



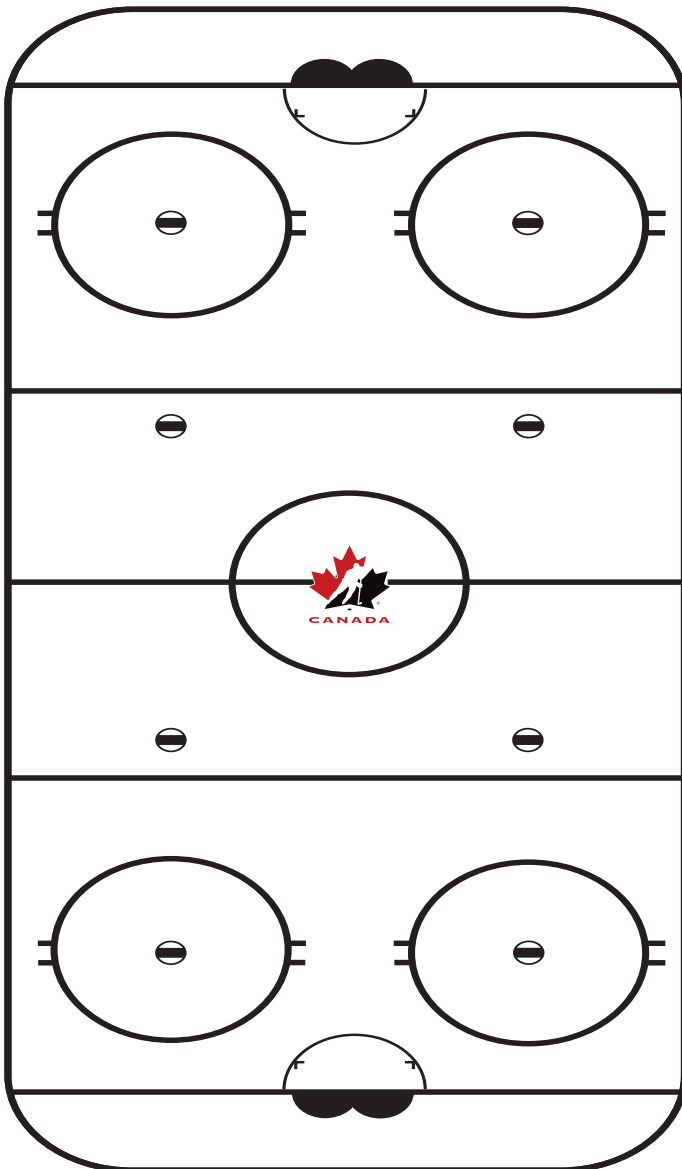
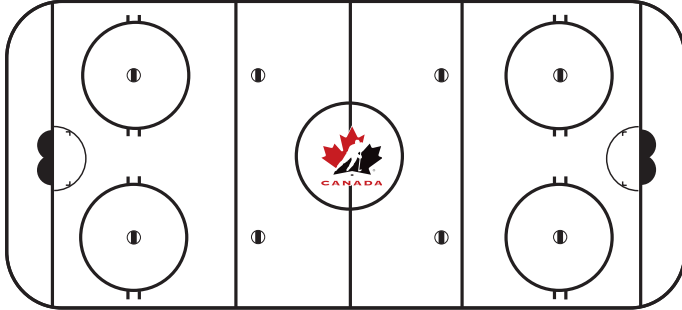
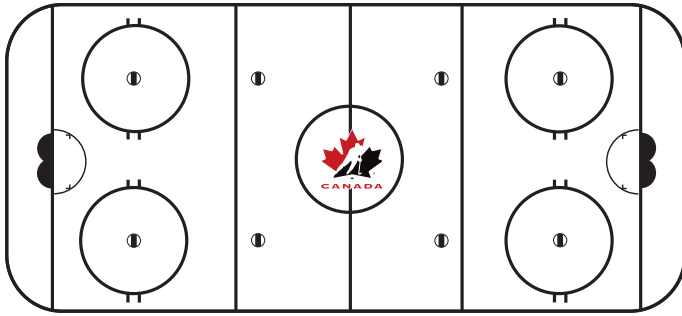
Team Canada - Game Plan

www.HockeyCanada.ca

Date _____

Team _____

VS. _____



CAN F.C. _____	OPP F.C. _____
CAN N.Z. F.C. _____	OPP N.Z. OFF _____
CAN O.Z. _____	OPP D.Z.C. _____
CAN D.Z.C. _____	OPP O.Z. _____
CAN N.Z. OFF _____	OPP N.Z. F.C. _____
CAN B.Out _____	OPP B.Out _____
CAN P.P. B.O. _____	OPP P.K. F.C. _____
CAN P.P. O.Z. _____	OPP P.K. D.Z. _____
CAN P.K. F.C. _____	OPP P.P. B.O _____
CAN P.K. D.Z. _____	OPP P.P. D.Z. _____
CAN D.Z. FaceOff _____	OPP D.Z. FaceOff _____
CAN OFF.Z. FaceOff _____	OPP OFF.Z. FaceOff _____

Misc _____

Post Game Comments _____

Referee _____

Rating _____



Game Plan

Date

Team

vs.

ADJUSTMENTS DURING GAME

- Attitude & Effort... Intensity
- Line changes and length of shifts.
- Matchups
- Positional Play

A. Offensive zone <input type="checkbox"/> passive pinch <input type="checkbox"/> active pinch <input type="checkbox"/> normal pinch <input type="checkbox"/> full pinch <input type="checkbox"/> cycling <input type="checkbox"/> point shots	<input type="checkbox"/> fore checking pressure - opposition breakouts - F/C Structure <input type="checkbox"/> the "front" - tips, screen, standing ground <input type="checkbox"/> shooting - "going to the net" enough? <input type="checkbox"/> pinching passive/active/weak side/strong side <input type="checkbox"/> red zone, funneling <input type="checkbox"/> driving... 3 <input type="checkbox"/> 2-1-2 middle/mirror/weak side <input type="checkbox"/> torpedo	<input type="checkbox"/> trap <input type="checkbox"/> 1-2-2 press <input type="checkbox"/> 1-2-2 passive <input type="checkbox"/> 1-2-2 active <input type="checkbox"/> third man caught <input type="checkbox"/> 2-3 <input type="checkbox"/> 1-2-2 split <input type="checkbox"/> 1-2-2 split net
B. Neutral Zone <input type="checkbox"/> gap control/ protect lines <input type="checkbox"/> skating to check <input type="checkbox"/> counters - 1-2-2 passive <input type="checkbox"/> back checking - locking the middle - inside dots <input type="checkbox"/> shoot ins <input type="checkbox"/> riding passer <input type="checkbox"/> 2-1-2 middle <input type="checkbox"/> 2-3 F/C <input type="checkbox"/> passive <input type="checkbox"/> aggressive <input type="checkbox"/> 1-2-2 press <input type="checkbox"/> 1-2-2 active	C. Defensive Zone <input type="checkbox"/> DZC - clearing the front - point coverage <input type="checkbox"/> blue line - reading the rush, backing in <input type="checkbox"/> breakouts and board play <input type="checkbox"/> giveaways <input type="checkbox"/> positions, roles <input type="checkbox"/> support man <input type="checkbox"/> switches <input type="checkbox"/> riding the passer <input type="checkbox"/> pins/ gap - no gap (physical play) <input type="checkbox"/> standard <input type="checkbox"/> pressure	
- Faceoffs - offensive play, defensive DZFO-BO Change N.Z.
- Out-Bumped? Hits - taken given
- Power play

<input type="checkbox"/> stretch	<input type="checkbox"/> shooting	<input type="checkbox"/> passes	<input type="checkbox"/> Det.
<input type="checkbox"/> half box	<input type="checkbox"/> speed	<input type="checkbox"/> cycle	<input type="checkbox"/> Ott.
<input type="checkbox"/> breakout	<input type="checkbox"/> puck move	<input type="checkbox"/> spread	<input type="checkbox"/> 5-3
<input type="checkbox"/> offensive zone	<input type="checkbox"/> support	<input type="checkbox"/> umbrella	<input type="checkbox"/> 4-3
- Penalty kill

<input type="checkbox"/> press	<input type="checkbox"/> box	<input type="checkbox"/> double swing
<input type="checkbox"/> D-back	<input type="checkbox"/> 3 passes	<input type="checkbox"/> defend lines
- Miscellaneous, goaltending, offsides, 4 on 4

<input type="checkbox"/> DZ	<input type="checkbox"/> NZ	<input type="checkbox"/> exits	<input type="checkbox"/> net front
<input type="checkbox"/> head swivel	<input type="checkbox"/> tracking	<input type="checkbox"/> Def red	<input type="checkbox"/> F/C angles/sticks
<input type="checkbox"/> clears	<input type="checkbox"/> weak side	<input type="checkbox"/> press / no press	<input type="checkbox"/> Battle level

PP#1

Period 1

P.P. -

P.K.-

PP#2

Period 2

P.P. -

P.K.-

PK#1

PK#2

F

F

F

F

F

F

XF

XF

D

D

D

D

XD

XD

Period 3

P.P. -

P.K.-

Overtime

P.P. -

P.K.-