

Description

Players are gathered in the high slot of the zone. Nets are facing inward in the corners. One player starts behind with the puck (mouse) and the other infront without a puck (cat).

On the whistle, the puck carrier behind the net gets 1 fake they can use, before having to pick either side of the net to exit. The cat in front, has to read, react, and angle using the boards in either direction.

If the cat steals the puck, they cut to the net for a quick shot and the drill is done. If the mouse beats the cat, they circle back either by the blue line, or the crease, and the cat gets a second chance to angle.

*If the 2nd outcome (mouse beats cat) occurs, this angle may happen in open ice, which is important to emphasize. Although angling often involves the boards, it can also occur in open ice. Make sure players are aware of this, and their stick and body position.