

## E1 - 2-0 x 2 SO Game – MRU

### **Key Points:**

Use many variations on the 2-0. One timers, cross and drop, drop and screen, fake pass and shoot, etc..

### **Description:**

There is one point for every goal and each contest gets 15".

A - 1 and 2 attack 2-0 from each line-up.

B - If both teams score each team gets a point and 3-4 go on the next whistle.

C - If only one team scores then they race across to defend and steal the puck from the other team and try to score.

D - Scoring team gets a point.

E - 15" next rep.

F - First team to 20 wins.

