



“Everyone is looking for the magic “win” formula, here’s one”

ANALYTICS – 20 KEY PERFORMANCE RESULTS TO WIN GAMES

Try these and adjust the standards to your level of play using the average best winning teams’ results in your league to establish what you have to attain or beat. The Data Collection Forms to gather these results are all in this website.

The standards outlined here are from Ontario Junior A and do win a lot of games when achieved. Not all need to be attained all at the same time, and you can weight the standards as you see fit:

DZONE

1. NO MORE THAN 10 TURNOVERS IN THE DZONE PER GAME
AND NO MORE THAN ONE TURNOVER IN THE GRADE A SCORING AREA
2. DZONE CLEARING % 80% + AFTER 100 % PUCK POSSESSION
3. NO MORE THAN 12 GRADE “A” SHOTS INCLUDING 5 AA’S OR 5 DANGEROUS SHOTS AND NO MORE THAN 15 GRADE “B” SHOTS AGAINST PER GAME (27 TOTAL)
4. 10 – 15 BLOCKED SHOTS PER GAME
5. NO MORE THAN 3 PENALTIES AGAINST PER GAME
6. PK % OF 88% PLUS
7. SAVE % OF 92%+
8. TEAM FACEOFF TIE UP AND WIN % OF 70 % +

NZONE

9. NO MORE THAN 3 TURNOVERS IN NZONE PER GAME
10. NO MORE THAN 2 ODD MAN RUSHES AGAINST PER GAME
11. FACEOFF WIN % OF 60% PLUS

OZONE

12. NO MORE THAN 3 TURNOVERS FROM THE TOP OF THEIR FACEOFF CIRCLE TO THEIR BLUELINE PER GAME
13. FORECHECKING PUCK WIN % OF 50% PLUS PER GAME
14. 15- 20 GRADE “A” SHOTS AND 20 GRADE “B” SHOTS FOR PER GAME (TOTAL 35 – 40 SHOTS). OF THESE GRADE A SHOTS, 5 - 10 GRADE AA SHOTS PER GAME OR “DANGEROUS SHOTS”



15. MORE ENTRIES WITH PUCK POSSESSION (INCLUDING SELF/TEAMMATE CHIPS)
THAN DUMP AND CHASE
16. AT LEAST 7 – 10 EFFECTIVE SCREENS PER GAME
17. PP% OF 22% PLUS
18. FACEOFF WIN % OF 60% PLUS

ALL ZONES

19. AT LEAST 20 TAKEAWAYS PER GAME AND A PUCK BATTLE WIN % OF 60%
20. AT LEAST 50 BODYCHECKS/FINISHED CHECKS PER GAME