

## Old-Time Hockey Weekend Game Sheet Summary

League: OLD-TIME HOCKEY OVER 30 Date: Sunday, January 30 Time: 5:00 PM

Referee: Naz Referee: Bill Timer: Jim

Shots				TEAM: Gold Miners			
On Goal				NO.	Players	Pos.	
1st	2nd	3rd	O.T				
	2	1		8	Dominic Defrancisco	8	
				20	Tony Medeiros		
4	2	2		30	Lee Nogler	30	
1				4	Mike Luise	4	
1	3	1		38	Joe Carlton	38	
1	1	1		34	Gary Goodwin	34	
				91	Shawn Mulcahy	91	
				45	Elder Lopes		
1	2	3		23	Brian Capodilupo	23	
	1	1		92	Steve Witkus	92	
				6	Colleen O'Connell		
				33	Jeff Deharo	33	
8	11	9	0	28	<b>TOTAL SHOTS</b>		

Shots				TEAM: Last Call			
On Goal				NO.	Players	Pos.	
1st	2nd	3rd	O.T				
1	2	2		97	Angelo De Luca	97	
	1	3		24	Rick Cassano	24	
2	2			16	Gino Tammaro	16	
				19	Chris Ducharme		
				91	Sergio Costa		
	1	1		12	Ron Aquino	12	
3	1	1		17	Garvin Chan	17	
2	1	1		55	Dave Costa	55	
		2		13	John Carey	13	
				5	Dan Broderick		
				8	Bob Snyder	8	
				31	Jake Brum		
				33	Scott Rosato	33	
8	8	10	0	26	<b>TOTAL SHOTS</b>		

**Gold Miners**

FINAL SCORE 2

**Last Call**

FINAL SCORE 4

SCORING					
TEAM	Goal	Assist	Assist	Per	Time
Gold Miners	30	4	38	1	5:17
Last Call	16	55	----	2	4:15
Last Call	17	16	97	2	0:05
Last Call	24	97	17	3	6:04
Gold Miners	23	8	4	3	3:23
Last Call	97	----	----	3	0:06

PENALTIES					
TEAM	Player	PENALTY	MIN	Per	TIME

**Game Summary:**  
 Last Call continues to play .500 hockey and outlasts their opponent for a timely win.  
 Gold Miners can't counter the three goal outburst by their opponent and lose a very close game.  
 Angelo De Luca leads the way on offense for his team scoring 1-goal and adding 2-assists.  
 Fellow Paisan Gino Tammaro jumps on the scoring with 1-goal and 1-assist.  
 Garvin Chan has a solid all around game and is the key player that breaks open this game with 1-goal and 1-assist.  
 Mike Luise factors in on both his team's goals with 2-assists.  
 Lee Nogler extends his goal scoring streak to two games.

Gold Miners	Last Call
___ LOB Warning	___ LOB Warning
___ Time Out	___ Time Out
___ DOG Warning	___ DOG Warning