



Game protocol (BRO 6 : 3 VAL)

Date: 07.02.2016 Location: SCHWENK ledus halle Start time: 12:00 Spec.: Game No.: 159

Brocēnu NBSS u16 (BRO)					Goals						Penalties					
Surname, name	No.	Pos.	Shots	Y/N	G	Time	GS	A	A	Str	Time	No.	Min	Penalty	ST	ET
GLŪZDA Mārcis	30	G		Y	1	14:10	21	38	10		48:30	7	2	HOOK	00:00	00:00
OZOLS Edijs	79	G		Y	2	18:21	71	16	21							
ĶEVLIS Mārtiņš	C 7	D		Y	3	24:19	21	16	71							
BRUCIS Matīss	8	D		Y	4	34:02	21	87	71							
EZERLĪCIS Artūrs	10	D		Y	5	36:08	98	38	7							
VEISBERGS Elvis	88	D		Y	6	49:29	16	21		-1						
BRUCIS Ģirts	BP A 98	D		Y												
KROLLS Hans Peters	14	F		Y												
KVĒLE KVĀLS Jorens	A 16	F		Y												
BEINAROVICŠ Raivo	19	F		Y												
OZOLS Everts	21	F		Y												
ANDERSONS Dāniels	22	F		Y												
ŠAMPIŅŠ Emīls	38	F		Y												
MASLOVSKIS Voldemārs	71	F		Y												
OKATS Raivo	87	F		Y												

Head coach:

Signature:

Valmieras HK/BSS u16 (VAL)					Goals						Penalties					
Surname, name	No.	Pos.	Shots	Y/N	G	Time	GS	A	A	Str	Time	No.	Min	Penalty	ST	ET
ŽUKOVSKIS Markuss	1	G		Y	1	19:20	24	2			10:42	2	2	CHE-B	00:00	00:00
BĒRZIŅŠ Ralfs Kristiāns	31	G		Y	2	33:22	15	22								
SKRASTIŅŠ Artūrs	4	D		Y	3	53:25	4	24								
ŠMITS Harijs	10	D		Y												
MENCIS Dāvis	18	D		Y												
STEPANOVŠ Kaspars	22	D		Y												
BRĪĢELIS Bruno Nils	BP 2	F		Y												
KALNIŅŠ Niklass	7	F		Y												
LAPSA Rudolfs Oto	A 9	F		Y												
LIBORS Kristaps	12	F		Y												
ROKĪS Kristaps	A 13	F		Y												
STOLERS Raivo	14	F		Y												
KRASTIŅŠ Raivo	15	F		Y												
KRUMHOLCS Artūrs	17	F		Y												
BUCENIEKS Kārlis	C 24	F		Y												

Head coach:

Signature:

GOALKEEPERS			Timeouts		PER. RESULTS		1.	2.	3.	OT	SO	Total	Referees		Surname, name	
TIME	BRO	VAL	BRO		GOALS	BRO	2	3	1			6				
00:00	79	1	VAL			VAL	1	1	1				3			
60:00					PENALTIES	BRO	0	0	2			2				
						VAL	2	0	0				2			
			Faceoffs		SHOTS	BRO										
			BRO			VAL										
			Referees		Surname, name		Signature									
			REFEREE		OZOLS Juris											

View notes on the other side: **No**

