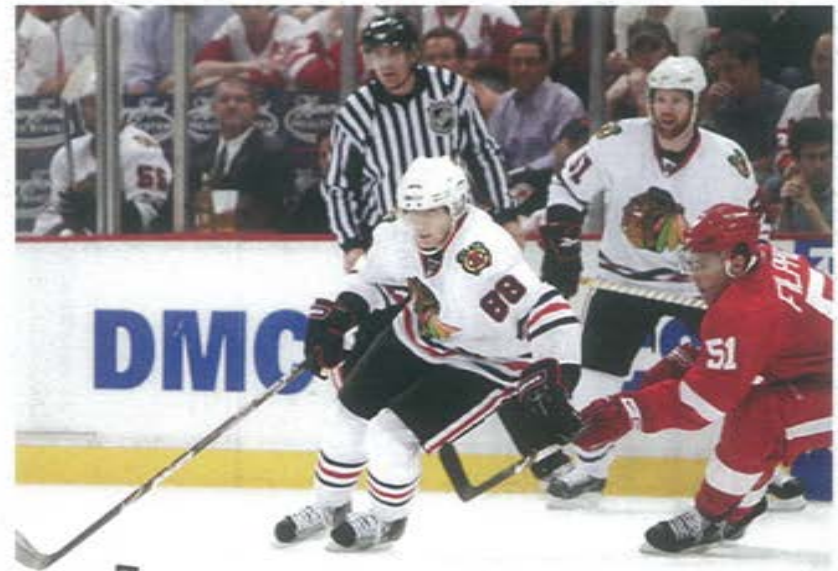
PUCK CONTROL & PROTECTION

Strong on stick/puck

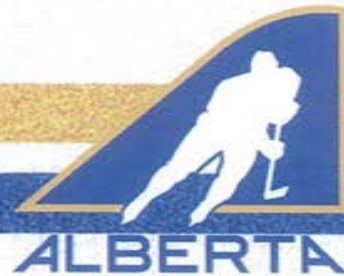
Eyes up for a pass

Get off the boards

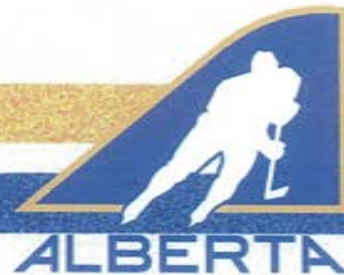
Win races/battles



PUCK CONTROL AND PROTECTION



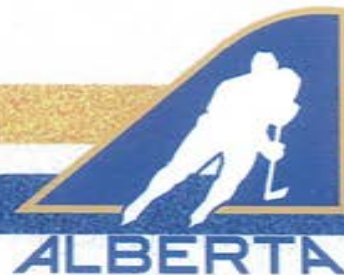
Need to be able to think
the game!



Generate offense from the DZ.

Generate offense from the NZ.

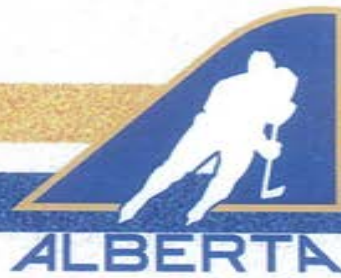
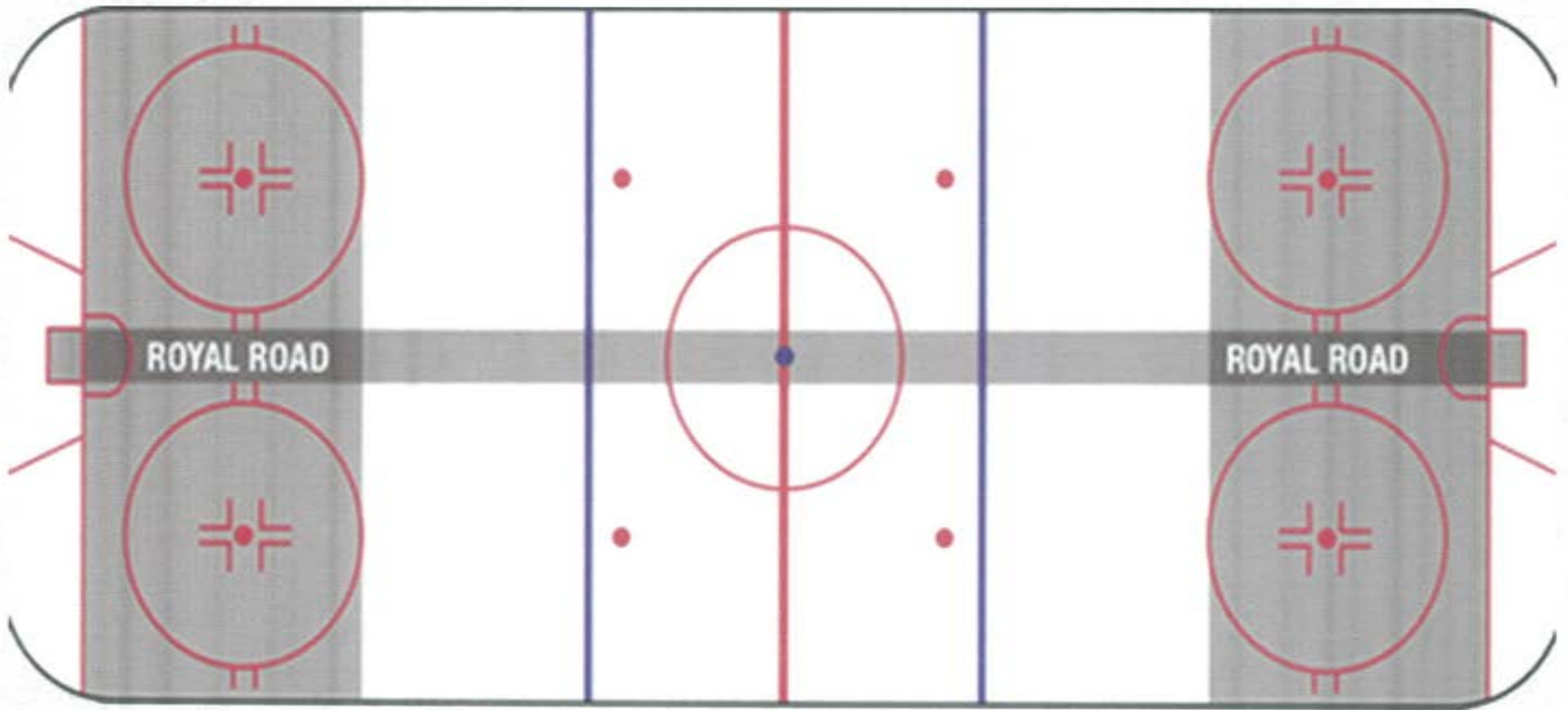
Generate offense from the OZ.

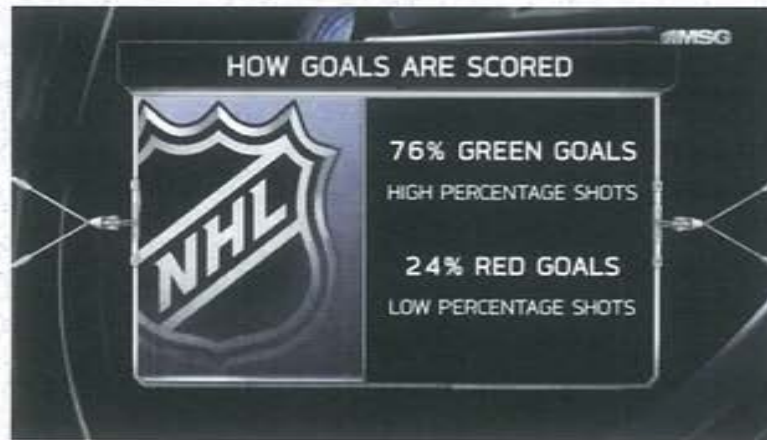




Counters / Transition

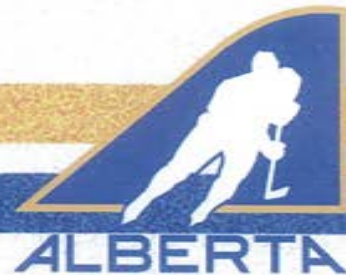






Categories for Creating Offensive Opportunities

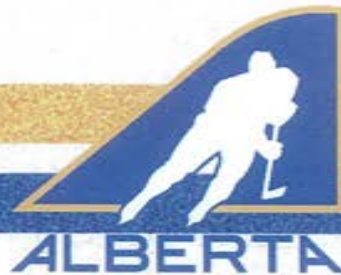
- 1) Entries
- 2) Fore-check
- 3) Offensive zone play
- 4) Special situations



Entries

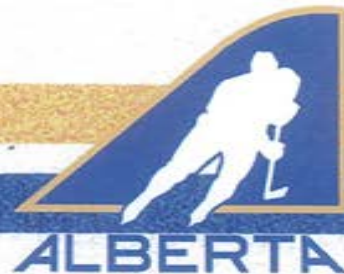
Standard 4 man entry [rink board]

- Puck Carrier
- Middle Driver
- Dot Lane Driver
- 4th Man



O-ZONE CONCEPTS

- Drives with numbers – reward drivers
- 4 players up
- Funnel pucks
- Pass off pads – Smart shots
- Use ice behind
- Puck recoveries – high to low to generate 2nd, 3rd scoring opportunities



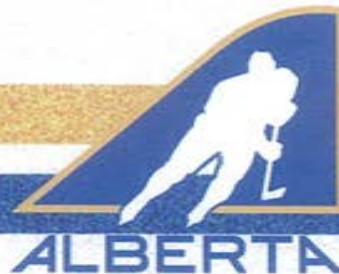


ATTACK



Fore-check

- **Puck management**
- **Sticks**
- **Working above puck – support**
- **Wally's Claw**
- **Unit of 5**
- **Attack quickly**



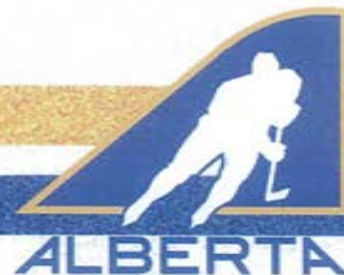
FORECHECK





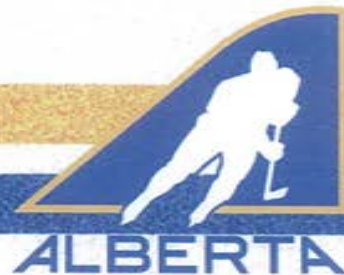
O-ZONE CONCEPTS

- Puck low = “think” point = low to high
- High puck – net presence flat
- Low puck – net presence slot
- Net presence - 2 layer screens
- Flankers
- Offense without numbers



O-ZONE CONCEPTS

- Above and below support
- Reloads above puck
- Cycles – “bump guy” to the net
- Auto low
- Pinch rules
- Puck protect for support
- Fore-check with your legs



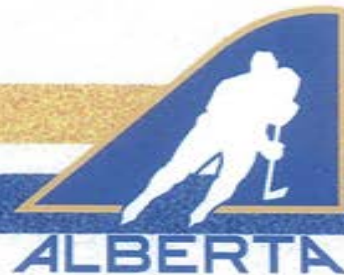
**OFFENSIVE
ZONE
POSSESSION**



THE “DITCH” GAME

- Net cycles, wraps & jams, take puck to net
- Slinging pucks to net, getting square
- PUCK RETRIEVALS

CYCLING



CYCLING



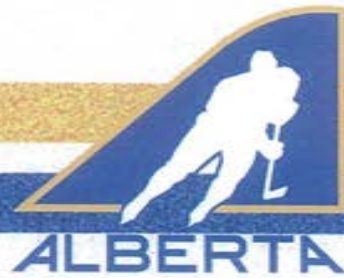
FACE-OFFS

Puck possession
Plan - set plays
Centre control all 5 help






FACE-OFFS





Drills

- Build trip drive = entries
 - 2nd pucks...3/2 w D filter...2nd pick to D at blue or into NZ...defenders out let to C = entries, transition, oz play
 - small space always odd man for offence 2/1 or 3/2 ringette down
 - oilers 2 puck = cycles, net presence
 - 2/0 2/2 game
 - cross ice D L/R
 - 3/1 game
 - Thunder series
 - PP below ringette – PK no sticks
- 
- The slide concludes with two horizontal decorative bars. The top bar is gold with a fine, textured pattern, and the bottom bar is a solid, dark blue.

Drills

- Cross ice D L/R 2/0x2 w D shot hi/low screen
- Center ice game
- 2/0 one touch shot or pass/shot from C pass
- face off plays



