



2007

Garden State Games Skills Competition





1

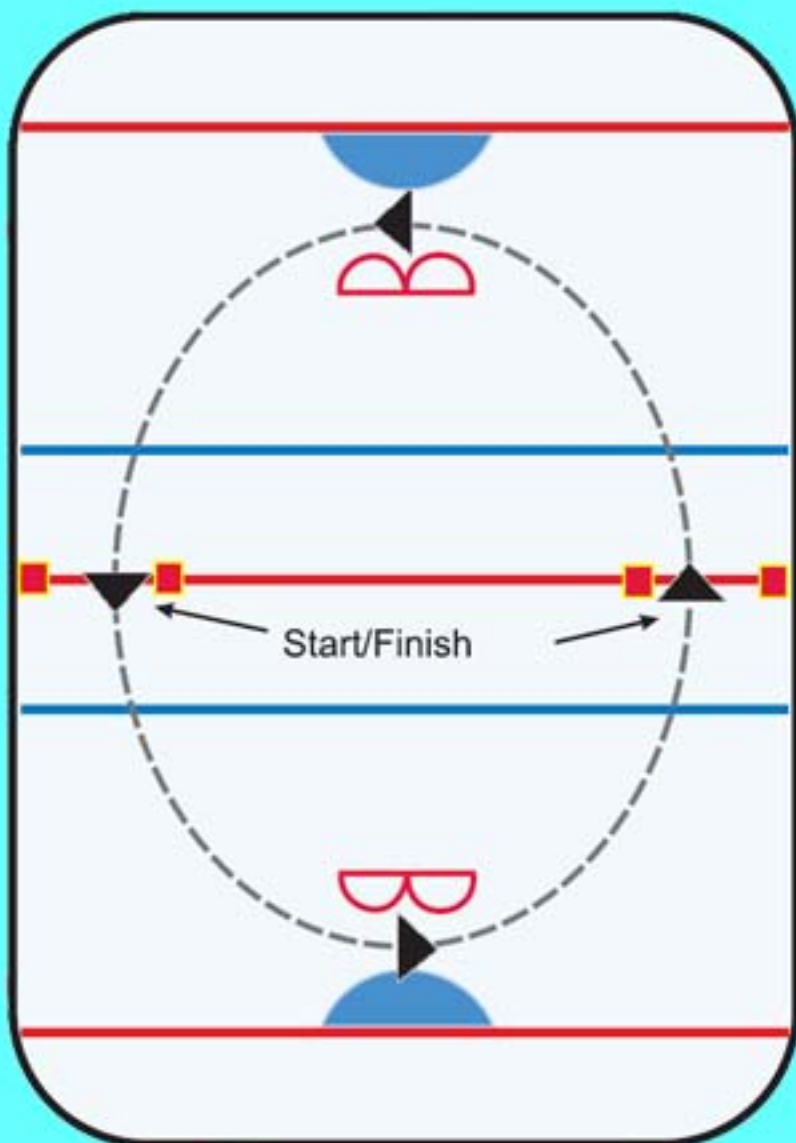
Fastest Skater Competition

This is a timed event where each participant will skate one complete lap around the rink. The player with the fastest time wins the event. Two participants will go at a time, one on each side of the ice. You are NOT racing the person on the other side of the ice, you are racing the clock.

Player with the fastest time will win the event.

TIPS:

- Keep your feet moving!
- If you fall, get back up again as quickly as possible and continue the race.
- Don't slow down until you are way beyond the finish line.

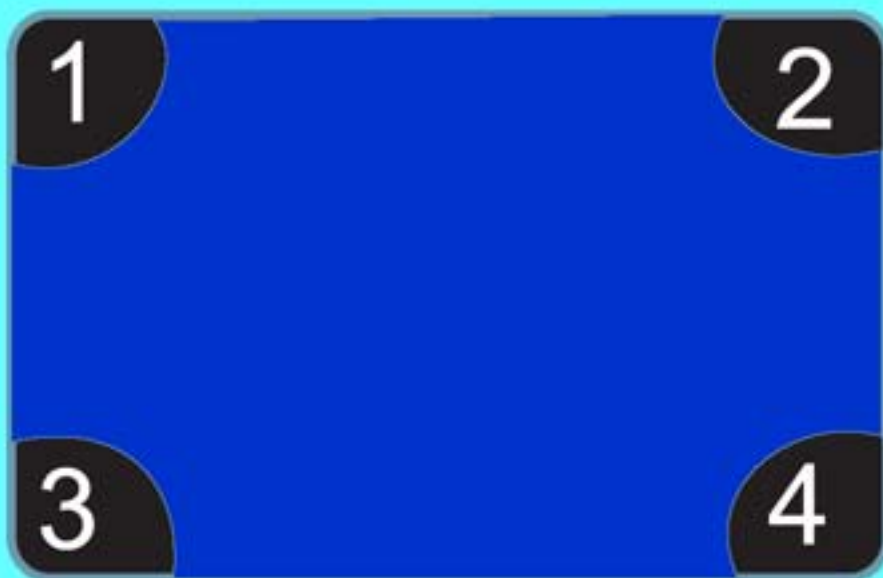




2

Shooting Accuracy

The participants will get 8 pucks and 12 seconds to hit as many of the targets as they can from the designated area. Remember once a target has been hit that target is “completed” and the participant must move on to another target. A participant’s turn is over when they have shot all 8 pucks, OR time has expired. The winner is the participant that hits the most targets in the fewest shots. Ties are settled by having the tied shooters compete in a “shoot-off”.



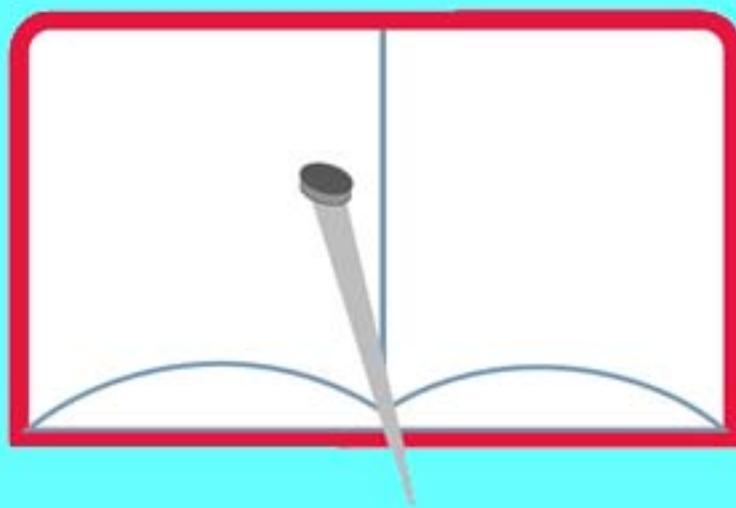


3

Hardest Shot

This event will test to see who has the hardest shot. The speed of the shot will be measured by the radar gun and each participant will be given 3 shots. The hardest shot for each participant will count as their entry for the competition. The shot must be on net to count as an entry, but all participants shots (even those that miss the net) count towards the 3. Hitting the post counts as a "try", but does not qualify. **The player with the hardest shot will be declared the winner.**

27.8



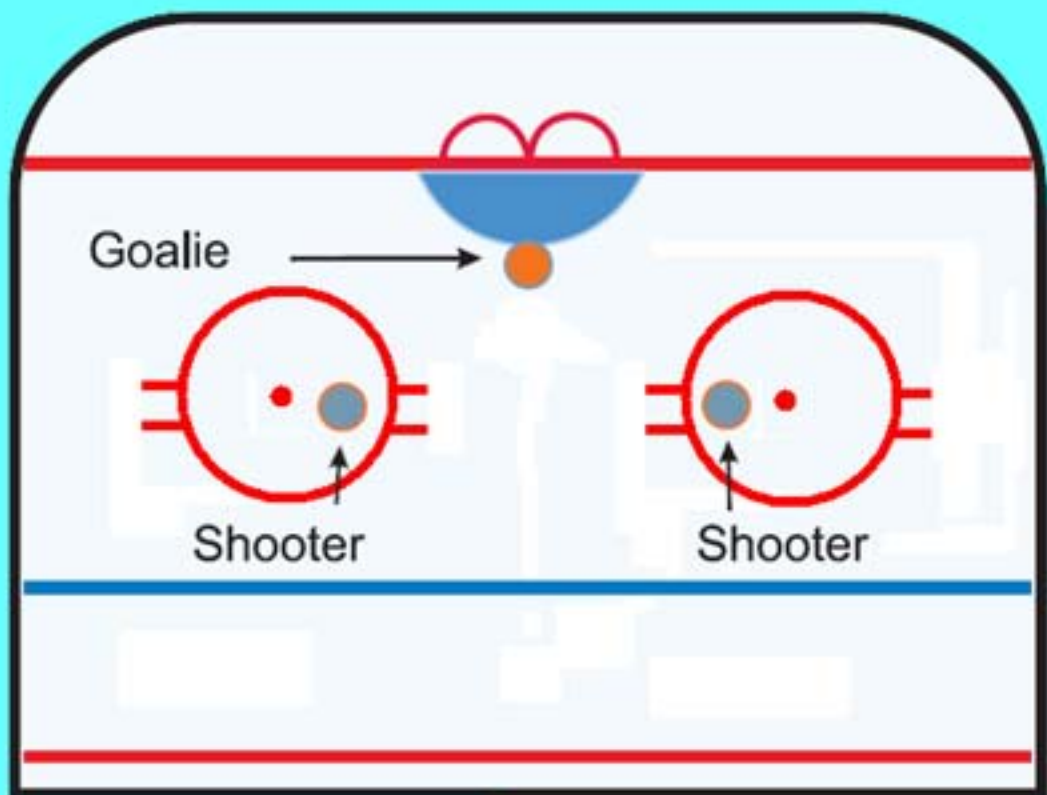


4

Rapid Fire

This event is a competition between the skaters and the goalies. The two players will alternate taking shots on the referee's whistle. Each player will shoot a total of 5 shots, with the goalie facing 10 shots. The goalies score will be based on the number of saves out of the 10 shots and the players score will be based on the number of goals scored by the pair.

TIP - Any shot before the referee's whistle will **NOT** count!!!





5

Breakaway Realy

In this event 5 players will line up behind the blue line. With 60 seconds on the clock the referee will blow the whistle and the first player will skate in and shoot on the goalie. After the attempt the player will skate past the blue line. When the player crosses the blue line the next player can start their attempt. The scores will be based on the number of saves by the goalie and the total number of goals scored by the team of players.

