



RINK

THE HOME OF HOCKEY DEVELOPMENT



**FGNHA
COACHES CLUB**

Offensive Zone Play: Entries

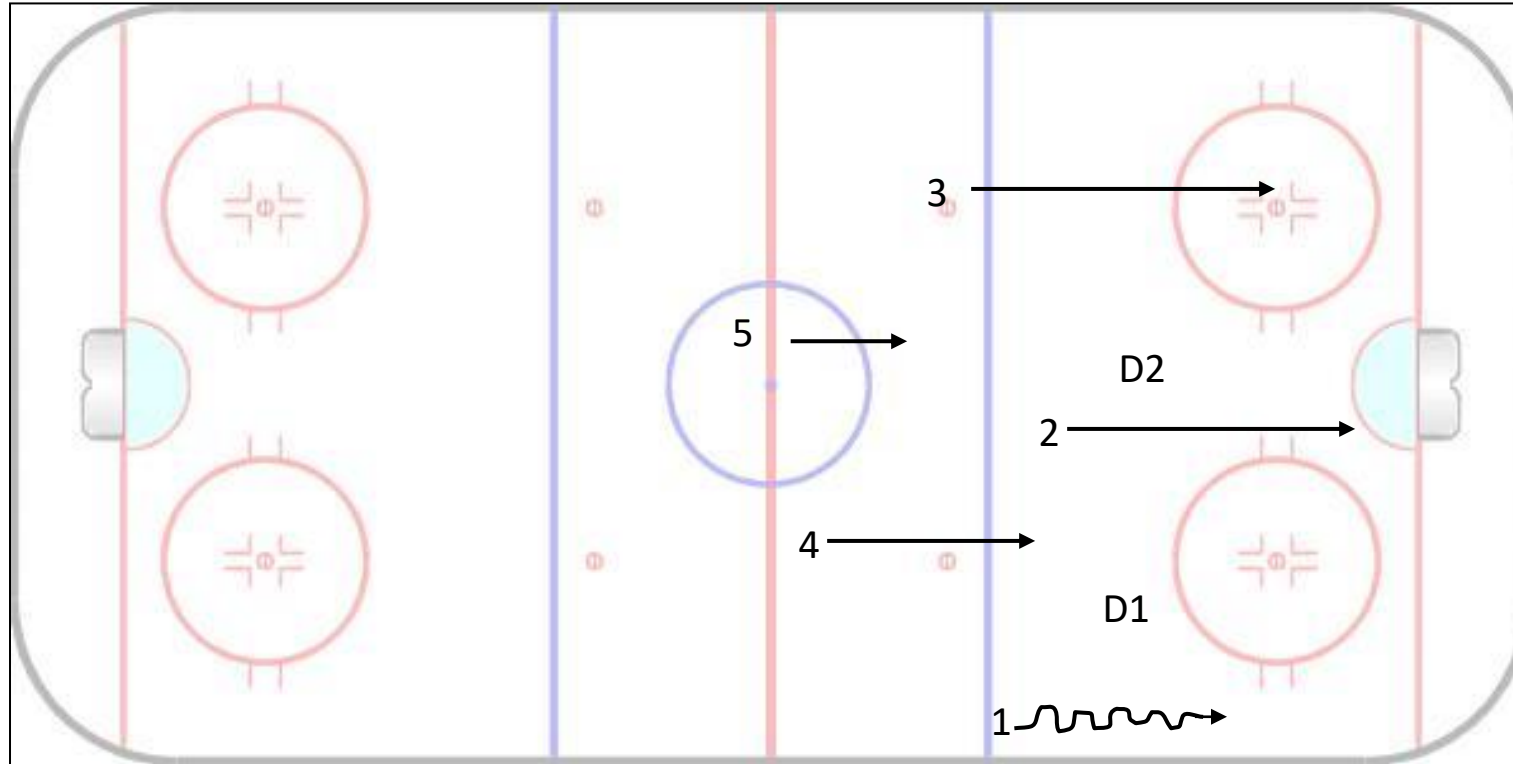


Triple-Drive Offence

PUCK POSSESSION keep the puck on offence, entries with a purpose, puck recovery, keep the puck through changes

- **Puck Carrier /Shooter (#1)**
 - The Puck Carrier/Shooter (#1) must enter wide, look on entry, and “**FEED**” the Drivers. *Options:*
a) Shoot far pad for X2 or X3 b) Find X3 for cross ice pass c) Stop/Delay, find 2nd wave X4 d) Delay, chip to X2 low for possession
- **The Mid-Lane Driver (#2)**
 - **Always get inside D2’s hip & drive with speed!** Responsible for any rebounds/loose pucks on the strong side (near) corner and to support #1 low for possession on any cycle, delay or chips.
- **The Dot Driver (#3)**
 - Drives in line with the face-off dots and **must be patient**. A step behind F2 to be available for the cross ice pass. High enough on the backdoor for rebounds/pad pass. Responsible for any rebounds/loose pucks on the weak side (far) corner.
- **The Trailer (#4)**
 - Find the open space to support #1 on a delay & find a shooting lane.

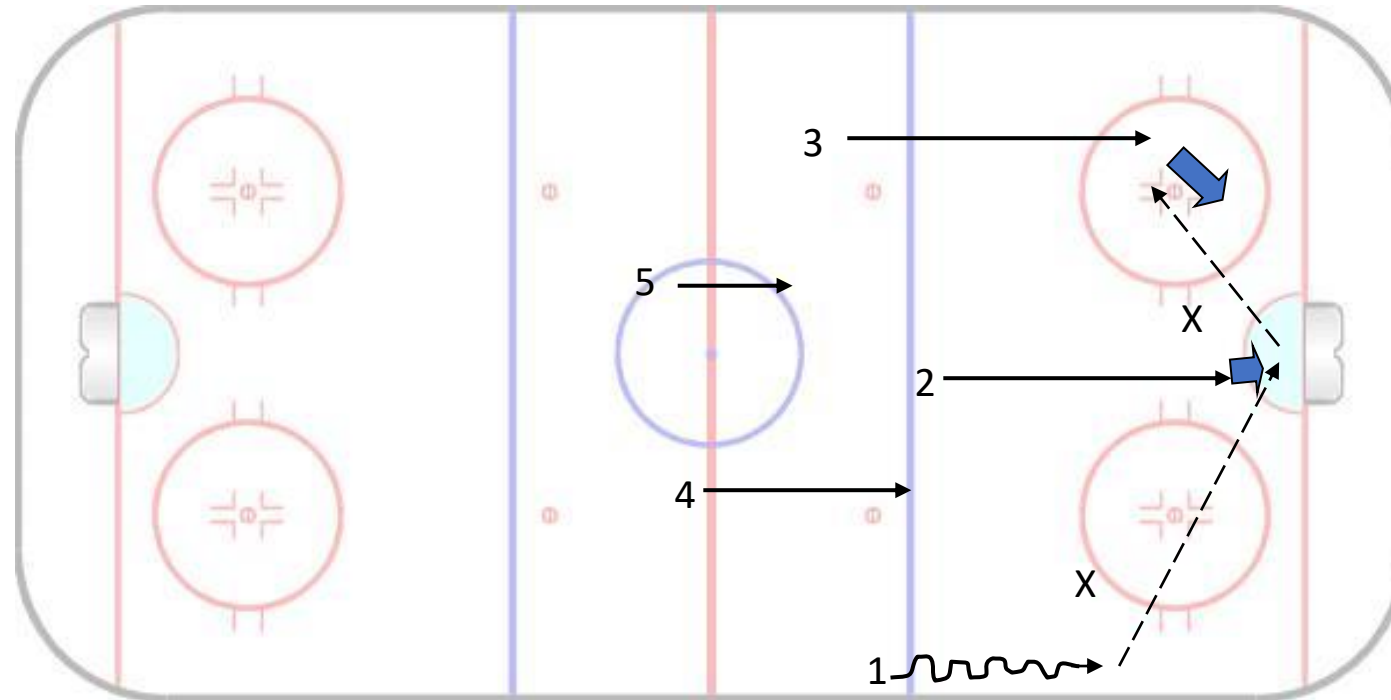
Drive-Drive Offence



**1 - Shooter takes care of the "drivers", 2- Mid Lane Drive (inside D2),
3 - Dot Drive (patient), 4 - Trailer, 5 - Defensive Support**

Drive-Drive Options

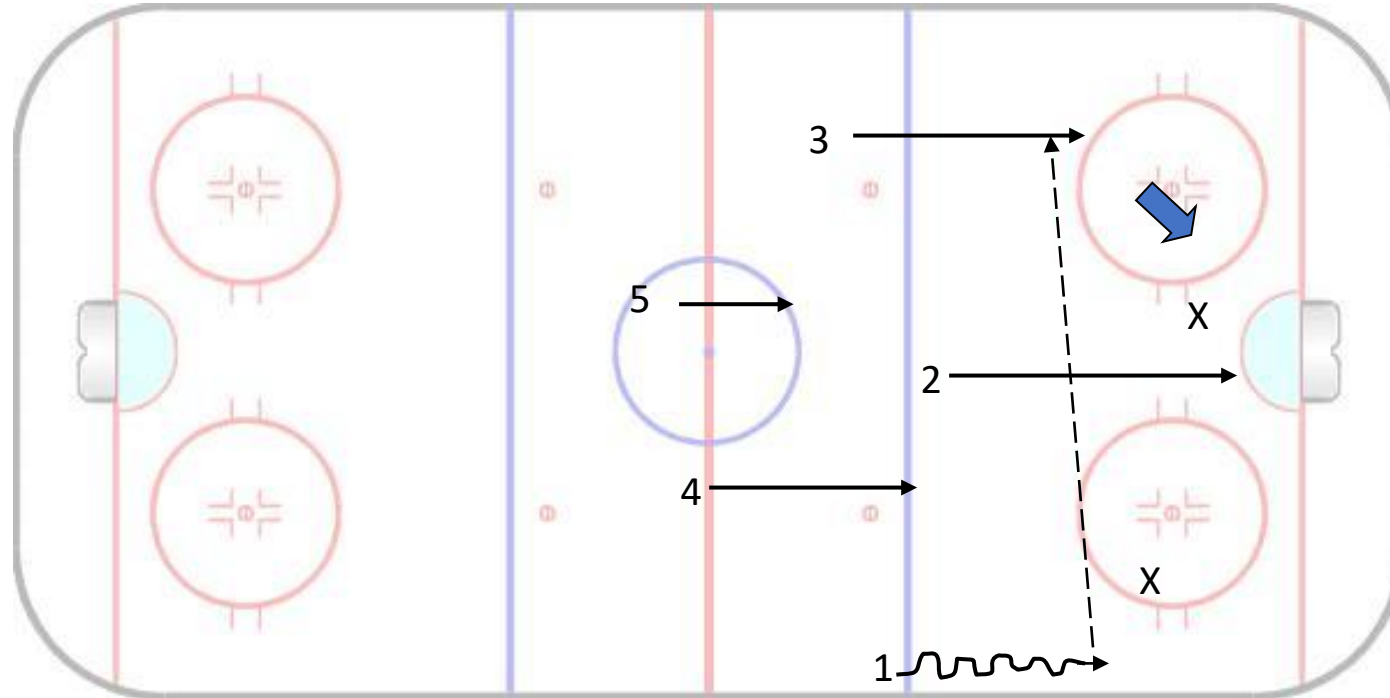
Pass off the Pads



OR: Put puck in the crease to create rebound/Scoring chance

Drive-Drive Options

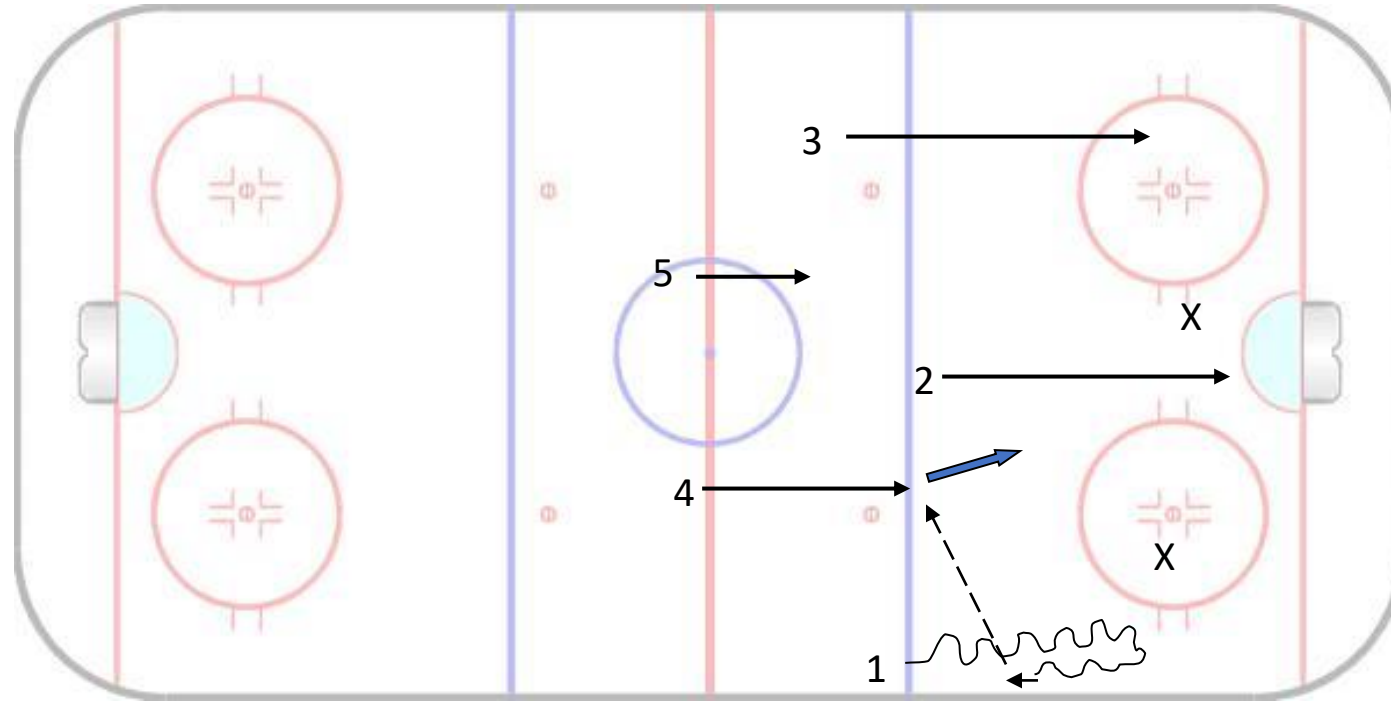
Hit the DOT Driver



OR: Hit the Middle Driver for tip/re-direction

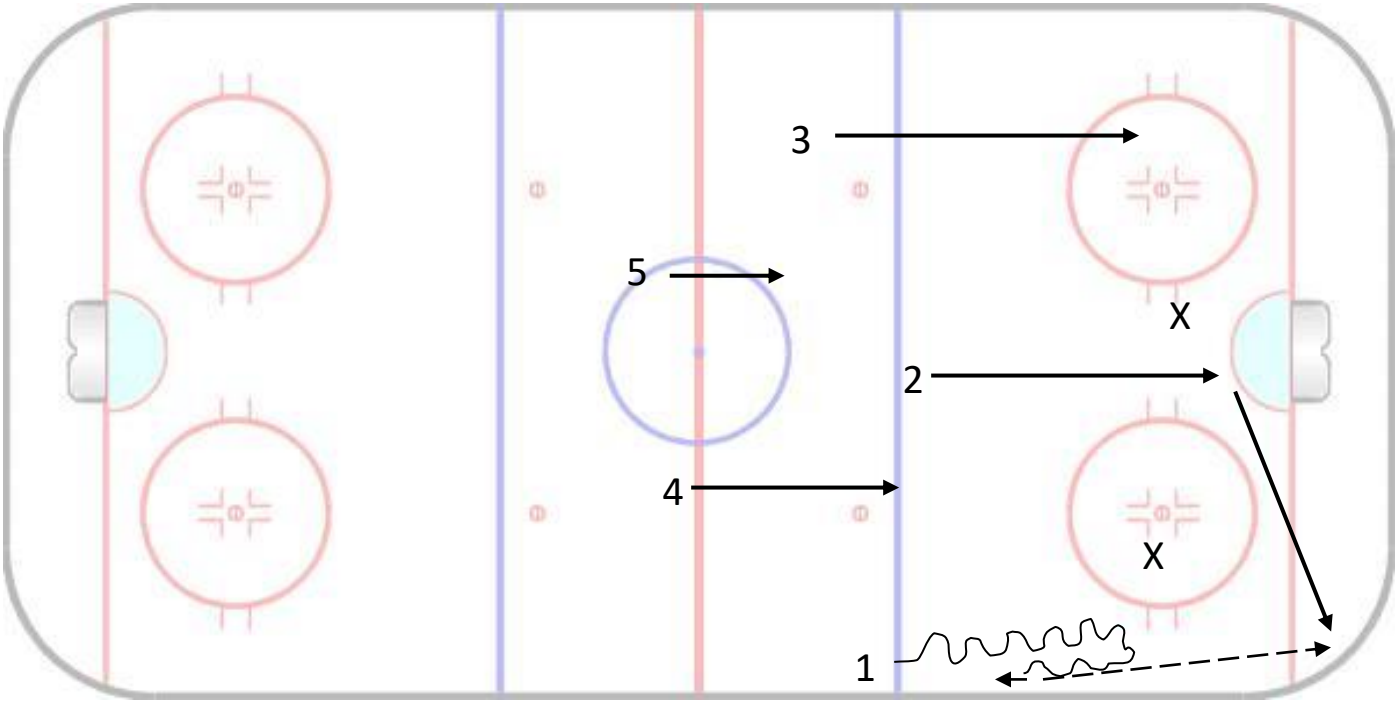
Drive-Drive Options

DELAY and hit
the Trailer



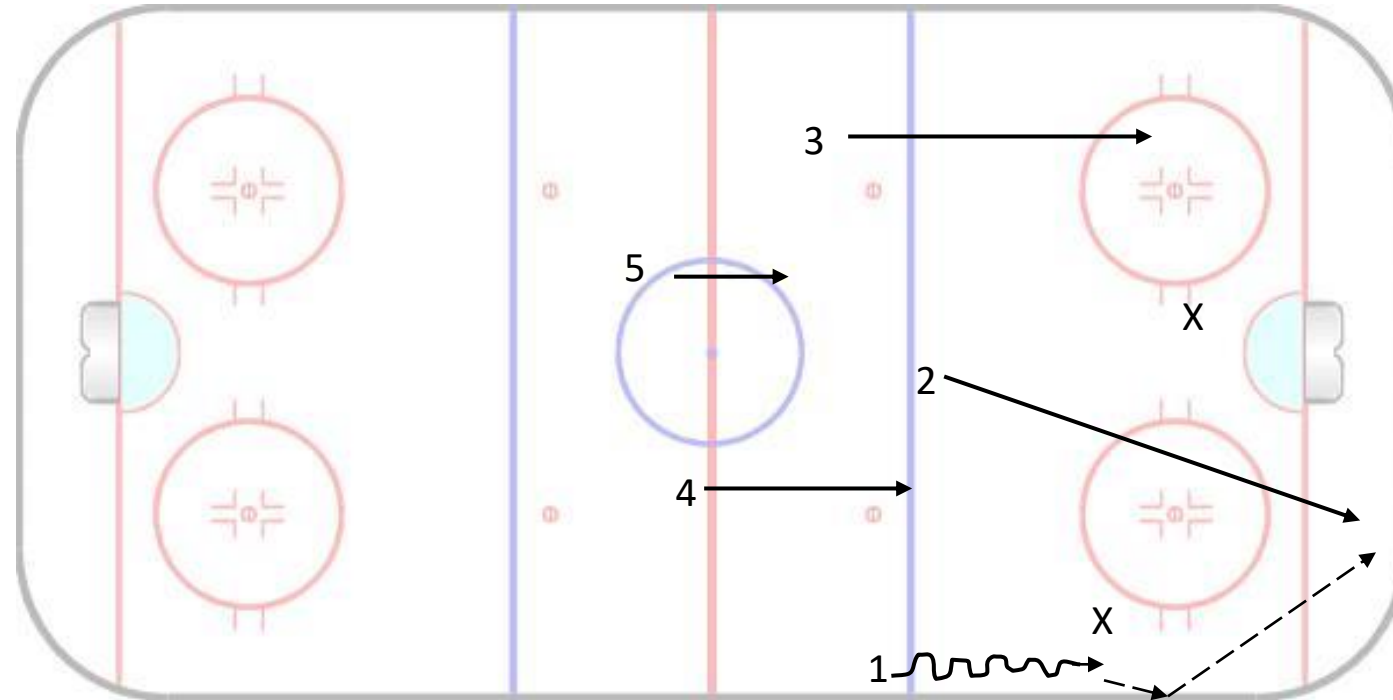
Drive-Drive Options

DELAY and start
the cycle –
AUTOMATIC
LOW



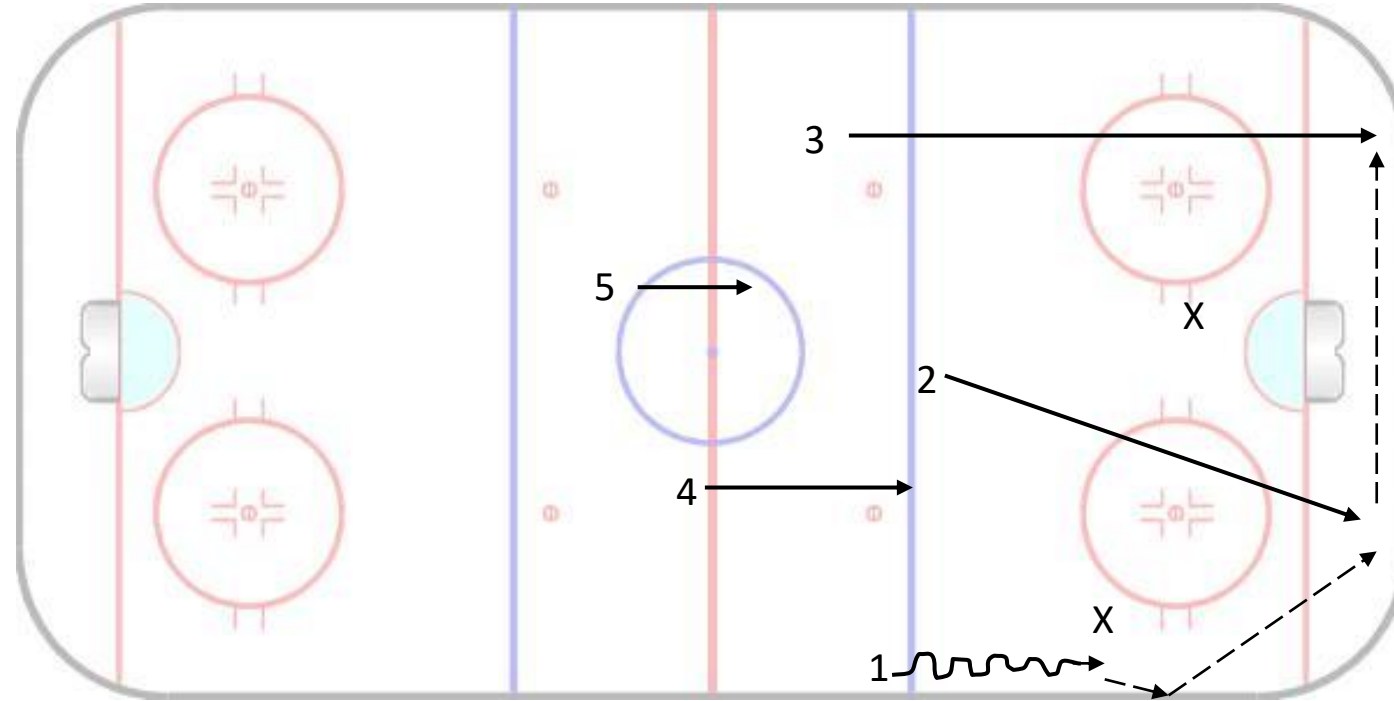
Drive-Drive Options

CHIP to #2



Drive-Drive Options

CHIP to #2 and
Change the Point
of Attack



Drive-Drive Options

CHIP to #2 and
Change the Point
of Attack – Hit #5

