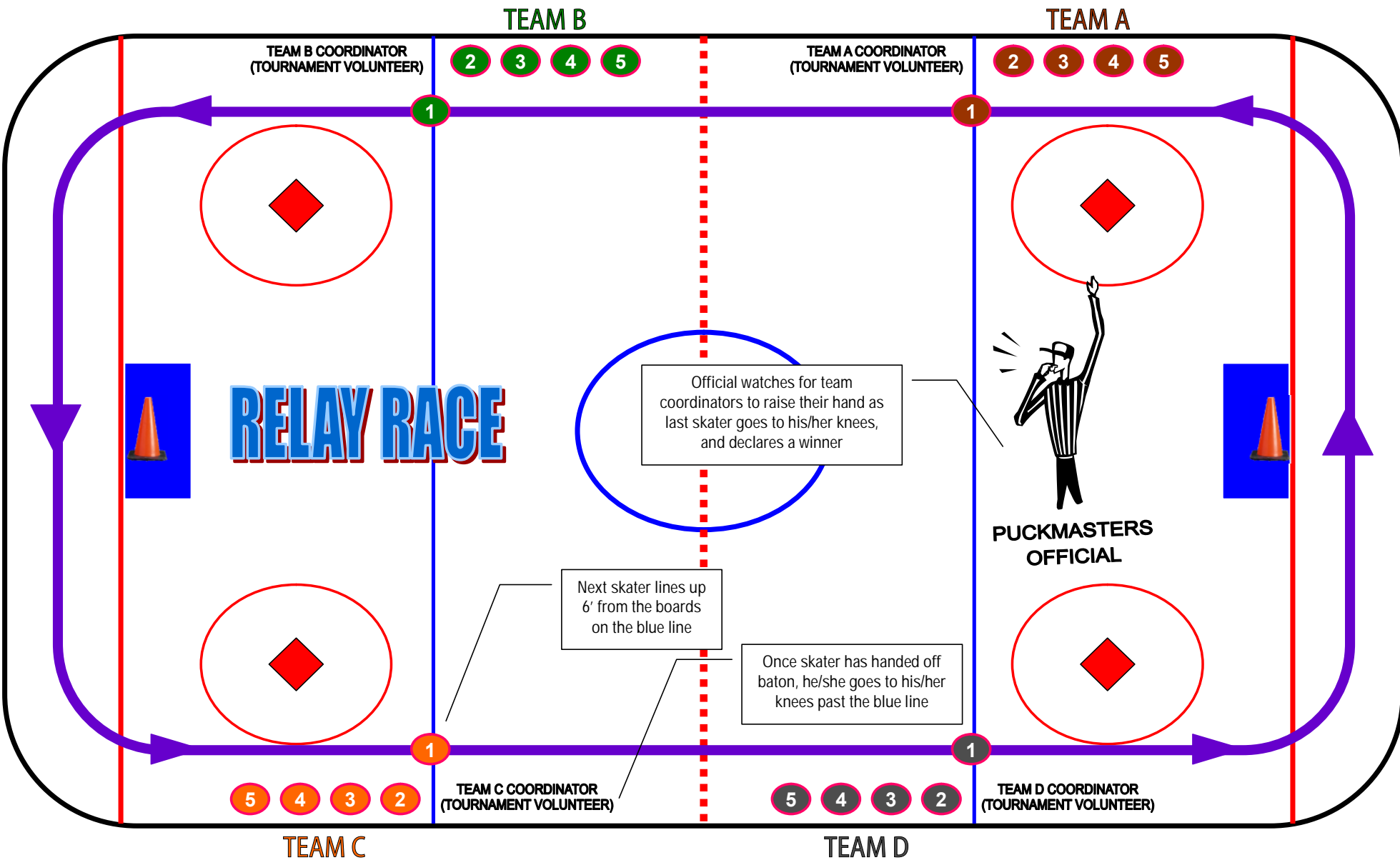




RELAY RACE

- **Skaters are to be in full equipment, no sticks.**
- **Players will be lined up in order by off-ice volunteer coordinators.**
- **Each team will be assigned an on-ice volunteer coordinator.**
- **An on-ice Puckmasters official will determine the winning team.**

- **Each team consists of five (5) skaters.**
- **Four (4) teams compete per heat.**
- **Each player makes one complete revolution of the ice, counterclockwise.**
- **A baton is handed off to the next player to skate.**
- **The skater receiving the baton must be in a stationary position.**
- **Once skaters complete their turn, they are to go to their knees in front of the blue line**
- **The team coordinator will raise his/her arm once all players are on their knees**
- **No penalty assessed for dropping the baton on handoff; however the baton must be handed off and if dropped retrieved before continuing.**





AGILITY RACE

- **Teams will be comprised of five (5) skaters with a puck.**
- **Four heats will be executed simultaneously in each of the four corners of the ice using four pylons per quadrant.**
- **One participant for each team lines up just outside of the blue line.**
- **On the whistle with a puck the first skaters will skate to the first pylon.**
- **They will then make a tight turn around the pylon and stickhandle in a slalom fashion through the pylons.**
- **When at the end of the pylons, they then make a tight turn around the final pylon and stickhandle back through in the same slalom fashion.**
- **Once a skater reaches the final pylon, he/she will pass the puck to the next skater.**
- **The skater must have reached the final pylon before the puck can be passed.**
- **The second skater will continue through the pylons in the same manner as the first skater.**
- **If a player misses a pylon, he/she will need to go back.**

AGILITY RACE

TEAM B

TEAM A

TEAM C

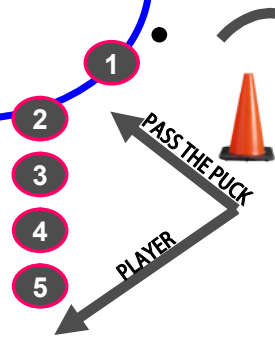
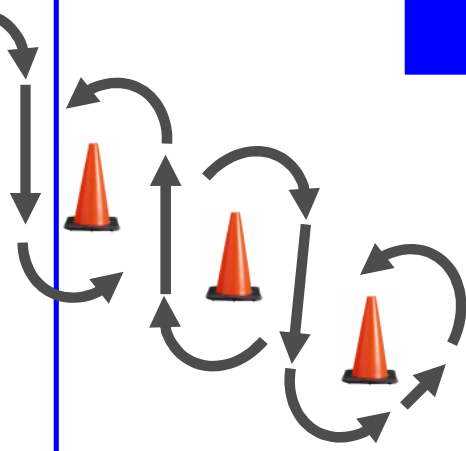
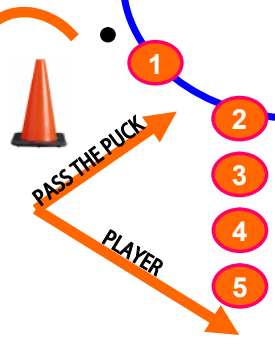
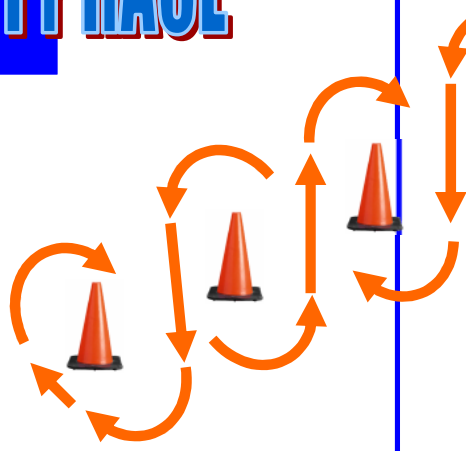
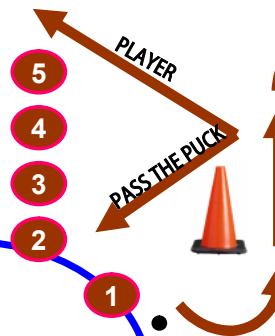
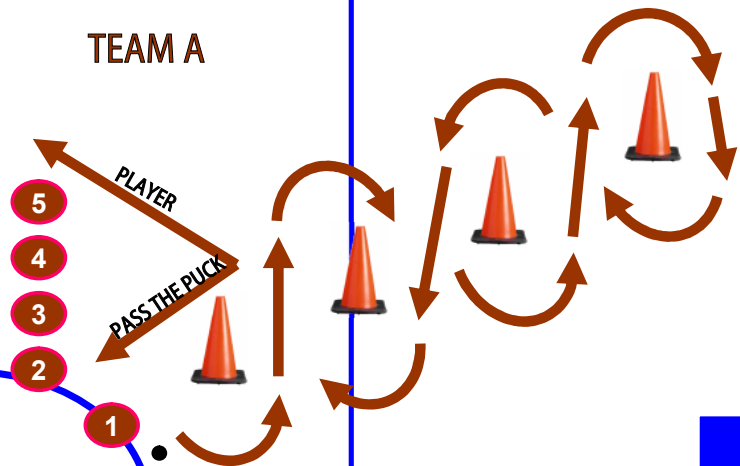
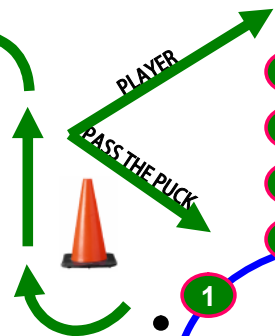
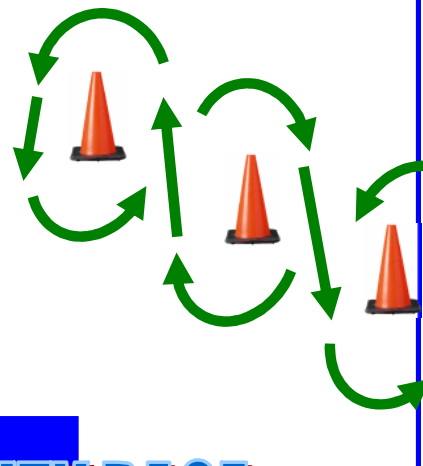
TEAM D

PLAYER
PASS THE PUCK

PLAYER
PASS THE PUCK

PASS THE PUCK
PLAYER

PASS THE PUCK
PLAYER





POWERPLAY CHALLENGE

- **Teams require forwards (F), 1 defenseman (D) and 1 or 2 goalies (G).**
- **Both ends of the ice will host the Power Play Challenge simultaneously.**
- **Offensive team will have 120 seconds to score as many goals as possible.**
- **If a team is fielding two goalies, they will be switched after one (1) minute, or as close as possible based on next stoppage in play.**
- **Offensive team starts from behind the blue line with a puck.**
- **At the whistle, the offensive team attacks the net.**
- **A play is considered dead when the goalie covers the puck or the puck crosses the blue line.**
- **Once the play is dead the offensive team must retrieve another puck from behind the blue line and re-enter the zone.**
- **The players are not to chase a puck past the blue line, volunteers will do so.**
- **One (1) point will be awarded to the offensive team for each goal scored.**

