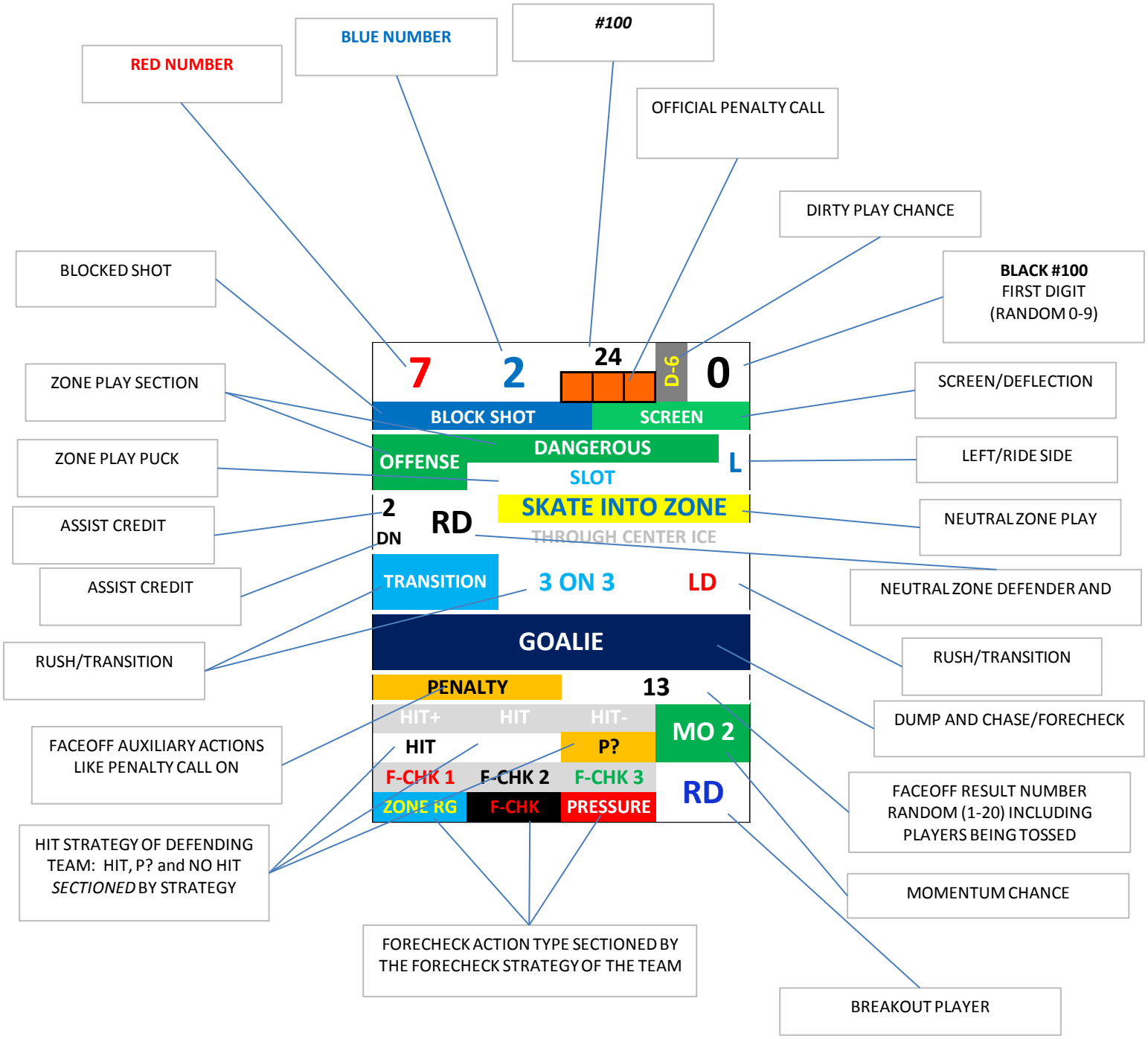
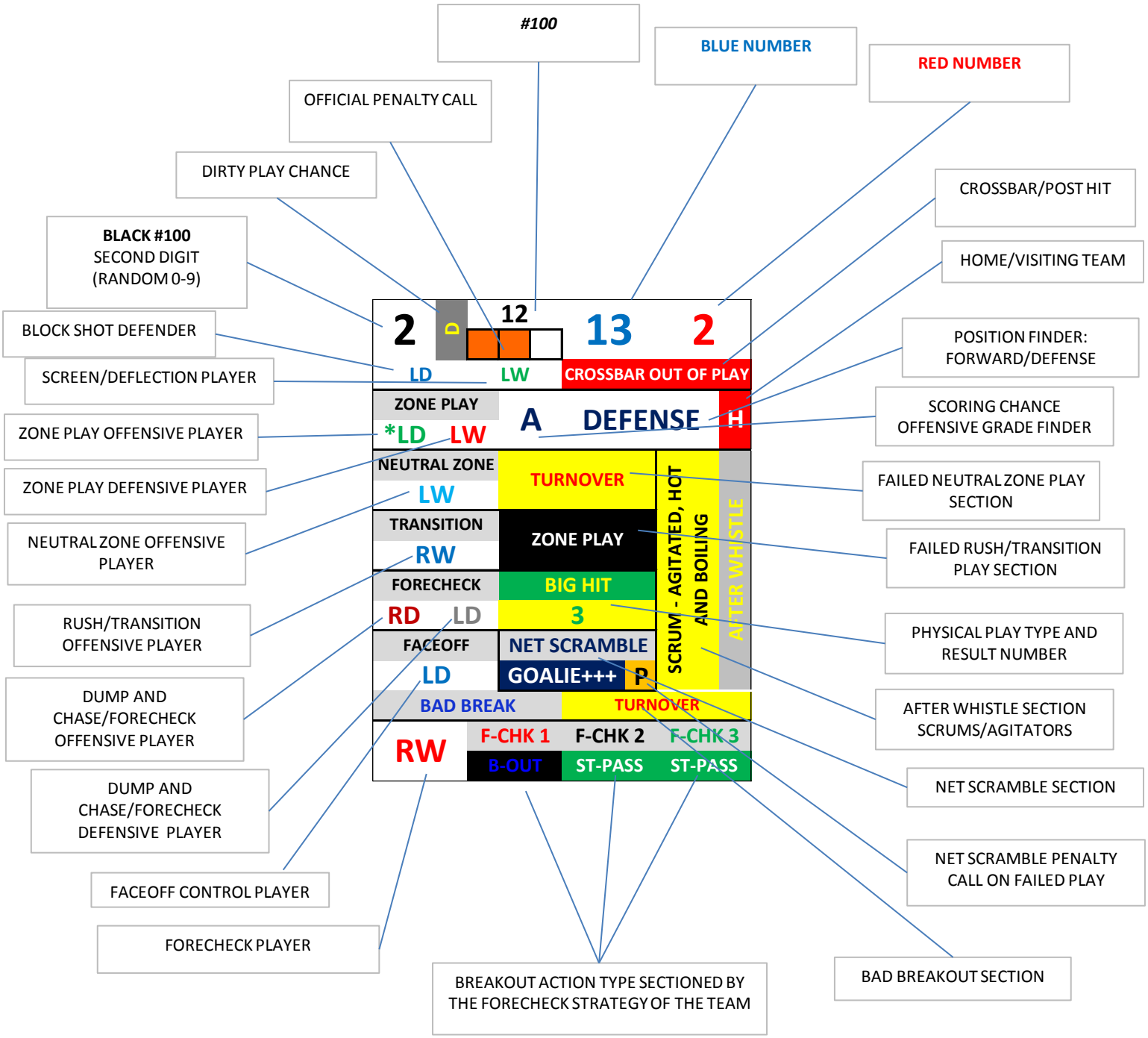

RED NUMBER
BLUE NUMBER
#100
OFFICIAL PENALTY CALL
DIRTY PLAY CHANCE
BLOCKED SHOT
BLACK #100
FIRST DIGIT
(RANDOM 0-9)
ZONE PLAY SECTION
SCREEN/DEFLECTION
ZONE PLAY PUCK
LEFT/RIDE SIDE
ASSIST CREDIT
NEUTRAL ZONE PLAY
ASSIST CREDIT
NEUTRAL ZONE DEFENDER AND
RUSH/TRANSITION
RUSH/TRANSITION
DUMP AND CHASE/FORECHECK
FACEOFF AUXILIARY ACTIONS
LIKE PENALTY CALL ON
FACEOFF RESULT NUMBER
RANDOM (1-20) INCLUDING
PLAYERS BEING TOSSED
HIT STRATEGY OF DEFENDING
TEAM: HIT, P? and NO HIT
SECTIONED BY STRATEGY
MOMENTUM CHANCE
FORECHECK ACTION TYPE SECTIONED BY
THE FORECHECK STRATEGY OF THE TEAM
BREAKOUT PLAYER
7
2
24
D-6
0
BLOCK SHOT
SCREEN
OFFENSE
DANGEROUS
SLOT
L
2
DN
RD
SKATE INTO ZONE
THROUGH CENTER ICE
TRANSITION
3 ON 3
LD
GOALIE
PENALTY
13
HIT+
HIT
HIT-
MO 2
HIT
P?
F-CHK 1
F-CHK 2
F-CHK 3
RD
ZONE RG
F-CHK
PRESSURE


#100
BLUE NUMBER
RED NUMBER
OFFICIAL PENALTY CALL
DIRTY PLAY CHANCE
CROSSBAR/POST HIT
BLACK #100
SECOND DIGIT
(RANDOM 0-9)
HOME/VISITING TEAM
BLOCK SHOT DEFENDER
POSITION FINDER:
FORWARD/DEFENSE
SCREEN/DEFLECTION PLAYER
SCORING CHANCE
OFFENSIVE GRADE FINDER
ZONE PLAY OFFENSIVE PLAYER
ZONE PLAY DEFENSIVE PLAYER
FAILED NEUTRAL ZONE PLAY
SECTION
NEUTRAL ZONE OFFENSIVE
PLAYER
FAILED RUSH/TRANSITION
PLAY SECTION
RUSH/TRANSITION
OFFENSIVE PLAYER
PHYSICAL PLAY TYPE AND
RESULT NUMBER
DUMP AND
CHASE/FORECHECK
OFFENSIVE PLAYER
AFTER WHISTLE SECTION
SCRUMS/AGITATORS
DUMP AND
CHASE/FORECHECK
DEFENSIVE PLAYER
NET SCRAMBLE SECTION
NET SCRAMBLE PENALTY
CALL ON FAILED PLAY
FACEOFF CONTROL PLAYER
FORECHECK PLAYER
BREAKOUT ACTION TYPE SECTIONED BY
THE FORECHECK STRATEGY OF THE TEAM
BAD BREAKOUT SECTION
2
D
12
13
2
LD
LW
CROSSBAR OUT OF PLAY
ZONE PLAY
A
DEFENSE
H
*LD
LW
NEUTRAL ZONE
TURNOVER
LW
TRANSITION
ZONE PLAY
RW
FORECHECK
BIG HIT
RD
LD
3
FACEOFF
NET SCRAMBLE
LD
GOALIE+++
P
SCRUM - AGITATED, HOT AND BOILING
AFTER WHISTLE
BAD BREAK
TURNOVER
RW
F-CHK 1
F-CHK 2
F-CHK 3
B-OUT
ST-PASS
ST-PASS