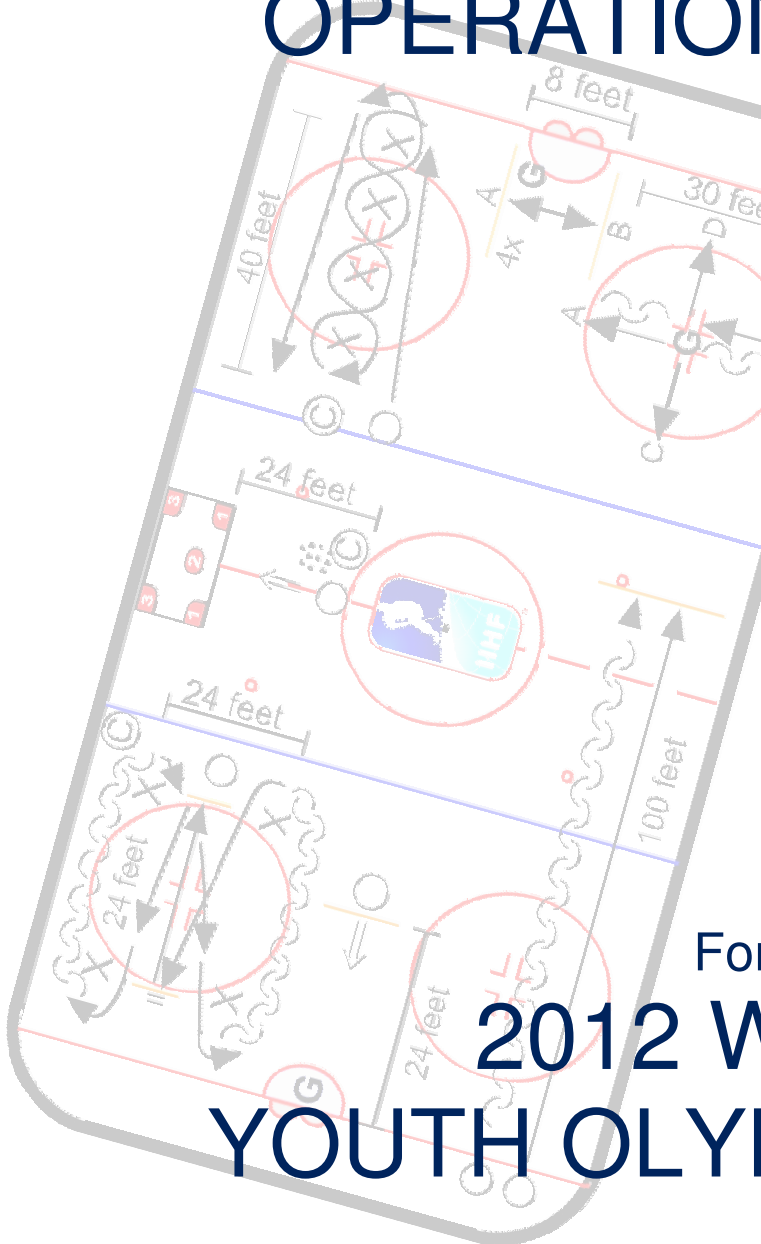




IIHF SKILLS CHALLENGE OPERATIONS MANUAL



For the
**2012 WINTER
YOUTH OLYMPIC GAMES**



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1st WINTER YOUTH OLYMPIC GAMES

On 5 July 2007 the International Olympic Committee President, Jacques Rogge announced the creation of the Youth Olympic Games (YOG). It is hoped that these games will inspire young people around the world to take up sport, as sport today plays an ever greater role in the growth and the forming of society.

The Winter Youth Olympic Games are a 10-day multi-sport, cultural and educational event for young people and driven by young people. The YOG will add a new dimension to the Olympic ideal, complementing what is already being achieved through the Olympic Games and the numerous IOC projects to bring the Olympic values alive. The YOG will bring together young talented athletes to participate in high-level competitions and lead them on their way to becoming true Olympians. This event will allow the Olympic Movement to extend its reach and stimulate worldwide sports activities.

The Ice Hockey Program

The program during the YOG will consist of two separate events.

There will be a tournament program consisting of five Men's national teams and five Women's national teams. The make-up of the tournament is to operate with 10 national teams from 9 separate nations. Austria, as the host nation will be awarded one male team and one female team to participate in each of the tournaments. The remaining eight teams will be awarded to the top eight nations, whose joint Men's and Women's 2011 IIHF World Ranking qualifies them for participation in the tournament. Each qualified nation will be allowed to select only one team to participate

The second ice hockey event will be a skills challenge that will form the individual program. This program will consist of the top 15 male and 15 female athletes who have qualified from a 18 month long global qualification program. The Challenge consists of a series of individual skill tests designed by the IIHF. A maximum of two athletes (one male and one female) may qualify from any eligible nation. The program will operate as the Skills Challenge, where the top 15 athletes in each category will compete for final ranking and medals.



THE IIHF SKILLS CHALLENGE

The IIHF Skills Challenge was one of the activities conducted to celebrate IIHF's 100th Anniversary during the 2007-2008 season. It is a program left behind from those celebrations that is available to all member Nations Associations, their leagues, clubs and players, to evaluate the technical skills needed to play ice hockey and allows players to compare their skills against other players from around the world.

Operations Manual

This handbook has been put together to assist National Associations to guide their national coaches to organise and operate the Skills Challenge.

Personnel, Equipment, Set-up

The tests are to be run by a group of testers. This means that the staff operating the tests must work together to ensure the smooth procedure of the tests.

Personnel	Equipment	Set-up
<p>1 Lead Tester: Coordinate all on ice activities</p> <p>2-4 Coaches - Lead individual testing stations and record scores</p> <p>Other Team Staff: assist with recording scores</p>	<p>1 Tape Measure</p> <p>8 Pylons</p> <p>1 Can of Spray Paint</p> <p>1 Drill</p> <p>4 Stop Watches</p> <p>4 Clipboards- 4Pens</p> <p>1 Shooter Tutor</p> <p>30 Pucks</p> <p>1 Speed/Radar Gun</p>	<ul style="list-style-type: none"> ▪ Use the official Skills Challenge measurements ▪ Use a tape measure when setting up the tests. ▪ Official lengths in metres are: <ul style="list-style-type: none"> – 3 Metres – 7 Metres – 9 Metres – 30 Metres

The Tests

1. Cone Weave
2. Cone Weave with the Puck
3. Transition Skate
4. Transition Skate with the Puck
5. Forward Speed Skate
6. Forward Speed Skate with the Puck
7. Backward Speed Skate
8. Backward Speed Skate with the Puck
9. Shooting Accuracy
10. Shooting Speed



SKILLS CHALLENGE FORMAT

The 2012 Youth Olympic Winter Games Skills Challenge will be conducted with 15 qualified male and 15 qualified female athletes competing in a series of tests designed and conducted by the IIHF.

The players that will be eligible for competing will be male athletes born in 1996 (15 or 16 years of age at the time of competition) and female athletes born in 1994 (17 or 18 years of age at the time of competition) from a nation not competing in the men's or women's tournament.

The athletes will compete for final rankings and medals in the male and female categories

Skills Challenge Qualification System

The qualification period will be carried out in accordance to the YOG 2012 - Qualification System Principles Timelines.

These qualifications will be organized and performed in 3 stages:

1. The first stage will be carried out nationally with every participating National Association conducting the Skills Challenge in their own nation to determine the winners. Each winner will be eligible to compete in the second stage.
2. The second stage will be done internationally at the Global Skills Challenge held during the 2011 Hockey Development Camp in Vierumäki Finland.
3. The third and final stage will be the 2012 Youth Olympic Games in Innsbruck Austria from 13th – 22nd January 2012

(Please refer to the table below for the exact timelines and dates)


QUALIFICATION TIMELINE

16 to 18 September 2010	<ul style="list-style-type: none"> • 2010 IIHF Semi-Annual Congress in Portoroz Slovenia • Workshop explaining the operations and process of the Skill Challenge qualification to the member National Associations • All nations participating will be supplied with the Skill Challenge Tool Kit
1 October 2010 to 7 May 2011	<ul style="list-style-type: none"> • YOG 2012 International Federation qualification period • National Associations and National Olympic Committees (NOC's) conduct Skill Challenge to qualify their participants • National Associations determine their participants for the Global Skills Challenge
11 May 2011	<ul style="list-style-type: none"> • Deadline for National Associations and NOC's to submit their qualified participants to the IIHF for inclusion in the Global Skills
2 to 10 July 2011	<ul style="list-style-type: none"> • 2011 Hockey Development Camp Vierumäki, Finland • Players will attend the final 5 days of camp • Take part in the Global Qualifying Round of the Skills Challenge • On completion of the Challenge the top 15 male and 15 female players will be identified and informed • The National Associations and NOC's will be notified of their participants qualification
8 to 15 December 2011	<ul style="list-style-type: none"> • Final period for NOC's to confirm to YOGOC if they will use the obtained quota places • Final reallocation period for unused quota places
16 December 2011	<ul style="list-style-type: none"> • Entries deadline (by name) for all sports
13-22 January 2012	<ul style="list-style-type: none"> • 1st Winter Youth Olympic Games in Innsbruck



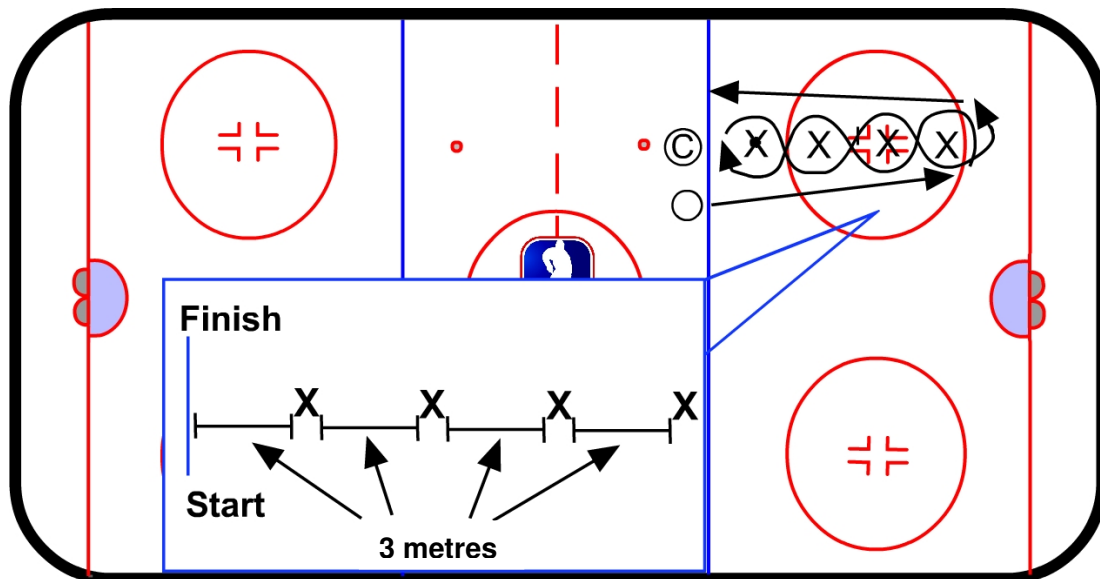
SKILLS CHALLENGE DIAGRAMS LEGEND

The following table lists all the symbols that are used in the Skills Challenge Tests that are described on the subsequent ten pages.

i. Pylon	X
ii. Offensive Player	○
iii. Forward Skating	→
iv. Backward Skating	~→
v. Pass	- - →
vi. Shoot	==→
vii. Forward Stickhandle	~→
viii. Backward Stickhandle	~←
ix. Coach	Ⓒ
x. Speed/Radar Gun	

SKILLS CHALLENGE TEST PROCEDURES

TEST 1 – Cone Weave



Set-Up Procedures, Test 1

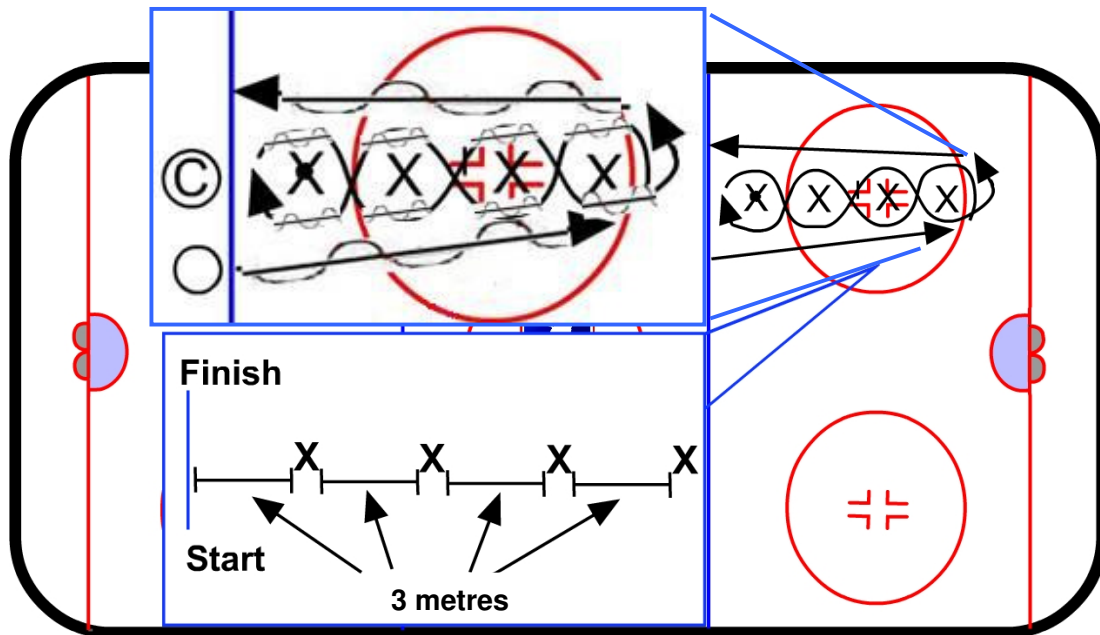
1. Starting at the blue line measure the distances with the tape measure
2. Use a spray paint to mark the spots
3. The spots should be sprayed every 3 metres to mark the placement of 4 pylons
4. Place a pylon over top of each spray painted dots

Testing Procedures, Test 1

- i. The player starts at the blue line, without a puck.
- ii. They skate forward towards the farthest pylon
- iii. Then makes tight turn around this pylon
- iv. The player weaves back through the pylons, making a tight turn around the pylon closest to start (blue) line
- v. Player weaves back up through the pylons to the pylon farthest from the blue line
- vi. Then they sprint straight back to the blue line which is also the finish line
 - This is a timed drill. The time runs from when the player starts moving and ends when they cross the blue line
 - Record the player's time on the data recording protocol
 - If the player falls, give them a second chance

TEST 2 – Cone Weave with the Puck

Repeat the Test 1 with the player carrying a puck



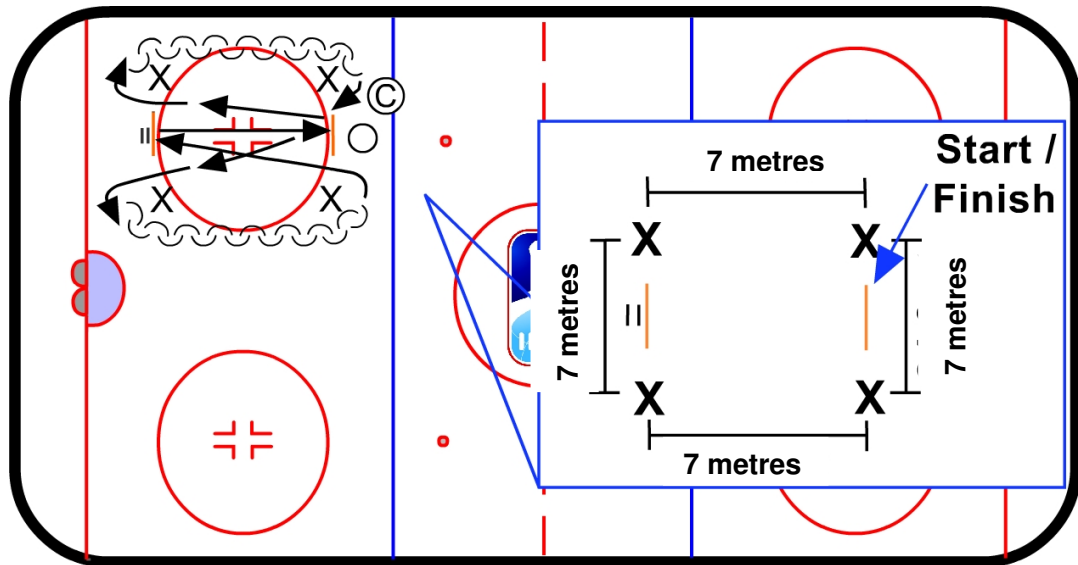
Set-Up Procedures, Test 2

1. Starting at the blue line measure the distances with the tape measure
2. Use a spray paint to mark the spots
3. The spots should be sprayed every 3 metres to mark the placement of 4 pylons
4. Place a pylon over top of each spray painted dots

Testing Procedures, Test 2

- i. The player starts at the blue line with a puck
- ii. They skate forward towards the farthest pylon carrying the puck
- iii. Then makes tight turn around this pylon
- iv. The player weaves back through the pylons, making a tight turn around the pylon closest to start (blue) line
- v. Player weaves back up through the pylons to the pylon farthest from the blue line
- vi. Then they sprint straight back to the blue line which is also the finish line
 - This is a timed drill. The time runs from when the player starts moving and ends when they cross the blue line with the puck
 - Record the player's time on the data recording protocol
 - If the player falls or loses the puck, give them a second chance

TEST 3 – Transition Skate



Set-Up Procedures, Test 3

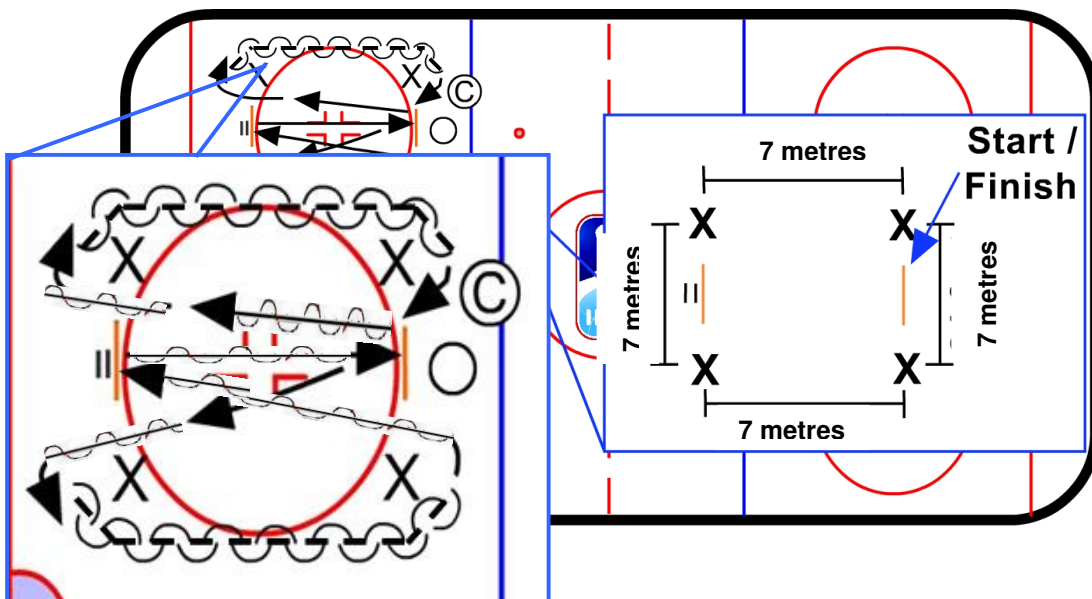
1. Paint a line across the top of the face off circle – this functions as the start and finish line
2. Measure distances with a tape measure and use spray paint to mark the spots.
3. The spots are arranged in a square in a 7 metres distance.
4. Place a pylon over top of each spray painted dot.

Testing Procedures, Test 3

- i. The player starts at the start/finish line, without a puck.
- ii. The player skates forward to the far right side pylon, pivots forward to backward
- iii. Skates backwards to lower right side pylon.
- iv. The player pivots backward to forward and skates to the far left side pylon
- v. Pivots again forward to backward
- vi. Skates backwards to lower left side pylon
- vii. The player now pivots backward to forward and skates forward to the opposite side of the circle from the start/finish line
- viii. Stops and skates forward back to start/finish line
 - This is a timed drill. The time begins when the player starts moving and ends when he crosses the start/finish line
 - Record the player's time on the data recording protocol
 - If the player falls give them a second chance

TEST 4 – Transition Skate with the Puck -

Repeat the Test 3 with the player carrying a puck



Set -

Up Procedures, Test 4

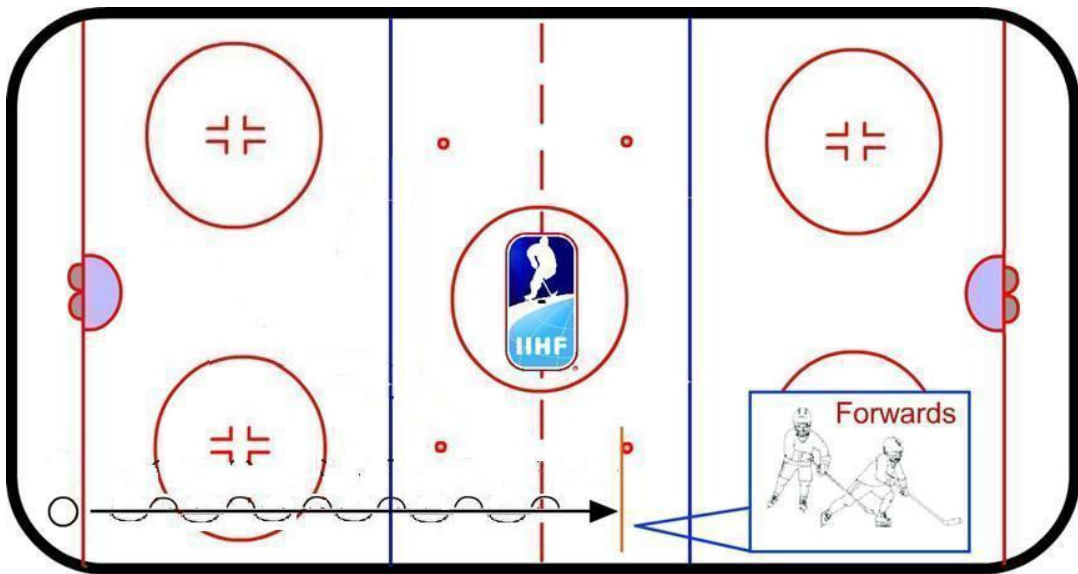
1. Paint a line across the top of the face off circle – this functions as the start and finish line
2. Measure distances with a tape measure and use spray paint to mark the spots.
3. The spots are arranged in a square in a 7 metres distance.
4. Place a pylon over top of each spray painted dot.

Testing Procedures, Test 4

- i. The player starts at the start/finish line, with a puck.
- ii. The player skates forward to the far right side pylon, pivots forward to backward
- iii. Skates backwards to lower right side pylon
- iv. The player pivots backward to forward and skates to the far left side pylon
- v. Pivots again forward to backward
- vi. Skates backwards to lower left side pylon
- vii. The player now pivots backward to forward and skates forward to the opposite side of the circle from the start/finish line
- viii. Stops and skates forward back to start/finish line
 - This is a timed drill. The time begins when the player starts moving and ends when he crosses the start/finish line with the puck.
 - Record the player's time on the data recording protocol
 - If the player falls or loses the puck, give them a second chance

TEST 6 – Forward Speed Skate with the Puck

1. Repeat the Test 5 with a puck.



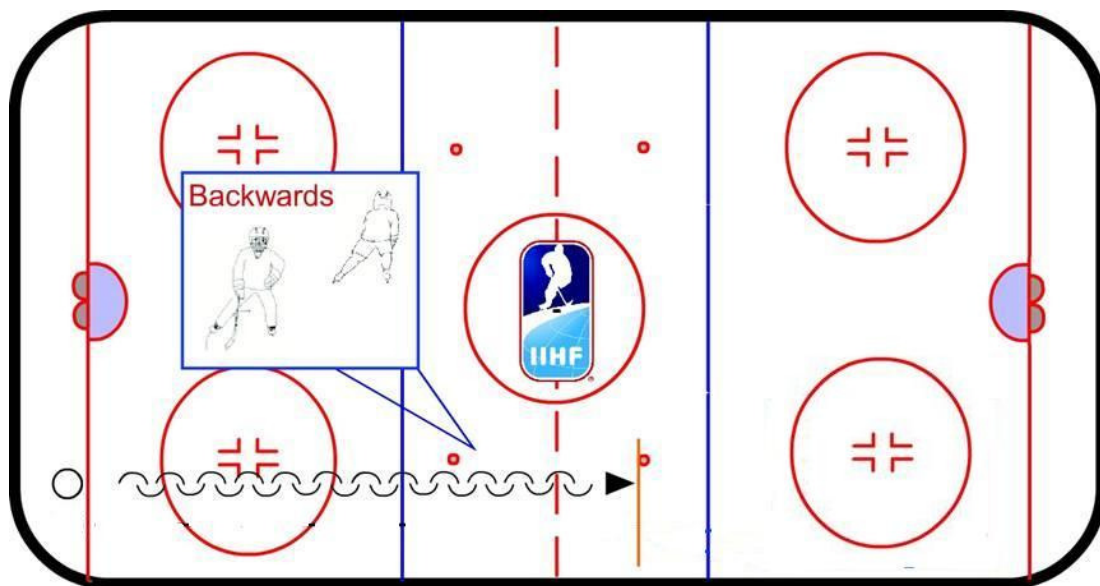
Set-Up Procedures, Test 6

1. Starting at the goal line measure 30 metres with a tape measure
2. Use spray paint to draw a line to indicate the finish.

Testing Procedures, Test 6

- i. The player starts forwards on the goal line with a puck.
- ii. They skate as fast as they can straight ahead towards the finish line.
 - This is a timed drill. The time runs when the player starts moving and ends when he crosses the finish line with the puck
 - Record the player's time on the data recording protocol.
 - Encourage players to skate through the finish. Make sure players do not stop at the finish line.
 - If the player falls or loses the puck during the test, give them a second chance.

TEST 7 – Backward Speed Skate



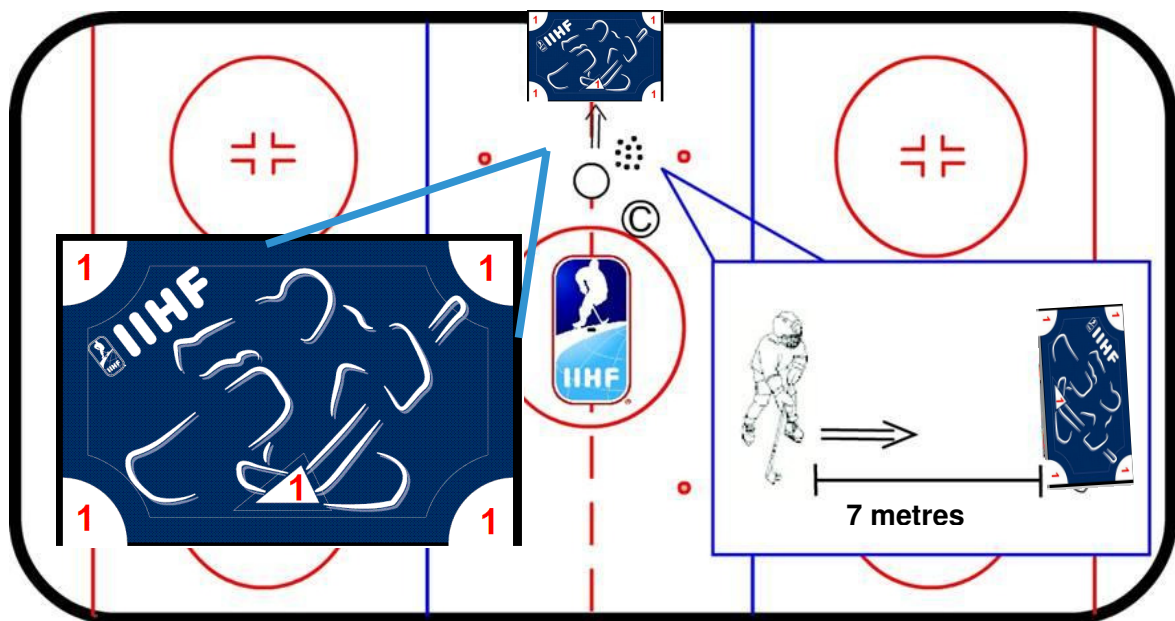
Set-Up Procedures, Test 7

1. Starting at the goal line measure 30 metres with a tape measure
2. Use spray paint to draw a line to indicate the finish.

Testing Procedures, Test 7

- i. The player starts backward on the goal line
- ii. He skates as fast as he can backward towards the finish line.
 - This is a timed drill. The time runs when the player starts moving and ends when he crosses the finish line.
 - Record the player's time on the data recording protocol.
 - Encourage players to skate through the finish. Make sure players do not stop at the finish line.
 - If the player falls during the test, give him a new chance.

TEST 9 – Shooting Accuracy (Forehand Only)



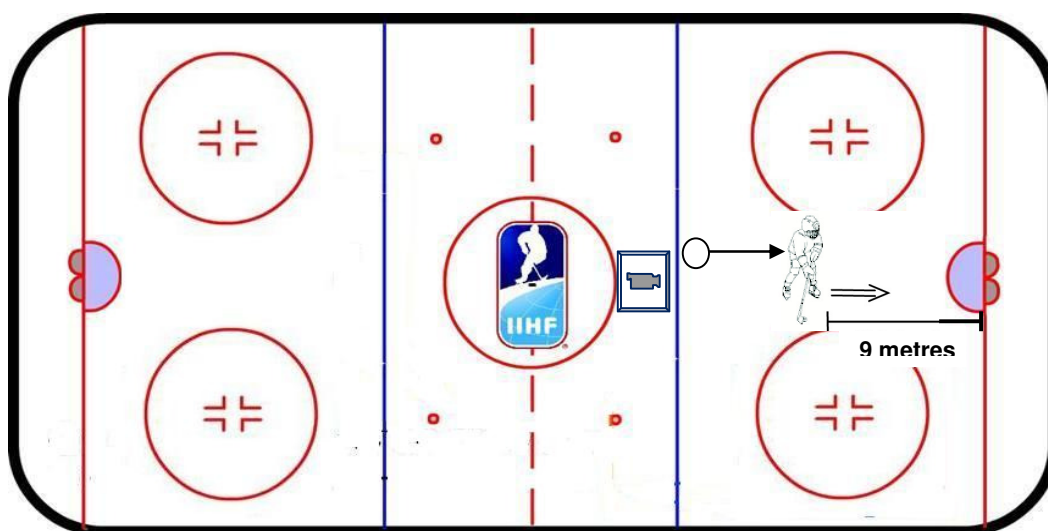
Set-Up Procedures, Test 9

1. Measure out 7 metres along the ice from directly below the crossbar in the centre of the net
2. Use spray paint to mark the shooting spot at 7 metres
3. Cover the goal with the IIHF Shooter Tutor or a comparable target that has 5 shooting areas.

Testing Procedures, Test 9

1. Players line up on the shooting spot, 7 metres from the goal.
2. One player at a time takes 10 forehand shots at the goal.
3. The player has to shoot twice at each of the five holes.
4. The player scores one point, every time he hits a hole.
 - Every player has just 10 shots.
 - Add the player's 10 scores and record this sum on the data recording protocol.
 - The maximum score is therefore 10 points.

TEST 10 – Shooting Speed



Set-Up Procedures, Test 10

This test requires a radar/speed gun to measure the speed of all the players' shots. Every participating National Association needs to source this tool from in their within country.

1. Starting at the goal line, in the centre of the net, measure out 9 metres with a tape measure
2. Use spray paint to mark the shooting line at 9 metres
3. Place the speed gun on the blue line directly behind the puck
4. A puck is placed behind the shooting line

Testing Procedures, Test 10

- i. One player at a time shoots the stationary puck from the shooting line
- ii. The player can skate towards the puck before shooting
- iii. They must skate from inside the near blue line
- iv. Player should use a slapshot
- v. All shots must be on net to count
- vi. Each player attempts 2 shots
 - Both shots are registered by radar in kilometres per hour
 - The fastest registered shot of two (2) attempts will be counted
 - Record the player's shot speed on the data recording protocol



SKILLS CHALLENGE SCORING

The IIHF has developed a point system that combines all 10 test results to one overall score. You can rank all players also by this score. The formula for the overall score (OS) is the following:

The times of test 1 to 8 are added together. From this sum subtract the number of points scored in test 9 (shooting Accuracy) and subtract the speed multiplied by .1 of test 10 (Fastest shot). This gives the player an Overall Score OS; the lower the players score, the better the result.

The coaches should record the results of each test onto this list. The completed Results List must be emailed to the IIHF Office for as soon as possible so they can be entered into the Master Results List. This list will calculate the results automatically and produce an Overall Score for every player and will be posted on the Hockey Centre website

Example: Team List Results Document

Name	First Name	Test 1	Test 2	Test 3	Test 4	Test 5	Test 6	Test 7	Test 8	Test 9	Test 10	OS
Player	One	11.21	11.50	15.77	17.32	4.75	5.12	5.73	5.78	5	42.1	67.97
Player	Two	10.96	12.13	15.00	17.25	4.73	4.96	5.74	6.51	1	50.7	76.28
Player	Three	10.87	11.20	15.72	16.68	4.81	4.90	6.01	5.88	9	65.32	67.07
Player	Four	12.14	13.01	16.79	19.18	5.35	5.58	6.96	6.90	5	52.2	80.91
Player	Five	12.34	13.78	16.63	18.25	5.57	5.44	6.40	6.50	1	58.7	83.91
Player	Six	12.16	13.60	16.72	20.22	5.23	5.33	6.17	6.92	2	44.8	64.13
Player	Seven	11.79	12.54	16.59	17.13	5.78	5.98	6.98	7.02	6	86.25	77.81
Player	Eight	12.22	13.46	17.18	19.85	5.78	5.98	6.98	7.02	4	63.2	84.47
Player	Nine	12.47	13.60	17.66	18.25	5.78	5.98	6.98	7.02	2	86.5	85.74
Player	Ten	11.65	12.90	15.37	18.16	5.02	5.20	6.08	6.46	3	64.9	77.84
Player	Eleven	12.27	12.08	16.91	17.85	5.05	5.40	6.19	6.70	0	68.2	70.37
Player	Twelve	12.35	13.01	17.32	18.03	5.07	5.24	6.30	6.42	8	66.6	75.74
Player	Thirteen	12.08	12.81	17.09	18.18	5.02	5.50	6.18	6.30	2	78.2	81.16
Player	Fourteen	12.44	13.29	16.85	18.91	5.14	5.32	6.76	7.00	1	87	84.71
Player	Fifteen	11.71	12.67	16.47	19.37	4.96	5.31	5.94	6.28	5	75.3	77.71



IIHF SKILLS CHALLENGE TOOL KIT

The IIHF has provided all participating National Associations with Skills Challenge Tool Kit. It is up to the National Associations how they will use the Tool kits in their country. This Kit is supplied to National Associations to guarantee fair competition and equal conditions for the participants from every participating nation.

Included in the Tool Kits are:

- Skills Challenge Manual
- Measuring Tape
- Stop Watches
- Clipboards and Pens
- USB Stick
 - Skills Challenge Manual in Word
 - Test Operation and Set-up videos
 - Data Recording Documents
- IIHF Shooter Tutor

Skills Challenge Operations Manual

This document explains the Set-up and Testing Procedures for the IIHF Skills Challenge and has been supplied in English in the kit.

Measuring Tape

We recommend using the Measuring Tape when setting-up the tests. All lengths needed for the testing stations are listed below:

- 3 Metres Skating Test 1 and 2
- 7 Metres Skating Test 3, 4 and Shooting Test 9
- 9 Metres Shooting Test 10
- 30 Metres Skating Tests 5, 6, 7 and 8

Stop Watches

Two stop watches to time of the results of the tests

Clipboards and Pens

Two clipboards and pens are included to assist in the recording of the results during the tests

USB Stick

Skills Challenge Operations Manual: Is included electronically to enable participating National Associations to translate it into their own language for ease of use.

Test Operation and Set-up Videos: Watch the test videos and animations to get a better understanding of the Skills Challenge tests and the setup videos to understand how to organise the tests.

Data Recording Documents: The forms will help you record your players' results during testing. They include the Results List and diagrams of the tests

IIHF Shooter Tutor

To ensure consistency in the IIHF Skills Challenge shooting test, we have designed and produced IIHF Shooter Tutors.



