

Title : Defenseman Communication

Content elements:

Components :

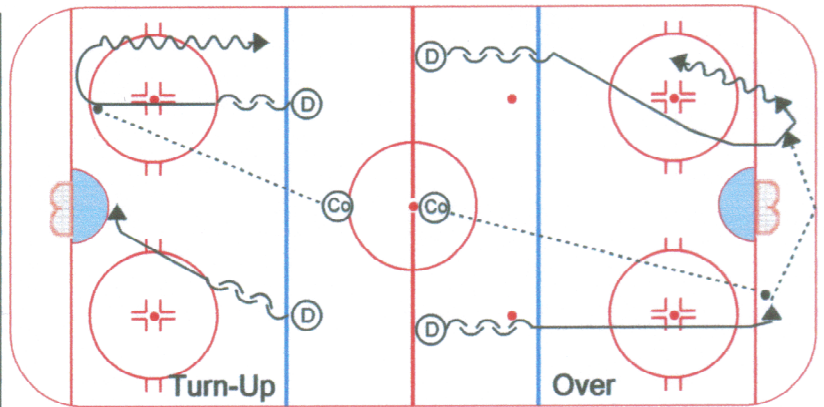
Description

Turn-Up

The weakside defenseman yells "Turn-Up" and the puck carrier knows pressure is coming from his inside shoulder and he should "Turn_Up" the boards.

Over

The weakside defenseman yells "Over" and the puck carrier knows pressure is coming from his blindside and he should pass the puck "Over" to the weakside defenseman. The weakside defenseman must get low enough to allow the puck carrier to pass behind the net.



Key Points :

Communication

Listen

Head on a Swivel

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Content elements:

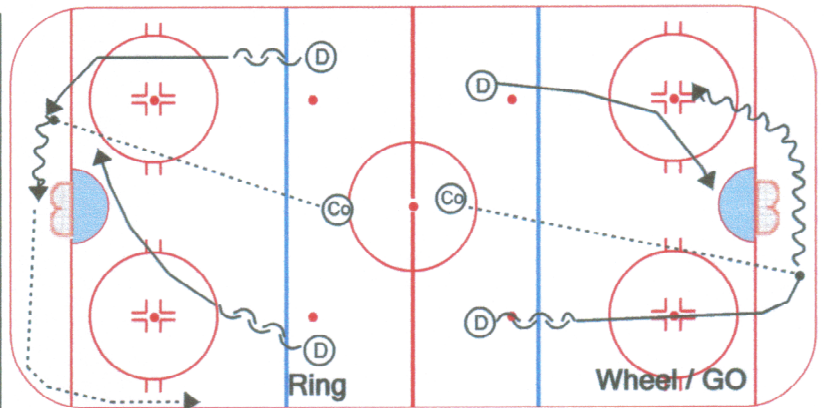
Components :

Ring

The weakside defenseman yells "Ring" and the puck carrier knows he doesn't have enough time to skate with the puck. The strongside defenseman can try to step in front of the oncoming rusher to give the puck carrier more time. The puck carrier will "Ring" the puck around the boards where the Wing should be waiting.

Wheel / GO

The weakside defenseman yells to the puck carrier to "Wheel or GO" and the puck carrier just turns up the speed and heads around the net.



Key Points :

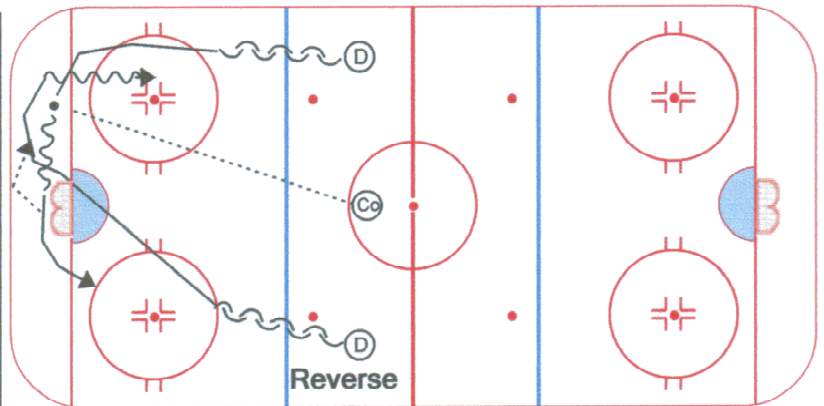
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Components :

Reverse

This can be the hardest read for the weakside defenseman. When it appears that the puck carrier will have trouble eluding the attacker the weakside defenseman yells "Reverse" and the puck carrier dumps the puck off the end boards similar to a cycle pass. The puck carrier should be moving as fast as possible to draw the attacker away from the pass. The weakside defenseman moves down low to take the drop pass off the boards and continues up ice. The original puck carrier should monitor the slot in case the puck gets free.



Key Points :