



Cloverdale Minor Hockey Goalie Evaluations 2018-2019



Session Theme: LATERAL TACTICS

DRILL #1

DATE:

DRILL DESCRIPTION

1) X1, X2 CONES AND PUCKS SITUATED AS INDICATED.

2) X1 WILL MAKE A PASS TO X2 THEN DRIVE DOWN AROUND THE DOT CONE AND TO THE BACKSIDE POST.

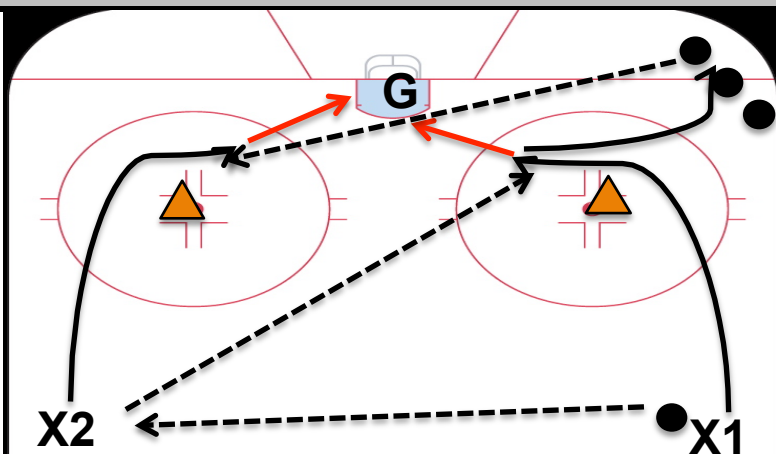
3) X2 WILL PASS BACK TO X1 FOR A ONE-TIME SHOT THEN PROCEED TO DRIVE AROUND THE DOT CONE AND TO THE BACKSIDE POST.

4) X1, AFTER TAKING THE SHOT, WILL CURL INTO THE CORNER PICKING UP A PUCK AND MAKES A PASS TO X2 FOR A ONE-TIME SHOT FROM THE SHARP ANGLE.

5) ALTERNATE SIDES.

KEY DEVELOPMENT POINTS:

- G must have strong on ice awareness.
- G's primary method of transitioning will be a butterfly slide or a butterfly slide wall depending on shooters depth.
- G must have a strong visual lead as this will initiate G's decision making process.
- G must have good reads in order to have proper adjustment of his back leg and proper post position prior to push.





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Session Theme: REVERSE VH WITH PASSOUT

DRILL#2

DATE:

DRILL DESCRIPTION

1) X1 STARTS THE DRILL BY MAKING A HIGH TO LOW PASS TO X2

2) G SLIDES TO HIS POST INTO A REVERSE VH TO TAKE AWAY SHORT SIDE

3) X2 TAKES THE PUCK BEHIND THE NET LIKE HE IS GOING TO WRAP

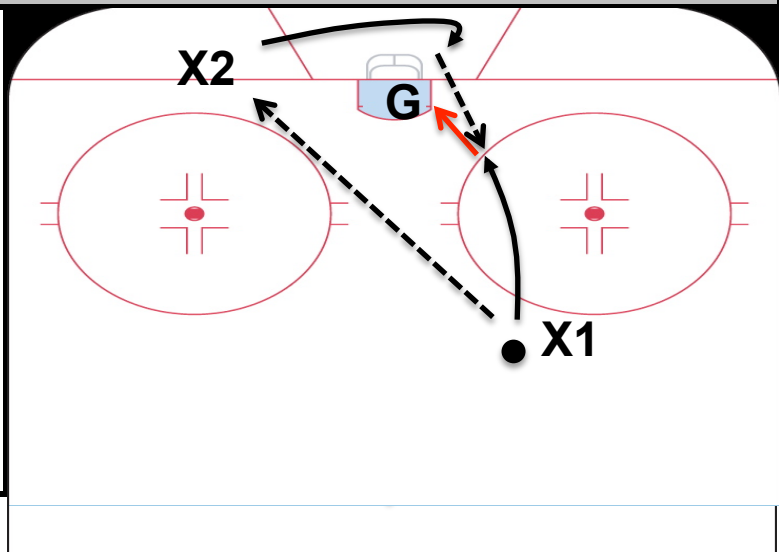
4) G STAYS DOWN WITH AN ON ICE PUSH POST TO POST

5) X2 MAKES A TIGHT PASSOUT TO X1 WHO SNEAKS INTO THE NET FRONT

6) G USES A FORWARD PUSH TO GAIN SOME DEPTH IF THE PASS IS IN TIGHT OR RECOVERS TO HIS FEET AND GAINS DEPTH IF X1 STAYS OUT HIGH FOR THE SHOT

KEY DEVELOPMENT POINTS:

- G MUST USE GOOD VISUAL LEADS AND HAVE GOOD EDGE AND BODY CONTROL
- G WILL HAVE TO HAVE EARLY EYES TO AID IN HIS DECISION MAKING WHETHER TO USE A FORWARD PUSH OR TO RECOVER TO HIS FEET FOR THE SHOT
- G MUST HAVE A GOOD STICK TO STOP ANY PUCKS FROM TRAVELLING THROUGH THE BLUE PAINT WITH A GOOD PASS BLOCK





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Session Theme: PUCK PLAY

DRILL #3

DATE:

DRILL DESCRIPTION

1) X1, X2, X3, X4, X5 AND PUCKS SITUATED AS INDICATED.

2) ON C'S "GO", X1 WILL RIM A PUCK TO GLOVE SIDE, G WILL STOP PUCK AND PASS TO X2
X1 WILL NOW RIM A PUCK TO BLOCKER SIDE AND G WILL STOP AND PASS TO X3.

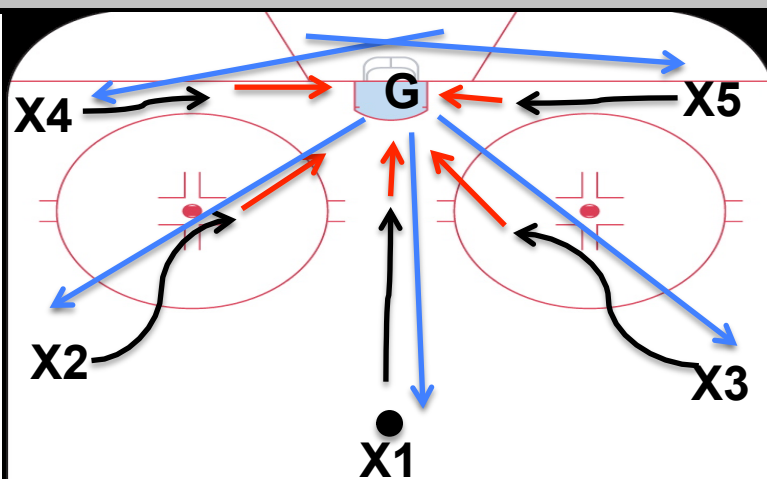
3) X1 WILL NOW MAKE A LIGHT DUMP OFF OF GLOVE POST, G WILL STOP THE PUCK AND
MAKE A DIRECT PASS BEHIND THE NET TO X4 IN THE CORNER

4) X1 WILL NOW MAKE A LIGHT DUMP OFF OF BLOCKER POST, G WILL STOP THE PUCK AND
MAKE A DIRECT PASS BEHIND THE NET TO X5 IN THE CORNER

5) X1 WILL DUMP A PUCK DIRECTLY ON NET, G WILL STOP AND PLAY UP ICE BACK TO X1.

6) X2, X3 WILL SKATE IN AND SHOOT FOR ANGLED SHOTS, X4, X5 WILL PERFORM NET
DRIVES OR WRAP AROUNDS AND X1 WILL PERFORM A BREAKAWAY.

KEY DEVELOPMENT POINTS:





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Session Theme: PASSOUTS

DRILL#4

DATE:

DRILL DESCRIPTION

1) X1, X2, PUCKS AND CONES SITUATED AS INDICATED.

2) ON C'S "GO", X2 WILL COME DOWN THE SLOT AND DRIVE AROUND THE NEARSIDE OR FAR SIDE CONE.

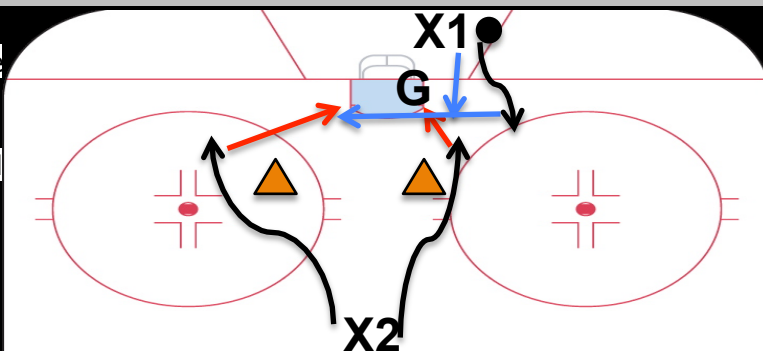
3) IF X2 DRIVES AROUND THE NEARSIDE CONE, X1 WILL STAY ON THE WALL AND MAKE A NEARSIDE PASS AS X2 COMES AROUND THE CONE.

4) IF X2 DRIVES AROUND THE FAR SIDE CONE, X1 WILL WALK TOWARDS THE GOAL LINE AND FEED X2 A PASS TO THE BACKDOOR FOR A BACKDOOR SHOT.

5) ALTERNATE SIDES.

KEY DEVELOPMENT POINTS:

- If X2 picks the nearside cone, G should use a nearside tactic with a direct line to depth.
- If X2 picks the farside, G should get loaded and have early eyes and visual lead.
- G must have a strong read on X1's body position and stick position.
- G must adjust back leg accordingly to X2 in relation to the route X2 takes. G will use a pass block when possible.





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Session Theme: BASIC MOVEMENTS/LATERAL PUSHES/READS

DRILL #5

DATE:

DRILL DESCRIPTION

1) X1, X2, X3, X4 AND PUCKS SITUATED AS INDICATED.

2) DRILL STARTS WITH X1 PASSING TO X2, X2 TO X3, AND X3 PASSING LOW TO X4.

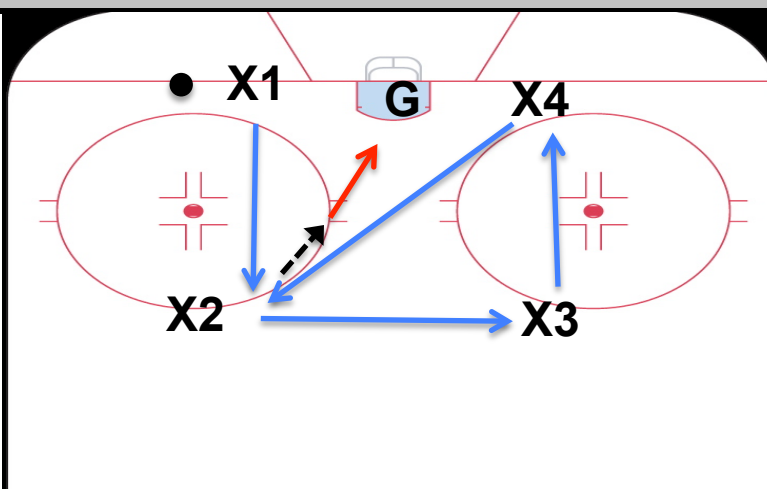
3) X4 RECEIVES THE PUCK AND WAITS FOR G TO BE SET THEN PASSES TO X2 ON THE ANGLE

4) X2 WILL CATCH AND RELEASE THE PUCK ONCE THE PUCK IS RECEIVED FROM X4
THERE WILL BE NO ONE TIMERS IN THE DRILL.

5) ALTERNATE SIDES WITH FIRST PASS STARTING NOW FROM X4

KEY DEVELOPMENT POINTS:

- G must have good on ice awareness.
- G will use vision checks where needed.
- G will use strong lateral pushes so that G can arrive early and be set before the shot is taken.





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Session Theme: POST PLAY/ANGLES/SCREENS

DRILL #6

DATE:

DRILL DESCRIPTION

1) X1, X2 CONES AND PUCKS SITUATED AS INDICATED.

2) X1 STARTS THE DRILL BY TAKING THE PUCK TO THE NET UNDER THE LOW CONE FOR A NET DRIVE OR AROUND THE HIGH CONE FOR A SHOT. X1 STAYS AT NET FRONT

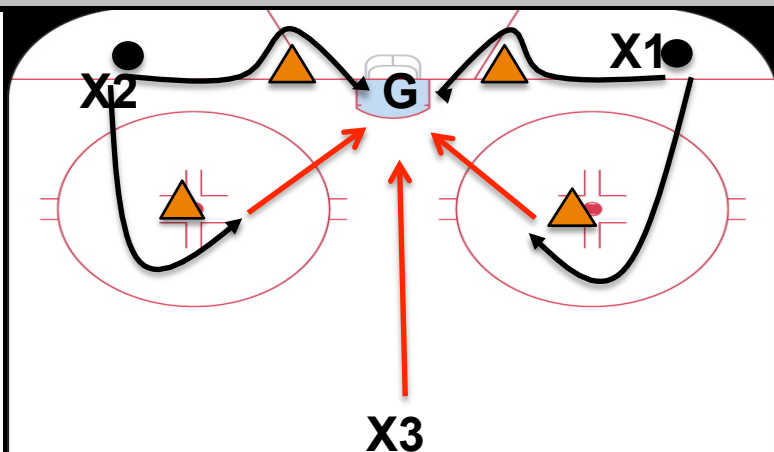
3) AFTER THE FIRST SHOT IS TAKEN G RECOVERS TO OPPOSITE POST

4) ONCE G HAS RECOVERED TO POST X2 HAS THE OPTION TO TAKE THE PUCK TO THE NET FOR A NET DRIVE OR AROUND THE HIGH CONE FOR A SHOT. X2 STAYS AT NET FRONT

5) X3 THEN SHOOTS A PUCK FROM THE BLUE LINE FOR A DOUBLE SCREEN OR RE-DIRECT

KEY DEVELOPMENT POINTS:

- G must show use of different post play techniques
- G must show knowledge of angles on walk-outs around the high cone and ability to track the player.
- G must show battle level and ability to track pucks through traffic.
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