



MAPLE SYRUP COUNTRY TOURNAMENT

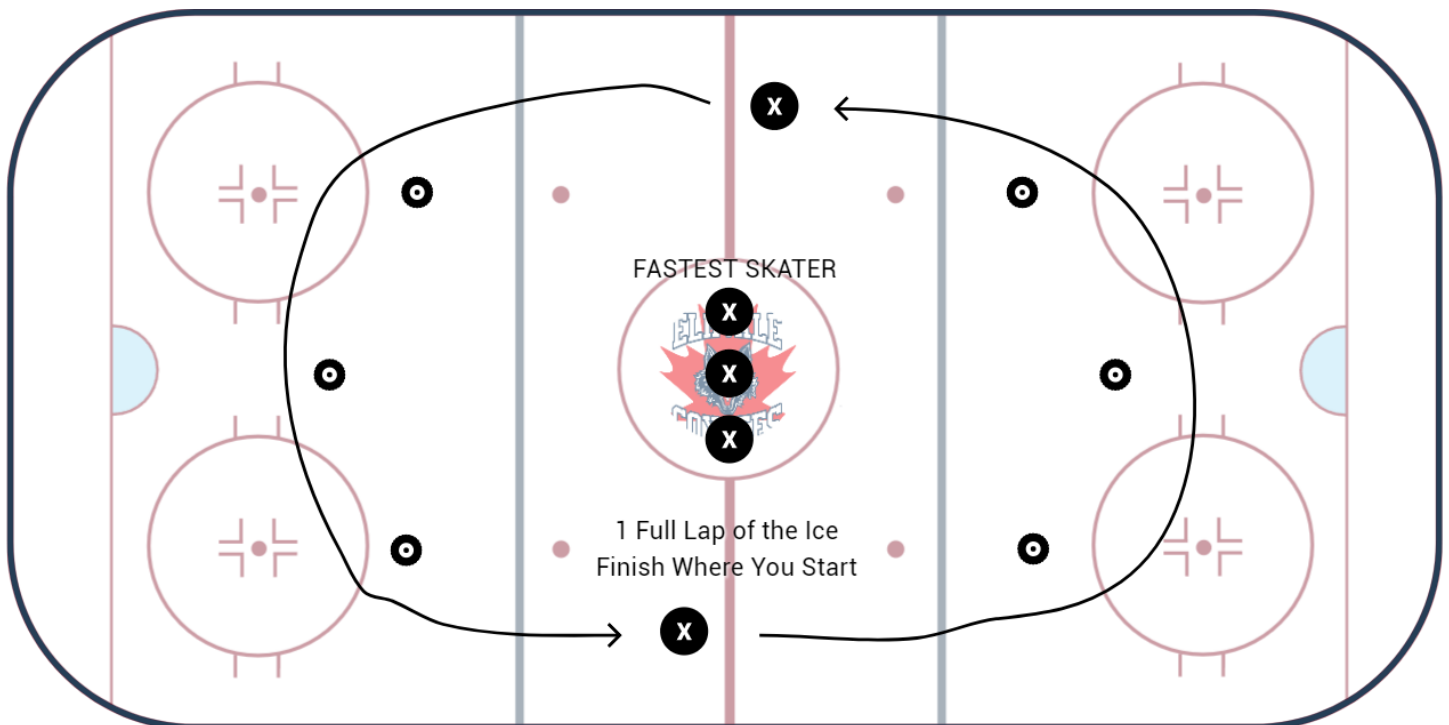
SKILLS EXHIBITION

General Information

- Players do not get a warmup. If required, you need to do your own warmup prior to going on the ice.
- Full equipment is required including neck guard and mouth guard.
- All players immediately go to benches once ice resurfacing door is closed, except fastest skaters who will go directly to centre ice.
- Ice is not resurfaced between groups.
- Groups go onto the ice through door closest to stands and will exit after their group is completed through door furthest from stands.
- Dressing room space will be limited. Do your best to have as much equipment as possible on prior to arriving at the arena. Parents may want to consider keeping equipment bag with them while watching event.
- As David Letterman always says "This is not a competition, it's only an exhibition. Please, no wagering."

1. Fastest Skater (1 Skater Per Team) > Estimated Time 7 Min

- a. One Full Lap of Ice
- b. End where you start
- c. Timed Event
- d. Top 2 Times Race in Final



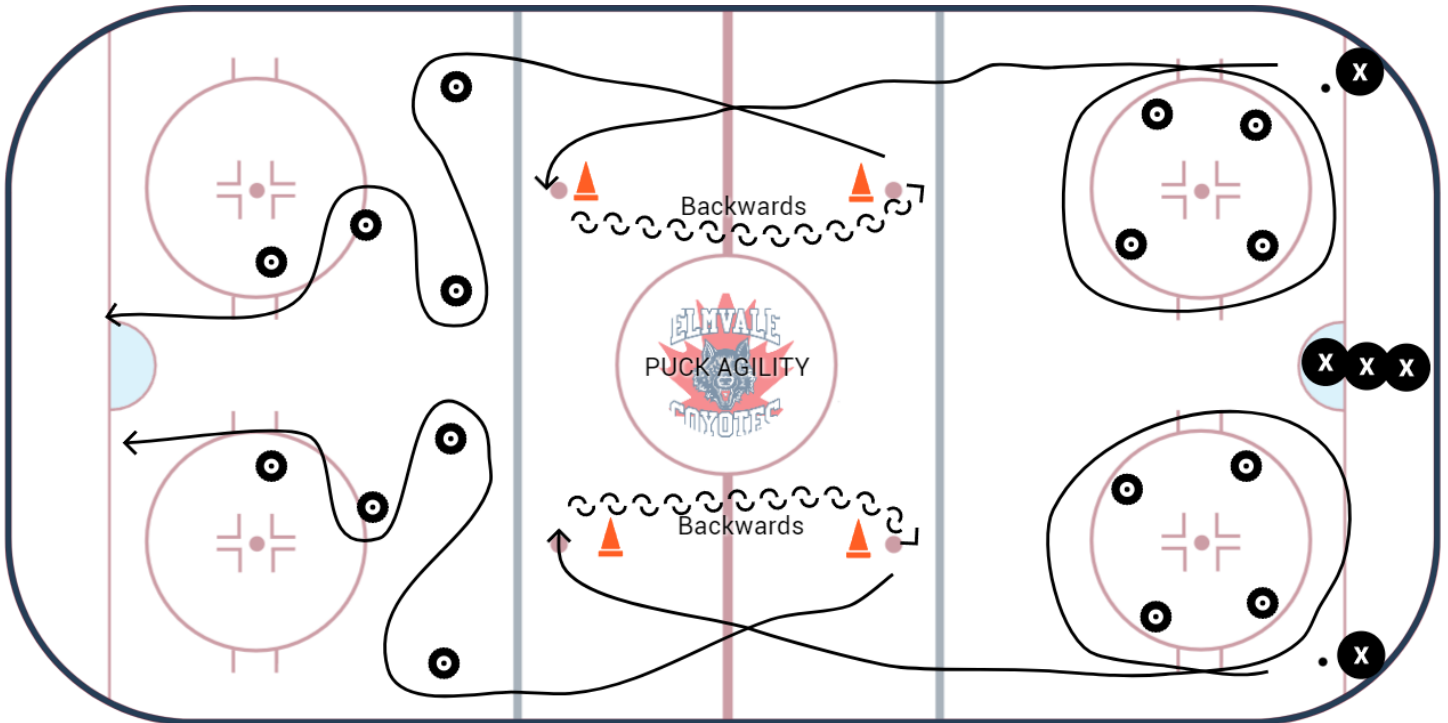


MAPLE SYRUP COUNTRY TOURNAMENT

SKILLS EXHIBITION

2. Puck Agility (1 Skater Per Team) >> Estimated 7 Minutes

- Timed Event
- Top 2 Times Race in Final
- Puck must go around all tires / pylons





MAPLE SYRUP COUNTRY TOURNAMENT

SKILLS EXHIBITION

3. Breakaway Challenge (1 Skater & 1 Goalie Per Team) >> Estimated 15 Minutes

- Skaters and shooter are divided into 2 groups.
- Both ends go simultaneously.
- Players Shoot Once on Each Goalie in their group (4 in U11 & U15, 6 in U13)
- Goalies take attempts from 4/6 different shooters. Goalies swap and the next goalie takes the next 4/6 shots. Until all goalies have gone.
- Top 4 goalies and top 4 goalies move on to finals (depending on ties number of skaters and goalies moving to finals may not be 4)
 - Finals are elimination style.
 - Shooter misses - they are eliminated.
 - Goalie gets scored on – they are eliminated.

