From: **123ContactForm** noreply@123formbuilder.com
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To: info@wpgrefs.com



HWRD Skills Quiz

9 points out of 9 | 100%

(OPTIONAL) What is your email?	info@wpgrefs.com
According to Game Management and Impact Penalties (in the game management section of HWRD-Resources) which analogy best describes game management?	Correct
○ A hockey is game is like a wild beast that must be tamed before it gets away from you.	
◉ A hockey game is like a bird, you want to hold it tight so it does not fly away but not so tight that you kill it.	✓
○ A hockey game is like the the ugly duckling, your job is to help it grow.	
○ A hockey game is like the tortoise and the hare, slow and steady is the best option.	
Consider the linesperson's position in the Three-Official System. Where should the linesperson position her skates when the puck is in the attacking zone of her partner's end? ("linesperson position at the blue line" Found in the HWRD Resources-Positioning section of wpgrefs.com).	Correct
○ 20 to 30 centimeters inside the blue line so that she is inside the attacking zone	
○ 20 to 30 centimeters outside the blue line so that her skates are in the neutral zone	
○ On the blue line	
◉ At least half-way between the red line and your partner's blue line (if not closer)	✓
○ At the redline.	
According to "Endzone Positioning" (Found in the HWRD resources-positioning section of wpgrefs.com), where should the referee be positioned when the puck is in the goal crease?	Correct
○ Home Base	

○ Half-Piston	
◉ At-the-net	✓
○ Below the goal line	
According to "Submit Game Report" (Found in the top right corner of wpgrefs.com) there are three parts to the written description of an incident report, what information should be included in the "middle" part?	Correct
○ a) Information about your observations of the game that may have lead to the incident.	
◉ b) Information describing the incident.	✓
○ c) Information explaining the penalty called and why that penalty was called.	
○ d) All of the above	
When removing a fan from the arena for maltreatment of an official, how much time do you put on the clock if the fan refuses to leave? ("Removing someone" in the Referee Maltreatment section)	Correct
○ No time on the clock, just wait.	
◉ 2 Minutes on the clock	✓
○ 5 Minutes on the clock	
○ No time on the clock, just get the rink attendant.	
Which best describes the motion of an official's arms when she is skating? (At the 28 second point of "How to Skate Like a Referee" Video in HWRD Resources-Professional Skills of wpgrefs.com)	Correct
○ Swinging the arms across the body	
◉ Arms move as though the official is "pulling the rope" up the ice.	✓
○ Have the whistle near the mouth incase of a need to quickly stop play.	
○ Arms at the sides, as little movement as possible to conserve energy.	
What is gamesmanship (See Gamesmanship in the Game Management Resource Section)?	Correct

Management Resource Section)?

○ a) Shaking hands/saluting the other team at the end of the game.	
○ b) playing hard for a full three periods.	
◉ c) dubious (underhanded) actions, that are within the rules of the game, used by game participants to gain an advatage but do not fit the "spirit of the rules"	✓
○ d) a combination of A, B, and C	

The referee in the Three-Official System (or an official in the Two-Official System) has called a penalty and is now going to the timekeeper's box. They should… (Procedures Resources, Penalty Call Procedure):

Correct

○ a) keep skating past the penalty box and make the penalty signal quickly as they go by.	
◉ b) come to a stop in front of the timekeeper's box, wait for the timekeeper to look at them, and make the call.	✓
○ c) come to a stop in front of the timekeeper's box and make the call as quickly as possible to get play started again.	
○ d) not make any signal as they already did that when they called the penalty at the place of infraction.	

In a perfect handshake scenario, where should the players go at the end of the hand shake line? (Look in HWRD Resources-Procedures, Handshake Line)

Correct

○ a) Towards their bench.	
○ b) towards the gate they should exit by.	
◉ c) Both teams will curl away from each other such that they do not meet again after they have finished the handshake line.	✓
○ d) where ever they end up is fine.	

According to "Endzone Positioning" (Found in the HWRD Resources-Positioning, section of wpgrefs.com), what is the best description of how the referee should use "below the goal-line"?

Correct

○ As much as at-the-net, half-piston, home-	

As much as at the net, half-piston, home-base.	
○ More than at-the-net, half-piston, home-base.	
○ Whenever needed to get out of the way.	
◉ Whenever needed to get out of the way, but get back to at-the-net, half-piston, home-base as soon as possible.	✓

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