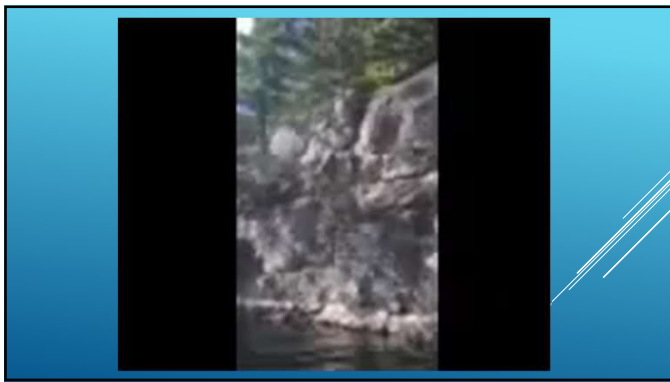
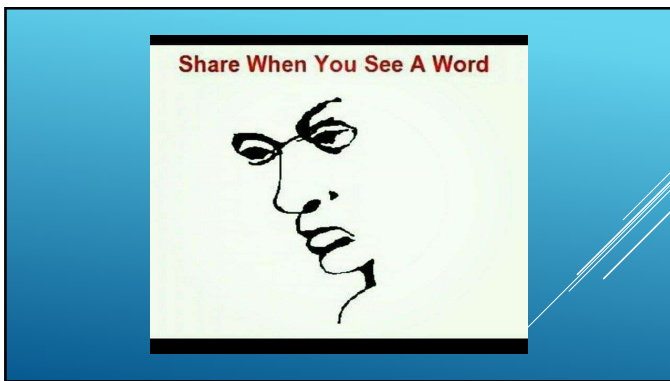




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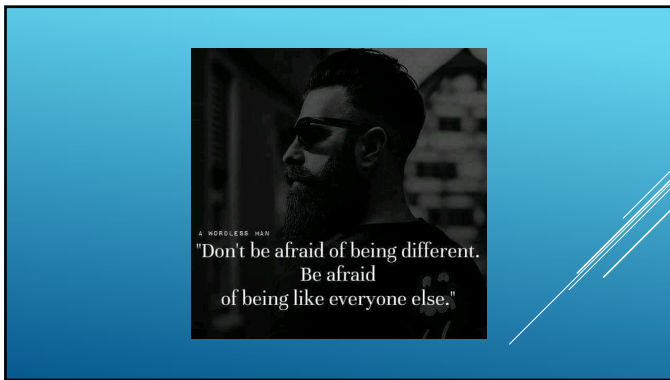
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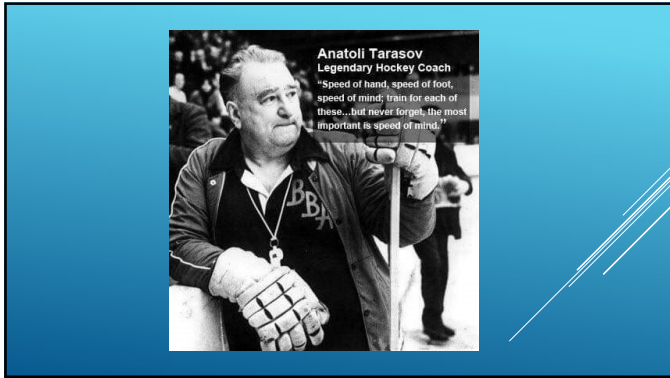
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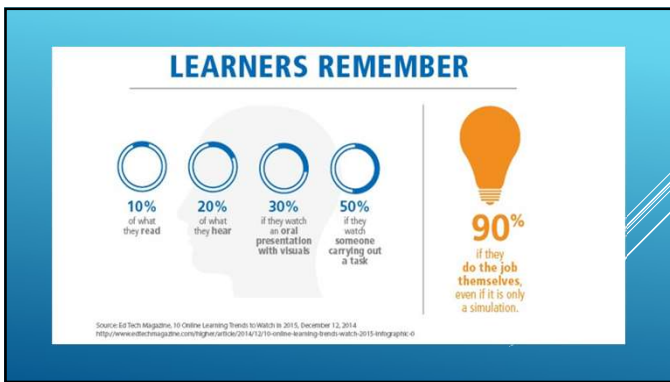
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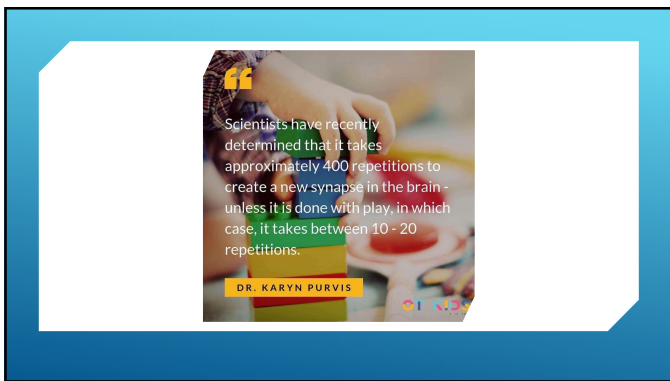
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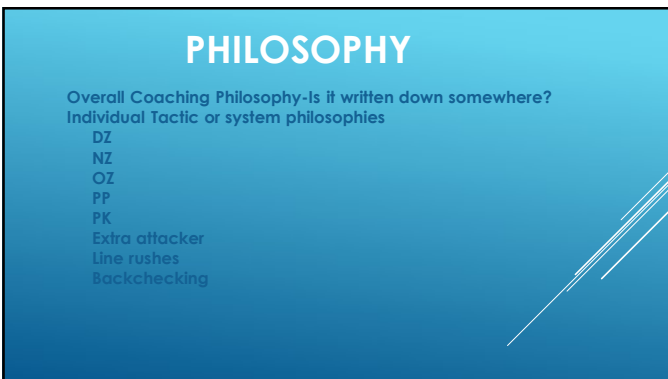
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INFORMATION

- ▶ Formation used by opponent vs Rush
- ▶ Understanding the philosophy of the killers
- ▶ Style of defense- Patient, Pressure, Contain, Angle?
- ▶ First player role?
- ▶ Second player role?
- ▶ How hard do they work if they've been beat by a pass?
- ▶ How do the defensemen adjust?
- ▶ Are the D standing stationary at the blue line?

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LINE RUSH PHILOSOPHY

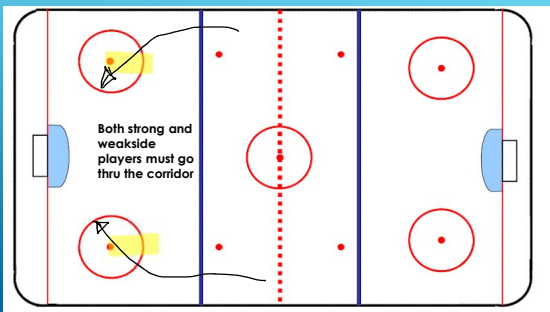
Get the puck to the prime shooting area attacking from the outside through the "scoring corridor" while having two players drive to the net.

Our goal is to get a shot on goal from 80% of our offensive line rushes.

Ultimate objective is to beat the goaltender **"SCORE"**

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Scoring Corridor



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RUSH TO SCORE NOW!!!!

- ▶ Time factor
- ▶ PP only lasts for short time.
- ▶ The longer the PP, more chance to have problems, we can't make 5 passes without turning the puck over without pressure
- ▶ Pursuit/pressure

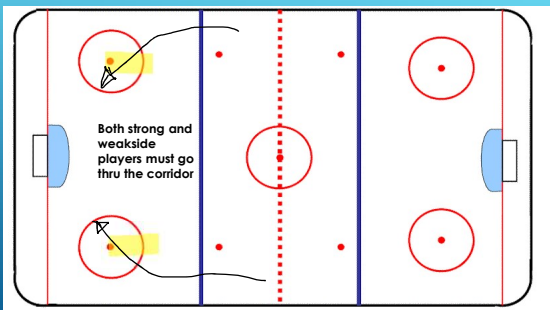
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PREREQUISITES

- ▶ 1. General Philosophy for a line rush 3-2, 3-1, 2-1, 3-0, 2-0
- ▶ Scoring corridor
- ▶ 2. Have you done your homework on the opposing team or will you need one PP to figure them out?
- ▶ 3. Are you prepared to rush with less than 5 players?
- ▶ 4. Do your players know the situation? (Period, Score-ahead or behind, time left)
- ▶ 5. Are you prepared for a NZ regroup to rush again?

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Scoring Corridor



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RULES FOR PLAYERS

- ▶ Know what handed all players are on the ice
- ▶ Always stay outside
- ▶ Weakside player must read player in middle lane
- ▶ Get to net/Trail
- ▶ Maintain triangulation/quadrangulation

- ▶ Stop at net
- ▶ Odd man rush: **shot must hit the net**, or do you like to backcheck

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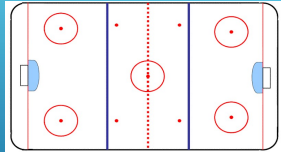
ZONE ENTRY PROGRESSION OUTSIDE ATTACK

- ▶ 1. Gain the offensive Blue line
- ▶ 2. Beat the defenseman
- ▶ 3. Look for trailer
- ▶ 4. Look for weak side winger going to net
- ▶ 5. Try to get through "scoring corridor"
- ▶ 6. Escape-Look for late defenseman
- ▶ 7. Look to net
- ▶ 8. In zone offense

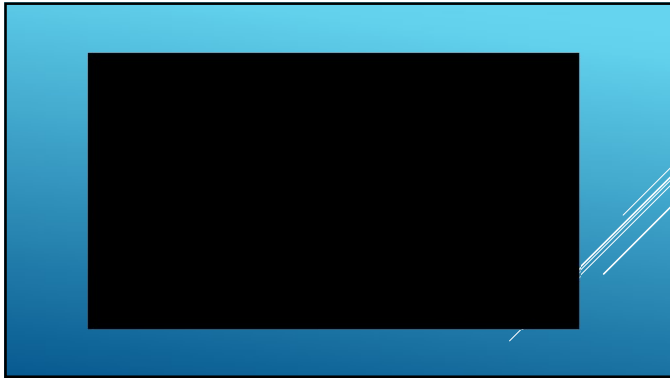
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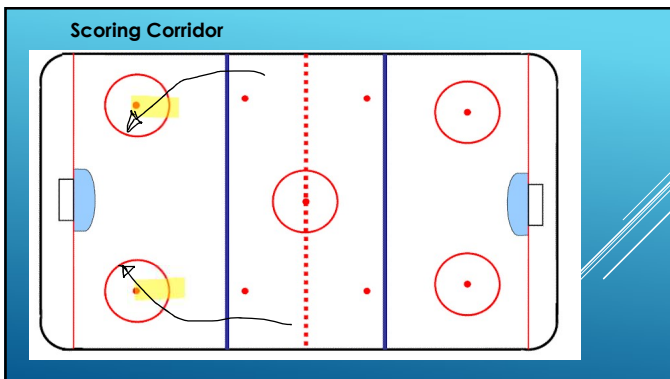
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RUSH TO SCORE NOW!!!!

Assumptions

- Set-up from own end from an iced puck
- Communication of the goaltender/PP Players
- #1 Forechecker is of no significance if not pressuring
- Look to beat the #2 and #3 killers.
- SPEED KILLS
- BE ON TIME/DELIVER ON TIME
- Rotation of players on the rush
- Key to have guys fresh
- Offside-Not always a bad thing

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TRADITIONAL PATTERNS

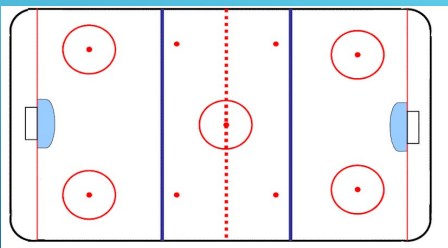
- ▶ KEY POINTS
 - ▶ Last man back?
 - ▶ Attack the pressure
 - ▶ Get close to beat with a pass/Bump
 - ▶ Up men need to be able to read opponents
- ▶ PATTERNS
 - ▶ Swing
 - ▶ Double Swing
 - ▶ 4-man rush
 - ▶ 4 corner
 - ▶ Air Force 1

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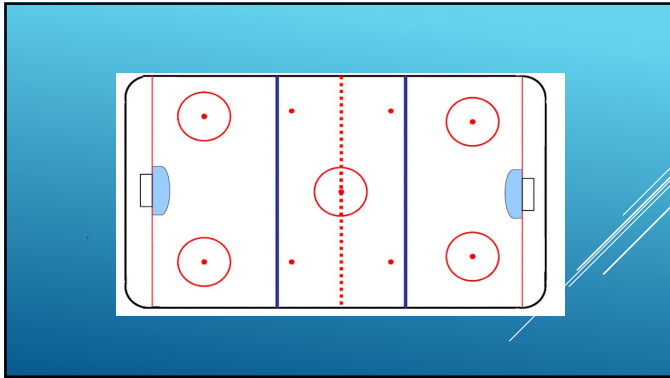
DISCUSSION ITEMS

- ▶ Are we on offense or defense
- ▶ Coverage of team that is short and in possession of puck
- ▶ Take away forwards first/D will usually ice the puck
- ▶ Drills to practice the Rush.
- ▶ Rush when pulling the goaltender for 6-5, 6-4 or 6-3
- ▶ During play-delayed penalty
- ▶ Last Minute
- ▶ Other

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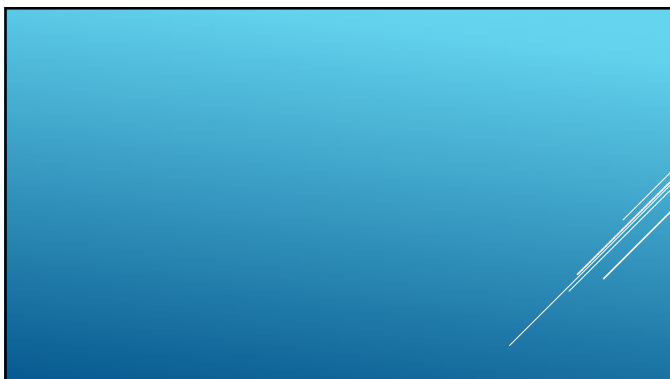
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