

POWER PLAY

- Ready to work and compete
- Speed and support on the breakout
- Entry with possession when possible - smart choices at blueline! - Puck low first!
- Quality dump ins if necessary - away from goaltender
- Outnumber the opposition on all loose pucks
- Awareness of where the pressure is coming from
- Communication and support
- Create a 2 on 1 - take it to the goal
- Converge and dominate the net front - find the 2nd chance opportunities
- Constant motion and puck movement - force PK out of comfort zone
- Outlet to back of net or weakside to relieve pressure and stretch the PK
- Dominate the faceoffs - Pursuit on loss - Shot plan on win
- Quality line changes - 60 seconds max
- Take what your opponent gives you - keep it simple
- Patience and execution



POWER PLAY BREAKOUT/ENTRY

PPBO 5 Man Swing

Double swing wide lanes

D1 drive up middle ice

Wings exchange - inside dot position to support wall speed

Entry 5 Man Swing

D1 first pass must beat first forechecker

Create 2 on 1 vs wide lane

Together with speed enter with possession/soft chip/hard rim

PPBO 4 Man Swing with Stretch

Double swing wide lanes

D1 drive up middle ice

W1 swings inside dot position to support wall

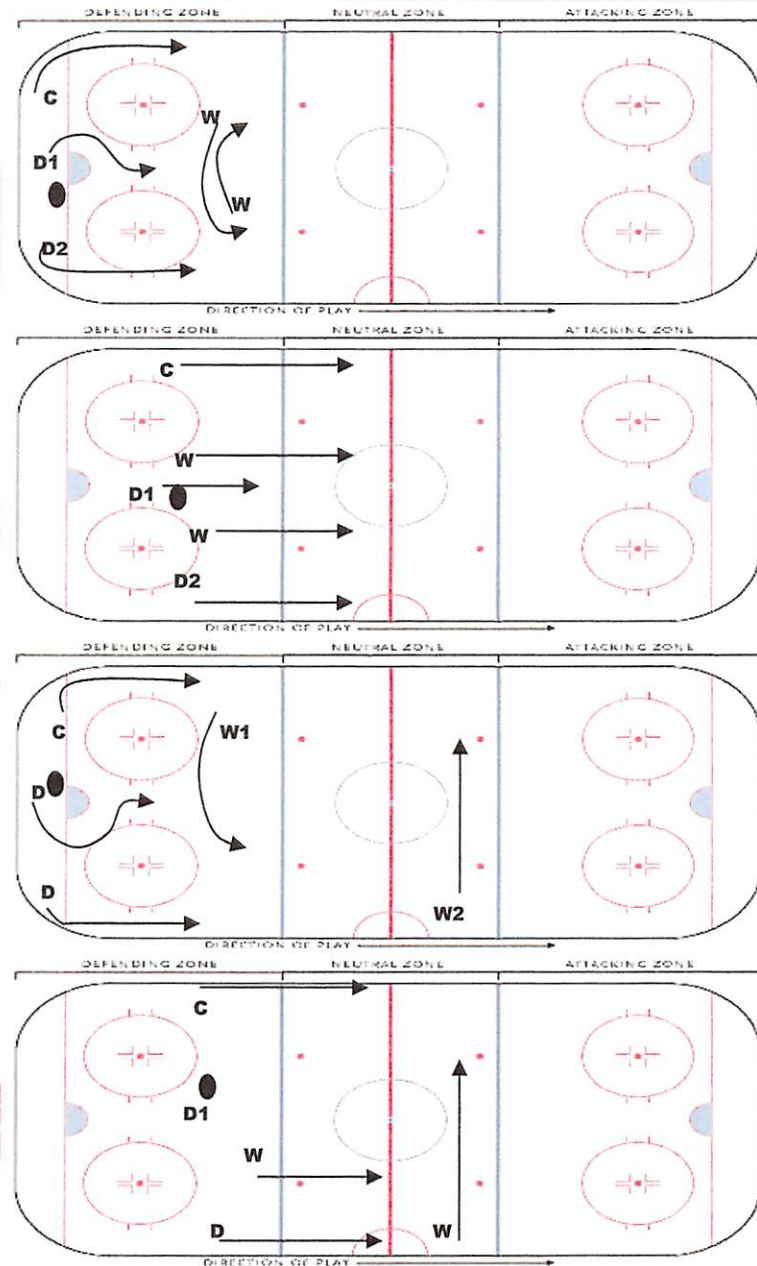
W2 stretch timing across line for quick strike option

Entry 4 Man Swing with Stretch

D1 first pass must beat first forechecker

Create 2 on 1 vs wide lane

Together with speed enter with possession/soft chip/hard rim



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POWER PLAY IN ZONE

PP Overload Set

- F1 - Half wall
- F2 - Goal line
- F3 - Slot/net front
- D1 - Set up - walk the line
- D2 - Wide or weakside backdoor option

Overload Movement

HIGH

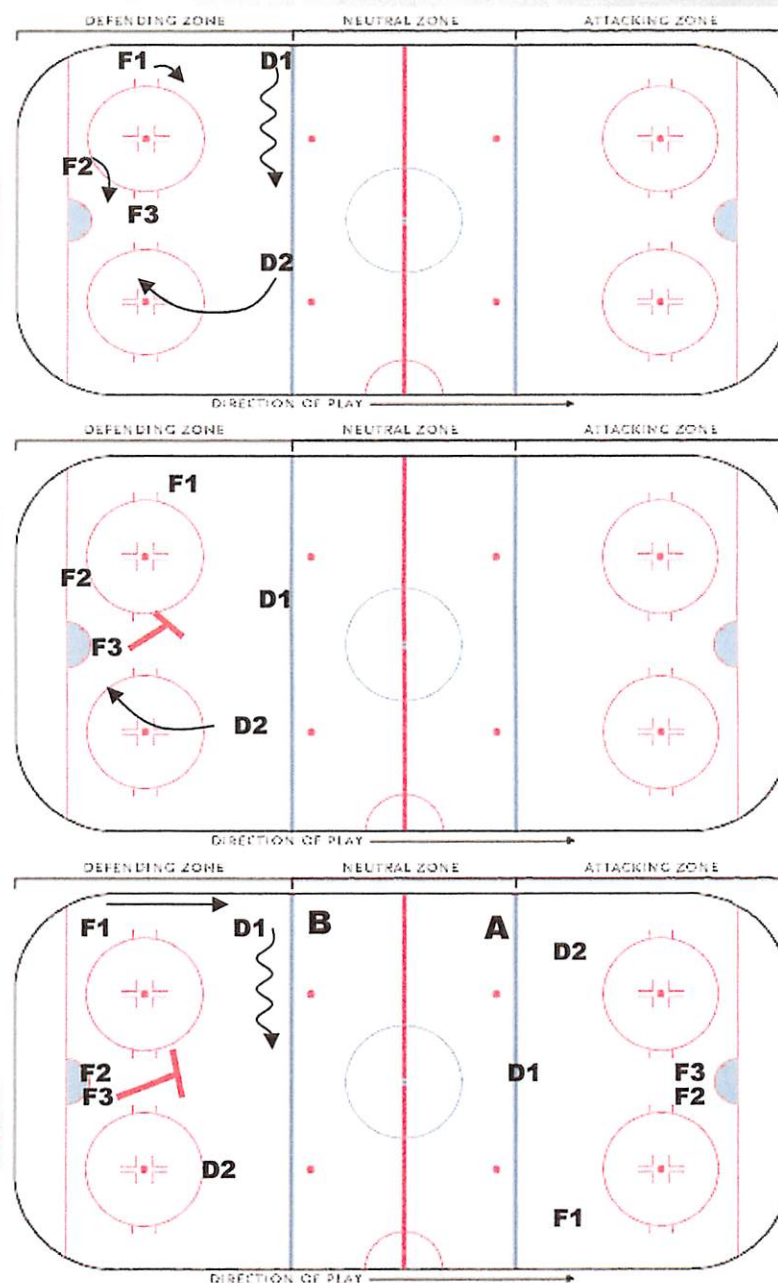
- F1 to D1 walk the line
- F1 rolls high support
- F2/F3 converge
- D2 to net or backside

LOW

- F1 to F2 walk and jam
- F1 to F2 to F3 post up in strong side slot
- F1 to F2 to D2 backdoor

PP In Zone 3-2 / 1-3-1 Set

- A F1 - D1 - D2 shots/one timers to traffic/converge
- F1 to F2 goal line walk
- F1 to F2 goal line to slot or back door to F3
- B F1 to D1 - D1 drives to middle F1 flanks high
- D1 walks and shoots to traffic
- D1 to D2 shot or return to D1 high middle
- D1 returns puck to F1 - F1 shot/seam pass to D2 - F1 low to F2 goal line walk - F1 to F3 high slot tip or redirect



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POWER PLAY IN ZONE

PP 5 vs 4/5 vs 3 Box +1

D1 to F1 to F3 post up in slot

D1 to F1 to F2 backdoor

D1 to D2 roll/exchange - shot or 1 timer

D1 or D2 shot and F converge

D1 to F1 D1 drives through high slot - F1 drives puck up - D2 posts up for one timer

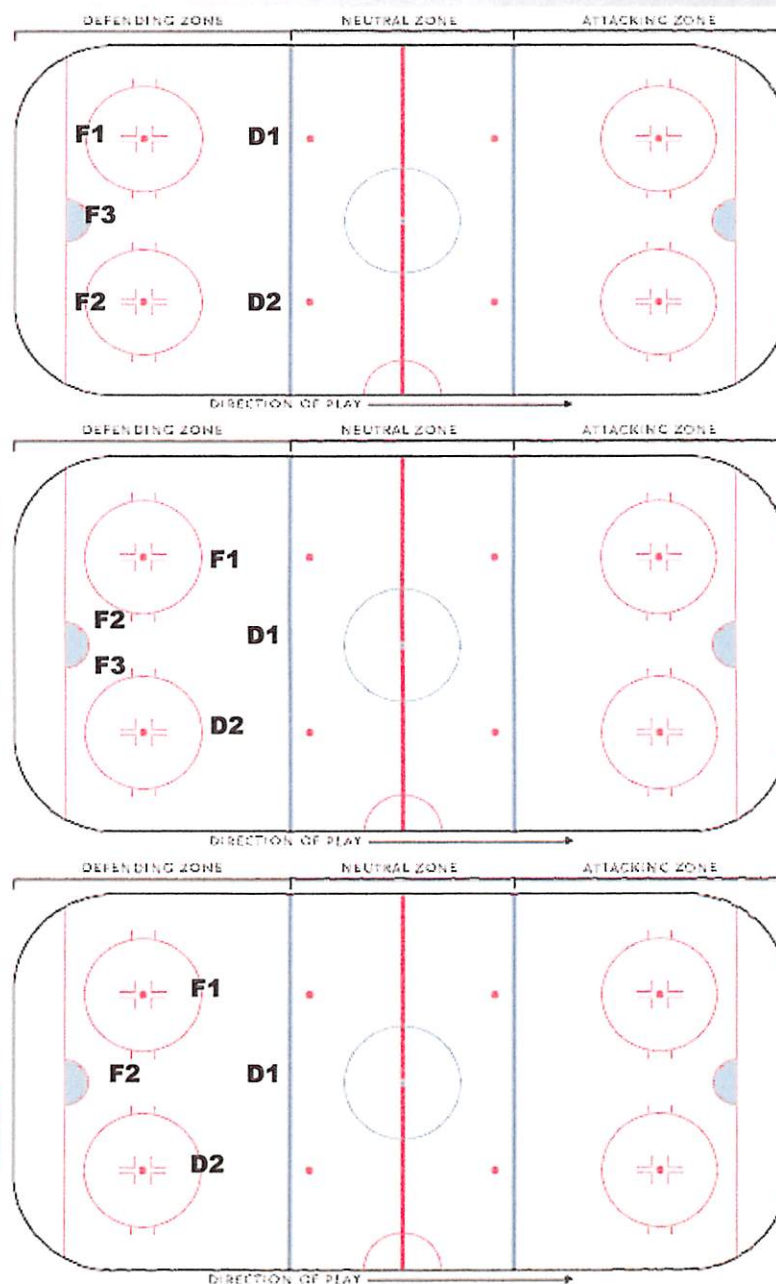
PP 5 vs 3 Umbrella

F1 - D1 - D2 movement/patience - look for 1 timers with traffic

F2 - F3 can be strong side support or weakside backdoor option or outlets for F1 - D2 if necessary

PP 4 vs 3 Diamond

F1 - D1 - D2 movement/patience - look for 1 timers and seam passes with F2 screen, tips, rebounds, back door play

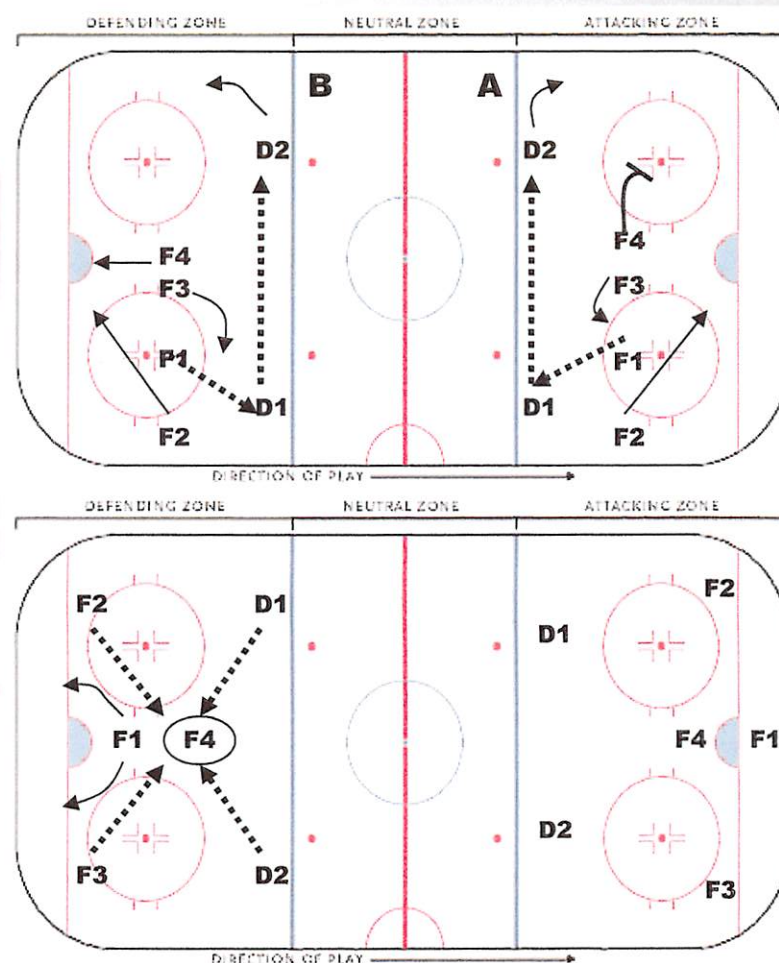


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6 on 5

Faceoff 6 vs 5

- A D1 to D2 wide outside dot
F2 jumps through to goal
F3 screen opposing F
F4 slides to weakside dot - hard to halfwall or post on loss
D2 options shot/back to D1 to F4 weakside
- B D1 to D2 wide back to D1 high middle touch to F3 roll out
one timer - D1 can walk to middle if available
F2 -F3 hard on puck/D on any lost draw



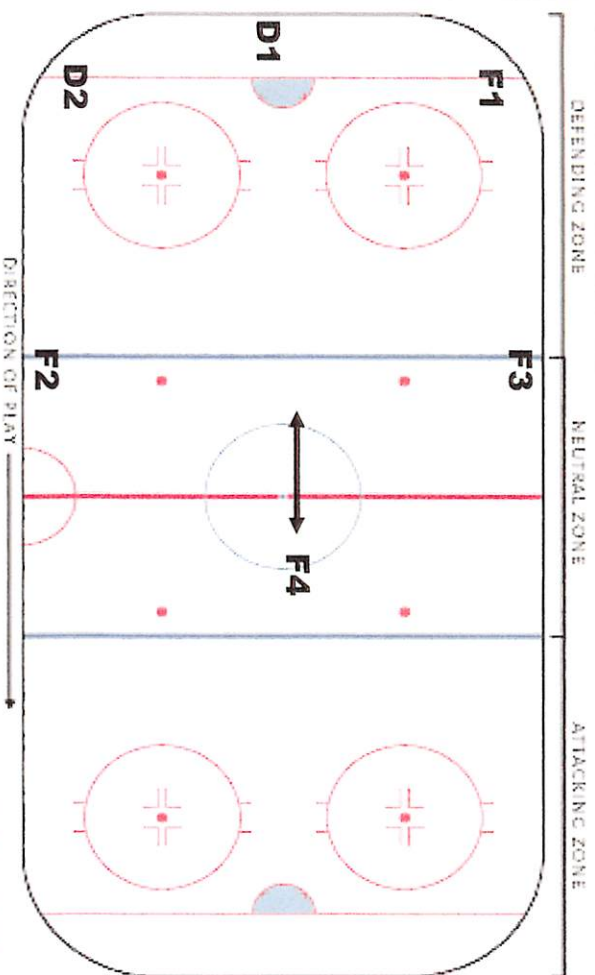
6 vs 5 Set

- 3 Closest forwards on all loose pucks
- Weakside outlets
- D1 - D2 shots and converge
- If no shot lanes outlet everything to back of goal
- Set - jam/stuff/walk - short plays at net
- Full possession puck at point - F1 can move to net front - F4 to high slot option



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6 on 5 Breakout



Standard Power Play Breakout

F4 - comes back to help - or stretches their D



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