League: OLD-TIME HOCKEY OVER 30					Date:	Saturday, February 16					5 Time:	6:00 PM		-				
Refe	ree:	John Deroo				R	eferee:		Bill A.					Timer:	Don		-	
	Shots			ΤΕΔΜ·	In Sinji	in We	Trust	•			Shots			TFAM·	Midas Touch			
On Goa		al		NO.			Players		Pos.	On Goal				NO.	Players	5	Pos.	1
1st	2nd	3rd	0.T							1st	2nd	3rd	0.T					
	1	2		27	Mike C	aso			27			1		5	Jason Glista		5	
	2	1		44	Joe Sh	annon			44		1	1		18	Jon Pickard		18	
				66	Mike N	aczas			66		1	1		3	Michael Florenting	)	3	
	1			6	Jim Cla	arke			6					2	Mike Surrette		2	
2	3	1		77	Matt lanello		77			1		8	Mark Stickney		8			
1				99	Pat Pire	one			99	1	1	1		13	Derek Shaw		13	
	2	3		8	Ray Nie	ckerso	n		8	1		2		66	Angelo Deluca		66	
2				4	Mike Lu	uise			4	2	2			11	John Desmond		11	
				14	Tony N	lastroc	ola		14	1				10	Jim Barber		10	
2				13	Umbert	to Bian	cardi		13					24	Ric Cassano			
										1				4	Steve Oppedisand	D	4	
				77	Alby Lu	uise			77					30	Matt Anctil			
														33	Jeff Deharo			
														30	Bill Gardynski Jr.		30	1
7 9 7 0 <b>23</b> TOTAL SHOTS							6 5 7 0 <b>18 TOTAL SHOTS</b>						]					
					In	Sinj	in V	Ve Tru	JSt						Midas Touch			
							FINA	FINAL SCORE										
															2			
SCORING								PENALTIES										
TEAM Goal Assist Assist Per Time					TEAM			Playe	r	PENALTY	MIN	Per	1					
	Nidas			66			3	8:07		Midas		-	11		Tripping	1	1	5
Midas Touch			h	13	11		3	0:05	0:05 ENG		Midas Touch		5		Delay of Game		1	ę
										Midas		-	5	Unspo	rtsmanlike Conduct	1	1	(
										In Sinjin	We <sup>-</sup>	Trust	99		Slashing	1	2	1
																		_
										Midas		-	3		High Sticking Checking	1 1	3 3	8

TEAM	Goal	Assist	Assist	Per	Time	
Midas Touch	66			3	8:07	
Midas Touch	13	11		3	0:05	ENG

In Sinjin We Trust	Midas Touch					
LOB Warning	LOB Warning					
Time Out	Time Out					
DOG Warning	DOG Warning					

Game Summary:

Angelo Deluca scores the game's first goal in a defensive

contest on a wicked shot from the left wing

Welcome back Derek Shaw, back after a 5 month medical

hiatus, playing in his first game, and scoring as well