

Long Term Athlete Development (LTAD)

Ringette Technical Skills Matrix

Part 1: Goalkeeping Skills and Techniques

Part 2: Ring Skills and Techniques
Part 3: Skating Skills and Techniques
Part 4: Psychological Development

Stages and Progressions of Skill Development

Understanding the stages of skill development is necessary for coaches and parents to ensure an athlete acquires skills in the proper order. The following terms used in this matrix explain the stages of skill development that a ringette player progresses through when learning technical skills.

Initiation (I)

- The first contact with the skill.
- Training Emphasis: Basic stances and positions, getting the idea of what the movements are about and look like.

Acquisition (A)

- The athlete can coordinate and execute the key components in the correct order, although execution is inconsistent and lacks precision.
- Timing of the skill lacks synchronization, rhythm and flow.
- The athlete needs to think about what they are doing during the execution.
- Training Emphasis: Global execution and general form of movement.

Consolidation (C)

- Performance is inconsistent but movement is starting to show coordination.
- Skill is performed with control and rhythm under stable conditions.
- Some elements of performance are maintained (when athlete is under pressure, conditions change or demands increase).
- Training Emphasis: Maintaining the form of movements and some performance consistency under a variety of conditions and under stress.

Refinement (R)

- Performance is very consistent and precision is high in demanding conditions.
- Movements are automated with only minor fine-tuning necessary.
- Critical reflection and correction is possible by athlete.
- Training Emphasis: Creating conditions that stress the specific elements that need adjustments.

			LON	G TERM ATHLETE DE	VELOPMENT (LTAD) - Ringette Tech	nical Skills Matrix			
					ACTIV	VE FOR LIFE				
PATHWAY	PATHWAY ACTIVE TRAINING / COMPETING TO									
	START	FUNDAMENTALS	LEARIN	NING TO TRAIN	TRAINING	TO TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE
Division	U7 - Learn to Ska	te U9 (Bunny)	UI0 (Novice)	U12 (Petite)	UI4 (Tween)	U16 (Junior)	U19 (Belle)	18+ (Open)	16+	

				GOALKEEP	ING SKILLS AN	ID TECHNIOU	JES		
Overview	All learn to stop, block, catch, trap, throw and kick rings and balls. Everyone tries goaltending type positions, rotating each shift and using only goal stick. During modified games the idea of a goalie must be present.	All learn to stop, block, catch, trap, throw and kick rings and balls. Everyone tries goaltending type positions, rotating each shift and using only goal stick. During modified games the idea of a goalie must be present.	All players given basic goalkeeper skill instruction and encouraged to play goal. Players rotate position each game. Players should not play full time goalkeeper as still need to develop all skating and ring skills. Introduction of rules specific to goalkeepers.	Introduction of goalkeeper specific drills. Concentration on identification and development of maximum number of players interested and with ability. Players interested in playing goal should start to play ½ time.	Goalkeepers specialize but can still alternate. Goalkeeper specific instruction & drills. Integrate goalkeeper into team strategies. Goaltender ring options and use of goalkeeper as pass option for defensive players.	Goalkeepers specialize. Goalkeeper specific instruction, drills & training.	Goalkeepers specialize. Goalkeeper specific instruction, drills & training. Goalkeeper plays an integral part of team strategies.	Goalkeepers specialize. Goalkeeper specific instruction, drills & training. Goalkeeper plays an integral part of team strategies.	Refinement of all ring skills and position specific skills, all in a varied environment.
General									
Grip	I	I	A	A	C	C	R	R	R
Ready position/stance	I	I	A	A	C	C	R	R	R
Keeping stick on the ice	I	I	A	A	C	C	R	R	R
Getting up and down quickly		I	I	A	C	C	R	R	R
Reading the play			I	A	C	C	R	R	R
Style									_
Stand-up	I	I	A	A	C	C	R	R	R
Crouch			I	A	A	C	R		
One-knee drop			I	A	A	C	R		
Butterfly				I	A	C	R		
Inverted V				I	A	C	R		
Mobility (Latera	l and Forward & E	Backward)							
Shuffle			I	A	C	R	R	R	R
T-push and glide			I	A	C	R	R	R	R
Push & Glide			I	A	C	R	R	R	R
Telescoping (understanding angles)			I	A	C	R	R	R	R
Butterfly slides from top of crease back to both posts				I	A	C	R	R	R
Butterfly pad walk				I	A	C	R	R	R

	LONG TERM ATHLETE DEVELOPMENT (LTAD) - Ringette Technical Skills Matrix										
					ACTI	VE FOR LIFE					
PATHWAY	ACTIVE	FLINID A MENITAL C	LEAD	NING TO TRAIN	TD AININIC T	AINING TO TRAIN TRAINING TO COMPETE		TRAINING / COM	PETING TO WIN		
	START	FUNDAMENTALS	LEARI	NING TO TRAIN	TRAINING T	TO TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE	
Division	U7 - Learn to Skate	U7 - Learn to Skate U9 (Bunny) U10 (Novice) U12 (Petite) U14 (Tween) U16 (Junior) U19 (Belle) 18+ (Open) 16+									

				GOALKEEPING S	KILLS AND TE	ECHNIQUES (con	tinued)		
Stickwork							•		
Keeping stick flat on ice, hand in ready position	I	I	A	A	C	C	R	R	R
Handling shots		I	A	A	С	С	R	R	R
Forehand and backhand passes		I	A	C	C	R	R	R	R
Cushioning the shot			I	A	C	C	R	R	R
Shot Deflections			I	A	C	C	R	R	R
Ring Skills									
Blocking		I	A	A	C	R	R	R	R
Stopping		I	A	A	С	R	R	R	R
Throwing the ring (flat and aim)		I	Α	A	C	R	R	R	R
Catching / trapping reflexes			I	A	A	C	R	R	R
Ring distribution			I	A	A	C	R	R	R
Control of rebounds			I	A	A	C	R	R	R
Pass to the open ice / in front of player with different throwing options				I	A	C	R	R	R
Show goalie options when screened				I	A	C	R	R	R
Learn to deflect shot to areas which would be beneficial to the team				I	A	C	R	R	R
Using the goalie as a receiver of the ring				I	A	С	R	R	R
Positioning									
Finding the posts		I	I	A	C	R	R	R	R
Hugging the posts		I	I	A	C	R	R	R	R
Learn positional play during a free pass			I	A	C	R	R	R	R
Learn positional play in the triangle			I	A	C	R	R	R	R
Playing the angles				I	A	C	R	R	R
Ice geography				I	A	C	R	R	R
Cross ice shot				I	A	C	R	R	R

			LONG	TERM ATHLETE DE	VELOPMENT (LTAD) - Ringette Tech	nical Skills Matrix			
					ACTIV	VE FOR LIFE				
PATHWAY	ACTIVE TRAINING / COMPETING TO WIN									
	START	FUNDAMENTALS	LEAKIN	ING TO TRAIN	TRAINING T	TO TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE
Division	U7 - Learn to SI	cate U9 (Bunny)	UI0 (Novice)	U12 (Petite)	UI4 (Tween)	U16 (Junior)	U19 (Belle)	18+ (Open)	16+	

			GOALKEEPING	SKILLS AND TE	CHNIOUES (c	ontinued)		
Positioning (cor	ntinued)					,		
Develop the skill to keep watch on play at all times, especially behind the net			I	A	С	R	R	R
Breakaways			I	A	C	R	R	R
1-on-1 2-on-1 3-on-2			I	A A A	C	R R R	R R R	R R R
Inverted triangle			I	A	C	R	R	R
Communication	n & Interaction							
Calling when open		I	A	C	R	R	R	R
Shot clock time			I	A	C	R	R	R
Pulling the goaltender / sprinting to bench for penalty			I	A	C	R	R	R
Enhance and refine transition work with defense			I	A	C	R	R	R
Understand various and variations of defensive and offensive systems				I	A	С	R	R
Remembering opposing player tendencies				I	A	С	R	R

	LONG TERM ATHLETE DEVELOPMENT (LTAD) - Ringette Technical Skills Matrix										
					ACTI	VE FOR LIFE					
PATHWAY	ACTIVE	FUNDAMENTALS	LEADI	NING TO TRAIN	TRAINING 1	TO TRAIN	TRAINING TO COMPETE	TRAINING / COMPETING TO WIN			
	START	FUNDAMENTALS	LEAKI	NING TO TRAIN	TRAINING	TO TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE	
Division	U7 - Learn to Skate U9 (Bunny) U10 (Novice) U12 (Petite) U14 (Tween) U16 (Junior) U19 (Belle) 18+ (Open) 16+										

			(all passing		SKILLS AND T		med from both sides)		
Overview	Introduction of basic ring skills, focus is primarily on fun and skating skills, all in a controlled environment.	Introduction of basic ring skills, focus is primarily on fun and skating skills, all in a controlled environment.	Acquisition of basic ring skills, focus is primarily on fun and skating skills, all in a controlled environment.	Acquisition of ring skills, acquisition of position specific skills, all in a controlled environment.	Consolidation of ring skills, acquisition of position specific skills, all in a varied environment.	Consolidation of ring skills, consolidation of position specific skills, all in varied environment.	Refinement of ring skills, refinement of position specific skills, all in a varied environment.	Refinement of all ring skills and position specific skills, all in a varied environment.	Refinement of all ring skills and position specific skills, all in a varied environment.
General									
Stick and ring safety	I	A	С	R					
Grip	I	A	C	R					
Carrying the ring	I	I	A	C	R	R	R	R	R
Protecting the ring	I	I	A	C	C	R	R	R	R
Passing									
Forehand sweep	I	I	A	C	R	R	R	R	R
Backhand sweep		I	A	C	R	R	R	R	R
Backhand flip			I	A	C	R	R	R	R
Forehand flip				I	A	C	R	R	R
Lead			I	A	C	R	R	R	R
Board				I	A	C	R	R	R
Drop				I	A	C	R	R	R
Directing a pass using the skate				I	A	C	R	R	R
Receiving		·							·
Stabbing the ring	I	I	A	A	С	С	R	R	R
Retrieving open ring		I	A	A	C	C	R	R	R
Off the boards				I	A	C	R	R	R
Use of the hand					I	A	C	R	R
Use of the skate					I	A	С	R	R
Checking									
Body position	I	I	A	A	C	С	R	R	R
Side stick	I	I	A	C	C	R	R	R	R
Sweep		I	I	A	C	R	R	R	R
Back check			I	I	A	C	R	R	R
Double teaming			I	A	C	C	R	R	R
Checking in the corners			I	A	C	C	R	R	R
Checking on the boards			I	A	C	C	R	R	R

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					ACTIV	/E FOR LIFE						
PATHWAY	ACTIVE	ELINID ANAENITAL C	1515		TRAINUALC T	O TO AIN	TRAINING TO COMPETE	TRAINING / COM	TRAINING / COMPETING TO WIN			
	START	FUNDAMENTALS	LEAR	NING TO TRAIN	TRAINING T	O TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE		
Division	U7 - Learn to Skate	U9 (Bunny)	UI0 (Novice)	U12 (Petite)	U16 (Junior)	U19 (Belle)	18+ (Open)	16+	: <u>-</u>			

				RING SKILL	S AND TECHNI	IQUES (contin	ued)		
Shooting									
Forehand sweep	I	I	A	C	C	R	R	R	R
Backhand sweep		I	I	A	C	R	R	R	R
Backhand flip			I	A	C	R	R	R	R
Forehand flip			I	A	C	R	R	R	R
Forehand wrist				I	A	C	R	R	R
Backhand wrist				I	A	C	R	R	R
Dekes									
Fake shots				I	A	C	R	R	R
Fake passes				I	A	C	R	R	R
Body and head fakes				I	A	C	R	R	R

6

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					ACTI	VE FOR LIFE						
PATHWAY	ACTIVE	FUNDAMENTALS	LEAD	NING TO TRAIN	TRAINING 1	TO TRAIN!	TRAINING TO COMPETE					
	START	FUNDAMENTALS	LEAKI	NING TO TRAIN	TRAINING	TO TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE		
Division	U7 - Learn to Ska	7 - Learn to Skate U9 (Bunny) U10 (Novice) U12 (Petite) U14 (Tween) U16 (Junior) U19 (Belle) 18+ (Open) 16+										

			(a	SKATIN Ill are performed u	G SKILLS AND				
Overview	Introduction of basic skating skills, focus is primarily on fun and skating, all in a controlled environment.	Introduction of basic skating skills, focus is primarily on fun and skating, all in a controlled environment.	Acquisition of basic skating skills, focus is primarily on fun and skating, all in a controlled environment.	Acquisition of skating skills, all in a controlled environment.	Consolidation of skating skills, all in a varied environment.	Consolidation of skating skills, all in varied environment.	Refinement of skating skills, all in a varied environment.	Refinement of all skating skills, all in a varied environment.	Refinement of all skating skills, all in a varied environment.
Starting & Acce	eleration								
V-start		A	С	R	R				
T-start	I	A	C	R	R				
Acceleration			I	A	С	С	R	R	R
Crossover start				I	A	С	R	R	R
Backward c-start					I	A	C	R	R
Balance (Statio	nary Introductory	Skills)							
Fall & get up safely		A	С	R					
Basic stance		A	C	R					
Touch knees	I	A	C	R					
Touch toes	I	A	C	R					
Turn around	I	A	C	R					
Life I foot		A	C	R					
March on the spot		A	C	R					
2-foot jump		A	C	R					
Stopping					_				
Edge control (make snow)	I	A	C	R					
Snowplow 2-foot v- stop	I	A	C	R	R				
I-foot t-stop		Ĭ	A	C	R				
Backward v-stop			I	A	С	R	R		
Backward t-stop			I	A	C	R	R		
One foot inside		¥			ъ.			The state of the s	
edge stop		1	A	C	R	R	R	R	R
One foot outside			T	A	С	R	R	R	R
edge stop			1	A	C	K	K	K	K
Parallel stop				I	A	C	R	R	R
Forward									
Stride		I	A	C	C	C	R	R	R
2-foot glide	I	A	C	R					
I-foot glide		A	C	R					
Glide & touch knees		A	C	R					
Glide & touch toes	I	A	C	R					
Glide on a curve	I	A	С	R					

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	ACTIVE FOR LIFE										
PATHWAY	ACTIVE	ELINID AMENITAL C	LEAD			TO TRAIN!	TO A IN HIN IC TO COMPETE	TRAINING / COMPETING TO WIN			
	START FUNDAMENTALS		LEARI	LEARNING TO TRAIN		TO TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE	
Division	U7 - Learn to Ska	ate U9 (Bunny)	UI0 (Novice)	U12 (Petite)	UI4 (Tween)	U16 (Junior)	U19 (Belle)	18+ (Open)	16+		

			SKATING SKII	LLS AND TECH	INIQUES (contin	ued)		
Forward						,		
Acceleration		I	A	C	R	R	R	R
Sharp turns		I	\mathbf{A}	C	R	R	R	R
Double sculling	I	A	C	R	R	R	R	R
Power pushes	I	A	C	R	R	R	R	R
Crossovers		I	A	C	C	R	R	R
2-foot slalom			I	A	C	R	R	R
I-foot slalom				I	A	С	R	R
Backward				_	· ·			•
Stride	I	A	С	С	С	R	R	R
2-foot glide	Ĭ	A	C	R				
I-foot glide		I	A	C	R			
Glide & touch knees	I	A	C	R				
Glide & touch toes		I	A	С	R			
Acceleration			I	A	С	R	R	R
Sharp turns			I	A	С	R	R	R
Double sculling			I	A	С	R	R	R
Power pushes			I	A	С	R	R	R
2-foot slalom				I	A	C	R	R
I-foot slalom				I	A	C	R	R
Transitions	,			_				
Pivots		I	A	С	R	R	R	R
Basic pivot turn		T	A	С	R	D	R	D
(front to back)		1	A	C	K	R	K	R
Basic pivot turn (back to front)		I	A	C	R	R	R	R
Two foot Mohawk			T	A	C	R	R	R
pivot (front to back)			1	7.1		17	17	14
Two foot Mohawk pivot (back to front)			I	A	C	R	R	R
One foot Mohawk			I	A	C	R	R	R
pivot (front to back) One foot Mohawk			T		C			
pivot (back to front)			1	A	C	R	R	R

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	ACTIVE FOR LIFE												
PATHWAY	ACTIVE	FLINID A MENITAL C	LEADNI		TRAINING T	TO TO AIN!	TRAINING TO COMPETE	TRAINING / COM	IPETING TO WIN				
	START FUNDAMENTALS		LEARIN	LEARNING TO TRAIN		TO TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE			
Division	U7 - Learn to Skat	e U9 (Bunny)	UI0 (Novice)	U12 (Petite)	UI4 (Tween)	U16 (Junior)	U19 (Belle)	18+ (Open)	16+				

				PSYCH	HOLOGICAL DEV	/ELOPMENT			
Overview	Program focuses on FUN on ice. Activities should encourage the development of Group social skills (interactions, sharing, taking turns, helping). Showing what you can do. Confidence.	Program focuses on FUN on ice. Activities should encourage the development of Group social skills (interactions, sharing, taking turns, helping). Showing what you can do. Confidence.	Introduction of Mental Preparation Decision Training - introduce decision making	Introduction of Mental Preparation Decision Training - introduce decision making in competitive situations	Development of Mental Preparation Decision Training – decision making in some competitive situations	Development of Mental Preparation Decision Training - decision making in some competitive situations	Advanced Mental Preparation Decision Training - correct decision making in all competitive situations	Advanced Mental Preparation Decision Training - correct decision making in all competitive situations	Advanced Mental Preparation Decision Training - correct decision making in all competitive situations
Team Dynamic	s and Affiliation								
Team building & social development activities	I	I	A	A	C	C	R	R	R
Teamwork	I	I	A	A	С	С	R	R	R
Fairplay	I	I	A	A	С	С	R	R	R
Sportsmanship		I	A	A	C	С	R	R	R
Ethics		I	A	A	С	С	R	R	R
Shared leadership opportunities			I	A	A	C	R	R	R
Effective communication strategies				I	A	A	С	R	R
Understanding team roles and identifying where				I	A	A	С	R	R
they fit in									
Positive thinking		I	A	A	C	C	R	R	R
Attitude awareness & adjustment			I	A	С	C	R	R	R
Dealing with success & failure			I	A	A	C	R	R	R
Independence				I	A	C	C	R	R
Personal strengths and weaknesses				I	A	C	C	R	R
Attribution					I	A	C	R	R
Self-coaching					I	A	C	R	R

9

	LONG TERM ATHLETE DEVELOPMENT (LTAD) - Ringette Technical Skills Matrix												
	ACTIVE FOR LIFE												
PATHWAY	ACTIVE	ELINIDAMENITAL C	LEADA		TD AIN HAIC T	TO TO A IN I	TRAINING TO COMPETE	TRAINING / COM	IPETING TO WIN				
	START FUNDAMENTALS		LEARN	LEARNING TO TRAIN		TO TRAIN	TRAINING TO COMPETE	TRAINING	COMPETING	ACTIVE FOR LIFE			
Division	U7 - Learn to SI	kate U9 (Bunny)	UI0 (Novice)	U12 (Petite)	UI4 (Tween)	U16 (Junior)	U19 (Belle)	18+ (Open)	16+	: -			

			DEVCHOL	OCICAL DEVELOR	MENT (continue	-A\		
			PSTCHOLO	OGICAL DEVELOP	MEN I (CONTINUE	ea)		
Goal Setting								
Individual			I	A	С	R	R	R
Team		I	A	C	С	R	R	R
Short & Long Term		1	A	С	С	R	R	R
Process & Outcome			I	A	C	R	R	R
<u>.</u>								
Focus/Anxiety Managemer	t & Attentional/Emotion	onal Control			I			
Visualization								
strategies (mental rehearsal of game		I	\mathbf{A}	\mathbf{A}	C	R	R	R
situations)								
Relaxation								
strategies			I	A	C	C	R	R
Arousal strategies			I	A	С	C	R	R
Concentration		ĭ	A	С	С	R	n	R
strategies		1	A	C	C	K	R	K
Coping strategies		I	A	A	C	C	R	R
Stress management			I	A	C	C	R	R
Game Preparation & Routi	ne							
Game strategies		I	A	C	R	R	R	R
Pre-game Warmup (on ice)		I	A	C	R	R	R	R
Pre-game Warmup (off ice)			I	A	C	R	R	R
Pre-game Routine (on-ice)		I	A	C	R	R	R	R
Pre-game Routine (off-ice)		I	A	C	С	R	R	R
Post-game Cooldown (off ice)			I	Α	C	R	R	R
Decision Training								
Variable Practice			I	A	С	R	R	R
Random Practice			I	A	C	R	R	R
Bandwidth Feedback				I	A	C	R	R
Questioning				I	A	C	R	R
Video Feedback				Ī	A	C	R	R
Hard-First Tactical Instruction				I	A	C	R	R
Modeling				T	A	C	R	R