Old-Time Hockey Weekend Game Sheet Summary

League:	OLD-TIME HOCKEY OVER 30	Date: Sa	Date: Saturday, April 2						
Referee:	Pic	Referee:	George Ti	mer:	Don				

	Shots			TEAM:	Broken P	romise	s				Shots			TEAM	: Labatt Blu	Jes	
On Goal				NO.			Players		Pos.	On Goal			ſ	NO.		Players	Pos.
1st	2nd	3rd	0.T							1st	2nd	3rd	0.T			-	
		2		66	John	Coluc	ciello		66			1		5	Dan	Broderick	5
				20	Luigi	Derer	zes		20	2	1	1		0	Ray	Dow	0
	1			2	Alex	Leone	;		2	1	2			55	Steve	lacoviello	55
				61	Mike	Delore	ey					2		19	Brien	Sullivan	19
				9	Scott	Young	3			1	1	3		8	Mark	Stickney	8
2	1	2		7	John	Keller	er		7	3	1	2		27	Shawn	Miville	27
	1	2		14	John	Mastr	ocola		14	1	2	1		11	Anthony	Lauletta	11
				21	Nick	Roma	no				1			34	Gary	Goodwin	34
3	2	2		4	Mauro	Coluc	ciello		4	1	1			1	Tim	Hickey	1
	1	1		91	Niko	Vrami	s		91		1	1		14	Tony	Mastrocola	14
1		1		13	Umberto	Bianc	ardi		13	2		1		4	Walter	Maslak	4
				33	Scott	Rosat	0		33					30	Bill	Gardynski Jr.	30
6	6	10	0	22	TOTAL SI	HOTS				11	10	12	0	33	TOTAL SH	HOTS	
			Ť		Bro	oken	Pro	omise	s						Labatt	Blues	
FINA	L SCC	DRE				1				FINA	L SCC	DRE				3	
SCORING									PENALTIES								
TEAM		Goal	Assist	Assist	Per	Time]	TEAM			Playe	,	PENALTY	MIN	Per		
Labatt Blues		8	0	4	1	0:34		Laba	tt Blue	s	34		Slashin	g 1	3		
Labatt Blues		27	8	5	2	5:19		Broken	Prom	ses	66		Tripping	g 1	3		
Broken Promises		7	13		3	5:59											
	Labat	t Blues		27	8	5	3	0:13	(ENG)								
									-								

Game Summary:

F

In a tight checking playoff-like low scoring game, Labatt Blues keeps pace with HABitual Complainers to set up a winner takes all for 1st place overall next week in the last game of the season.

Shawn Miville adds to his commanding overall lead in the scoring race, scoring 2-goals.

Mark Stickney factors in on every goal his team scores by scoring 1-goal and adding 2-assists.

Dan Broderick leads all defensemen in scoring this week by assisting on 2-

goals to once again take the lead in the defensemen scoring race. Both goalies, Bill Gardynski Jr and Scott Rosato play a very strong game in

net, keeping this a close game.

