

APBA HOCKEY

FORECHECK CHART

	Forecheck = 3	Forecheck = 2	Forecheck = 1	
1	SOG	SOG	SOG	ODAI
2	SOG	SOG	SOG	ODAI
3	SOG	SOG	SOGA; NZFO(X)	ODAI
4	SOG	SOG	NZFO(X)	ODAI
5	SOG	SOGA; NZFO(X)	SOG (Blk +1 - #Fchk) [BLK]	ODAI
6	SOGA; NZFO(X)	SOG (Blk +1 - #Fchk) [BLK-1]	SOG (Blk +2 - #Fchk) [BLK+1]	ODAI
7	SOG (Blk +1 - #Fchk) [BLK-2]	SOG (Blk +2 - #Fchk) [BLK]	NZFO(X)	ODAI
8	SOG (Fchk Fwd); WIDE SHOT	SOG (Fchk Fwd); WIDE SHOT	SOG (Fchk Fwd); NZFO(X)	
9	Blocked Shot	Blocked Shot	Blocked Shot	
10	Pass* (AR-SOG)	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
11	Pass* (AR-SOG)	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
12	Pass* (AR-SOG)	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
13	Pass* (AR-SOG)	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
14	Pass* (AR-SOG)	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
15	Int RD (X)	Int LD (X)	Int RD (X)	ODAI
16	Int LD (X)	Int RD (X)	Int LD (X)	ODAI
17	Int RW (X)	Int LW (X)	Int RW (X)	ODAI
18	Int LW (X)	Int RW (X)	Int LW (X)	ODAI
19	Int C (X)	Int C (X)	Int C (X)	ODAI
20	Int C (X)	Int C (X)	Int C (X)	
21	Int LW (X)	Int LW (X)	Int LW (X)	
22	Int RD (X)	Int RD (X)	Int RD (X)	
23	Int RW (X)	Int RW (X)	Int RW (X)	
24	Int LD (X)	Int LD (X)	Int LD (X)	
25	Int and SOG RD*	Int RD (X)	Int RD (X)	
26	Int and SOG LW*	Int LW (X)	Int LW (X)	
27	Int and SOG C*	Int C (X)	Int C (X)	
28	Int and SOG RW*	Int RW (X)	Int RW (X)	
29	Int and SOG LD*	Int LD (X)	Int LD (X)	
30	Icing, DFZO(X)	Icing, DFZO(X)	Icing, DFZO(X)	
31	Pass*; Phy(12) Int DEF (X) {Max Def}	Pass*; Phy(10) Int DEF (X) {Max Def}	Pass*; Phy(8) Int DEF (X) {Max Def}	
32	Pass*; Phy(16) Int FWD (X) {Max Def}	Pass*; Phy(14) Int FWD (X) {Max Def}	Pass*; Phy(12) Int FWD (X) {Max Def}	
33	Penalty 2 min (X)	Coin Pen 2 min 2-8(X); NZFO 9-12(X)	Int FWD (X) {Max Def}	
34	Coin Pen 2 min 2-8(X); NZFO 9-12(X)	Penalty 2 min (X)	Coin Pen 2 min (X)	
35	Penalty 2 min (X)	Penalty 2 min (X)	Penalty 2 min (X)	
36	Fight 5 min (X)	Fight 2-8 (X); NZFO 9-12 (X)	NZFO(X)	
37	Fight 5 min (X)	Fight 5 min (X)	NZFO(X)	
38	Fight 5 min (X)	Fight 5 min (X)	Fight 2-8 (X); NZFO 9-12 (X)	
39	Fight 5 min (X)	Fight 5 min (X)	Fight 5 min (X)	
40	Fight 5 min 2-7 (X); Major 8-12 (X)	Fight 5 min 2-8 (X); Major 9-12 (X)	Fight 5 min 2-9 (X); Major 10-12 (X)	
41	Poss. BM; NZFO 2-9 (X); RARE 10-12	Poss. BM; NZFO 2-10(X); RARE 11-12	NZFO(X)	
42	Poss. BM; NZFO 2-7 (X); RARE 8-12	Poss. BM; NZFO 2-9 (X); RARE 10-12	Poss. BM; NZFO 2-10(X); RARE 11-12	
43	Poss. BM; NZFO 2-6 (X); RARE 7-12	Poss. BM; NZFO 2-7 (X); RARE 8-12	Poss. BM; NZFO 2-9 (X); RARE 10-12	
44	Poss. BM; NZFO 2-4 (X); RARE 5-12	Poss. BM; NZFO 2-6 (X); RARE 7-12	Poss. BM; NZFO 2-7 (X); RARE 8-12	
45	Poss. BM; RARE	Poss. BM; NZFO 2-4 (X); RARE 5-12	Poss. BM; NZFO 2-6 (X); RARE 7-12	

FWD: Forward DEF: Defenseman {Max *}: skater with highest *** (Int, Def, Clr, Fchk, etc) owner's choice if tie

OFFENSIVE/DFENSIVE ZONE FACTORS

	OFFENSE WINS	DEFENSE WINS	
1	SOG	SOG %	ODAI
2	SOG	SOG % (SAFE; SOGA(X); NZFO(X))	ODAI
3	SOG	SOG % (SAFE; NZFO(X))	ODAI
4	SOG	SOG % (SAFE; DZFO(X))	ODAI
5	SOG	SOGA %; NZFO(X) (SAFE; DZFO(X))	ODAI
6	SOG (Blk +1 - #Fchk)	NZFO (X) (SAFE; Int DEF (X) {Max Def})	ODAI
7	SOG (Blk +2 - #Fchk)	NZFO (X) (SAFE; Int FWD (X) {Max Def})	ODAI
8	SOG (Fchk=10); WIDE SHOT (if in Fchk 1; NZFO(X))	NZFO (X) (SAFE; ITCB OP(Off) vs PPP(def))	
9	Blocked Shot	Int FWD {Max Fchk} (SAFE; ITCB OP(Off) vs PPP(def))	
10	Pass* (AR-SOG)	Pass* (AR-SOG) (SAFE; Completed PASS)	ODAI
11	Pass* (AR-SOG)	Pass* (AR-SOG) (SAFE; Completed PASS)	ODAI
12	Pass* (AR-SOG)	Pass* (AR-SOG) (SAFE; Completed PASS)	ODAI
13	Pass* (AR-SOG)	Pass* (AR-SOG) (SAFE; Completed PASS)	ODAI
14	Pass* (AR-SOG)	Pass* (AR-SOG) (SAFE; Completed PASS)	ODAI
15	Int RD (X)	Int LD (X), Int and SOG LD* (Fchk 10) (SAFE; Int LD)	ODAI
16	Int LD (X)	Int RD (X), Int and SOG RD* (Fchk 10) (SAFE; Int RD)	ODAI
17	Int RW (X)	Int LW (X), Int and SOG LW* (Fchk 10) (SAFE; Int LW)	ODAI
18	Int LW (X)	Int RW (X), Int and SOG RW* (Fchk 10) (SAFE; Int RW)	ODAI
19	Int C (X)	Int C (X), Int and SOG C* (Fchk 10) (SAFE; Int C)	ODAI
20	Int C (X)	Int and SOG C* (SAFE; Int C(X))	
21	Int LW (X)	Int and SOG LW* (SAFE; Int LW(X))	
22	Int RD (X)	Int and SOG RD* (SAFE; Int RD(X))	
23	Int RW (X)	Int and SOG RW* (SAFE; Int RW(X))	
24	Int LD (X)	Int and SOG LD* (SAFE; Int LD(X))	
25	Int RD (X)	Int and SOG RD* (SAFE; Int RD(X))	
26	Int LW (X)	Int and SOG LW* (SAFE; Int LW(X))	
27	Int C (X)	Int and SOG C* (SAFE; Int C(X))	
28	Int RW (X)	Int and SOG RW* (SAFE; Int RW(X))	
29	Int LD (X)	Int and SOG LD* (SAFE; Int LD(X))	
30	Pass* (AR-SOG)	Icing, DFZO(X)	
31	Pass*; Phy(14) Int DEF (X) {Max Clr}	Pass*; Phy(10) Int SOG OP* (SAFE; Phy(8) Int OP(X))	
32	Pass*; Phy(16) Int FWD (X) {Max Def}	Pass*; Phy(12) Int SOG OP* (SAFE; Phy(10) Int OP(X))	
33	Coin Pen 2 min 2-8(X); NZFO 9-12(X)	Coin Pen 2 min 2-8(X); NZFO 9-12(X); (SAFE; Int OP(X))	
34	Penalty 2 min (X)	Penalty 2 min (X); (SAFE; Coin Pen 2 min)	
35	Penalty 2 min (X)	Penalty 2 min (X)	
36	Fight 2-8 (X); NZFO 9-12 (X)	Fight 2-8 (X); NZFO 9-12 (X)	
37	Fight 5 min (X)	Fight 5 min (X)	
38	Fight 5 min (X)	Fight 5 min (X)	
39	Fight 5 min (X)	Fight 5 min (X)	
40	Fight 5 min 2-8 (X); Major 9-12 (X)	Fight 5 min 2-8 (X); Major 9-12 (X)	
41	Poss. BM; NZFO 2-9 (X); RARE 10-12	Poss. BM; NZFO 2-9 (X); RARE 10-12	
42	Poss. BM; NZFO 2-7 (X); RARE 8-12	Poss. BM; NZFO 2-7 (X); RARE 8-12	
43	Poss. BM; NZFO 2-6 (X); RARE 7-12	Poss. BM; NZFO 2-6 (X); RARE 7-12	
44	Poss. BM; NZFO 2-4 (X); RARE 5-12	Poss. BM; NZFO 2-4 (X); RARE 5-12	
45	Poss. BM; RARE	Poss. BM; RARE	

OP: Opposing Position PPP: Puck Possession Player

(% = Long Shot)

APBA HOCKEY

GOALIE PULLED

	EXTRA SKATER	MAN DISADV (NO DECR IN SR)	
1	SOG	SOG	ODAI
2	SOG	SOG	ODAI
3	SOG	SOG	ODAI
4	SOG	SOG	ODAI
5	SOG	SOGA, NZFO(X)	ODAI
6	SOG	NZFO (X)	ODAI
7	SOGA; NZFO(X)	NZFO (X)	ODAI
8	SOG	SOG (Fchk=11); WIDE SHOT	
9	SOG	SOG	
10	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
11	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
12	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
13	Pass* (AR-SOG)	Pass* (AR-SOG)	ODAI
14	Pass* (AR-SOG)	Pass* (AR-SOG) - Extra Skater	ODAI
15	Pass* (AR-SOG) - Extra Skater	Pass* (AR-SOG) - Extra Skater	ODAI
16	Pass* (AR-SOG) - Extra Skater	Pass* (AR-SOG) - Extra Skater	ODAI
17	Pass* (AR-SOG) - Extra Skater	Pass* (AR-SOG) - Extra Skater	ODAI
18	Pass* (AR-SOG) - Extra Skater	NZFO (X)	ODAI
19	NZFO (X)	DZFO (X)	ODAI
20	Int C (X)	Int and SOG C*	Pass*(X); Passer A > Intcptr Def
21	Int LW (X)	Int and SOG LW*	
22	Int RD (X)	Int and SOG RD*	
23	Int RW (X)	Int and SOG RW*	
24	Int LD (X)	Int and SOG LD*	
25	Int and SOG RD*	Int and SOG RD*	
26	Int and SOG LW*	Int and SOG LW*	
27	Int and SOG C*	Int and SOG C*	
28	Int and SOG RW*	Int and SOG RW*	
29	Int and SOG LD*	Int and SOG LD*	
30	Pass* (AR-SOG)	Pass* (AR-SOG)	
31	Pass*; Phy(14) Int DEF (X) {Max Int}	Pass*; Phy(14) Int DEF (X) {Max Int}	
32	Pass*; Phy(16) Int FWD (X) {Max Int}	Pass*; Phy(16) Int FWD (X) {Max Int}	
33	Penalty 2 min (X)	Penalty 2 min (X)	
34	Penalty 2 min (X)	Penalty 2 min (X)	
35	Penalty 2 min (X)	Penalty 2 min (X)	
36	Fight 5 min (X)	Fight 5 min (X)	
37	Fight 5 min (X)	Fight 5 min (X)	
38	Fight 5 min (X)	Fight 5 min (X)	
39	Fight 5 min (X)	Fight 5 min (X)	
40	Fight 5 min 2-8 (X); Major 9-12 (X)	Fight 5 min 2-8 (X); Major 9-12 (X)	
41	NZFO 2-9 (X); RARE 10-12 #	NZFO 2-9 (X); RARE 10-12 #	
42	NZFO 2-7 (X); RARE 8-12 #	NZFO 2-7 (X); RARE 8-12 #	
43	NZFO 2-6 (X); RARE 7-12 #	NZFO 2-6 (X); RARE 7-12 #	
44	NZFO 2-4 (X); RARE 5-12 #	NZFO 2-4 (X); RARE 5-12 #	
45	RARE #	RARE #	

(# Opp G- SOG if SR>0)

GOALIE ACTION CHART

	POTENTIAL GOAL	NORMAL SAVE
1	Save! - Kicked to LD(X)	Save! - Kicked to LD(X)
2	Save! - Kicked to RD(X)	Save! - Kicked to RD(X)
3	Save! - Kicked to C(X)	Save! - Kicked to C(X)
4	Save! - Kicked to LW(X)	Save! - Kicked to LW(X)
5	Save! - Kicked to RW(X)	Save! - Kicked to RW(X)
6	Save! - Smothered DFZO (X)	Save! - Smothered DFZO (X)
7	Save! - Puck to LD 2-8 (X); GOAL 9-12 (X)	Save! - Kicked to LD(X)
8	Save! - Puck to RD 2-8 (X); GOAL 9-12 (X)	Save! - Kicked to RD(X)
9	Save! - Puck to C 2-8 (X); GOAL 9-12 (X)	Save! - Kicked to C(X)
10	Save! - Puck to LW 2-8 (X); GOAL 9-12 (X)	Save! - Kicked to LW(X)
11	Save! - Puck to RW 2-8 (X); GOAL 9-12 (X)	Save! - Kicked to RW(X)
12	Save! - Smothered DFZO 2-8 (X); GOAL 9-12 (X)	Save! - Smothered DFZO (X)
13	Save! - Puck to LD 2-6 (X); GOAL 7-12 (X)	Save! - Kicked to LD(X)
14	Save! - Puck to RD 2-6 (X); GOAL 7-12 (X)	Save! - Kicked to RD(X)
15	Save! - Puck to C 2-6 (X); GOAL 7-12 (X)	Save! - Kicked to C(X)
16	Save! - Puck to LW 2-6 (X); GOAL 7-12 (X)	Save! - Kicked to LW(X)
17	Save! - Puck to RW 2-6 (X); GOAL 7-12 (X)	Save! - Kicked to RW(X)
18	Save! - Smothered DFZO 2-6 (X); GOAL 7-12 (X)	Save! - Smothered DFZO (X)
19	GOAL!! (X)	Save! - Kicked to LD(X)
20	GOAL!! (X)	Save! - Kicked to RD(X)
21	GOAL!! (X)	Save! - Kicked to C(X)
22	GOAL!! (X)	Save! - Kicked to LW(X)
23	GOAL!! (X)	Save! - Kicked to RW(X)
24	GOAL!! (X)	Save! - ChkCLR; SOG+2 Opp HSF
25	GOAL!! (X)	Save! - ChkCLR; SOG Opp HSF
26	GOAL!! (X)	Save! - ChkCLR; SOG Opp 2HSF
27	GOAL!! (X)	Save! - ChkCLR; SOG Opp 3HSF
28	GOAL!! (X)	Save! - ChkCLR; SOG Opp 4HSF
29	GOAL!! (X)	Save! - SOG Opp LW*
30	GOAL!! (X)	Save! - SOG Opp C*
31	GOAL!! (X)	Save! - SOG Opp RW*
32	GOAL!! (X)	Save! - SOG Opp LD*
33	GOAL!! (X)	Save! - SOG Opp RD*
34	GOAL!! (X)	Save! - Goal Knocked off Morrisings; DZFO (X)
35	GOAL!! (X)	Save! - Kicked to LD(X)
36	GOAL!! (X)	Save! - Kicked to RD(X)
37	GOAL!! (X)	Save! - Deflected into the Seats for DZFO (X)
38	GOAL!! 2-10 (X); Penalty Shot 11-12	Save! - Deflected into the Seats for DZFO (X)
39	GOAL!! (X)	Save! - DZFO 2-7 (X); 2 Min Penalty 8-12 (X)
40	GOAL!! (X)	Save! - DZFO 2-5 (X); 2 Min Penalty 6-12 (X)
41	GOAL!! (X)	Save! - Smothered DFZO (X)
42	GOAL!! (X)	Save! - Smothered DFZO (X)
43	GOAL!! (X)	Save! - Smothered DFZO (X)
44	GOAL!! (X)	Save! - Smothered DFZO (X)
45	GOAL!! (X)	Save! - Smothered DFZO (X)

APBA HOCKEY

SPECIAL TEAM CHART

MAN ADV. (SR+2)			2 MAN ADV. (SR+10)		
1	SOG		SOG		ODAI
2	SOG		SOG		ODAI
3	SOG		SOG		ODAI
4	SOG		SOG		ODAI
5	SOG		SOG		ODAI
6	SOG (Blk +1 - #Fchk)		SOG		ODAI
7	SOG (Blk +2 - #Fchk)		SOG (Blk +1 - #Fchk)		ODAI
8	SOG (Fchk Fwd); WIDE SHOT		SOG (Fchk Fwd); WIDE SHOT		
9	SOG		SOG		
10	Pass* (AR-SOG)		Pass* (AR-SOG)		ODAI
11	Pass* (AR-SOG)		Pass* (AR-SOG)		ODAI
12	Pass* (AR-SOG)		Pass* (AR-SOG)		ODAI
13	Pass* (AR-SOG)		Pass* (AR-SOG)		ODAI
14	Pass* (AR-SOG)		Pass* (AR-SOG)		ODAI
15	Int RD (X)		Pass* (AR-SOG)		ODAI
16	Int LD (X)		Pass* (AR-SOG)		ODAI
17	Int RW (X)		Pass* (AR-SOG)		ODAI
18	Int LW (X)		NZFO (X)		ODAI
19	Int C (X)		DZFO (X)		ODAI
20	Int C (X)		Int C (X)		Pass*(X); Passer A > Intcpttr Def
21	Int LW (X)		Int LW (X)		
22	Int RD (X)		Int RD (X)		
23	Int RW (X)		Int RW (X)		
24	Int LD (X)		Int LD (X)		
25	Int RD (X)		Int RD (X)		
26	Int LW (X)		Int LW (X)		
27	Int C (X)		Int C (X)		
28	Int RW (X)		Int RW (X)		
29	Int LD (X)		Int LD (X)		
30	Pass* (AR-SOG)		Pass* (AR-SOG)		
31	Pass*; Phy(12) Int OP (X)		Pass*; Phy(14) Int OP (X)		
32	Pass*; Phy(16) Int OP (X)		Pass*; Phy(18) Int OP (X)		
33	Penalty 2 min (X)		Int FWD (X) (Max Def)		
34	Coin Pen 2 min 2-8(X); NZFO 9-12(X)		Int C (X)		
35	Penalty 2 min (X)		Penalty 2 min (X)		
36	Fight 5 min (X)		Penalty 2 min (X)		
37	Fight 5 min (X)		Penalty 2 min (X)		
38	Fight 5 min (X)		Penalty 2 min (X)		
39	Fight 5 min (X)		Penalty 2 min (X)		
40	Fight 5 min (X)		Penalty 2 min (X)		
41	NZFO 2-9 (X); RARE 10-12		NZFO 2-10 (X); RARE 11-12		
42	NZFO 2-7 (X); RARE 8-12		NZFO 2-9 (X); RARE 10-12		
43	NZFO 2-6 (X); RARE 7-12		NZFO 2-7 (X); RARE 8-12		
44	NZFO 2-4 (X); RARE 5-12		NZFO 2-6 (X); RARE 7-12		
45	RARE		NZFO 2-4 (X); RARE 5-12		

MAN DISADVANTAGE			2 MAN DISADVANTAGE (SR-10)		
1	SOG		SOG SOG		ODAI
2	SOG		SOG SOG		ODAI
3	SOGA; NZFO(X)		NZFO(X)		ODAI
4	NZFO(X)		NZFO(X)		ODAI
5	NZFO(X)		NZFO(X)		ODAI
6	NZFO(X)		NZFO(X)		ODAI
7	NZFO(X)		NZFO(X)		ODAI
8	NZFO(X)		NZFO(X)		
9	Int DEF (Max Def)		Int FWD (Max Def)		
10	Pass* (AR(X))		Pass* (AR(X))		ODAI
11	Pass* (AR(X))		Pass* (AR(X))		ODAI
12	Pass* (AR(X))		Pass* (AR(X))		ODAI
13	Pass* (AR(X))		Pass* (AR(X))		ODAI
14	Pass* (AR(X))		Pass* (AR(X))		ODAI
15	Int LD		Int RD		ODAI
16	Int RD		Int LD		ODAI
17	Int LW		Int RW		ODAI
18	Int RW		Int LW		ODAI
19	Int C		Int C		ODAI
20	Int C		Int C		Pass*(X); Passer A > Intcpttr Def
21	Int LW		Int LW		
22	Int RD		Int RD		
23	Int RW		Int RW		
24	Int LD		Int LD		
25	Int RD		Int RD		
26	Int LW		Int LW		
27	Int C		Int C		
28	Int RW		Int RW		
29	Int LD		Int LD		
30	Pass* (XX)		Pass* (X)		
31	Pass*; Phy(8) Int FWD (Max Fchk)		Pass*; Phy(6) Int FWD (Max Fchk)		
32	Pass*; Phy(12) Int OP		Pass*; Phy(10) Int OP		
33	Int FWD (Max Def)		Int FWD (Max Def)		
34	Coin Pen 2 min (X)		Int C		
35	Penalty 2 min (X)		Penalty 2 min (X)		
36	DZFO(X)		DZFO(X)		
37	DZFO(X)		DZFO(X)		
38	Fight 2-8 (X); NZFO 9-12 (X)		Fight 2-8 (X); NZFO 9-12 (X)		
39	Fight 5 min (X)		Fight 5 min (X)		
40	Fight 5 min (X)		Fight 5 min (X)		
41	DZFO(X)		DZFO(X)		
42	DZFO 2-10 (X); RARE 11-12		DZFO(X)		
43	DZFO 2-9 (X); RARE 10-12		DZFO 2-10 (X); RARE 11-12		
44	DZFO 2-7 (X); RARE 8-12		DZFO 2-9 (X); RARE 10-12		
45	DZFO 2-6 (X); RARE 7-12		DZFO 2-7 (X); RARE 8-12		

Int FWD: includes extra Forward if used by Power Play Team

APBA HOCKEY

MATCH UP CHARTS

	LEFT DEFENSEMAN	MATCH-UP OFFENSIVE/DEFENSIVE	OFFENSE WINS:	DEFENSE WINS:	
2	LD attempts lead pass to forward with HSF	LD (A+HSF S) VS (OPP RD Def + LD Def)	PASS complete for a break away (Fwd HSF)	Int SOG by Opp. HSF	2
3	LD takes puck off boards and sees opportunity for a break	LD(A + S) VS (OPP RW Def + RD Def)	LD break away	Int Opp RW & PASS to 2HSF (AR(SOG))	3
4	LD pinches into slot and is challenged by opposing C	LD (I) VS C (I)	SOG LD (SR+1)	Int Opp C & PASS to HSF (AR(SOG))	4
5	LD battles along boards with Opp. RW	LD (C) VS RW (C)	PASS to 2HSF for SOG (SR+1)	Int Opp RW	5
6	LD pinches into slot and is challenged by opposing RD	LD (I) VS RD (I)	SOG LD (SR+1)	Int Opp RD & PASS to HSF (AR(SOG))	6
7	LD battles along boards with Opp C	LD (C) VS C (C)	PASS to HSF for SOG (SR+1)	Int Opp C	7
8	LD battles along boards with Opp RW	LD (C) VS RW (C)	PASS to HSF for SOG (SR+1)	Int Opp RW	8
9	LD battles along boards with Opp RD	LD (C) VS RD (C)	PASS to 2HSF for SOG (SR+1)	Int Opp RD	9
10	LD pinches into slot and is challenged by opposing RW	LD (I) VS RW (I)	SOG LD (SR+1)	Int Opp RW & PASS to 2HSF (AR(SOG))	10
11	LD attempts lead pass to forward with 2 HSF	LD (A+2HSF S) VS (OPP RD DEF + RW Def)	PASS complete for a break away (Fwd 2HSF)	Int SOG by Opp HSF	11
12	LD attempts lead pass to forward with HSF	LD (A+HSF S) VS (OPP RD Def + LD Def)	PASS complete for a break away (Fwd HSF)	Int SOG by Opp HSF	12

	RIGHT DEFENSEMAN	MATCH-UP OFFENSIVE/DEFENSIVE	OFFENSE WINS:	DEFENSE WINS:	
2	RD attempts lead pass to forward with HSF	RD (A+HSF S) VS (OPP LD Def + RD Def)	PASS complete for a break away (Fwd HSF)	Int SOG by Opp. HSF	2
3	RD takes puck off boards and sees opportunity for a break	RD(A + S) VS (OPP LW Def + LD Def)	RD break away	Int Opp LW & PASS to 2HSF (AR(SOG))	3
4	RD pinches into slot and is challenged by opposing C	RD (I) VS C (I)	SOG RD (SR+1)	Int Opp C & PASS to HSF (AR(SOG))	4
5	RD battles along boards with Opp. LW	RD (C) VS LW (C)	PASS to 2HSF for SOG (SR+1)	Int Opp LW	5
6	RD pinches into slot and is challenged by opposing LD	RD (I) VS LD (I)	SOG RD (SR+1)	Int Opp LD & PASS to HSF (AR(SOG))	6
7	RD battles along boards with Opp C	RD (C) VS C (C)	PASS to HSF for SOG (SR+1)	Int Opp C	7
8	RD battles along boards with Opp LW	RD (C) VS LW (C)	PASS to HSF for SOG (SR+1)	Int Opp LW	8
9	RD battles along boards with Opp LD	RD (C) VS LD (C)	PASS to 2HSF for SOG (SR+1)	Int Opp LD	9
10	RD pinches into slot and is challenged by opposing LW	RD (I) VS LW (I)	SOG RD (SR+1)	Int Opp LW & PASS to 2HSF (AR(SOG))	10
11	RD attempts lead pass to forward with 2HSF	RD (A+2HSF S) VS (OPP LD DEF + LW Def)	PASS complete for a break away (Fwd 2HSF)	Int SOG by Opp HSF	11
12	RD attempts lead pass to forward with HSF	RD (A+HSF S) VS (OPP LD Def + RD Def)	PASS complete for a break away (Fwd HSF)	Int SOG by Opp HSF	12

	CENTER	MATCH-UP OFFENSIVE/DEFENSIVE	OFFENSE WINS:	DEFENSE WINS:	
2	C INT neutral zone PASS and sees opportunity for a break	C (A + S) VS (OPP LD Def + RD Def)	C break away	Puck knocked away, Int RD	2
3	C chips puck past Opp and sees opportunity for a break	C (A + S) VS (OPP LD Def + RD Def)	C break away	Puck knocked away, Int LD	3
4	C skates into slot and is challenged by opposing C	C (I) VS C (I)	SOG C (SR+1)	C Checked off puck, Int RW	4
5	C battles behind net with Opp LD	C (C) VS LD (C)	PASS to HSF for SOG (SR+1)	Puck Frozen DZFO	5
6	C skates into slot and is challenged by opposing RD	C (I) VS RD (I)	SOG C (SR+1)	C Checked off puck, Int C	6
7	C battles in the corner with Opp RD	C (C) VS RD (C)	PASS to HSF for SOG (SR+1)	Take away RD	7
8	C skates into slot and is challenged by opposing RW	C (I) VS RW (I)	SOG C (SR+1)	C Checked off puck, Int LW	8
9	C battles along the boards with Opp LW	C (C) VS LW (C)	PASS to 2HSF for SOG (SR+1)	Puck Frozen DZFO	9
10	C skates into slot and is challenged by opposing LD	C (I) VS LD (I)	SOG C (SR+1)	Shot Blkd by LD, Int & SOG Opp HSF	10
11	C attempts lead pass to team mate (TM) with HSF	C (A + HSF S) VS (OPP LD Def + RD Def)	PASS complete for a break away (Fwd HSF)	Int SOG by Opp HSF	11
12	C attempts lead pass to team mate (TM) with 2HSF	C (A + 2HSF S) VS (OPP LD Def + RD Def)	PASS complete for a break away (Fwd 2HSF)	Int SOG by Opp 2HSF	12

	RIGHT WING	MATCH-UP OFFENSIVE/DEFENSIVE	OFFENSE WINS:	DEFENSE WINS:	
2	RW gets puck off bad line change and sees clear ice	RW (A + S) VS (OPP LD Def + LW Def)	RW break away	Puck knocked away, Int LW	2
3	RW chips puck past Opp and sees opportunity for a break	RW (A + S) VS (OPP LD Def + RD Def)	RW break away	Puck knocked away, Int LD	3
4	RW skates into slot and is challenged by opposing LW	RW (I) VS LW (I)	SOG RW (SR+1)	RW Checked off puck, Int LW	4
5	RW battles behind net with Opp LD	RW (C) VS LD (C)	PASS to HSF for SOG (SR+1)	Puck Frozen DZFO	5
6	RW skates into slot and is challenged by opposing C	RW (I) VS C (I)	SOG RW (SR+1)	RW Checked off puck, Int C	6
7	RW battles in the corner with Opp LD	RW (C) VS LD (C)	PASS to HSF for SOG (SR+1)	Take away LD	7
8	RW skates into slot and is challenged by opposing LD	RW (I) VS LD (I)	SOG RW (SR+1)	RW Checked off puck, Int LD	8
9	RW battles along the boards with Opp LW	RW (C) VS LW (C)	PASS to 2HSF for SOG (SR+1)	Puck Frozen DZFO	9
10	RW skates into slot and is challenged by opposing LD	RW (I) VS LD (I)	SOG RW (SR+1)	Shot Blkd by LD, Int & SOG Opp HSF	10
11	RW attempts lead pass to team mate (TM) with HSF	RW (A + HSF S) VS (OPP LD Def + RD Def)	PASS complete for a break away (Fwd HSF)	Int SOG by Opp HSF	11
12	RW attempts lead pass to team mate (TM) with 2HSF	RW (A + 2HSF S) VS (OPP LD Def + RD Def)	PASS complete for a break away (Fwd 2HSF)	Int SOG by Opp 2HSF	12

	LEFT WING	MATCH-UP OFFENSIVE/DEFENSIVE	OFFENSE WINS:	DEFENSE WINS:	
2	LW gets puck off bad line change and sees clear ice	LW (A + S) VS (OPP RD Def + RW Def)	LW break away	Puck knocked away, Int RW	2
3	LW chips puck past Opp and sees opportunity for a break	LW (A + S) VS (OPP LD Def + RD Def)	LW break away	Puck knocked away, Int RD	3
4	LW skates into slot and is challenged by opposing RW	LW (I) VS RW (I)	SOG LW (SR+1)	LW Checked off puck, Int RW	4
5	LW battles behind net with Opp RD	LW (C) VS RD (C)	PASS to HSF for SOG (SR+1)	Puck Frozen DZFO	5
6	LW skates into slot and is challenged by opposing C	LW (I) VS C (I)	SOG LW (SR+1)	LW Checked off puck, Int C	6
7	LW battles in the corner with Opp RD	LW (C) VS RD (C)	PASS to HSF for SOG (SR+1)	Take away RD	7
8	LW skates into slot and is challenged by opposing RD	LW (I) VS RD (I)	SOG LW (SR+1)	LW Checked off puck, Int RD	8
9	LW battles along the boards with Opp RW	LW (C) VS RW (C)	PASS to 2HSF for SOG (SR+1)	Puck Frozen DZFO	9
10	LW skates into slot and is challenged by opposing RD	LW (I) VS RD (I)	SOG LW (SR+1)	Shot Blkd by RD, Int & SOG Opp HSF	10
11	LW attempts lead pass to team mate (TM) with HSF	LW (A + HSF S) VS (OPP LD Def + RD Def)	PASS complete for a break away (Fwd HSF)	Int SOG by Opp HSF	11
12	LW attempts lead pass to team mate (TM) with 2HSF	LW (A + 2HSF S) VS (OPP LD Def + RD Def)	PASS complete for a break away (Fwd 2HSF)	Int SOG by Opp 2HSF	12