

The First Tryout

- Get the table from the rink – usually behind the concession stand and set it up in front of the Hockey Nut (do not block their door)
- As people come in – get their registration forms and their checks. Check should be stapled to the registration form.
- A list of what number they will be wearing should be kept and determined at sign in. It is important there are no duplicate numbers.
- When it is clear there will no longer be any more skaters showing up:
 - The list of skater's numbers should be recorded without names.
 - The list should be in numerical order. (This helps in the tabulation later on and with the on ice drills)
 - The list should be duplicated as many times as we need for all of the evaluators (they should all be working off of the same list)
 - This list should be used again at the second tryout
- Once on the ice, the on ice coach should have the skaters line up in number order.
- The coaches should then score each player by drill. The scale is not important as long as each skater is evaluated against the same system.
- After the hour is over the evaluation forms should be gathered for tabulation.

The Second Tryout

- Get the table from the rink – usually behind the concession stand.
- As people come in – make sure they were at the first tryout and if not get their registration form and check. If they were not at the first tryout their number will need to be added to the list of skaters.
- The tryout will be in scrimmage format so the kids should wear the same number as the first tryout. However some should wear white and some should wear black.
- The scrimmage should start of 5 on 5 but then move to 4 on 4.
- During the scrimmage the evaluators should be scoring on:
 1. Hustle
 2. Position
 3. Passing
 4. Shooting
 5. Vision
 6. Forechecking
 7. Backchecking

After the final tryout all of the evaluation forms should be gathered for tabulation. The value of the first and second tryout are equal.

Materials:

- Extra Registration Forms
- Medical Forms
- Lots of Pens
- Pinnys

- Clipboards
- Eval drills (first tryout – there should be 7 or 8 drills)
- Stapler
- Pucks