

# Game Report



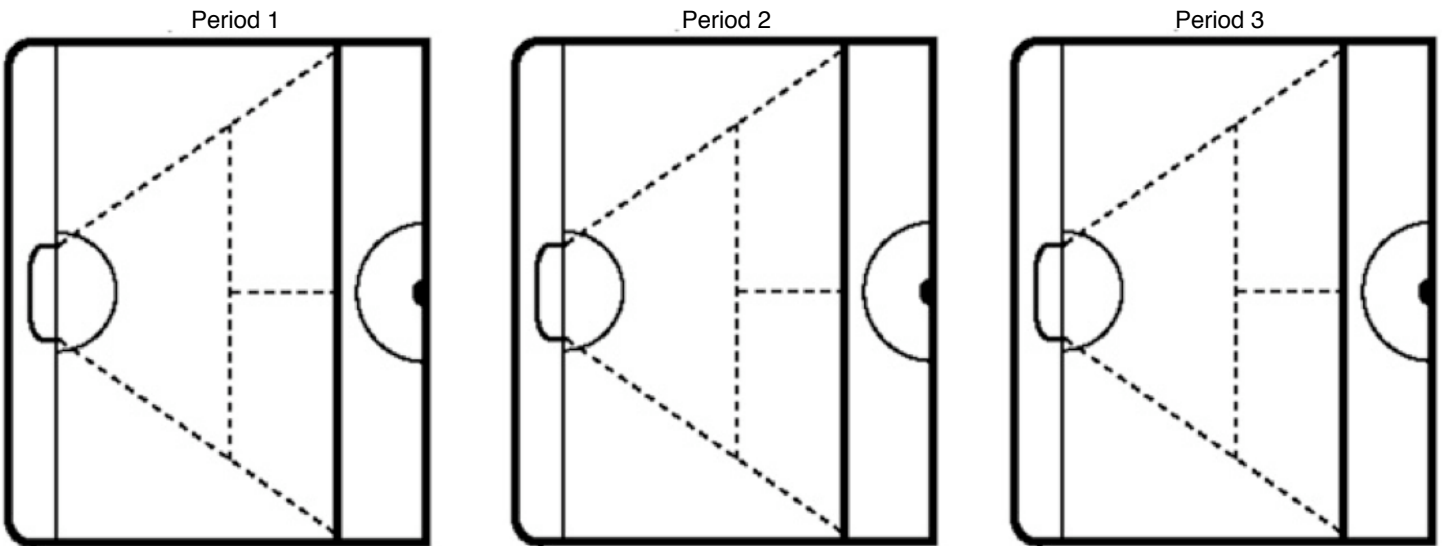
## INSTRUCTIONS:

1. Accuracy in statistic compilation is necessary for tracking trends
2. Print and review the accompanying sample compilation.
3. Each shot must be accounted for in each of the two compilation areas.
4. On the rink diagrams, identify each shot by its shot type code (found in the legend below).
5. For each goal, circle the entry in both compilation areas. Identify the players number.

## LEGEND:

- |                  |                 |                        |
|------------------|-----------------|------------------------|
| S: Standard Shot | L: Lateral Feed | M: Multi-player Attack |
| R: Rebound       | W: Wraparound   | P: Passout             |
| SC: Screen       | WO: Walkout     | N: Net Drive           |
| D: Deflection    | B: Breakaway    |                        |

## Zone and shot-type compilation area

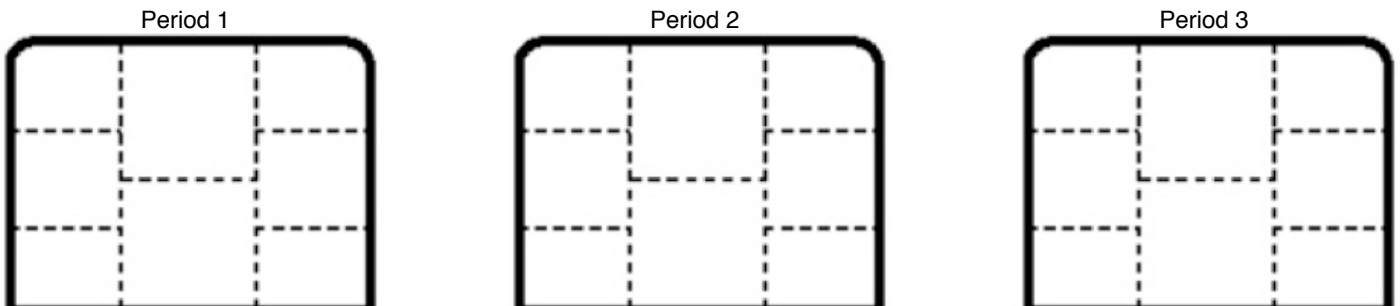


## Net and rebound compilation area

For each shot above, a corresponding entry should be made on the proper net below. The shot should be marked by the rebound type, based on the legend below.

## REBOUND LEGEND:

- |                   |                     |         |
|-------------------|---------------------|---------|
| 1: Possession     | 3: Back in front    | 5: Goal |
| 2: Sent to corner | 4: Weakside rebound |         |



Zone Summary:			Shot-type Summary:						Game Date: _____		
	Shots	Saves	S	Shots	Saves	W	Shots	Saves	Opposition: _____		
GP	_____	_____	R	_____	_____	WO	_____	_____	Total Shots: _____		
BP	_____	_____	SC	_____	_____	B	_____	_____	Total Saves: _____		
SLOT	_____	_____	D	_____	_____	M	_____	_____	Minutes Played: _____		
BA	_____	_____	L	_____	_____	P	_____	_____	Result (circle): W L T		
GA	_____	_____				N	_____	_____	Shots	Saves	
Net Summary:			Shots		Saves		Shots		Saves		
GH	_____	_____	GL	_____	_____	CH	_____	_____	BM	_____	
GM	_____	_____	5H	_____	_____	BL	_____	_____	BH	_____	
<b>Rebound Summary:</b>			Total Shots _____			Accumulated Rebound Total _____			Rebound Average _____		