



“I’ve seen teams lose very important games because they couldn’t stop the other team from scoring in the last 5 minutes”

NEUTRAL ZONE – 1 – 1 – 3 GAME CLOSING SYSTEM - PLAYER HANDOUT

Sometimes to help the learning process with players, it is best to give them physically or electronically a brief description of what a system is designed to do and how to execute it. This furthers the 4 steps of learning and buy-in:

1. To KNOW: To know what the system is and why we want to use it
2. To UNDERSTAND: to understand the system in detail
3. To BELIEVE: to believe that the system will work
4. To ACT: To act to implement the system as instructed

Here’s the handout I used:

THE 1 – 1 – 3 GAME CLOSING SYSTEM - PLAYER NOTES

- **THINK ABOUT THIS SYSTEM AS A 5 ON 5 PK WITH THE PRIMARY OBJECTIVE OF PREVENTING THE OTHER TEAM FROM SCORING OR GETTING A CONTROLLED ENTRY INTO OUR ZONE – MAKE THEM BEAT 5 OF US**
- **ALLEY OOP OUT OF OUR ZONE IF NO SAFE PASS , OR KNIFE INTO THEIR ZONE VIA A CONTROLLED BREAKOUT, OR CROSS THE REDLINE AND DUMP INTO THEIR ZONE**
- **SWING F1(LW) ON A CONTROLLED ANGLED PRESSURE CONTAIN ON THEIR PUCK CARRIER COMING UP ICE IN THEIR ZONE FORCING HIM TO PASS Laterally OR UP ICE**



- IF HE PASSES TO THE WEAK SIDE SWING F2(RW) TO DO THE SAME CONTROLLED ANGLED PRESSURE CONTAIN
- IF THEY POST A PLAYER IN THE NEUTRAL ZONE COVER HIM MAN TO MAN
- IF THEY PASS UP ICE CHALLENGE AND ANGLE IMMEDIATELY
- F1 AND F2 SWING BACK INTO THE NZONE ALWAYS COVERING THE MIDDLE, CLOSING PASSING LANES AND PRESSURING THEIR PUCK CARRIER KEEPING 3 ACROSS OUR BLUELINE FORCING THEM TO SHOOT THE PUCK IN OR TURNOVER THE PUCK IN THE NEUTRAL ZONE
- RETRIEVE THE PUCK AND SHOOT IT OR PASS IT BACK OUT ASAP, OR USE THE KNIFE IN PLAY ALONG THE WALL IN THE NZONE TO GET THE PUCK BACK DEEP IN THEIR ZONE
- KEEP REPEATING THIS UNTIL THE CLOCK RUNS OUT



SQUIGILLY LINE = SKATE

DOTTED LINE = PASS

