National Skills Development Programme
2016-2019

Overview
This programme is to provide an enjoyable and competitive platform that encourages significant improvement in the skill levels of junior ice hockey players.

How
1. Identify and train skills coaches.
2. Provide equipment to conduct skills training and testing.
3. Test every Peewee & Midget Player & Goaltender twice per season at their home rink.
4. Monitor and record player progress on a National Data Base accessible by anyone through the NZIHF website.
5. Run annual Regional and National Peewee & Midget Championships during finals weekend.
6. Provide trophies and medals to the participants.
7. Prepare NZL representatives to attend International Skills Challenge competitions.
8. Encourage every Peewee & Midget Player to attend all 12 on ice and 12 off ice sessions in each region by making the sessions enjoyable and rewarding and by keeping the cost to attend to a minimum (free if possible).
Skills Challenge

Skills Challenge:
The skills challenge features individual players representing their region, age grade and gender in a series of ice hockey-based skills.

The skills challenge for skaters involve the following:
- Fastest Lap
- Shooting Accuracy
- Skating Agility
- Hardest Shot
- Passing Precision
- Puck Control

The skills challenge for goaltenders involve the following:
- Iron Cross
- Rebound Control
- Lateral Movement
Recognitions

Regional
1. (Region) Skills Champion (Year) Peewee (Cup)
2. (Region) Skills (Year) Peewee – Best Male (Keeper Trophy)
3. (Region) Skills (Year) Peewee – Best Female (Keeper Trophy)
4. (Region) Skills Champion (Year) Midget (Cup)
5. (Region) Skills (Year) Midget – Best Male (Keeper Trophy)
6. (Region) Skills (Year) Midget – Best Female (Keeper Trophy)
7. (Region) Goaltender Skills Champion (Year) Peewee (Cup)
8. (Region) Goaltender Skills Champion (Year) Peewee (Keeper Trophy)
9. (Region) Goaltender Skills Champion (Year) Midget (Cup)
10. (Region) Goaltender Skills Champion (Year) Midget (Keeper Trophy)
Note: No separate category for male or female goalies
Gold, Silver & Bronze Medals awarded to top 3 finishers in each age group

National
1. New Zealand Skills Champion (Year) Peewee (Cup)
2. New Zealand Skills Champion (Year) Peewee - Best Male (Keeper Trophy)
3. New Zealand Skills Champion (Year) Peewee - Best Female (Keeper Trophy)
4. New Zealand Skills Champion (Year) Midget (Cup)
5. New Zealand Skills (Year) Midget – Best Male (Keeper Trophy)
6. New Zealand Skills (Year) Midget – Best Female (Keeper Trophy)
7. New Zealand Goaltender Skills Champion (Year) Peewee (Cup)
8. New Zealand Goaltender Skills Champion (Year) Peewee (Keeper Trophy)
9. New Zealand Goaltender Skills Champion (Year) Midget (Cup)
10. New Zealand Goaltender Skills Champion (Year) Midget (Keeper Trophy)
Note: No separate category for male or female goalies
Gold, Silver & Bronze Medals awarded to top 3 finishers in each age group

International
1. Top performers in the appropriate gender and age group may be invited to attend Vierumäki Development Camp in Finland the following year. Number will depend on allocation from IIHF.
Commitments

Commitment from the Immediate Past Presidents Account

1. Provide the following equipment to each region
   a. 1 x Radar/Speed Gun
   b. 1 x Tape Measures (50 meter each)
   c. 2 x Stop watches
2. Supply all trophies and medals
3. Pay for 6 hours of ice per season in Auckland, Canterbury & Southern for skills training and testing.

Commitment from each region (Auckland, Canterbury & Southern)

1. Appoint a Skills Development Coach
2. Appoint a Skills Development Manager
3. Pay for 6 hours of ice per season for skills training, testing & Competition.
4. Organize 12 hours of off-ice skills training per season
5. Provide and maintain the following equipment
   a. Cans of Spray Paint (different colours)
   b. Cones
   c. Clipboards and Pens
   d. Pucks
   e. Target board (Shooting accuracy)
   f. 5 Targets (Passing Precision)
   g. Stickhandling ladder (Puck control)
6. Store, maintain and replace equipment supplied
7. Record and report names of all players attending each on and off ice session
8. Test every player and goaltender U17 twice each season. Record individual results. Supply them to NZIHF in required spreadsheet format to enter on website database.
9. Complete NZIHF accountability reports as required
10. Award participation certificates to each player

Commitment from NZIHF

1. Provide suitable Website and management to record and maintain individual player results
2. Pay 4 hours of ice per season total to run Peewee & Midget finals.
3. Organize and manage the Peewee & Midget National Championships in conjunction with National League Finals.
4. Support National Champions to attend International Competition
Process

**Phase 1: January to September**
*Regional Training, Throughout New Zealand*
Coaches will be trained, and will practice with their regional athletes on the skills challenge in preparation for Phase 2: Regional Selections.

**Phase 2: September**
*Regional Selections, Throughout New Zealand*
Regional Associations (by their appointed coaches) will select the top three ranked athletes in both the boys and girls categories, to move onto Phase 3.

**Phase 3: September to December**
*National Competition, U14 & U17 Finals Weekends, New Zealand*
A National Skills Challenge Competition will take place to identify the first (1\textsuperscript{st}), second (2\textsuperscript{nd}) and third (3\textsuperscript{rd}) ranked athlete among the candidates from each region, in both boys and girls categories of U14 and U17.
Skater Drills / Competitions

The Ice Hockey Skills Challenge for skaters involve the following six competitions:
1. Fastest Lap
2. Shooting Accuracy
3. Skating Agility
4. Hardest Shot
5. Passing Precision
6. Puck Control

Material Specifications
- 20 x Standard orange flexible pylons, as pictured:
- 30 x Standard IIHF black pucks, weighing 3oz. each.
- 1 x Can spray paint, of a visible fluorescent colour (orange recommended)
- 2 x Stop watches, with measurement in minutes, seconds, and fractions of seconds.
- Shooter Tutor, affixed to a standard regulation size ice hockey net (122cm x 183cm) using bungee cords. Shooter tutor must have quarter circles in each corner, with a radius of 25.4cm.
- 1 x Battery-powered radar / speed gun, with speeds measured in kilometres per hour.
- Tape Measure, of 50 metres in length.
- 10 x Passing Targets (wooden and painted red) wood, 100cm x 50cm.
- 4 x Passing Obstacles (wooden and painted blue) 3cm high x 3cm wide x 183cm long.
- Stickhandling Ladder: 10.5m Long. Each partition is .5m long, with a 1.5m separation between partitions. There are 6 partitions in total. Partitions begin on either end.

---------------------------------------------10.5m---------------------------------------------→
|___|         |___|         |___|         |___|         |___|         |
|    |       .5m |    |       .5m |    |       .5m |    |       .5m |    |       .5m |
|<-.5m-> .5m <-.5m-> .5m <-.5m-> .5m <-.5m-> .5m <-.5m-> .5m <-.5m-> .5m
Skater Challenge #1: Fastest Lap

Materials Needed
- Cones / Pylons
- Measuring Tape
- Spray Paint
- Stop Watch
- Whistle

Set-Up
Note: Because of the varying lengths of New Zealand rinks, the uniform standard for this challenge is set at 50m lengthwise, and 24m widthwise.
• Pylons are placed over the, Skill Test 1, dots on the ice
• The two pylons placed on the centre red line, on both sides of the rink, forms the start/finish line
• All players sit on the benches
• Players will start from the start/finish line on both sides of the rink
• Players must start behind the start/finish line
• This test is timed
• The first pair of players will be called to the start line
• The two (2) players will skate at the same time
• The test begins on the whistle
• The players will begin skating backwards in a counter-clockwise direction
• When the player has completed half a lap they will pivot from backwards to forwards
• The pivot must be performed either at or after the centre red line
• The time will stop once any part of the player’s body (not including stick) crosses the start/finish line from which they started

https://www.youtube.com/watch?v=WU3AF5NNz5A
Skater Challenge #2: Shooting Accuracy

Materials Needed
- Cones / Pylons
- Measuring Tape
- Spray Paint
- Stop Watch
- Whistle
- Pucks
- ‘Shooter Tutor’

Set-Up
• Use spray paint to draw a line connecting the 3, Skill Test 2/4, dots on the ice
• Pylons are placed on the ends of the line to form the shooting line
• A regulation IIHF ‘Shooter Tutor’ is placed on each the net, 1 target per corner
• The shooter is positioned behind the shooting line
• Two (2) passers (coaches) are positioned behind the goal line 5 metres to either side of the net with pucks
• This test is timed
• The first pair of players will be called to the shooting line
• Two (2) players will shoot at the same time
• The test begins on the whistle
• The passers will pass the pucks alternatively to the shooter
• The shooter receives the passes one at a time and shoots at the targets
• The shooter that shoots through all four targets (without touching the ‘Shooter Tutor’) in the shortest time is the winner
• Shots aimed for the lower corners cannot be slid along the ice

https://www.youtube.com/watch?v=fiub6U3eqHk
Skater Challenge #3: Skating Agility

Materials Needed
- Cones / Pylons
- Measuring Tape
- Spray Paint
- Stop Watch
- Whistle

Set-Up
- Pylons are placed over the Skill Test 3, dots on the ice
- Paint the start/finish line between the two dots across the top of the faceoff circle
- Players will start from behind the start/finish line
- This test is timed
- The test begins on the whistle
- The player skates forward towards pylon 1
- At pylon 1 pivots forward to backward
- Skates backwards along the outside to Pylon 2
- Player pivots at Pylon 2 from backward to forward
- The player skates diagonally towards Pylon 3 and pivots from forward to backward
- Skates backwards along the outside to Pylon 4
- At Pylon 4 the player pivots backward to forward and skates forward to goal line
- Stops and skates forward to the start/finish line Start/Finish Line

https://www.youtube.com/watch?v=ljYBI1wiSPA
Skater Challenge #4: Hardest Shot

Materials Needed
- Cones / Pylons
- Measuring Tape
- Spray Paint
- Whistle
- Pucks
- Radar Gun

Set-Up
- Use spray paint to draw a line connecting the 3, Skill Test 2/4, dots on the ice
- Pylons are placed on the ends of the line to form the shooting line
- The radar/speed gun is placed to measure the speed of all the players’ shots
- The exact placement radar/speed gun is undetermined at the moment
- Group of pucks located on the Blue Line
- One puck is placed behind the shooting line
- Two players compete head to head at each end of the ice
- One player at a time shoots the stationary puck from the shooting line
- Each player attempts 2 shots
- The player can skate towards the puck before shooting
- They must skate from inside the near blue line
- All shots must hit the net to count
- Both shots are registered by radar in kilometres per hour
- The fastest registered shot of two (2) attempts will be counted
- The player with the fastest recorded shot wins

https://www.youtube.com/watch?v=MfAICPJ1u9I
Skater Challenge #5: Passing Precision

Materials Needed
- Measuring Tape
- Spray Paint
- Stop Watch
- Whistle
- 4 x Passing Obstacles
- Targets

Set-Up
- 5 targets, are placed over the, Skill Test 5, dots on the ice
- An obstacle (hockey stick) is placed on the ice, over the test 5 dots, between the passer targets 2 and 5
- Pucks are behind the blue line in the centre of the ice
- The blue line marks the passing line
- The passer stands behind the passing line
- The test starts on the whistle
- The passer has to hit each of the targets in order 1 to 5
- The passer must successfully hit a target before moving to the next
- At target 2 and 5 the passes must go over the obstacle (hockey stick)
- The test continues until one players hits all 5 targets
- The passer that hits all 5 targets in the shortest time is the winner
- This test is a limited timed test of 60 seconds
- If time limit is passed the number of targets and passes will count

https://www.youtube.com/watch?v=rAhyjfxTRfA
Skater Challenge #6: Puck Control

Materials Needed
- Cones / Pylons
- Measuring Tape
- Spray Paint
- Stop Watch
- Whistle
- Stickhandling Ladder

Set-Up
- Cones / Pylons (32) are placed over the, Skills Test 6 dots, on the ice
- Goal line at one end of the ice marks the start line
- Goal line at the opposite end of the ice is the finish line
- Players will start the start line
- This test is timed
- Both players begin with their feet behind the start line
- The test begins on the whistle
- The player skates straight forward with the puck towards the line of 4 pylons
- The player skates through the 4 pylons in a slalom pattern
- In the Neutral Zone the player goes to the right pylon of the first pair
- The player weaves through the 3 pairs of pylons
- Players always begin with the right pylon
- After the last pair of pylons, the player skates forward to the 6 remaining pylons
- While straddling the pylons the player stickhandles the puck through the 6 pylons
- The players then skate across the finish line to complete the test

https://www.youtube.com/watch?v=y0dCikDWYck
Goaltender Drills / Competitions

The Ice Hockey Skills Challenge for goaltenders involve the following six competitions:

1. Iron Cross
2. Rebound Control
3. Lateral Movement

Material Specifications
- Tape Measure
- Spray Paint
- Cones / Pylons
- Stop Watch
- Pucks
Goaltender Challenge #1: Iron Cross

Materials Needed
- Tape Measure
- Spray Paint
- Cones / Pylons
- Stop Watch

Set-Up
• Using the face-off circle, mark the width of 9.14 metres for male goaltenders.
  Radius is to be 4.57 metres.
• Using the face-off circle, mark the width of 7.315 metres for female goaltenders.
  Radius is to be 3.65 metres.
• The goalie starts at the dot in the centre of the circle.
• He skates forward to the top of the circle then back to the dot.
• Then, the goalie shuffles first to one side, then back through the dot to the other side of the circle and then back to the centre dot.
• After that, the goalie skates backwards to bottom of the circle and then forward to the centre dot again.
• This is a timed drill. Time runs when the goalie starts moving and ends when he returns to the centre dot in the end of the test.
• In the end, record the goalie’s time on the data recording protocol.
• If the goalie falls during the test, give him a new chance.

https://www.youtube.com/watch?v=rBr0RI8Idk0
Goaltender Challenge #2: Rebound Control

Materials Needed
- Tape Measure
- Spray Paint
- Cones / Pylons
- Stop Watch
- Pucks

Set-Up
• Measure 7.315 metres (24 feet) from the goal line between the goal and the player’s shooting spot with a tape measure.
• Use spray paint to mark the shooting spot.
• Shoot on the goal line from the marked spot 5 times on the ice.
• Shoot on the goal line from the marked spot 5 times in the air.
• In the end, add the goalie’s points and record his score on the data recording protocol.
• If the player taking the shots misses the net, allow another shot.
• Try to ensure that the shots are consistent for each goalie.

<table>
<thead>
<tr>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>The goalie catches the puck.</td>
</tr>
<tr>
<td>2</td>
<td>The goalie deflects the puck to the corners</td>
</tr>
<tr>
<td>1</td>
<td>The goalie allows a rebound back in direction of the shot</td>
</tr>
<tr>
<td>0</td>
<td>The goalie allows a goal.</td>
</tr>
</tbody>
</table>

Rebound Control
a. 5 shots on ice
b. 5 shots in air
Goaltender Challenge #3: Lateral Movement

Materials Needed
- Tape Measure
- Spray Paint
- Cones / Pylons
- Stop Watch

Set-Up
- Measure a 2.438 metres (8 feet) distance with a tape measure.
- Use spray paint to mark off the distance.
- The goalie starts on left side and outside pad-slides sideways to the right.
- When he gets to the right side line, he moves back sideways to his left.
- Over and back counts as 1 repetition.
- The goalie needs to do 4 repetitions in a row to complete the test.
- The player keeps the outside pad (slide pad) on the ice the entire time.
- This is a timed drill. The time runs when the goalie starts moving, and ends when the goalie reaches the starting line after the fourth repetition.
- Make sure the goalie keeps the outside pad (slide pad) on the ice the entire time.
- In the end, record the goalie’s time on the data recording protocol.
- If the goalie falls during the test, give him a new chance.
Recording of Results

Results are to be recorded on the official NZIHF National Skills Development Programme Spreadsheet. This spreadsheet will include all formulas, and will be sent to each designated Regional Manager.

| National Selection Trials  
| 2016 Youth Olympic Games  
| New Zealand Ice Hockey Federation |

<table>
<thead>
<tr>
<th></th>
<th>CM1: Mason Rees</th>
<th>CM2: Josh Tenebaum</th>
<th>CM3: Matheson Graham</th>
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<tbody>
<tr>
<td>Test 1: Fastest Lap</td>
<td>21.09</td>
<td>20.44</td>
<td>21.8</td>
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<tr>
<td>Ranking</td>
<td>4</td>
<td>2</td>
<td>3</td>
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<tr>
<td>Points</td>
<td>4</td>
<td>6</td>
<td>5</td>
</tr>
<tr>
<td>Test 2: Shooting Accuracy</td>
<td>Targets Hit / Attempts / Time</td>
<td>Targets Hit / Attempts / Time</td>
<td>Targets Hit / Attempts / Time</td>
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<tr>
<td>Ranking</td>
<td>2</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Points</td>
<td>6</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>Test 3: Skating Agility</td>
<td>17.41</td>
<td>16.31</td>
<td>15.44</td>
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<tr>
<td>Ranking</td>
<td>6</td>
<td>3</td>
<td>1</td>
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<tr>
<td>Points</td>
<td>2</td>
<td>5</td>
<td>7</td>
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<tr>
<td>Test 4: Fastest Shot</td>
<td>89.99</td>
<td>87.58</td>
<td>X 87</td>
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<td>Ranking</td>
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<td>2</td>
<td>2</td>
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<tr>
<td>Points</td>
<td>7</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>Test 5: Passing Precision</td>
<td>Targets Hit / Attempts / Time</td>
<td>Targets Hit / Attempts / Time</td>
<td>Targets Hit / Attempts / Time</td>
</tr>
<tr>
<td>Ranking</td>
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<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Points</td>
<td>5</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>Test 6: Puck Control</td>
<td>24</td>
<td>27.15</td>
<td>26.2</td>
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<tr>
<td>Ranking</td>
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<td>6</td>
<td>4</td>
</tr>
<tr>
<td>Points</td>
<td>5</td>
<td>2</td>
<td>4</td>
</tr>
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<td>Totals</td>
<td>29</td>
<td>23</td>
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<tr>
<td>Overall Ranking</td>
<td>3</td>
<td>4</td>
<td>2</td>
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Once completed, spreadsheet to be sent to Jonathan Albright (NZIHF General Secretary). Statistics and rankings will be posted on the NZIHF Website.

In the event of a tie in standings for skaters, the tiebreaker shall be Challenge #6: Puck Control. The candidates will compete a second time in a head to head competition, with the winner advancing in the standings.

In the event of a tie in standings for goaltenders, the tiebreaker shall be Challenge #2: Rebound Control. The candidates will compete a second time in a head to head competition, with the winner advancing in the standings.
Suggested Off-Ice Training Plan

Off ice practice can be run before or after the on ice session.

- Every ice rink in New Zealand has stairs; it is simple to use.
- Under the age of 13, it is recommended not to use any external weights; players can use their own body weight.
- Over the age 13, it is recommended to use 2.5kg to 5kg external weights.
- The length of this off ice practice is around 45 minutes, plus 5 minutes of easy jogging and 10 minutes of stretching = Total 60 minutes.
- The players are divided into 3 groups (one group working, 2 groups resting).

Practice Plan:

1) Running up and down on stairs, 3 times.
2) Cross over running up & down, forward left, 3 times.
3) Cross over running up & down, forward right, 3 times.
4) Push ups, 15 times.
5) Side away jumps up (closest leg first) left side, 3 times.
6) Side away jumps up right side, 3 times.
7) Jump up from 2 legs (from basic position, to basic position), 3 times.
8) Abs 20 repeats.
9) Jump as high as you can from 2 legs in a way down posture (running up), 3 times.
10) Skating imitation up & down, 3 times.
11) One leg squads on edge of stairs, 10 times each leg (left & right).
12) Plank, hold for 2 minutes.
13) One leg high jumps on edge of stairs, 10 times each leg.
14) Wall-sit, 3 min.

5 minutes jogging for cool down.
10 minutes stretching.
## Budget 2016 - 2019

### Immediate Past Presidents Account

**One off costs**

**Equipment**

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<th>Item</th>
<th>Quantity</th>
<th>Unit Price</th>
<th>Total</th>
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</thead>
<tbody>
<tr>
<td>Radar</td>
<td>3</td>
<td>250</td>
<td>750</td>
</tr>
<tr>
<td>Stop Watches</td>
<td>6</td>
<td>30</td>
<td>180</td>
</tr>
<tr>
<td>Tape measure</td>
<td>3</td>
<td>30</td>
<td>90</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
<td>930</td>
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**Trophies**

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<th>Item</th>
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<tbody>
<tr>
<td>Regional Trophy (Peewee &amp; Goalie, Midget &amp; Goalie) x 3</td>
<td>12</td>
<td>150</td>
<td>1,800</td>
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<tr>
<td>National Trophy (Peewee &amp; Goalie, Midget &amp; Goalie)</td>
<td>4</td>
<td>200</td>
<td>800</td>
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<td><strong>Total</strong></td>
<td></td>
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**Annual Costs**

**Regional Keepers**

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<th>Item</th>
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<tbody>
<tr>
<td>Champion (Peewee &amp; Goalie, Midget &amp; Goalie) x 3</td>
<td>12</td>
<td>60</td>
<td>720</td>
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<tr>
<td>Top Female (Peewee &amp; Midget)</td>
<td>2</td>
<td>30</td>
<td>60</td>
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<tr>
<td>Top Male (Peewee &amp; Midget)</td>
<td>2</td>
<td>30</td>
<td>60</td>
</tr>
<tr>
<td>Medals - Gold, Silver &amp; Bronze (Peewee &amp; Goalie, Midget &amp; Goalie) x 3</td>
<td>36</td>
<td>12</td>
<td>432</td>
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<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
<td>2,292</td>
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**National Keepers**

<table>
<thead>
<tr>
<th>Item</th>
<th>Quantity</th>
<th>Unit Price</th>
<th>Total</th>
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<tbody>
<tr>
<td>Champion (Peewee player &amp; Goalie, Midget player &amp; Goalie)</td>
<td>4</td>
<td>120</td>
<td>480</td>
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<tr>
<td>Top Female (Peewee &amp; Midget)</td>
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<td>60</td>
<td>120</td>
</tr>
<tr>
<td>Top Male (Peewee &amp; Midget)</td>
<td>2</td>
<td>60</td>
<td>120</td>
</tr>
<tr>
<td>Medals - Gold, Silver &amp; Bronze (Peewee &amp; Goalie, Midget &amp; Goalie)</td>
<td>12</td>
<td>25</td>
<td>300</td>
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<td><strong>Total</strong></td>
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**Ice**

**Regional**

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<td>Canterbury Icetime</td>
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</tr>
<tr>
<td>Southern Icetime</td>
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<td><strong>Total</strong></td>
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**Summary**

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<td>Trophies</td>
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<td>Ice</td>
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<td>2016</td>
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<td>2017</td>
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<tr>
<td>Sundry</td>
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<td><strong>Total 4 Year Investment</strong></td>
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National Skills Development Programme Events Manual, 2016-2019

New Zealand Ice Hockey Federation
### New Zealand Ice Hockey Federation

#### National Finals Ice Time

<table>
<thead>
<tr>
<th>Year</th>
<th>Pylons</th>
<th>Pucks</th>
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<tr>
<td>2016</td>
<td>4</td>
<td>300</td>
<td>1,200</td>
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<td>300</td>
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#### Region (Auckland, Christchurch, Southern)

**One Off Cost**

<table>
<thead>
<tr>
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<th>Qty</th>
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<th>Total Cost</th>
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<td>Pucks</td>
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<td>20</td>
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<td>Passing Obstacles</td>
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<td>100</td>
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<tr>
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<td><strong>Annual</strong></td>
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**Annual**

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<td><strong>Total 4 Year Investment</strong></td>
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Appendix 1

Regional Commitment

______________________________________
(Regional Association)

Agrees to provide appropriate coaching, management, equipment, ice time and off ice training for the National Skills Development Programme 2016 to 2019 as described in the Events Manual.

We nominate the following Coach and Manager to run the Programme within our Region.

Coach Name: __________________________________
Mobile Phone ________________________________
Email ______________________________________
Coach Signature: ______________________________
Date: ______________________________

Manager Name: ________________________________
Mobile Phone ________________________________
Email ______________________________________
Manager Signature: ______________________________
Date: ______________________________

President Name: ________________________________
Signature: ______________________________
Date: ______________________________

This commitment must be completed in full and received by NZIHF General Secretary, Jonathan Albright, at jonathan.albright@nzicehockey.co.nz By 1 May 2016

Jonathan Albright and Andreas Kaisser will liaise with the nominated coach to educate on the skills challenges.
### On Ice Sessions Booked

<table>
<thead>
<tr>
<th>Session</th>
<th>Date</th>
<th>Time</th>
<th>Hours</th>
<th>Cost</th>
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Charge to NZIHF $0.00

### Off Ice Sessions Booked

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<th>Time</th>
<th>Hours</th>
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<tbody>
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</tbody>
</table>
Website Links

IIHF 100th Anniversary Skills Challenge Manual

New Zealand Ice Hockey Federation
http://www.nzicehockey.co.nz

International Ice Hockey Federation
http://www.iihf.com