



Game protocol (BHC 4 : 3 VAL)

Date: 20.01.2018 Location: Volvo SC ledus halle Start time: 14:45 End time: 15:25 Spec.: Game No.: 44

BHC37 ScreamingEagles (BHC)					Goals						Penalties					
Surname, name	No.	Pos.	Shots	Y/N	G	Time	GS	A	A	Str	Time	No.	Min	Penalty	ST	ET
ILOVAISKIS Georgijs	14	G		Y	1	14:00	6									
MAIKOVŠ Klimentijs	49	G		Y	2	15:00	15									
MIKELSONS Ričards	6	D		Y	3	33:00	9									
ERDMANIS HERMANIS Tomass	9	D		Y												
SKADIŅŠ Daniels Erlands	15	D		Y												
BERNHARDS Valters	18	D		Y												
JERMOĻINS Ratmirs	22	D		Y												
GORNAKS Daniels	17	F		Y												
OSTROVSKIY Grigory	23	F		Y												
RIEKSTIŅŠ Edgars	32	F		Y												
ĀBOLS EIDUKS Adrians	55	F		Y												
SEMJOŅOVŠ Aleksandrs	71	F		Y												
SUŠENCEVS Kirills	81	F		Y												

Head coach: Helmuts EGLĪTIS

Signature:

Valmieras HK/BSS (VAL)					Goals						Penalties					
Surname, name	No.	Pos.	Shots	Y/N	G	Time	GS	A	A	Str	Time	No.	Min	Penalty	ST	ET
ŠTEINBERGS Oskars	31	G		Y	1	01:00	17				08:00	88	2	TRIP	08:00	10:00
BALODIS Markuss	7	D		Y	2	17:00	20				29:00	17	2	TRIP	29:00	31:00
VILISTERS Dāvis	21	D		Y	3	25:00	17									
RAUDZIŅŠ Henrijs Everts	8	F		Y												
TIMERMANIS Marks Rauls	9	F		Y												
MARENIS Jēkabs	11	F		Y												
TŠIP Gleb	12	F		Y												
DUBROVSKIS Roberts	13	F		Y												
ZOLTNERŠ Niks	15	F		Y												
BĒRZKALNS Rūdolfs	17	F		Y												
BRĪVULIS Artis	18	F		Y												
NAUDIŅŠ Roberts	20	F		Y												
ANDIŅŠ Pauls	88	F		Y												

Head coach:

Signature:

GOALKEEPERS			Timeouts		PER. RESULTS		1.	2.	3.	OT	SO	Total	Referees		Surname, name			
TIME	BHC	VAL	BHC		GOALS	BHC	0	2	1		1	4	Timekeeper		LAIPA Raivis			
00:00	14	31	VAL			VAL	1	1	1		0	3						
36:00					PENALTIES	BHC	0	0	0			0						
						VAL	2	0	2			4						
			Faceoffs		SHOTS	BHC												
			BHC			VAL												
			VAL			VAL												
			Referees		Surname, name					Signature								
			REFEREE		BITMETS Henriks Eduards													
			Scorekeeper		RALOVECA Karīna													

View notes on the other side: Yes

