



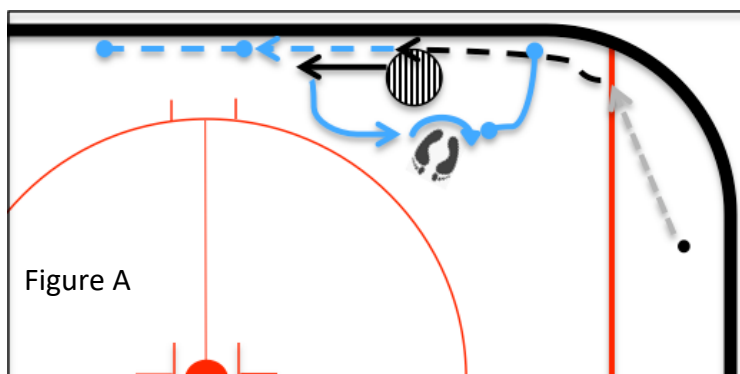
## The Bump & Pivot: Avoiding the Play on the Boards

Endzone positioning depends on the Cone and the Piston System to help the referee see and avoid the play. The Bump & Pivot is a maneuver used to avoid the puck carrier moving on the boards and has three goals: help the referee stay out of the way, face the center of the ice to maintain vision and maintain positioning near Home Base. There are two situations, determined by the puck's direction of movement, that define how an official will use the Bump & Pivot.

### Situation 1: Puck moving from Below Goal Line toward Blue Line

In this first situation (pictured in Figure A<sup>1</sup>), the puck carrier (black dotted arrow) has the puck below the goal line and moves the puck along the boards towards the official and Blue Line. Here are the steps the official will follow:

1. The official (black & white circle) is at home base while the puck carrier is below the Goal Line (gray dotted arrow).
2. The player brings the puck above the goal line (black dashed arrow) and the official allows herself to bump up the boards away from the puck carrier (black solid arrow).
3. As the official nears the hash marks, and the puck carrier is still coming towards her (blue dashed arrow), she will bump off the boards and towards the puck carrier (blue solid arrow).
4. As she passes the puck carrier, she pivots (black feet with blue curved arrow) so that her heels point to where she wants to go.
5. The official then uses c-cuts to get back to boards (blue solid line with dots on either end) and resumes piston system positioning by the time the player is higher in the zone (dashed line with blue dots on either end).

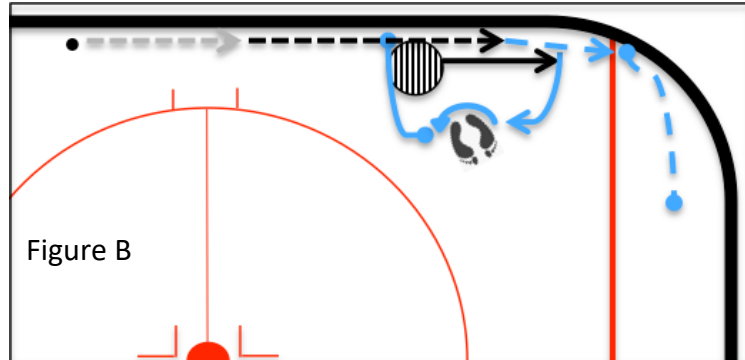


<sup>1</sup> The dashed arrows represent the movement of the puck carrier and solid arrows represent the official's movements. The arrows' colour represent the official's movements relative to the puck carrier: black solid to black dashed, blue to blue, and grey to Home Base. The feet do not relate to the color of the arrows.

### Situation 2: Puck moving from Blue Line to Below Goal Line

In the second situation, the puck is carried from the direction of the Blue Line, along the boards, to below the Goal Line. Here are the steps to follow to execute a Bump & Pivot:

1. The official (black & white circle) is at home base while the puck carrier is high in the zone (gray dashed arrow).
2. The puck carrier moves the puck below the hash marks (black dashed arrow)



- and the referee bumps down the boards towards the Goal Line (black solid arrow).
3. As the referee approaches the goal line (black solid arrow) the referee will bump off the boards (blue solid arrow) and towards the puck carrier (blue dashed arrow).
4. As she passes the puck carrier, she pivots her feet so that her heels are point to wear she wants to go (black feet with blue curved arrow).
5. The official then uses c-cuts to get back to the boards (blue solid line with dots on either end) and resumes Piston System positioning by the time the player is deep in the zone (dashed line with blue dots on either end).

### Keys to Success for the Bump & Pivot

- Commit to finish it: Once you commit to a bump of the boards & pivot, finish it. Do no stop out in the middle of the ice; finish the maneuver back to the boards.
- Do it fast: Your Bump & Pivot needs to be fast. Bump out from the boards, get past the puck carrier fast, pivot and get back to boards fast. *Fast. Fast. Fast.*
- Attack the puck carrier: Take your space, move towards the puck carrier as he moves, do not wait for the puck carrier to get past you. *Get. Past. Him.*
- Hash Marks & Goal Line: Stay between Hash Marks and Goal Line, if you go beyond either you lose your sight lines because your Bump & Pivot was wrong.
- Get back to Piston System: Once you complete your Bump & Pivot, return to the piston system to ensure you can see as much of the ice as possible.