

MIDGET PRACTICE PLAN

URATION: 60

10 MIN WARM-UP

- Perform various skating maneuvers following the pattern.
- Hard up the center lane, crossovers in end zones, pivots, quick feet.
- · Work on edge control, stride technique, power moves.

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KEY TEACHING POINTS

- \cdot Quick feet and acceleration down center lane
- · Good pivots forward-backward-forward
- · Sit tall while moving backwards



KEY EXECUTION POINTS

- · Don't bounce during stretches
- · Hold all stretches for 8 count

10 MIN

1) D picks up puck behind net, passes to forward on the

wall, other forward takes off far wall at the same time.

2) Fwds, support puck and skate up ice 2 on 0

CONTINUOUS 2 ON 1

3) Fwd with puck passes to far D, fwds then re-group – 1 stretch,1 low, D can pass to either to go back on original D 2 on 1.

4) D who started regroup then retreats to own end to start sequence from the other end



MICHIGAN TECH, 2 ON 2

- \cdot 01 passes to 02, both gain red line and counter.
- \cdot O's pass to D'back up to crossing O's.
- · 01 & 02 attack 1 & 2.
- \cdot O's repeat sequence on whistle.

KEY TEACHING POINTS

10 MIN

- · Gain speed through regroup
- · Be an option more than once
- · D's step up in NZ as opportunity allows



- **KEY EXECUTION POINTS**
- · Rotation: Regroup, 2-on-2, rest

MIDGET PRACTICE PLAN

PHASE: I

10 MIN

LESSON: 8

2 OF 2 DURATION: 60

PENALTY KILL FORECHECK, BOX

STATION A

- \cdot 01 sets s behind net, 02 pressures puck carrier.
- · 01 circles to pressure 1st pass, 02 pressures 2nd pass.
- \cdot D1 steps up, eliminates long pass, Æ2 sets stagger.
- \cdot D's drop back as opposing team gains blue line.

STATION B

 \cdot Tight box: force PP to perimeter.



KEY EXECUTION POINTS

· Station B: Use active sticks to protect lanes

10 MIN 3 ON 0 WEAVE WITH REGROUP

- · 3-on-0 pass & follow.
- At far blue line, pass to first player in any line, receive return pass.
- \cdot Return to own end for shot/rebounds.

KEY TEACHING POINTS

- \cdot All three players drive net
- \cdot Full speed passing and receiving
- \cdot Control skate on regroup, avoid skating too far ahead



KEY EXECUTION POINTS

- \cdot Alternate ends on whistles
- \cdot Start slow and increase speed

10 MIN

CROSS-ICE 3 ON 3, 2 ON 2, 1 ON 1

- · Coach spots pucks and calls 3-on-3, 2-on-2 or 1-on-1.
- \cdot Full contact, as game-like as possible.

KEY TEACHING POINTS

- · High intensity
- · Short shifts



KEY EXECUTION POINTS

- · 20 30 second intervals, keep pace high
- \cdot Coach spots new puck on goal or if puck leaves zone