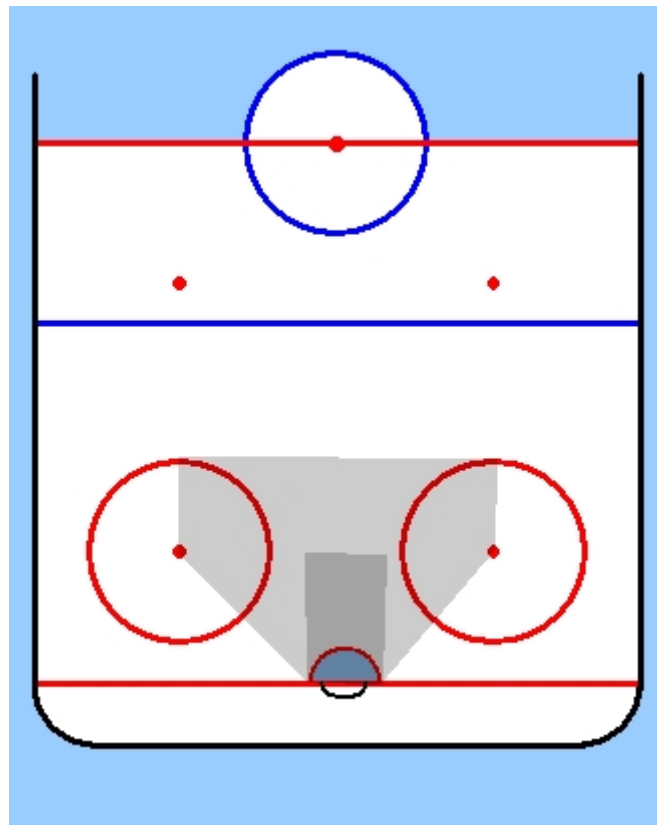




*“It’s usually pretty simple: the less quality shots on goal against the less goals scored against us”*

## **DEFENSIVE ZONE – LOWERING GRADE A, AA, B SHOTS ON GOAL**

As indicated earlier there are 3 scoring areas, the Grade AA, Grade A and Grade B as shown in the diagram below: the Grade AA (dark grey) is the most dangerous position to shoot from, the Grade A (lighter grey) is the next most dangerous, and the Grade B (the white area) is the least dangerous. These are based on the NHL save % from these locations.



Now, where the shot started from and where it went in may be two different considerations. A rebound, for example, can be generated from a shot from anywhere, as well as a deflected shot, whether the deflection is off us or them.

So, in considering how to lower quality shots against us, let’s start with how are quality shots generated, and identify what to do to prevent them:

- **Causing Odd Man Rushes**
  - Lost puck possession in their zone on a 3 man aggressive forecheck causing an odd man rush – always have a forward high in their zone in case, a so-called F3



- A lost faceoff in their zone with a D down with the forwards, and only one shooter behind the centre which creates an odd man rush- avoid this high risk faceoff structure
- A strong side pinch by our D at their blueline with no F3 support behind him or with what our D thought was F3 support which failed to happen which creates an odd man rush – don't strong side pinch at their blueline unless 100% sure you can move the puck forward towards their net, not just create a puck battle or bodycheck their player
- Taking a shot from their blueline by our D with their forward coming at us with no open shooting lane, risking hitting his pads and causing a breakaway or an odd man rush- pass off to someone open or rim around their net
- Entering their zone 3 on 3 and trying a high risk passing play high between their faceoff circle and their blueline to a semi-covered player which results in an odd man rush against us
- Skating fast around their net and making a blind “hope” pass out without seeing any open player and causing an odd man rush- no blind passes unless you hear your linemates voice and can pass to it
- Pinching in the neutral zone or at your blueline when there is no forward support causing an odd man rush
- **Allowing Them Entries With The Puck** – more shots occur on entries with the puck than on dump and chase plays so force them to dump and chase more via traps if aggressive forechecking by us is not likely to produce puck possession for us in their zone
- **Taking Penalties** – just about every penalty given up by a relatively good team gives the other team 1 -3 quality shots they wouldn't normally get 5 on 5
- **Turnovers in Our End** - turnovers in the Grade AA and A area are extremely dangerous so, safe pass or out off the glass, alley-oop or between their 2 D
- **Not Blocking Shots** – a blocked shot = no shot – extremely valuable
- **Giving up Rebounds** – goalies should work on deflecting pucks to the corner or deadening shots directly in front so they can immediately smother them or catching them
- **Not Clearing Rebounds** – trying to carry a puck after a rebound is very dangerous usually as you can't see all the trouble that may be around you – clear rebounds immediately to the corner not towards our blueline in a weak attempt to get the puck out