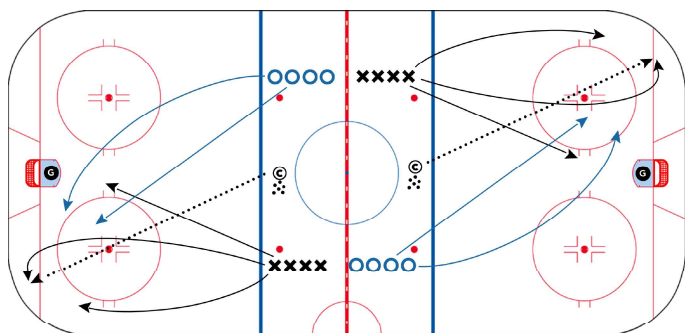


### Key Points

- Communication, passing, receiving, vision, transition, support, defensive habits, awareness, creativity, etc.

- This cross-ice game begins as 1v1 situation.
- The © will give the puck to one team.
- On the ©'s whistle, a new player will be added to the game after receiving puck from ©.
- That team 2v1 is then on offence using new puck.
- The © will then blow his whistle again, and another new player will be added to the game after receiving a puck from the ©. It is now 2v2.
- This game setup continues up to 3v3 and incorporates constant changes from defense to offense.
- When the © blows his whistle twice, all 6 players are to exit the zone bringing loose pucks with them, and the game will begin again from a 1v1 start.
- When a player enters the game after receiving the puck from a ©, they must complete at minimum, one pass with their teammate who was already within the game.
- They must start by skating behind the net before making the 1st pass.
- Start with each team being given 1 net to score on and progress once they 'get it'.

## Walrus



### Key Points

- Communication, passing, receiving, vision, movement, creativity, agility, forechecking skills, retrieval skills, puck support, defensive habits, zone exits, etc.

- Both teams are lined up at the top of opposite faceoff circles.
- The © is in the middle of the ice with the pucks.
- If the © dumps the puck into your team's corner, you are on offense (forwards) and the opposite team is on defense (defensemen).
- The offensive team will send three (3) forwards to retrieve a puck and attack the net as a unit.
- The defensive team will send two (2) defensemen and sort out coverage to defend the net.
- The defensive team must skate the puck out past the tops of the circles or utilize their partner to pass the puck out of the zone when they get to the puck first or take it away from the forwards.
- The offensive team is attempting to score after the offensive zone retrieval.
- Puck placement to start each rep must be alternated (opposite corners) in a random fashion.