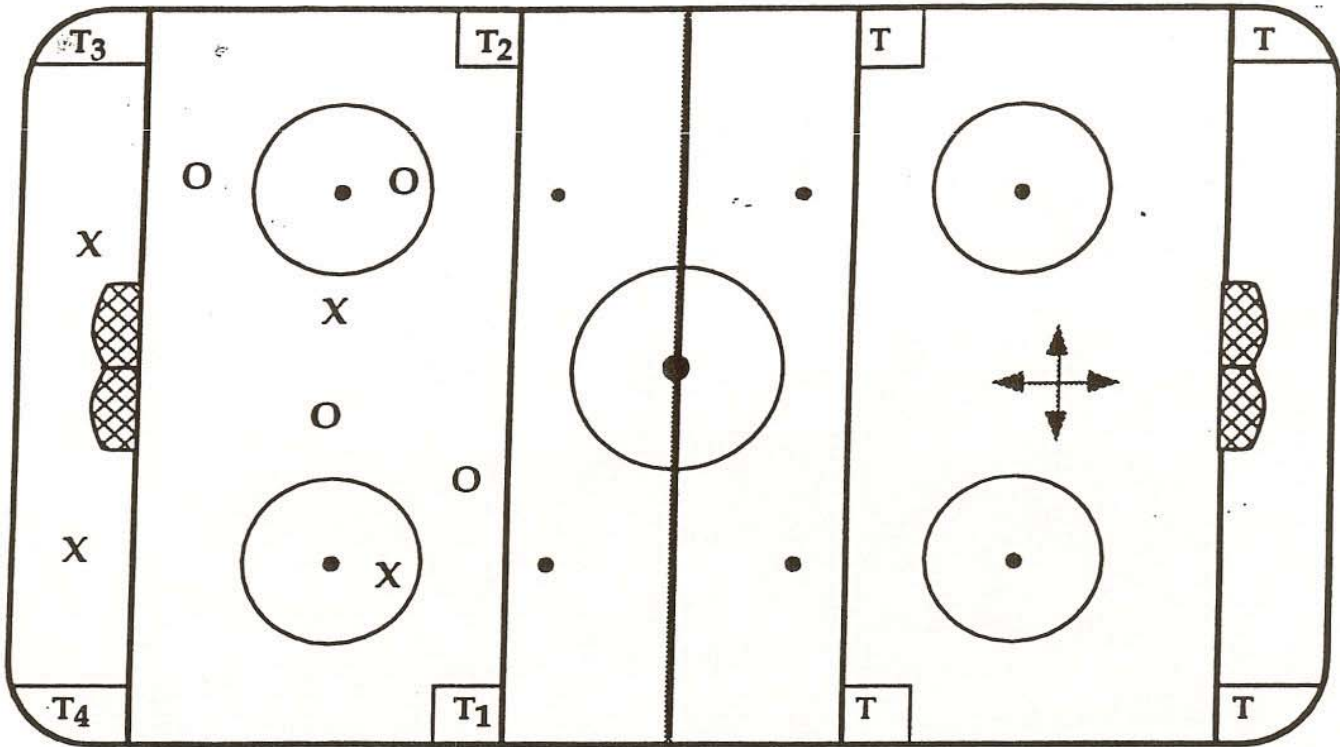


* 4 v 4 Keep Away



Organization: Two ends of the ice with 12 players in each group.
 4v4 Keep away, with 4 target players in the corners. (Those players cannot be pressured when they have the puck.) Object of the game is to get points by a) 5 consecutive passes or b) get the puck to a target. If point is scored at one end, have team score the next point at the opposite end. (opens things up)
 4 targets rotate in after specified time, e.g. 90 seconds.

Purpose: Support, puck movement, defending, playing swivel headed, tempo, competition, put any conditions in the game to meet your goals.

Notes: