



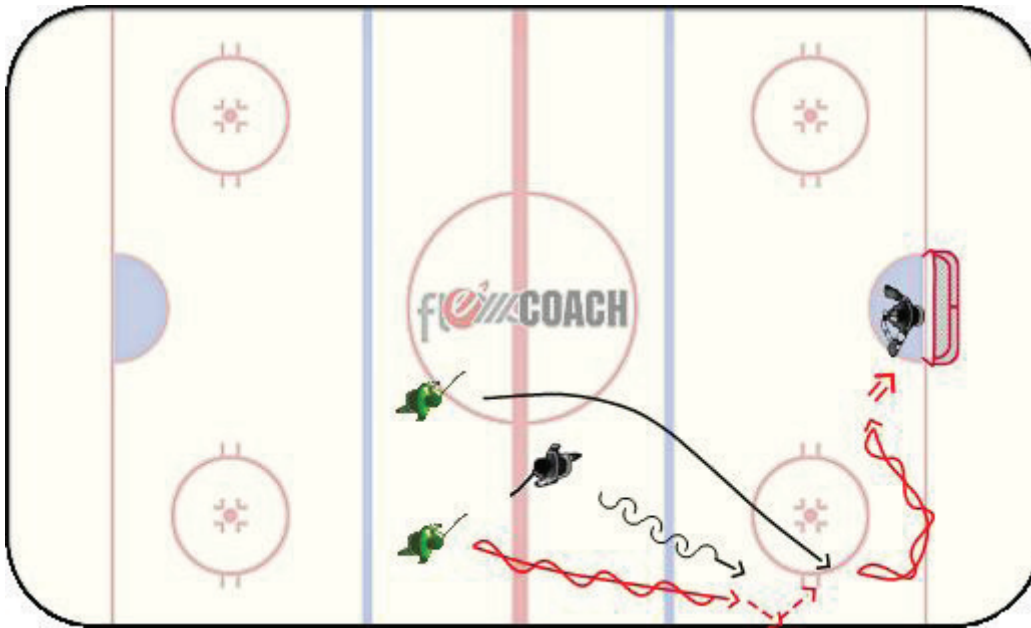
2 on 1 Zone Entry

As your players start to master the individual skills required to play the game it is time to introduce game skills that require the use of multiple skills needed to react to the situations presented by the opponents. The game presents many different situations that occur over and over again. 2 on 1 zone entry is one of those situations that can be practiced and mastered. These four options need to be learned to a point that players can easily execute all of them. They require strong skating, puck handling, multiple passing skills, timing, deception, and communication between the two attackers.

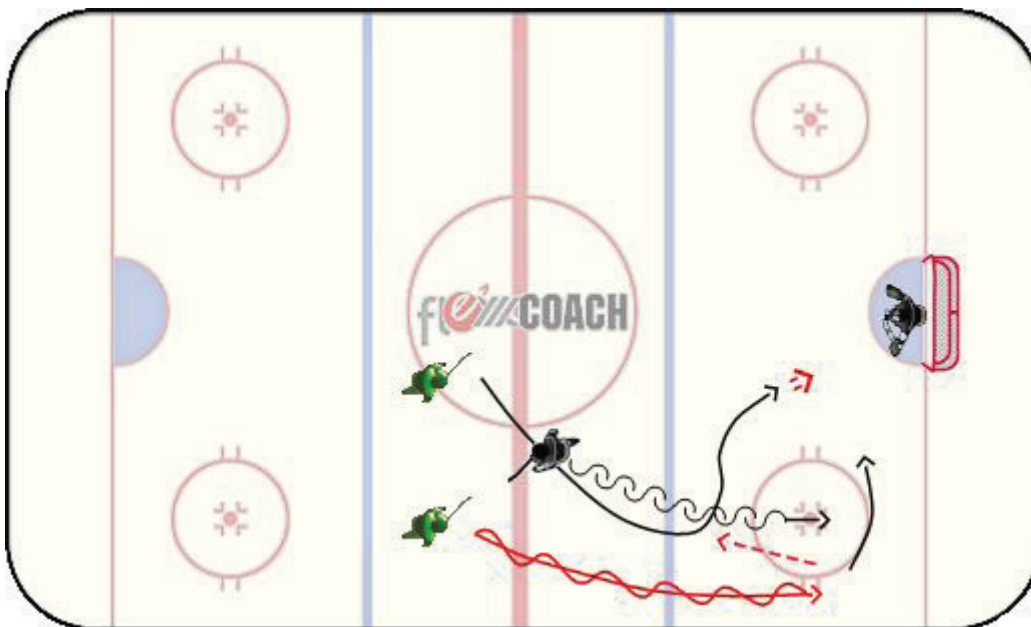
To teach these options start with the deep drive with a back pass. For younger players start without a defender and use a cone to indicate where the back pass should occur. Talk with your players about where the trailer (F2) should be positioned depending on whether the puck carrier is a left or right shot. Talk about how much gap F2 needs to have to make the play work. Too close or too far and the play breaks down. Be sure to draw the drills on a white board for those players on your team who are visual dominant learners. Once they master the pattern add a coach as a defender to some pressure on the play and then use player defenders to play live. This drill will help to introduce the concepts of gap control, timing, good communication and awareness. Then move on to the other options and follow the same teaching process. Stay with these as a regular set of practice drills and you will see great improvement in your team's offensive capabilities and scoring chances. Even though these are zone entry drills, the concepts and moves can be used all over the ice surface in many situations and also teaches puck support.

These drills can be run from both sides of the rink thereby involving 4 to 6 players plus goalies at all times. As with any skills to be learned, repetition is the key to success. In the case of these drills you could consider the learning process as grooving or patterning which would imply subconscious competency which is the desired level of mastery. In other words players instinctively recognize situations and react accordingly.

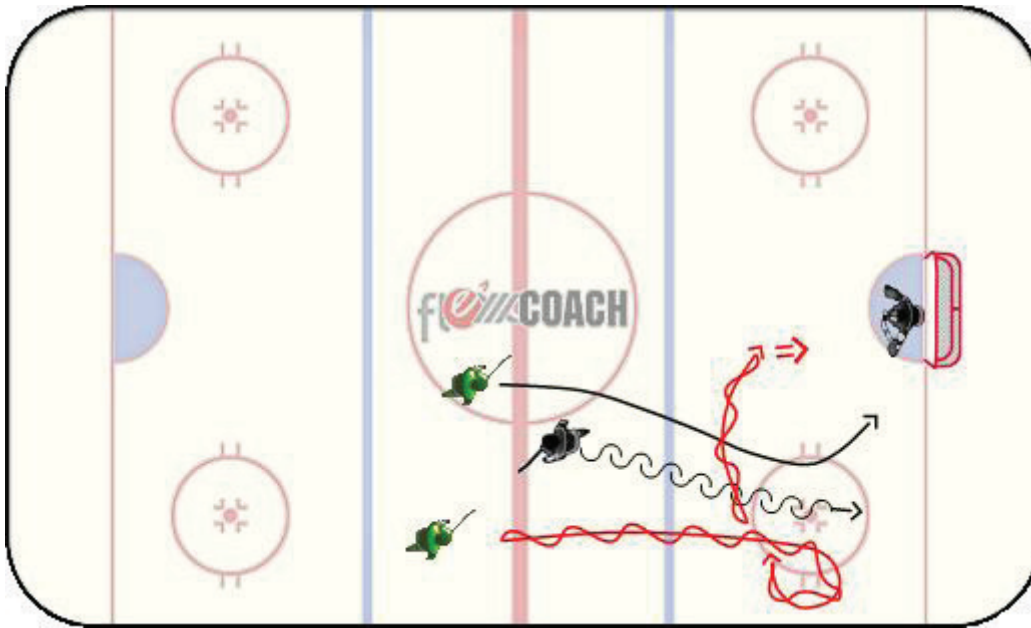
Tight gap to Zero Gap to soft chip



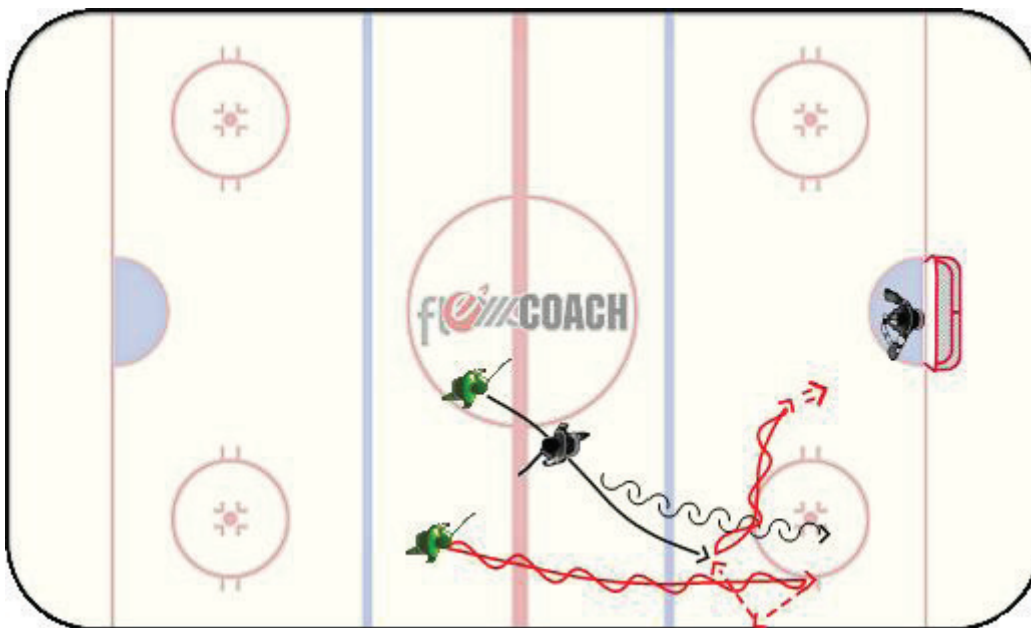
Deep drive to back pass to F2 for shot on net



Cut Back (escape to the wall)



Wall back Pass



Large Gap Crisscross

