



Women's Flat Track Derby Association IBRF & Standardized Stats Calculator



Official June 2010 Revision
For use with May 2010 rules

- 1 The Bout Summary and tabs in Pink are the only required stats forms.
- 2 Tabs in Pink will populate the gray Bout Summary form.
- 3 Tabs in Aqua are not required, but encouraged, and will populate the gray Bout Summary form.

IBRF must be signed and the original copy scanned. Scanned IBRF and required Stats workbook must be emailed to sanctioning@wftda.com within two weeks of the bout date.

Instructions

Naming Convention

Please name your Stats doc: **STATS-YYMMDD_hostleague_vs_visitorleague**. Example: "STATS-080216_TucsonRollerDerby_vs_TexasRollergirls". Please name your scanned IBRF: **IBRF-YYMMDD_hostleague_vs_visitorleague**. Example: IBRF-080216_TexasRollergirls_vs_TucsonRollerDerby

DUE: 2 weeks after bout date

Game Summary

Game Summary and tabs in Pink are the mandatory pieces of the stats workbook required for Sanctioning. Nothing on this page should be manually entered, it is populated by the other sheets in the workbook. *The sections: Offensive/Defensive actions, Per Jam, Errors, +/- and Overall do not have to be filled in as they depend on information from the extra credit workbook section.*

Workbook Instructions

1. Fill out the Roster on the IBRF tab before printing sheets. It will populate the workbook. Be sure to enter the date of the bout and the team names before printing, otherwise the forms will print out as "Home Team vs Away Team" with no dates (so the sheets can be used for scrimmages). Doing this will automatically populate the Team Pen, Actions and Errors sheets for bout usage. If there is an empty in the either roster input "-" in Number and Name columns

Note: The directions on what pages to print are not needed if you use Excel or viewer to print.

Print out the following tabs (PINK) for use DURING the bout:

1. IBRF
2. Score (four sheets, two for each team)
3. Penalties (four sheets, two for each team)
4. Lineup (four sheets, two for each team)
5. Expulsion- (Print a few to be on hand during the bout in case of Expulsion/Suspension).
Suspension form

Print out the following tabs (AQUA) for use DURING the bout (if possible):

1. Actions (four sheets, opposite teams covered)
2. Errors (two sheets, opposite teams covered)
3. Jam (one sheet, for use by Jam Timer)

After the bout, transcribe the information from the sheets:

2. Score P.1 & 2
3. Penalties P.1 & 2
4. Lineup P.1 & 2
5. Actions P.1 & 2 (if used)
6. Errors P.1 & 2 (if used)
7. Jam P.1 & P.2 (if used)

You don't need to print Read ME, Bout Summary or Penalty Summary tabs before the bout.

NOTE: THERE ARE INSTRUCTIONAL COMMENTS IN CELLS & AT THE BOTTOM OF EACH SHEET

Extra Credit (AQUA)

Tabs in Aqua are not required but when filled out will complete the Game Summary tab and provide more detailed stats information.

Stats Summary Pages (GREY)

Tabs in Grey can be printed out and shared with coaches and skaters. Try and provide them with an understanding of the meaning of the terms that describe their statistics.

Print Only Tabs (BLUE)

Blue tabs are optional sheets for printing only that you may find useful. One Penalty Tracker tab puts both teams on a single sheet, enter the data on the pink Penalties tab, not on the blue O.P.T. tab.

Penalty Box tab has a log for penalty box timekeepers. Whiteboards tab is a handy reference sheet to tape to the back of your white boards.

PLEASE NOTE: It is highly recommended that the teams negotiate for captains from both teams to have a copy of all documents. The host league is responsible for turning them in, but documents will be accepted from either team, so it is worthwhile for the visiting team to have a backup.

Please do not abbreviate your league or team when naming documents for sanctioning.

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WFTDA Interleague Bout Reporting Form (IBRF)

Section 1. VENUE & ROSTERS (Complete BEFORE the bout)

Location:	Dena'ina Center		Anchorage		AK	
	VENUE NAME		CITY	ST/PRV	BOUT #	
Date:	Saturday, April 09, 2011	Start Time:	7:00 PM	End Time:		

TEAM ROSTERS - List in order of skater number (numeric portion)

HOME TEAM				VISITING TEAM			
LEAGUE	Rage City Rollergirls			LEAGUE	Rage City Rollergirls		
TEAM	Dirty Pollis			TEAM	Sockeye Sallys		
# of players	Skater #	Skater Name		# of players	Skater #	Skater Name	
1	02	Frost*Sting		1	100	Lil Red Vette	
2	187	Killa Magilla		2	134	Hurtz Jenerator	
3	202	Thai-GRRR		3	1964	AK Cupquake	
4	22	The Deadliest Snatch		4	2012	Sarah Impale'Em	
5	3	Convicted Valon		5	227	Volatile Violet	
6	314	Siirial Spanker		6	247	Lascivious Lenabelle	
7	42	Tenacious Leigh		7	268	Lethal Lavender	
8	50	Deuce Gunner		8	27	Spenard Itch	
9	530	NESS U. UP		9	69	Barracuda Barbie	
10	76	JENetically EVIL		10	71	Loose Nut Lolly	
11				11	88	White Russian	
12				12	9	Tower Puss	
13				13			
14				14			
Alt 1				Alt 1			
Alt 2				Alt 2			

Referee Name	Position	League	Cert.	Referee Name	Position	League	Cert.
Donnie Fiasco	HR/IPR	RCR		Tommy Hellfinger	OPR	RCR	
The Constable	IPR	RCR		Brohican	OPR	RCR	
Jerm Warfare	JR	RCR		0014	OPR	RCR	
RePete Offender	JR	RCR					

Section 2. SCORE (Complete DURING or IMMEDIATELY AFTER bout)

HOME TEAM				Min	Maj	VISITING TEAM				Min	Maj
Period 1	Points	86	Penalties	22	5	Period 1	Points	47	Penalties	14	6
Period 2	Points	57	Penalties	9	6	Period 2	Points	26	Penalties	17	4
BOUT TOTAL POINTS:		143	PENALTIES:	31	11	TOTAL POINTS:		73	PENALTIES:	31	10

Expulsion/suspension notes:

Section 3. CERTIFICATION (Complete IMMEDIATELY AFTER Bout)

Home Team Captain		Visiting Team Captain	
Skate Name:	JENetically Evil	Skate Name:	Spenard Itch
Legal Name:	Jennifer Miller	Legal Name:	Kendall Nielsen
Signature:		Signature:	
Head Referee		Head NSO/Scorekeeper	
Skate Name:	Donnie Fiasco	Skate Name:	Bruise Pristine
Legal Name:	Duncan Bovee	Legal Name:	Tara Quinton
Signature:		Signature:	



A scanned IBRF with signatures and the completed stats are due within 2 weeks of bout date to: sanctioning@wftda.com

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LIST OF NON-SKATING OFFICIALS/STAT TRACKERS

Official/Tracker's Name	Non-Skating Official Position	League	Certification
Mach 4	Timekeeper	RCR	
Boondock Saint	Inside Penalty Tracker	RCR	
Scratchy	Inside Penalty Tracker	RCR	
Ken	Wrangler	RCR	
Bruise Pristine	Penalty Box	RCR	
Kim Kong	Penalty Box	RCR	
Justice Scarlia	Penalty Box	RCR	
Mike	Lineup Tracker	RCR	
Pain Maker Sally	Lineup Tracker	RCR	
Res Judiquada	Scoretracker	RCR	
Bounty Hunter	Scoretracker	RCR	
Backseat Tex	Scoreboard Operator	RCR	
Andi	Outside Penalty Tracker	RCR	
Dani	Outside Penalty Tracker	RCR	
Robin	Jam Tracker	RCR	
Pat Riot	Actions & Errors	RCR	
Gin Rubby	Actions & Errors	RCR	
Kat Scratch Beaver	Actions & Errors	RCR	
Suzie	Actions & Errors	RCR	
Crystal W	Actions & Errors	RCR	
Bethany	Actions & Errors	RCR	
Boomer	Actions & Errors	RCR	
Vicious	Actions & Errors	RCR	
BOUT AWARDS			
MVP			



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TEAM:		Dirty Pollis					SCOREKEEPER: Bounty Hunter										JAM REF: Jerm Warfare		Per. 1		4/9/2011		SCORE	
JAM	Jammer's Number	LOST	LEAD	CALL	INJ.	NP	Pass 2	GP	Pass 3	GP	Pass 4	GP	Pass 5	GP	Pass 6	GP	Pass 7	GP	Pass 8	GP	Jam Total	Game Total		
1	187	X	X				3															3	3	
2	76			X			0															0	3	
3	187	X	X				5	L	4													9	12	
4	76						0															0	12	
5	187	X	X				2															2	14	
6	50	X					5	L	2													7	21	
7	76						0															0	21	
8	187						0															0	21	
9	76	X					2															2	23	
10	187						0															0	23	
11	76	X	X				5	B	4													9	32	
12	314	X	X																			0	32	
SP	50																					0	32	
13	76	X					5	B B	5	B B	5	L	5	L								20	52	
14	187						0															0	52	
15	02						4															4	56	
16	76						2															2	58	
17	187	X					5	B B	5	B B	4	B B	5	B B	4	B B						23	81	
18	76						0															0	81	
19	187						1															1	82	
20	0					X																0	82	
21	187						4															4	86	
22	187						0															0	86	
22	PERIOD TOTALS	1	9	5	0	1	43		20		9		10		4							86	86	

JAM: Write in jam number starting from 1. If there is a star pass move to the next line and indicate with **SP** in the Jam # column.

LEAD TRACKING: Lost = When a jammer loses the ability to become lead jammer or loses lead jammer status itself. Do not check this box if the jammer is eligible but the opposing jammer is assigned lead jammer status first.

Lead = Lead Jammer. **Call** = Called Jam, when the listed jammer successfully calls off the jam before jam time runs out. This is checked whether or not the jam was called legally.

INJ = Called For Injury before the natural end of the jam. **NP** = First pass is not completed by the end of the jam (No Pass). **ALL** of the Lead and Call categories should be marked with an **X**.

GHOST POINT (GP) CODES: **B** - Blocker in the Box, **J** - Jammer in the Box, **L** - jammer Lap point, **O** - Out of play point(s) awarded, **N** - Not on the track, **GP** - Ghost Point type unknown

TEAM:		Dirty Pollis					SCOREKEEPER: Res Judiquada															JAM REF: RePete Offender		Per. 2 4/9/2011		SCORE	
JAM	Jammer's Number	LOST	LEAD	CALL	INJ.	NP	Pass 2	GP	Pass 3	GP	Pass 4	GP	Pass 5	GP	Pass 6	GP	Pass 7	GP	Pass 8	GP	Jam Total	86					
1	187	X	X				0															0	86				
2	76	X	X				3															3	89				
3	187	X	X				2															2	91				
4	76					X																0	91				
5	76					X																0	91				
6	187	X	X				3															3	94				
7	76	X	X				4															4	98				
8	187	X	X				4															4	102				
9	76	X	X				0															0	102				
10	187						0															0	102				
11	76	X	X				5	B	L	4	O	B										9	111				
12	187	X	X				0															0	111				
13	76	X	X				0															0	111				
14	187	X	X				0															0	111				
15	76	X	X				4															4	115				
16	187					X																0	115				
17	187	X					5	J	R													5	120				
18	76	X	X				4	B														4	124				
19	187	X	X				4															4	128				
20	76	X	X				0															0	128				
21	76	X	X				4	B														4	132				
22	187	X	X				0															0	132				
23	314						0															0	132				
24	202						5	B	J													5	137				
25	42	X					5	J		1												6	143				
25	PERIOD TOTALS	0	19	17	0	3	52			5												57	143				

JAM: Write in jam number starting from 1. If there is a star pass move to the next line and indicate with **SP** in the Jam # column.

LEAD TRACKING: Lost = When a jammer loses the ability to become lead jammer or loses lead jammer status itself. Do not check this box if the jammer is eligible but the opposing jammer is assigned lead jammer status first.

Lead = Lead Jammer. **Call** = Called Jam, when the listed jammer successfully calls off the jam before jam time runs out. This is checked whether or not the jam was called legally.

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GHOST POINT (GP) CODES: **B** - Blocker in the Box, **J** - Jammer in the Box, **L** - jammer Lap point, **O** - Out of play point(s) awarded, **N** - Not on the track, **GP** - Ghost Point type unknown

TEAM: Sockeye Sallys		SCOREKEEPER: Res Judiquada																		JAM REF: RePete Offender		Per. 1 4/9/2011		SCORE	
JAM	Jammer's Number	LOST	LEAD	CALL	INJ.	NP	Pass 2	GP	Pass 3	GP	Pass 4	GP	Pass 5	GP	Pass 6	GP	Pass 7	GP	Pass 8	GP	Jam Total	Game Total			
1	27						4															4	4		
2	268	X	X				0															0	4		
3	100						0															0	4		
4	27	X	X				0															0	4		
5	71						0															0	4		
6	100						0															0	4		
7	268	X	X				0															0	4		
8	27	X	X				0															0	4		
9	100					X	0															0	4		
10	27	X					3															3	7		
11	268						0															0	7		
12	27	X	X				5	J	4													9	16		
13	71						0															0	16		
14	27	X	X				4	B														4	20		
15	100	X	X				2															2	22		
16	27	X	X				4															4	26		
17	268						0															0	26		
18	100	X	X				0															0	26		
19	27	X					4	B														4	30		
20	100	X					3	B														3	33		
21	27	X	X				4	B														4	37		
22	268	X	X				5	B J	5	B J	B											10	47		
22	PERIOD TOTALS	0	14	11	0	1	38		9													47	47		

JAM: Write in jam number starting from 1. If there is a star pass move to the next line and indicate with **SP** in the Jam # column.

LEAD TRACKING: Lost = When a jammer loses the ability to become lead jammer or loses lead jammer status itself. Do not check this box if the jammer is eligible but the opposing jammer is assigned lead jammer status first.

Lead = Lead Jammer. **Call** = Called Jam, when the listed jammer successfully calls off the jam before jam time runs out. This is checked whether or not the jam was called legally.

INJ = Called For Injury before the natural end of the jam. **NP** = First pass is not completed by the end of the jam (No Pass). **ALL** of the Lead and Call categories should be marked with an **X**.

GHOST POINT (GP) CODES: **B** - Blocker in the Box, **J** - Jammer in the Box, **L** - jammer Lap point, **O** - Out of play point(s) awarded, **N** - Not on the track, **GP** - Ghost Point type unknown

TEAM: Sockeye Sallys		SCOREKEEPER: Bounty Hunter																		JAM REF: Jerm Warfare		Per.2 4/9/2011		SCORE	
JAM	Jammer's Number	LOST	LEAD	CALL	INJ.	NP	Pass 2	GP	Pass 3	GP	Pass 4	GP	Pass 5	GP	Pass 6	GP	Pass 7	GP	Pass 8	GP	Jam Total	47			
1	27						0															0	47		
2	268						0															0	47		
3	100						3															3	50		
4	27	X	X				2															2	52		
5	71	X					0	B														0	52		
6	100						0															0	52		
7	268						0															0	52		
8	27						0															0	52		
9	100						1															1	53		
10	27	X					4															4	57		
11	100						0															0	57		
12	27						2															2	59		
13	71						0															0	59		
14	27						0															0	59		
15	100						0															0	59		
16	27	X	X				5	J														5	64		
17	100					X																0	64		
18	27						0															0	64		
19	100						0															0	64		
20	268						0															0	64		
21	100						0															0	64		
22	27	X	X				0															0	64		
23	268		X				0															0	64		
24	27	X					5	B		4												9	73		
25						X																0	73		
25	PERIOD TOTALS	1	7	2	0	2	22			4												26	73		

LEAD TRACKING: Lost = When a jammer loses the ability to become lead jammer or loses lead jammer status itself. Do not check this box if the jammer is eligible but the opposing jammer is assigned lead jammer status first.

Lead = Lead Jammer. Call = Called Jam, when the listed jammer successfully calls off the jam before jam time runs out. This is checked whether or not the jam was called legally.

INJ = Called For Injury before the natural end of the jam. NP = First pass is not completed by the end of the jam (No Pass). ALL of the Lead and Call categories should be marked with an X.

GHOST POINT (GP) CODES: B - Blocker in the Box, J - Jammer in the Box, L - jammer Lap point, O - Out of play point(s) awarded, N - Not on the track, GP - Ghost Point type unknown

TEAM:		Rage City Rollergirls/Dirty Pollis										PENALTY TRACKER:										Skratchy		4/9/2011		Period 1	
#	MINORS	MINORS				MINORS				MINORS				MINORS				TOT	PENALTY MINUTES					FO/EXP	Minor or		
02	X P P																	3								Major	
187	X B X I X																	5								B Back Block	
202	X																	1								H Blk w/ Head	
22	C C																	2								X Cut Track	
3																		0								C Dir of Play	
314	B X																	2								E Elbows	
42	P E P																	3	L							F Forearms	
50	B																	1	C X C							A High Block	
530	B I																	2	B							I Illegal Proc	
76	B X I																	3								L Low Block	
																										M Multi-Player	
																										O OOB Block	
																										P Out of Play	
																										S Skate OOB	
																										Major or Expulsion	
																										N Insubord'n	
																										G (Gross) Misconduct	

CARRY OVER: For penalties that carry over from a previous period, shade the equivalent number of boxes.

PENALTY MINUTES: Enter codes for major penalties in the minutes column. Use 4s for turns in box for four minors.

FOUL-OUTS for penalty minutes should be marked as **PM**. **EXPULSIONS** should be listed as either **N** or **G**.

TEAM: Sockeye Sallys				PENALTY TRACKER: Boondock Saint																		4/9/2011		Period 1																								
#	MINORS				MINORS				MINORS				MINORS				MINORS				TOT	PENALTY MINUTES					FO/EXP	Minor or Major																				
100																									0																							
134	C	C																							2	X					Back Block																	
	15	20																								22					H																	
1964																									0						Blk w/ Head																	
2012																									0						X																	
227																									0						Cut Track																	
																															Dir of Play																	
247	X																								1	P					E																	
	12																									12					Elbows																	
268	C	X																							2	O	B				F																	
	5	11																								15	17				Forearms																	
27	X																								1						A																	
	1																														High Block																	
69	O																								1						I																	
	20																														Illegal Proc																	
71	E																								1						L																	
	11																														Low Block																	
88	O	P	O	F																					4	4	L				M																	
	5	5	9	10																						10	17				Multi-Player																	
9	X	P																							2	P					O																	
	12	17																								12					OOB Block																	
																														P																		
																														Out of Play																		
																														S																		
																														Skate OOB																		
																														Major or Expulsion																		
																														N																		
																														Insubord'n																		
																														G																		
																							1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	(Gross)
<p>CARRY OVER: For penalties that carry over from a previous period, shade the equivalent number of boxes.</p> <p>PENALTY MINUTES: Enter codes for major penalties in the minutes column. Use 4s for turns in box for four minors.</p> <p>FOUL-OUTS for penalty minutes should be marked as PM. EXPULSIONS should be listed as either N or G.</p>																																																
Misconduct																																																

TEAM: **Rage City Rollergirls/Dirty Pollis** PENALTY TRACKER: **Skratchy** **4/9/11** **Period 2**

#	MINORS				MINORS				MINORS				TOT	PENALTY MINUTES					FO/EXP	Minor or Major												
	1	2	3	4	5	6	7	8	9	10	11	12		13	14	15	16	17			18	19	20	21	22	23	24	25				
02																										0						
187							X																			1	X					Back Block
							6																			16						H
202	B	F																								2						Blk w/ Head
	2	11																														X
22																										0						Cut Track
3																										0						Dir of Play
314																										0						E
																																Elbows
42			B	C																						2	B	X				Forearms
			4	18																							16	18				A
50	X	E	E																			C	E	4		3						High Block
		11	11																			2	6	11								I
530			B																							1						Illegal Proc
			23																													L
76																										0	X					Low Block
																											4					M
																																Multi-Player
																																O
																																OOB Block
																																P
																																Out of Play
																																S
																																Skate OOB
																																Major or Expulsion
																																N
																																Insubord'n
																																G

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

CARRY OVER: For penalties that carry over from a previous period, shade the equivalent number of boxes.
PENALTY MINUTES: Enter codes for major penalties in the minutes column. Use 4s for turns in box for four minors.
FOUL-OUTS for penalty minutes should be marked as **PM**. **EXPULSIONS** should be listed as either N or G.

(Gross)
 Misconduct

TEAM: Sockeye Sallys				PENALTY TRACKER: Boondock Saint										4/9/11		Period 2		FO/EXP	Minor or Major		
#	MINORS				MINORS				MINORS				MINORS		TOT	PENALTY MINUTES					
100	B	F	B	X													4			Major	
	3	6	14	17													4				
134			B														1	L		Back Block	
			11															17			
1964																	0			Blk w/ Head	
2012																	0			X	
227																	0			Cut Track	
247		P															1			Dir of Play	
		12																			
268			I	F	X	C												4	C	Elbows	
			9	10	13	18													4		C
27	X	X	X															4		Forearms	
	8	22	24																10		24
69	X																			A	
	24																				
71																	0			High Block	
88				F	X														C	P	I
				8	15															5	
9			P																		Illegal Proc
			17																		
																					L
																					H
																					X
																					Blk w/ Head
																					X
																					Cut Track
																					C
																					Dir of Play
																					E
																					Elbows
																					F
																					Forearms
																					A
																					High Block
																					I
																					Illegal Proc
																					L
																					Low Block
																					M
																					Multi-Player
																					O
																					OOB Block
																					P
																					Out of Play
																					S
																					Skate OOB
																					Major or
																					Expulsion
																					N
																					Insubord'n
																					G
																					(Gross)
																					Misconduct

CARRY OVER: For penalties that carry over from a previous period, shade the equivalent number of boxes.
PENALTY MINUTES: Enter codes for major penalties in the minutes column. Use 4s for turns in box for four minors.
FOUL-OUTS for penalty minutes should be marked as **PM**. **EXPULSIONS** should be listed as either N or G.

Team:		Dirty Pollis				Lineup Tracker:			Mike		4/9/11	Per.1	
JAM	Pivot	BOX	Blocker	BOX	Blocker	BOX	Blocker	BOX	Jammer	BOX	Curr Pass		
1	50		02		202		42		187		1 2 3 4 5 6 7 8		
2	50		02		202		42		76		1 2 3 4 5 6 7 8		
3	50		02		22		42		187		1 2 3 4 5 6 7 8		
4	50		02		202		530		76		1 2 3 4 5 6 7 8		
5	42		202		22		314		187		1 2 3 4 5 6 7 8		
6	02		202		22		42		50		1 2 3 4 5 6 7 8		
7	02		50		314		42		76		1 2 3 4 5 6 7 8		
8	50		02		314		202		187		1 2 3 4 5 6 7 8		
9	50		22		42		202		76		1 2 3 4 5 6 7 8		
10	50		02		42		202		187		1 2 3 4 5 6 7 8		
11	50		530		42		202		76		1 2 3 4 5 6 7 8		
12	50		22		42		202		314		1 2 3 4 5 6 7 8		
SP	314		22		42		202		50		1 2 3 4 5 6 7 8		
13	50		02		42		530		76		1 2 3 4 5 6 7 8		
14	50	2	22		42		202		187		1 2 3 4 5 6 7 8		
15	50	0 2	22		42		202		02		1 2 3 4 5 6 7 8		
16	50		314		42		202		76		1 2 3 4 5 6 7 8		
17	50	1	22		42	2 2	02		187		1 2 3 4 5 6 7 8		
18	50	0 2	202		42		02		76		1 2 3 4 5 6 7 8		
19	50	2	530		22		314		187		1 2 3 4 5 6 7 8		
20	50	0	02		22		42		314		1 2 3 4 5 6 7 8		
21	50	0 1	530	1	202		42		187		1 2 3 4 5 6 7 8		
22	50		530	0 3	202		42	3	187	0 3	1 2 3 4 5 6 7 8		
											1 2 3 4 5 6 7 8		
											1 2 3 4 5 6 7 8		

Note any box time carrying over from first period onto the P.2 sheet before turning in P.1 sheet. Jam number starts from 1 for each period.

Circle opposing jammer's current pass. When a star pass occurs, enter SP below current jam number, with jammer and pivot reversed, same blockers, maintain current pass count. For skaters entering the penalty box, include opposing jammer's current pass in which they were sent off the track in the left box. For skaters reentering the pack from the box, include the current pass where they returned in the right box. Use zero on left to denote a skater starting the jam in box. If jam is called for injury, indicate it with a INJ in the BOX column of the injured skater.

Team:		Dirty Pollis		Lineup Tracker:			Mike		4/9/11	Per.2	
JAM	Pivot	BOX	Blocker	BOX	Blocker	BOX	Blocker	BOX	Jammer	BOX	Curr Pass
1	42	0	202		02		50		187		1 2 3 4 5 6 7 8
2	42	0 2	202		02		50	2	76		1 2 3 4 5 6 7 8
3	42		202		22		50	0	187		1 2 3 4 5 6 7 8
4	42	2	202		02		50	0 2	76	2	1 2 3 4 5 6 7 8
5	42	0 2	202		22		50		76	0 2	1 2 3 4 5 6 7 8
6	42		202		02		50	1	187		1 2 3 4 5 6 7 8
7	42		202		02		50	0	76		1 2 3 4 5 6 7 8
8	50	0 1	202		22		42		187		1 2 3 4 5 6 7 8
9	50		202		530		42		76		1 2 3 4 5 6 7 8
10	50		42		02		202		187		1 2 3 4 5 6 7 8
11	50	2	42		02		202		76		1 2 3 4 5 6 7 8
12	50	0	42		530		202		187		1 2 3 4 5 6 7 8
13	50	0 2	42		202		02		76		1 2 3 4 5 6 7 8
14	50		42		22		02		187		1 2 3 4 5 6 7 8
15	50		42		22		02		76		1 2 3 4 5 6 7 8
16	50		42		530		02		187	1	1 2 3 4 5 6 7 8
17	50		42	0 1	02		22		187	0 1	1 2 3 4 5 6 7 8
18	42				02		202		76		1 2 3 4 5 6 7 8
19	50		42	1	02		202		187		1 2 3 4 5 6 7 8
20	50		42	0	22		202		76		1 2 3 4 5 6 7 8
21	50		42	0 2	22		202		76		1 2 3 4 5 6 7 8
22	50		42		02		202		187		1 2 3 4 5 6 7 8
23	50		42		22		02		314		1 2 3 4 5 6 7 8
24	50		42		530		02		202		1 2 3 4 5 6 7 8
25	187		76		530		02		42		1 2 3 4 5 6 7 8

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Circle opposing jammer's current pass. When a star pass occurs, enter SP below current jam number, with jammer and pivot reversed, same blockers, maintain current pass count. For skaters entering the penalty box, include opposing jammer's current pass in which they were sent off the track in the left box. For skaters reentering the pack from the box, include the current pass where they returned in the right box. Use zero on left to denote a skater starting the jam in box. If jam is called for injury, indicate it with a INJ in the BOX column of the injured skater.

Team:		Sockeye Sallys		Lineup Tracker:		Pain Maker Sally		4/9/11	Per.1		
JAM	Pivot	BOX	Blocker	BOX	Blocker	BOX	Blocker	BOX	Jammer	BOX	Curr Pass
1	268		134		71		9		27		1 2 3 4 5 6 7 8
2	88		134		27		227		268		1 2 3 4 5 6 7 8
3	88		134		71		227		100		1 2 3 4 5 6 7 8
4	268		247		64		227		27		1 2 3 4 5 6 7 8
5	100		88		268		69		71		1 2 3 4 5 6 7 8
6	27		227		12		9		100		1 2 3 4 5 6 7 8
7	134		227		247		69		268		1 2 3 4 5 6 7 8
8	88		64		247		71		27		1 2 3 4 5 6 7 8
9	268		88		134		227		100		1 2 3 4 5 6 7 8
10	268		88	3	134		64		27		1 2 3 4 5 6 7 8
11	71		88	0 4	227		64		268		1 2 3 4 5 6 7 8
12	9		247		268		64		27		1 2 3 4 5 6 7 8
13	9	0 4	247	0 4	88		134		71		1 2 3 4 5 6 7 8
14	134		9	0	268		100		27		1 2 3 4 5 6 7 8
15	134		9	0	268		88		100		1 2 3 4 5 6 7 8
16	71		134		268	0 4	227		27		1 2 3 4 5 6 7 8
17	88	5	NA		NA		9		268	2 6	1 2 3 4 5 6 7 8
18	88	0 3	268		27		227		100		1 2 3 4 5 6 7 8
19	9		268		134		227		27		1 2 3 4 5 6 7 8
20	88		134		71		69		100		1 2 3 4 5 6 7 8
21	268		134		71		227		27		1 2 3 4 5 6 7 8
22	88		134		9		227		268		1 2 3 4 5 6 7 8
											1 2 3 4 5 6 7 8
											1 2 3 4 5 6 7 8
											1 2 3 4 5 6 7 8

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Team:		Sockeye Sallys		Lineup Tracker:		Pain Maker Sally		4/9/11	Per.2		
JAM	Pivot	BOX	Blocker	BOX	Blocker	BOX	Blocker	BOX	Jammer	BOX	Curr Pass
1	268		227		134	0	71		27		1 2 3 4 5 6 7 8
2	88		27		134	0 2	9		268		1 2 3 4 5 6 7 8
3	88		134		227		71		100		1 2 3 4 5 6 7 8
4	268		247		227		64		27		1 2 3 4 5 6 7 8
5	100		134		88	1	69		69		1 2 3 4 5 6 7 8
6	27		268		88	0 1	227		100		1 2 3 4 5 6 7 8
7	134		71		247		227		268		1 2 3 4 5 6 7 8
8	88		71		247		64		27		1 2 3 4 5 6 7 8
9	268		88		134		227		100		1 2 3 4 5 6 7 8
10	268	2	88		134		9		27		1 2 3 4 5 6 7 8
11	268	0	227		134		71		100		1 2 3 4 5 6 7 8
12	268	0 1	247		64		227		27		1 2 3 4 5 6 7 8
13	268		247		88		134		71		1 2 3 4 5 6 7 8
14	268		227		100		134		27		1 2 3 4 5 6 7 8
15	71		227		88		134		100		1 2 3 4 5 6 7 8
16	268		227		71		247		27		1 2 3 4 5 6 7 8
17	268		88		9		134	2	100	1 3	1 2 3 4 5 6 7 8
18	71		268		247		134	0	27		1 2 3 4 5 6 7 8
19	88		247		9		134	0 1	100		1 2 3 4 5 6 7 8
20	71		247		134		227		268		1 2 3 4 5 6 7 8
21	88	2	69		27		9		100		1 2 3 4 5 6 7 8
22	88	0	134		12		268		27		1 2 3 4 5 6 7 8
23	88	0 2	227		71		100		268		1 2 3 4 5 6 7 8
24	134		268	1	88		247		27	2	1 2 3 4 5 6 7 8
25	71		268	0 1	100		227		27	0	1 2 3 4 5 6 7 8

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Circle opposing jammer's current pass. When a star pass occurs, enter SP below current jam number, with jammer and pivot reversed, same blockers, maintain current pass count. For skaters entering the penalty box, include opposing jammer's current pass in which they were sent off the track in the left box. For skaters reentering the pack from the box, include the current pass where they returned in the right box. Use zero on left to denote a skater starting the jam in box. If jam is called for injury, indicate it with a INJ in the BOX column of the injured skater.



Women's Flat Track Derby Association

Expulsion/Suspension Documentation Form



This form is used to document any cases of expulsion/suspension during a WFTDA Sanctioned Game. Please record the following information immediately following the game and prior to completing the IBRF. This form should be presented along with the IBRF for signatures.

Game Date:		Teams:	
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Action Report: Please print name in provided box under title and describe the actions surrounding the Expulsion/Suspension. Please sign in space provided at bottom of form.

Referee Initiating the Expulsion:	
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Tournament/Bout Head Ref:	
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Expelled Skater:	
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Home/Light Team Captain:	
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Visitor/Dark Team Captain:	
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WFTDA Games Rep:	
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Suspension recommended:	Yes	Head Ref	Home/Light Team Captain
	No		

Expelled/Suspended Skater	WFTDA Official	Visitor/Dark team Captain
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WFTDA REQUIRED STANDARDIZED STATS
 Rage City Rollergrils/Dirty Pollis vs. Rage City Rollergrils/Sockeye Sallys
 Saturday, April 09, 2011

#	ROSTERS	JAMS PLAYED			POINTS							LEAD JAMMER							POINTS FOR/AGAINST & PLUS/MINUS							V.T.A.R.				PENALTIES						
		JAMMER	PIVOT	BLOCKER	TOTAL	% JAMS SKATED	BOX PTS.	GR. SLAMS	GHOST PTS.	POINTS	PPJ	LOST	LEAD	CALLED	NO PASS	LEAD %	LEAD +/-	AVERAGE LEAD +/-	PTS FOR	PTS AGAINST	TOTAL +/-	AVERAGE JAMMER +/-	AVERAGE PIVOT +/-	AVERAGE BLOCKER +/-	AVG +/-	VTAR PTS FOR	VTAR PTS AGAINST	VTAR TOTAL +/-	VTAR JAMMER AVG +/-	VTAR PIVOT AVG +/-	VTAR BLOCKER AVG +/-	TOTAL VTAR AVG +/-	MINORS	MAJORS	PENALTY MINUTES	
02	Frost*Sting	1	2	28	31	66%	0	0	0	4	4.00	0	0	0	0%	0		73	43	30	-2.00	3.50	0.89	0.97	-6.0	3.2	-9.2	-3.89	-2.83	-1.24	-0.52	3	0	0		
187	Killa Magilla	21	1	0	22	47%	13	1	0	60	2.86	0	13	11	1	62%	46	3.54	42	36	6	0.00	6.00	0.27	-37.0	-3.8	-33.2	-1.89	-0.33		-1.22	6	1	1		
202	Thai-GRRR	1	0	35	36	77%	2	0	0	5	5.00	0	0	0	0%	0		115	56	59	-4.00		1.80	1.64	36.0	16.2	19.8	-5.89		-0.34	0.15	3	0	0		
22	The Deadliest Snatch	0	0	20	20	43%												69	25	44			2.20	2.20	-10.0	-14.8	4.8		0.06	0.71	2	0	0			
3	Convicted Valon	0	0	0	0																															
314	Siirial Spanker	3	1	5	9	19%	0	0	0	0	0.00	1	1	0	0	33%	-9	-9.00	49	16	33	-3.00	20.00	4.40	3.67	-30.0	-23.8	-6.2	-4.89	13.67	2.26	2.18	2	0	0	
42	Tenacious Leigh	1	9	35	45	96%	1	0	0	6	6.00	0	1	0	0	100%	6	6.00	143	69	74	6.00	1.44	1.57	1.64	64.0	29.2	34.8	4.11	-4.88	-0.57	0.15	5	3	3	
50	Deuce Gunner	2	35	8	45	96%	0	1	0	7	3.50	0	1	0	0	50%	7	7.00	131	68	63	13.50	0.69	1.50	1.40	52.0	28.2	23.8	11.61	-5.64	-0.64	-0.09	4	5	6	
530	NESS U. UP	0	0	11	11	23%												20	34	-14			-1.27	-1.27	-59.0	-5.8	-53.2			-3.41	-2.76	3	1	1		
76	JENetically EVIL	19	0	1	20	43%	9	3	1	61	3.21	0	12	11	2	63%	58	4.83	69	11	58	2.74		6.00	2.90	-10.0	-28.8	18.8	0.85		3.86	1.41	3	1	1	
TEAM SUMMARIES		48	48	143	239	57%	25	5	1	143	3.04	1	28	22	3	58%	108	2.47	79	40	39			2	6	2	1	N/A	N/A	N/A	N/A	N/A	N/A	31	11	12
#	Rage City Rollergrils - Sockeye Sallys	JAMMER	PIVOT	BLOCKER	TOTAL	% JAMS SKATED	BOX PTS.	GR. SLAMS	GHOST PTS.	POINTS	PPJ	LOST	LEAD	CALLED	NO PASS	LEAD %	LEAD +/-	AVERAGE LEAD +/-	PTS FOR	PTS AGAINST	TOTAL +/-	AVERAGE JAMMER +/-	AVERAGE PIVOT +/-	AVERAGE BLOCKER +/-	AVG +/-	VTAR PTS FOR	VTAR PTS AGAINST	VTAR TOTAL +/-	VTAR JAMMER AVG +/-	VTAR PIVOT AVG +/-	VTAR BLOCKER AVG +/-	TOTAL VTAR AVG +/-	MINORS	MAJORS	PENALTY MINUTES	
100	Lil Red Vette	14	2	4	20	43%	1	0	0	9	0.64	0	3	2	2	21%	1	0.33	13	61	-48	-3.1	-1.0	-0.5	-2.40	-21.9	-3.9	-18.0	-0.65	0.86	0.58	-1.14	4	0	1	
134	Hurtz Jenerator	0	5	26	31	66%													55	85	-30		0.4	-1.2	-0.97	20.1	20.1	0.0		2.26	-0.15	0.29	3	2	2	
1964	AK Cupquake	0	0	0	0																															
2012	Sarah Impale'Em	0	0	0	0																															
227	Volatile Violet	0	0	26	26	55%													35	62	-27			-1.0	-1.04	0.1	-2.9	3.0		0.04	0.22	0	0	0		
247	Lascivious Lenabelle	0	0	15	15	32%													27	41	-14			-0.9	-0.93	-7.9	-23.9	16.0		0.15	0.32	2	1	1		
268	Lethal Lavender	9	15	12	36	77%	5	0	0	10	1.11	0	4	3	0	44%	10	2.50	67	89	-22	-3.2	0.1	0.4	-0.61	32.1	24.1	8.0	-0.73	1.99	1.50	0.64	6	3	4	
27	Spenard Itch	20	2	4	26	55%	6	0	0	54	2.84	1	13	8	0	65%	36	2.77	54	46	8	1.3	-5.0	-1.8	0.31	19.1	-18.9	38.0	3.74	-3.14	-0.67	1.56	4	0	1	
69	Barracuda Barbie	1	0	5	6	13%	0	0	0	0		0	0	0	0	0%	0		3	6	-3	0.0		-0.6	-0.50	-31.9	-58.9	27.0	2.49		0.48	0.76	2	0	0	
71	Loose Nut Lolly	3	6	12	21	45%	1	0	0	0	0.00	0	1	0	0	33%	0	0.00	23	82	-59	-7.3	-3.5	-1.3	-2.81	-11.9	17.1	-29.0	-4.84	-1.64	-0.25	-1.55	1	0	0	
88	White Russian	0	14	14	28	60%													35	103	-51		-1.4	-2.3	-1.82	0.1	38.1	-38.0		0.50	-1.21	-0.57	6	3	4	
9	Tower Puss	0	3	11	14	30%													37	74	-25		-2.7	-1.5	-1.79	2.1	9.1	-7.0		-0.81	-0.47	-0.53	3	1	1	
TEAM SUMMARIES		47	47	129	223	47%	13	0	0	73	1.55	1	21	13	2	45%	47	1.40	35	65	-27	-2.5	-1.9	-1.1	-1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	31	10	14	

WFTDA EXTRA CREDIT STATS

Rage City Rollergrils/Dirty Pollis vs. Rage City Rollergrils/Sockeye Sallys
Saturday, April 09, 2011

ROSTERS		OFF/DEF ACTIONS										PER JAM & PERCENTAGE					ERRORS					JAMMER ACTIONS															
#	Rage City Rollergrils - Dirty Pollis	OFF. BLK	OFF. KD	WHIP	PUSH	DOZER	ASSISTS	1/4 TRACK	FORCEOUT	JAMMER HIT	Jammer KD	Block Assist	ATTACKS	TOTAL	KD's	ASST/JAM	ASSIST %	ATT/JAM	ATTACK %	Action/Jam	ACTION %	JUKED	MISSED HIT	INEFFECTIVE	HIT & FALL	KNOCKED DN	TOTAL	HITTING ACCURACY	EFFECTIVE HITTING	EFFECTIVE BLOCKING	O.B.A.	JUKE	JUMP	ROLLOFF	HIP WHIP	TOTAL	
02	Frost*Sting	2	0	0	0	0	2	5	0	1	0	0	6	8	0	0.1	11%	0.2	12%	0.3	12%	1	0	1	0	2	4	100%	50%	63%	0	0	0	0	0	0	
187	Killa Magilla	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0%	0.0	0%	0.0	0%	0	0	0	0	0	0					0	1	0	0	2	3
202	Thai-GRRR	1	2	0	0	0	3	3	1	0	2	0	6	9	4	0.1	17%	0.2	12%	0.3	13%	0	0	2	2	4	100%	50%	100%	0	0	0	0	0	0	0	
22	The Deadliest Snatch	1	0	0	0	0	1	4	0	1	0	0	5	6	0	0.1	6%	0.3	10%	0.3	9%	4	1	1	2	1	9	67%	33%	44%							
3	Convicted Valon																																				
314	Siirial Spanker	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0%	0.0	0%	0.0	0%	1	0	0	0	0	1			0%	0	1	0	0	1	2	
42	Tenacious Leigh	3	1	0	0	0	4	7	5	1	0	0	13	17	1	0.1	22%	0.3	27%	0.4	25%	1	1	2	3	1	8	75%	25%	86%	0	0	0	0	0	0	
50	Deuce Gunner	5	1	0	0	2	8	3	10	2	3	0	18	26	4	0.2	44%	0.4	37%	0.6	39%	2	4	1	1	0	8	60%	50%	87%	0	0	1	0	0	1	
530	NESS U. UP	0	0	0	0	0	0	1	0	0	0	0	1	1	0	0.0	0%	0.1	2%	0.1	1%	1	1	0	0	0	2	0%	0%	50%							
76	JENetically EVIL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0%	0.0	0%	0.0	0%	0	0	0	0	0	0					0	6	0	1	3	10
TEAM SUMMARIES		12	4	0	0	2	18	23	16	5	5	0	49	67	9	0.1	11%	0.2	11%	0.3	11%	10	7	7	8	4	36	71%	42%	74%	0	8	1	1	6	16	
#	Rage City Rollergrils - Sockeye Sallys	OFF. BLK	OFF. KD	WHIP	PUSH	DOZER	ASSISTS	1/4 TRACK	FORCEOUT	JAMMER HIT	Jammer KD	Block Assist	ATTACKS	TOTAL	KD's	ASST/JAM	ASSIST %	ATT/JAM	ATTACK %	Action/Jam	ACTION %	JUKED	MISSED HIT	INEFFECTIVE	HIT & FALL	NO IMPACT	TOTAL	HITTING ACCURACY	EFFECTIVE HITTING	EFFECTIVE BLOCKING	O.B.A.	JUKE	JUMP	ROLLOFF	HIP WHIP	TOTAL	
100	Lil Red Vette	0	0	0	1	0	1	0	0	1	0	0	1	2	0	0.1	11%	0.1	1%	0.1	3%	2	0	1	0	0	3	100%	50%	0%	0	3	0	0	0	3	
134	Hurtz Jenerator	0	0	0	0	0	0	2	3	2	0	1	8	8	0	0.0	0%	0.3	11%	0.3	10%	1	3	4	1	0	9	67%	22%	83%							
1964	AK Cupquake																																				
2012	Sarah Impale'Em																																				
227	Volatile Violet	0	0	1	0	0	1	0	0	0	0	0	0	1	0	0.0	11%	0.0	0%	0.0	1%	2	4	1	0	0	7	20%	0%	0%							
247	Lascivious Lenabelle	0	0	0	0	0	0	0	0	3	0	1	4	4	0	0.0	0%	0.3	6%	0.3	5%	0	1	2	0	0	3	83%	50%								
268	Lethal Lavender	1	0	0	2	1	4	7	9	6	6	0	28	32	6	0.1	44%	0.8	40%	0.9	41%	0	1	0	1	0	2	92%	92%	100%	0	0	0	0	2	2	
27	Spnard Itch	0	1	0	0	0	1	1	0	2	0	0	3	4	1	0.0	11%	0.1	4%	0.2	5%	1	0	0	0	0	1	100%	100%	50%	0	7	0	0	0	7	
69	Barracuda Barbie	0	0	0	0	0	0	0	0	2	0	0	2	2	0	0.0	0%	0.3	3%	0.3	3%	0	0	0	0	0	0	100%	100%								
71	Loose Nut Lolly	0	0	0	0	0	0	0	1	0	0	0	1	1	0	0.0	0%	0.0	1%	0.0	1%	2	4	1	0	0	7	20%	0%	33%	0	0	0	0	0	0	
88	White Russian	0	1	0	1	0	2	3	4	6	6	2	21	23	7	0.1	22%	0.8	30%	0.8	29%	0	2	0	0	0	2	86%	86%	100%							
9	Tower Puss	0	0	0	0	0	0	1	0	0	0	1	2	2	0	0.0	0%	0.1	3%	0.1	3%	0	1	2	1	3	7	67%	0%	25%							
TEAM SUMMARIES		1	2	1	4	1	9	14	17	22	12	5	70	79	14	0.0	10%	0.3	10%	0.4	10%	8	16	11	3	3	41	73%	56%	74%	0	10	0	0	2	12	

April 9, 2011

PENALTIES SUMMARY

Enter date on IBRF tab

Dirty Pollis		MINORS / MAJORS															PM	EXPULSION	EXTRAPOLATED						
		#	SKATER	Penalty Types	Back Block	High Blocking	Low Blocking	Elbows	Forearms & Hands	Block w/ Head	Multi-Player	OOB Blocking	Direction of Gameplay	Out. of Play	Cut Track	Skating OOB				Illegal Procedure	Insubordination	Misconduct	TOTAL	Penalty Minutes	Gross Misconduct
02	Frost*Sting	Min	0	0	0	0	0	0	0	0	0	0	2	1	0	0	X	X	3	0	0	0	0.75	31	2%
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
187	Killa Magilla	Min	1	0	0	0	0	0	0	0	0	0	4	0	1	X	X	6	1	0	0	2.50	22	11%	
		Maj	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	0	0	0				
202	Thai-GRRR	Min	1	0	0	0	1	0	0	0	0	0	1	0	0	X	X	3	0	0	0	0.75	36	2%	
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
22	The Deadliest Snatch	Min	0	0	0	0	0	0	0	0	2	0	0	0	0	X	X	2	0	0	0	0.50	20	3%	
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
3	Convicted Valon	Min	0	0	0	0	0	0	0	0	0	0	0	0	0	X	X	0	0	0	0	0.00	0		
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
314	Siirial Spanker	Min	1	0	0	0	0	0	0	0	0	0	1	0	0	X	X	2	0	0	0	0.50	9	6%	
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
42	Tenacious Leigh	Min	1	0	0	1	0	0	0	0	1	2	0	0	0	X	X	5	3	0	0	4.25	45	9%	
		Maj	1	0	1	0	0	0	0	0	0	1	0	0	0	0	0	3	0	0	0				
50	Deuce Gunner	Min	1	0	0	2	0	0	0	0	0	0	1	0	0	X	X	4	6	0	0	6.00	45	13%	
		Maj	0	0	0	1	0	0	0	0	3	0	1	0	0	0	0	5	0	0	0				
530	NESS U. UP	Min	2	0	0	0	0	0	0	0	0	0	0	0	1	X	X	3	1	0	0	1.75	11	16%	
		Maj	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0				
76	JENetically EVIL	Min	1	0	0	0	0	0	0	0	0	0	1	0	1	X	X	3	1	0	0	1.75	20	9%	
		Maj	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	0	0	0				
		Min														X	X	0							
		Maj																0							
		Min														X	X	0							
		Maj																0							
		Min														X	X	0							
		Maj																0							
		Min														X	X	0							
		Maj																0							
		Min														X	X	0							
		Maj																0							
MINOR TOTALS			8	0	0	3	1	0	0	0	3	4	9	0	3	X	X	31		0	0	1.88	23.9	8%	
			Avg Minors / Jam: 0.66				Team Total Minors as % of Bout Total: 50.0%								Total Expulsions		Team Averages								
			... vs opponent: 0.00																						
MAJOR TOTALS			2	0	1	1	0	0	0	0	3	0	4	0	0	0	0	11	12	Total Penalty Minutes					
			Avg Majors / Jam: 0.23				Team Total Majors as % of Bout Total: 52.4%								46% of Bout Total Penalty Minutes										
			... vs opponent: 0.02																						

April 9, 2011

PENALTIES SUMMARY

Enter date on IBRF tab

Sockeye Sallys		MINORS / MAJORS															PM	EXPULSION	EXTRAPOLATED						
		#	SKATER	Penalty Types	Back Block	High Blocking	Low Block	Elbows	Forearms	Block w/ Head	Multi-Player	Block OOB	Clockwise Block	Out of Play	Cut Track	Skating OOB				Illegal Procedure	Insubordination	Misconduct	TOTAL	Penalty Minutes	Gross Misconduct
100	Lil Red Vette	Min	2	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0	4	1	0	0	1.00	20	5%
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
134	Hurtz Jenerator	Min	1	0	0	0	0	0	0	0	0	2	0	0	0	0	0	0	3	2	0	0	2.75	31	9%
		Maj	0	0	1	0	0	0	0	0	0	0	0	1	0	0	0	0	2	0	0	0	0	0	0
1964	AK Cupquake	Min	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.00	0	
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
2012	Sarah Impale'Em	Min	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.00	0	
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
227	Volatile Violet	Min	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.00	26	0%
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
247	Lascivious Lenabelle	Min	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	2	1	0	0	1.50	15	10%
		Maj	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	
268	Lethal Lavender	Min	0	0	0	0	1	0	0	0	2	0	2	0	1	0	0	0	6	4	0	0	4.50	36	13%
		Maj	1	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	3	0	0	0	0	0	
27	Spenard Itch	Min	0	0	0	0	0	0	0	0	0	0	4	0	0	0	0	0	4	1	0	0	1.00	26	4%
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
69	Barracuda Barbie	Min	0	0	0	0	0	0	1	0	0	1	0	0	0	0	0	0	2	0	0	0	0.50	6	8%
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
71	Loose Nut Lolly	Min	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0.25	21	1%
		Maj	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
88	White Russian	Min	0	0	0	0	2	0	0	2	0	1	1	0	0	0	0	0	6	4	0	0	4.50	28	16%
		Maj	0	0	1	0	0	0	0	1	1	0	0	0	0	0	0	0	3	0	0	0	0	0	
9	Tower Puss	Min	0	0	0	0	0	0	0	0	0	2	1	0	0	0	0	0	3	1	0	0	1.75	14	13%
		Maj	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	
		Min																	0						
		Maj																	0						
		Min																	0						
		Maj																	0						
		Min																	0						
		Maj																	0						
		Min																	0						
		Maj																	0						
MINOR TOTALS			3	0	0	1	4	0	0	3	4	4	11	0	1	0	0	0	31				1.48	18.6	8%
			Avg Minors / Jam: 0.66				Team Total Minors as				50.0%				Total Expulsions		Team Averages								
			... vs opponent: 0.00				% of Bout Total:																		
MAJOR TOTALS			1	0	2	0	0	0	0	1	2	3	1	0	0	0	0	0	10	14	Total Penalty Minutes				
			Avg Majors / Jam: 0.21				Team Total Majors as				47.6%				54% of Bout Total Penalty Minutes										
			... vs opponent: -0.02				% of Bout Total:																		

FOLLOWING JAMMER FROM: **Sockeye Sallys** ACTION TRACKER: Gin Rubby and Bethany **4/9/2011** **PERIOD 1**

#	Dirty Pollis	1/4 TRACK JAMMER BLOCK	JAMMER FORCE-OUT	HIT ON JAMMER	JAMMER KNOCKDOWN	BLOCK ASSIST	SKATER
02	Frost*Sting	2					Frost*Sting
187	Killa Magilla						Killa Magilla
202	Thai-GRRR	1	1		2		Thai-GRRR
22	The Deadliest Snatch	2					The Deadliest Snatch
3	Convicted Valon						Convicted Valon
314	Siirial Spanker						Siirial Spanker
42	Tenacious Leigh	4	4				Tenacious Leigh
50	Deuce Gunner	2	5		2		Deuce Gunner
530	NESS U. UP						NESS U. UP
76	JENetically EVIL						JENetically EVIL

#	Sockeye Sallys	OFFENSIVE BLOCK	OFFENSIVE KNOCKDOWN	WHIP	PUSH	BULLDOZER	SKATER
100	Lil Red Vette						Lil Red Vette
134	Hurtz Jenerator						Hurtz Jenerator
1964	AK Cupquake						AK Cupquake
2012	Sarah Impale'Em						Sarah Impale'Em
227	Volatile Violet						Volatile Violet
247	Lascivious Lenabelle						Lascivious Lenabelle
268	Lethal Lavender	1			2	1	Lethal Lavender
27	Spenard Itch						Spenard Itch
69	Barracuda Barbie						Barracuda Barbie
71	Loose Nut Lolly						Loose Nut Lolly
88	White Russian		1				White Russian
9	Tower Puss						Tower Puss

1/4 TRACK - Positional blocking/cumulative, **FORCEOUT** - Lean Jammer back in pack/out of position, **JAMMER HIT** - Stops forward progress, knocks back in pack or out
BLOCK ASSIST - Helping a teammate into the jammer resulting in Defensive Manuever **KNOCKDOWN** - Hit knocks jammer to the ground (at least one knee)
WHIP, PUSH, BULLDOZER - one for each opponent passed. **OFFENSIVE BLOCK/KNOCKDOWN** - Clears or defends a path for the jammer, one per opponent affected.
BEST PRACTICE: Focus on the Offensive team's jammer and be aware of what stops her and helps her through, especially holes opened up in front of her.

FOLLOWING JAMMER FROM: **Dirty Pollis** ACTION TRACKER: Pat RIOT **4/9/2011** **PERIOD 1**

#	Sockeye Sallys	1/4 TRACK JAMMER BLOCK	JAMMER FORCE-OUT	HIT ON JAMMER	JAMMER KNOCKDOWN	BLOCK ASSIST	SKATER
100	Lil Red Vette			1			Lil Red Vette
134	Hurtz Jenerator		1	1		1	Hurtz Jenerator
1964	AK Cupquake						AK Cupquake
2012	Sarah Impale'Em					1	Sarah Impale'Em
227	Volatile Violet						Volatile Violet
247	Lascivious Lenabelle						Lascivious Lenabelle
268	Lethal Lavender	3	4	3	2		Lethal Lavender
27	Spenard Itch						Spenard Itch
69	Barracuda Barbie						Barracuda Barbie
71	Loose Nut Lolly						Loose Nut Lolly
88	White Russian	2	2	5	3	1	White Russian
9	Tower Puss	1				1	Tower Puss

#	Dirty Pollis	OFFENSIVE BLOCK	OFFENSIVE KNOCKDOWN	WHIP	PUSH	BULLDOZER	SKATER
02	Frost*Sting						Frost*Sting
187	Killa Magilla						Killa Magilla
202	Thai-GRRR		1				Thai-GRRR
22	The Deadliest Snatch	1					The Deadliest Snatch
3	Convicted Valon						Convicted Valon
314	Siirial Spanker						Siirial Spanker
42	Tenacious Leigh	2	1				Tenacious Leigh
50	Deuce Gunner	2	1			1	Deuce Gunner
530	NESS U. UP						NESS U. UP
76	JENetically EVIL						JENetically EVIL

1/4 TRACK - Positional blocking/cumulative, **FORCEOUT** - Lean Jammer back in pack/out of position, **JAMMER HIT** - Stops forward progress, knocks back in pack or out
BLOCK ASSIST - Helping a teammate into the jammer resulting in Defensive Manuever **KNOCKDOWN** - Hit knocks jammer to the ground (at least one knee)
WHIP, PUSH, BULLDOZER - one for each opponent passed. **OFFENSIVE BLOCK/KNOCKDOWN** - Clears or defends a path for the jammer, one per opponent affected.
BEST PRACTICE: Focus on the Offensive team's jammer and be aware of what stops her and helps her through, especially holes opened up in front of her.

FOLLOWING JAMMER FROM: **Sockeye Sallys** ACTION TRACKER: Gin Rubby and Bethany **4/9/2011** **PERIOD 2**

#	Dirty Pollis	1/4 TRACK JAMMER BLOCK	JAMMER FORCE-OUT	HIT ON JAMMER	JAMMER KNOCKDOWN	BLOCK ASSIST	SKATER
02	Frost*Sting	3		1			Frost*Sting
187	Killa Magilla						Killa Magilla
202	Thai-GRRR	2					Thai-GRRR
22	The Deadliest Snatch	2		1			The Deadliest Snatch
3	Convicted Valon						Convicted Valon
314	Siirial Spanker						Siirial Spanker
42	Tenacious Leigh	3	1	1			Tenacious Leigh
50	Deuce Gunner	1	5	2	1		Deuce Gunner
530	NESS U. UP	1					NESS U. UP
76	JENetically EVIL						JENetically EVIL

#	Sockeye Sallys	OFFENSIVE BLOCK	OFFENSIVE KNOCKDOWN	WHIP	PUSH	BULLDOZER	SKATER
100	Lil Red Vette				1		Lil Red Vette
134	Hurtz Jenerator						Hurtz Jenerator
1964	AK Cupquake						AK Cupquake
2012	Sarah Impale'Em						Sarah Impale'Em
227	Volatile Violet			1			Volatile Violet
247	Lascivious Lenabelle						Lascivious Lenabelle
268	Lethal Lavender						Lethal Lavender
27	Spenard Itch		1				Spenard Itch
69	Barracuda Barbie						Barracuda Barbie
71	Loose Nut Lolly						Loose Nut Lolly
88	White Russian				1		White Russian
9	Tower Puss						Tower Puss

1/4 TRACK - Positional blocking/cumulative, **FORCEOUT** - Lean Jammer back in pack/out of position, **JAMMER HIT** - Stops forward progress, knocks back in pack or out
BLOCK ASSIST - Helping a teammate into the jammer resulting in Defensive Manuever **KNOCKDOWN** - Hit knocks jammer to the ground (at least one knee)
WHIP, PUSH, BULLDOZER - one for each opponent passed. **OFFENSIVE BLOCK/KNOCKDOWN** - Clears or defends a path for the jammer, one per opponent affected.
BEST PRACTICE: Focus on the Offensive team's jammer and be aware of what stops her and helps her through, especially holes opened up in front of her.

FOLLOWING JAMMER FROM:		Dirty Pollis		ACTION TRACKER: Pat RIOT			4/9/2011	PERIOD 2
#	Sockeye Sallys	1/4 TRACK JAMMER BLOCK	JAMMER FORCE-OUT	HIT ON JAMMER	JAMMER KNOCKDOWN	BLOCK ASSIST	SKATER	
100	Lil Red Vette						Lil Red Vette	
134	Hurtz Jenerator	2	2	1			Hurtz Jenerator	
1964	AK Cupquake						AK Cupquake	
2012	Sarah Impale'Em						Sarah Impale'Em	
227	Volatile Violet						Volatile Violet	
247	Lascivious Lenabelle			3		1	Lascivious Lenabelle	
268	Lethal Lavender	4	5	3	4		Lethal Lavender	
27	Spenard Itch	1		2			Spenard Itch	
69	Barracuda Barbie			2			Barracuda Barbie	
71	Loose Nut Lolly		1				Loose Nut Lolly	
88	White Russian	1	2	1	3	1	White Russian	
9	Tower Puss						Tower Puss	
#	Dirty Pollis	OFFENSIVE BLOCK	OFFENSIVE KNOCKDOWN	WHIP	PUSH	BULLDOZER	SKATER	
02	Frost*Sting	2					Frost*Sting	
187	Killa Magilla						Killa Magilla	
202	Thai-GRRR	1	1				Thai-GRRR	
22	The Deadliest Snatch						The Deadliest Snatch	
3	Convicted Valon						Convicted Valon	
314	Siirial Spanker						Siirial Spanker	
42	Tenacious Leigh	1					Tenacious Leigh	
50	Deuce Gunner	3				1	Deuce Gunner	
530	NESS U. UP						NESS U. UP	
76	JENetically EVIL						JENetically EVIL	

1/4 TRACK - Positional blocking/cumulative, **FORCEOUT** - Lean Jammer back in pack/out of position, **JAMMER HIT** - Stops forward progress, knocks back in pack or out
BLOCK ASSIST - Helping a teammate into the jammer resulting in defensive maneuver **KNOCKDOWN** - Hit knocks jammer to the ground (at least one knee)
WHIP, PUSH, BULLDOZER - one for each opponent passed. **OFFENSIVE BLOCK/KNOCKDOWN** - Clears or defends a path for the jammer, one per opponent affected.
BEST PRACTICE: Focus on the offensive team's jammer and be aware of what stops her and helps her through, especially holes opened up in front of her.

FOLLOWING JAMMER FROM: **Sockeye Sallys** ERROR TRACKER: **Boom** **4/9/11** **PERIOD 1**

#	Dirty Pollis	JUKED	MISSED HIT	INEFFECTIVE HIT	HIT AND FALL	KNOCKED DOWN	SKATER
02	Frost*Sting			1			Frost*Sting
187	Killa Magilla						Killa Magilla
202	Thai-GRRR				2		Thai-GRRR
22	The Deadliest Snatch	3		1	2	1	The Deadliest Snatch
3	Convicted Valon						Convicted Valon
314	Siirial Spanker	1					Siirial Spanker
42	Tenacious Leigh	1	1		1	1	Tenacious Leigh
50	Deuce Gunner	2	2	1	1		Deuce Gunner
530	NESS U. UP						NESS U. UP
76	JENetically EVIL						JENetically EVIL

#	Sockeye Sallys	OFF BLK ASSIST	JUKE	JUMP	ROLLOFF	HIP WHIP	SKATER
100	Lil Red Vette		2				Lil Red Vette
134	Hurtz Jenerator						Hurtz Jenerator
1964	AK Cupquake						AK Cupquake
2012	Sarah Impale'Em						Sarah Impale'Em
227	Volatile Violet						Volatile Violet
247	Lascivious Lenabelle						Lascivious Lenabelle
268	Lethal Lavender					1	Lethal Lavender
27	Spnard Itch		4				Spnard Itch
69	Barracuda Barbie						Barracuda Barbie
71	Loose Nut Lolly						Loose Nut Lolly
88	White Russian						White Russian
9	Tower Puss						Tower Puss

JUKED - Skater is faked out by the Jammer, causing them to lose positional advantage or miss a hit, **MISSED HIT** - When a skater misses a Hit on Jammer (no juke)
INEFFECTIVE HIT - Hit lands, but does not result in Hit on Jammer, ForceOut or Jammer Knockdown, **KNOCKED DOWN** - Skater is knocked down (off or def)
HIT & FALL - Skater lands hit (may be ineffective) but falls as a result, **HIP WHIP** - Jammer self-whip off teammate, **OFF BLK ASSIST** - Assist a teammate into an Off Blk
JUKE - Fake out, allows Jammer to gain positional advantage or dodge, **JUMP** - Jammer jumps past skater or cross track, **ROLLOFF** - Roll off of opposing blocker

FOLLOWING JAMMER FROM: **Dirty Pollis** ERROR TRACKER: Susie 4/9/11 **PERIOD 1**

#	Sockeye Sallys	JUKED	MISSED HIT	INEFFECTIVE HIT	HIT AND FALL	KNOCKED DOWN	SKATER
100	Lil Red Vette	1					Lil Red Vette
134	Hurtz Jenerator	1	2	4			Hurtz Jenerator
1964	AK Cupquake	1					AK Cupquake
2012	Sarah Impale'Em						Sarah Impale'Em
227	Volatile Violet			1			Volatile Violet
247	Lascivious Lenabelle			2			Lascivious Lenabelle
268	Lethal Lavender		1				Lethal Lavender
27	Spenard Itch						Spenard Itch
69	Barracuda Barbie						Barracuda Barbie
71	Loose Nut Lolly		2	1			Loose Nut Lolly
88	White Russian		1				White Russian
9	Tower Puss			1		3	Tower Puss

#	Dirty Pollis	OFF BLK ASSIST	JUKE	JUMP	ROLLOFF	HIP WHIP	SKATER
02	Frost*Sting						Frost*Sting
187	Killa Magilla		1			2	Killa Magilla
202	Thai-GRRR						Thai-GRRR
22	The Deadliest Snatch						The Deadliest Snatch
3	Convicted Valon						Convicted Valon
314	Siirial Spanker						Siirial Spanker
42	Tenacious Leigh						Tenacious Leigh
50	Deuce Gunner			1			Deuce Gunner
530	NESS U. UP						NESS U. UP
76	JENetically EVIL		2		1	2	JENetically EVIL

JUKED - Skater is faked out by the Jammer, causing them to lose positional advantage or miss a hit, **MISSED HIT** - When a skater misses a Hit on Jammer (no juke)
INEFFECTIVE HIT - Hit lands, but does not result in Hit on Jammer, ForceOut or Jammer Knockdown, **KNOCKED DOWN** - Skater is knocked down (off or def)
HIT & FALL - Skater lands hit (may be ineffective) but falls as a result, **HIP WHIP** - Jammer self-whip off teammate, **OFF BLK ASSIST** - Assist a teammate into an Off Blk
JUKE - Fake out, allows Jammer to gain positional advantage or dodge, **JUMP** - Jammer jumps past skater or cross track, **ROLLOFF** - Roll off of opposing blocker

FOLLOWING JAMMER FROM:		Sockeye Sallys		ERROR TRACKER: Boom		4/9/11	PERIOD 2
#	Dirty Pollis	JUKED	MISSED HIT	INEFFECTIVE HIT	HIT AND FALL	KNOCKED DOWN	SKATER
02	Frost*Sting	1				2	Frost*Sting
187	Killa Magilla						Killa Magilla
202	Thai-GRRR			2			Thai-GRRR
22	The Deadliest Snatch	1	1				The Deadliest Snatch
3	Convicted Valon						Convicted Valon
314	Siirial Spanker						Siirial Spanker
42	Tenacious Leigh			2	2		Tenacious Leigh
50	Deuce Gunner		2				Deuce Gunner
530	NESS U. UP	1	1				NESS U. UP
76	JENetically EVIL						JENetically EVIL
#	Sockeye Sallys	OFF BLK ASSIST	JUKE	JUMP	ROLLOFF	HIP WHIP	SKATER
100	Lil Red Vette		1				Lil Red Vette
134	Hurtz Jenerator						Hurtz Jenerator
1964	AK Cupquake						AK Cupquake
2012	Sarah Impale'Em						Sarah Impale'Em
227	Volatile Violet						Volatile Violet
247	Lascivious Lenabelle						Lascivious Lenabelle
268	Lethal Lavender					1	Lethal Lavender
27	Spnard Itch		3				Spnard Itch
69	Barracuda Barbie						Barracuda Barbie
71	Loose Nut Lolly						Loose Nut Lolly
88	White Russian						White Russian
9	Tower Puss						Tower Puss

JUKED - Skater is faked out by the Jammer, causing them to lose positional advantage or miss a hit, **MISSED HIT** - When a skater misses a Hit on Jammer (no juke)
INEFFECTIVE HIT - Hit lands, but does not result in Hit on Jammer, ForceOut or Jammer Knockdown, **KNOCKED DOWN** - Skater is knocked down (off or def)
HIT & FALL - Skater lands hit (may be ineffective) but falls as a result, **HIP WHIP** - Jammer self-whip off teammate, **OFF BLK ASSIST** - Assist a teammate into an Off Blk
JUKE - Fake out, allows Jammer to gain positional advantage or dodge, **JUMP** - Jammer jumps past skater or cross track, **ROLLOFF** - Roll off of opposing blocker

FOLLOWING JAMMER FROM: **Dirty Pollis** ERROR TRACKER: Susie **PERIOD 2**

#	Sockeye Sallys	JUKED	MISSED HIT	INEFFECTIVE HIT	HIT AND FALL	KNOCKED DOWN	SKATER
100	Lil Red Vette	1		1			Lil Red Vette
134	Hurtz Jenerator		1		1		Hurtz Jenerator
1964	AK Cupquake						AK Cupquake
2012	Sarah Impale'Em						Sarah Impale'Em
227	Volatile Violet	2	4				Volatile Violet
247	Lascivious Lenabelle		1				Lascivious Lenabelle
268	Lethal Lavender				1		Lethal Lavender
27	Spenard Itch	1					Spenard Itch
69	Barracuda Barbie						Barracuda Barbie
71	Loose Nut Lolly	2	2				Loose Nut Lolly
88	White Russian		1				White Russian
9	Tower Puss		1	1	1		Tower Puss

#	Dirty Pollis	OFF BLK ASSIST	JUKE	JUMP	ROLLOFF	HIP WHIP	SKATER
02	Frost*Sting						Frost*Sting
187	Killa Magilla						Killa Magilla
202	Thai-GRRR						Thai-GRRR
22	The Deadliest Snatch						The Deadliest Snatch
3	Convicted Valon						Convicted Valon
314	Siirial Spanker		1			1	Siirial Spanker
42	Tenacious Leigh						Tenacious Leigh
50	Deuce Gunner						Deuce Gunner
530	NESS U. UP						NESS U. UP
76	JENetically EVIL		4			1	JENetically EVIL

JUKED - Skater is faked out by the Jammer, causing them to lose positional advantage or miss a hit, **MISSED HIT** - When a skater misses a Hit on Jammer (no juke)
INEFFECTIVE HIT - Hit lands, but does not result in Hit on Jammer, ForceOut or Jammer Knockdown, **KNOCKED DOWN** - Skater is knocked down (off or def)
HIT & FALL - Skater lands hit (may be ineffective) but falls as a result, **HIP WHIP** - Jammer self-whip off teammate, **OFF BLK ASSIST** - Assist a teammate into an Off Blk
JUKE - Fake out, allows Jammer to gain positional advantage or dodge, **JUMP** - Jammer jumps past skater or cross track, **ROLLOFF** - Roll off of opposing blocker

JAM TIMER: Robin 4/9/2011 Period 1

	NAME	TIMEOUTS TAKEN	REVIEW	TEAM
C	JENetically EVIL	1		Dirty Pollis
A	Deuce Gunner			
C	Spenard Itch			Sockeye Sallys
A	Lethal Lavender			

Identify captains and alternates before game. Indicate time on period clock when TO or OR used.

JAM	JAM TIME	PACK LAPS	EVENT	TEAM/SKATER	Laps/Min	Pts/Min
1	0.42	2			0.20	0.69
2	0.08	3/4			21148.96	0.00
3	1.36	2 1/2			110.29	397.06
4	0.3	2 1/2			0.35	0.00
5	1.5	2 1/4	OFF		90.00	80.00
6	1.06	3			169.81	396.23
7	0.26	1			0.16	0.00
8	0.29	1 3/4			0.25	0.00
9	1.06	2 1/2	R		141.51	113.21
10	0.52	2 3/4			0.22	0.24
11	1.31	4			183.21	412.21
12	0.49	3 1/2			0.30	0.77
13	2	4 1/4			127.50	600.00
14	0.32	1 1/2			0.20	0.52
15	1.53	1 1/2			58.82	235.29
16	1.54	1 3/4			68.18	233.77
17	1.48	3 1/4			131.76	932.43
18	0.4	2 1/4			0.23	0.00
19	0.23	1 1/2	OFF	T	0.27	0.91
20	0.19	1 1/2			0.33	0.66
21	0.25	1 3/4			0.29	1.33
22	1.1	3 1/4			177.27	545.45

Team EVENTS: Record **T** for team timeout or **R** for official review, and indicate the team.
 Skater EVENTS: Record **INJ** for jam-ending injury or **EX** for expulsion, indicate skater color & number.
 Other EVENTS: Record **OFF** for any other official timeout.

JAM TIMER: 4/9/2011 Period 2

	NAME	TIMEOUTS TAKEN	REVIEW	TEAM
C		1		Dirty Pollis
A				
C				Sockeye Sallys
A				

Identify captains and alternates before game. Indicate time on period clock when TO or OR used.

JAM	JAM TIME	PACK LAPS	EVENT	TEAM/SKATER	Laps/Min	Pts/Min
1	0.19	1			0.22	1.54
2	0.56	2.25			0.17	0.00
3	0.48	2.75			0.24	0.78
4	0.32	1.75			0.23	0.00
5	1.02	2.25			132.35	117.65
6	0.58	2.25			0.16	0.50
7	0.42	1.75			0.17	0.00
8	0.37	2			0.23	0.00
9	0.43	2	T		0.19	0.19
10	0.39	1.25			0.13	0.32
11	0.53	2	OFF		0.16	0.71
12	0.41	1.5			0.15	0.91
13	0.27	1.75			0.27	3.09
14	0.24	1.25			0.22	0.69
15	0.46	2.25			0.20	0.54
16	0.52	2.25			0.18	0.48
17	1.01	2.25			133.66	1366.34
18	0.39	2			0.21	0.00
19	0.47	2			0.18	0.44
20	0.21	1.25			0.25	0.60
21	0.48	2			0.17	0.69
22	0.25	1.25			0.21	1.67
23	0.44	1.25			0.12	0.00
24	1.1	2.5			136.36	0.00
25	0.49	2			0.17	0.00

Team EVENTS: Record **T** for team timeout or **R** for official review, and indicate the team.
 Skater EVENTS: Record **INJ** for jam-ending injury or **EX** for expulsion, indicate skater color & number.
 Other EVENTS: Record **OFF** for any other official timeout.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

PENALTIES: **B** - Block to the Back, **H** - Block with the Head, **X** - Cutting the Track, **C** - Direction of Play, **E** - Elbows, **F** - Forearms, **A** - High Block, **L** - Low Block, **M** - Multiple Player Block, **O** - Out of Bounds Block, **P** - Out of Play, **S** - Skating out of Bounds, **G** - (Gross) Misconduct, **N** - Irregular

PENALTY MINUTES: Enter codes for majors in the PM column. Use **4s** for turns in box for minors. **Foul-outs** for Penalty Minutes should be marked as PM. **Expulsions** should be marked as **EX**.

CARRY OVER: For minors and penalty minutes that carry over from previous period, shade equivalent number of boxes.

25

I - Illegal Procedure,
subordination
ould be listed as either **N** or **G**.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

PENALTIES: **B** - Block to the Back, **H** - Block with the Head, **X** - Cutting the Track, **C** - Direction of Play, **E** - Elbows, **F** - Forearms, **A** - High Block, **L** - Low Block, **M** - Multiple Player Block, **O** - Out of Bounds Block, **P** - Out of Play, **S** - Skating out of Bounds, **G** - (Gross) Misconduct, **N** - Irregular Play

PENALTY MINUTES: Enter codes for majors in the PM column. Use **4s** for turns in box for minors. **Foul-outs** for Penalty Minutes should be marked as PM. **Expulsions** should be marked as E.

CARRY OVER: For minors and penalty minutes that carry over from previous period, shade equivalent number of boxes.

25

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Dirty Pollis

02 Frost*Sting
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22 The Deadliest Snatch
3 Convicted Valon
314 Siirial Spanker
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50 Deuce Gunner
530 NESS U. UP
76 JENetically EVIL

Sockeye Sallys

100 Lil Red Vette
134 Hurtz Jenerator
1964 AK Cupquake
2012 Sarah Impale'Em
227 Volatile Violet
247 Lascivious Lenabelle
268 Lethal Lavender
27 Spenard Itch
69 Barracuda Barbie
71 Loose Nut Lolly
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71 Loose Nut Lolly
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9 Tower Puss

Penalty Codes

Blocking to the Back	B
Block with the Head	H
Cutting the Track	X
Direction of Gameplay	C
Elbows	E
Forearms / Hands	F
High Block	A
Illegal Procedure	I
Low Block	L
Multi-Player Block	M
Out of Bounds Blocking	O
Out of Play	P
Skating out of Bounds	S
Insubordination	N
Misconduct	G

Major - circle it!

Penalty Codes

Blocking to the Back	B
Block with the Head	H
Cutting the Track	X
Direction of Gameplay	C
Elbows	E
Forearms / Hands	F
High Block	A
Illegal Procedure	I
Low Block	L
Multi-Player Block	M
Out of Bounds Blocking	O
Out of Play	P
Skating out of Bounds	S
Insubordination	N
Misconduct	G

Major - circle it!

Per 1		Home					3	4		5	6	7
Jam #	Jam Row	Jammer	Points	Team Pts	+/-	Lost	Lead	Lead +/-	Call	Inj	NP	
1	3	187	3	3	-1		1	-1	1			
2	5	76	0	0	0				1			
3	7	187	9	9	9		1	9	1			
4	9	76	0	0	0							
5	11	187	2	2	2		1	2	1			
6	13	50	7	7	7		1	7				
7	15	76	0	0	0							
8	17	187	0	0	0							
9	19	76	2	2	2		1	2				
10	21	187	0	0	-3							
11	23	76	9	9	9		1	9	1			
12	25	314	0	0	-9	1	1	-9				
	27	50	0									
13	29	76	20	20	20		1	20				
14	31	187	0	0	-4							
15	33	02	4	4	2							
16	35	76	2	2	-2							
17	37	187	23	23	23		1	23				
18	39	76	0	0	0							
19	41	187	1	1	-3							
20	43	0	0	0	-3						1	
21	45	187	4	4	0							
22	47	187	0	0	-10							
23												
24												
25												
Per 1 Total				86		1	9		5	0	1 0	

Per 2		Home					Lost	Lead	Lead +/-	Call	Inj	NP
Jam #	Jam Row	Jammer	Points	Team Pts	+/-	Lost	Lead	Lead +/-	Call	Inj	NP	
1	62	187	0	0	0		1	0	1			
2	64	76	3	3	3		1	3	1			

2											
3	66	187	2	2	-1	1	-1	1			
4	68	76	0	0	-2					1	
5	70	76	0	0	0					1	
6	72	187	3	3	3	1	3	1			
7	74	76	4	4	4	1	4	1			
8	76	187	4	4	4	1	4	1			
9	78	76	0	0	-1	1	-1	1			
10	80	187	0	0	-4						
11	82	76	9	9	9	1	9	1			
12	84	187	0	0	-2	1	-2	1			
13	86	76	0	0	0	1	0	1			
14	88	187	0	0	0	1	0	1			
15	90	76	4	4	4	1	4	1			
16	92	187	0	0	-5					1	
17	94	187	5	5	5	1	5				
18	96	76	4	4	4	1	4	1			
19	98	187	4	4	4	1	4	1			
20	100	76	0	0	0	1	0	1			
21	102	76	4	4	4	1	4	1			
22	104	187	0	0	0	1	0	1			
23	106	314	0	0	0						
24	108	202	5	5	-4						
25	110	42	6	6	6	1	6				
Per 2				57		0	19		17	0	3
Total											0

Home	Jammer		Points	Jams	+/-	Lost	Lead	Lead +/-	Call	Inj	NP
1	02	Per 1	4	1	2	0	0	0	0	0	0
		Per 2		0							
		Total	4	1	2	0	0	0	0	0	0
2	187	Per 1	42	10	13	0	4	33	3	0	0
		Per 2	18	11	4	0	9	13	8	0	1
		Total	60	21	17	0	13	46	11	0	1
3	202	Per 1		0							
		Per 2	5	1	-4	0	0	0	0	0	0
		Total	5	1	-4	0	0	0	0	0	0

4 22	Per 1	0								
	Per 2	0								
	Total	0	0	0	0	0	0	0	0	0
5 3	Per 1	0								
	Per 2	0								
	Total	0	0	0	0	0	0	0	0	0
6 314	Per 1	0	1	-9	1	1	-9	0	0	0
	Per 2	0	1	0	0	0	0	0	0	0
	Total	0	2	-9	1	1	-9	0	0	0
7 42	Per 1	0								
	Per 2	6	1	6	0	1	6	0	0	0
	Total	6	1	6	0	1	6	0	0	0
8 50	Per 1	7	2	7	0	1	7	0	0	0
	Per 2	0								
	Total	7	2	7	0	1	7	0	0	0
9 530	Per 1	0								
	Per 2	0								
	Total	0	0	0	0	0	0	0	0	0
10 76	Per 1	33	8	29	0	3	31	2	0	0
	Per 2	28	11	25	0	9	27	9	0	2
	Total	61	19	54	0	12	58	11	0	2
11	Per 1									
	Per 2									
	Total									
12	Per 1									
	Per 2									
	Total									
13	Per 1									
	Per 2									
	Total									
14	Per 1									
	Per 2									
	Total									
15	Per 1									
	Per 2									
	Total									
16	Per 1									
	Per 2									
	Total									
17	Per 1									
	Per 2									
	Total									
18	Per 1									
	Per 2									
	Total									
19	Per 1									
	Per 2									
	Total									
20	Per 1									
	Per 2									
	Total									

1	0	0	0	0	0	0	0	0	0	0.48	250
0	0	0	0	0	0	0	0	0		0.32	0
0	0	0	0	0	0	0	0	0		1.02	0
1	0	0	0	0	0	0	0	0	0	0.58	310.3448
1	0	0	0	0	0	0	0	0	0	0.42	571.4286
1	0	0	0	0	0	0	0	0	0	0.37	648.6486
1	0	0	0	0	0	0	0	0	0	0.43	0
1	0	0	0	0	0	0	0	0	0	0.39	0
2	1	2	0	2	0	1	0	1	0.5	0.53	1018.868
1	0	0	0	0	0	0	0	0	0	0.41	0
1	0	0	0	0	0	0	0	0	0	0.27	0
1	0	0	0	0	0	0	0	0	0	0.24	0
1	0	0	0	0	0	0	0	0	0	0.46	521.7391
0	0	0	0	0	0	0	0	0		0.52	0
1	0	0	1	1	0	0	0	0	0	1.01	297.0297
1	0	1	0	1	0	0	0	0	0	0.39	615.3846
1	0	0	0	0	0	0	0	0	0	0.47	510.6383
1	0	0	0	0	0	0	0	0	0	0.21	0
1	0	1	0	1	0	0	0	0	0	0.48	500
1	0	0	0	0	0	0	0	0	0	0.25	0
1	0	0	0	0	0	0	0	0	0	0.44	0
1	0	1	1	2	0	0	0	0	0	1.1	272.7273
2	0	0	1	1	0	0	0	0	0	0.49	734.6939
	1	5	3	8	0	1	0	1		Avg:	262.9173
		0	0	0	0	0	0	0			

Passes	Lap Pts	Box: B	Box: J	Box P	GP: N	GP: O	GP: GP	Ghost P	GP / Pass
1	0	0	0	0	0	0	0	0	0
				0				0	
1	0	0	0	0	0	0	0	0	0
15	1	12	0	12	0	0	0	0	0
10	0	0	1	1	0	0	0	0	0
25	1	12	1	13	0	0	0	0	0
				0				0	
1	0	1	1	2	0	0	0	0	0
1	0	1	1	2	0	0	0	0	0

4 2012	Per 1	0							
	Per 2	0							
	Total	0	0	0	0	0	0	0	0
5 227	Per 1	0							
	Per 2	0							
	Total	0	0	0	0	0	0	0	0
6 247	Per 1	0							
	Per 2	0							
	Total	0	0	0	0	0	0	0	0
7 268	Per 1	10	5	-22	0	3	10	3	0
	Per 2	0	4	-7	0	1	0	0	0
	Total	10	9	-29	0	4	10	3	0
8 27	Per 1	32	9	22	0	8	21	6	0
	Per 2	22	10	9	1	5	15	2	0
	Total	54	19	31	1	13	36	8	0
9 69	Per 1	0							
	Per 2	0							
	Total	0	0	0	0	0	0	0	0
10 71	Per 1	0	2	-22	0	0	0	0	0
	Per 2	0	2	0	0	1	0	0	0
	Total	0	4	-22	0	1	0	0	0
11 88	Per 1	0							
	Per 2	0							
	Total	0	0	0	0	0	0	0	0
12 9	Per 1	0							
	Per 2	0							
	Total	0	0	0	0	0	0	0	0
13	Per 1								
	Per 2								
	Total								
14	Per 1								
	Per 2								
	Total								
15	Per 1								
	Per 2								
	Total								
16	Per 1								
	Per 2								
	Total								
17	Per 1								
	Per 2								
	Total								
18	Per 1								
	Per 2								
	Total								
19	Per 1								
	Per 2								
	Total								
20	Per 1								
	Per 2								
	Total								

Pts / Min
571.4286

0
0

0
0

0
0

0
0

346.1538
0

1102.041
0

750
78.43137

155.8442
0

0
1043.478

947.3684
960

545.4545

295.4636

Pts / Min
0

0

375

375

0

0

0

0

139.5349

615.3846

0

292.6829

0

0

0

576.9231

0

0

0

0

0

0

0

490.9091

0

114.6174

Home	Sk #	Sk Name		Minors												Total	4	Majors		
				B	A	L	E	F	H	O	C	M	I	S	X			P	B	A
1	02	Frost*Sting	Per 1	0	0	0	0	0	0	0	0	0	0	0	1	2	3	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	187	Killa Magilla	Per 1	1	0	0	0	0	0	0	0	0	1	0	3	0	5	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0
3	202	Thai-GRRR	Per 1	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0
			Per 2	1	0	0	0	1	0	0	0	0	0	0	0	0	2	0	0	0
4	22	The Deadliest Snatch	Per 1	0	0	0	0	0	0	0	2	0	0	0	0	0	2	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	3	Convicted Valon	Per 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	314	Siirial Spanker	Per 1	1	0	0	0	0	0	0	0	0	0	0	1	0	2	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	42	Tenacious Leigh	Per 1	0	0	0	1	0	0	0	0	0	0	0	0	2	3	0	0	0
			Per 2	1	0	0	0	0	0	0	1	0	0	0	0	0	2	0	1	0
8	50	Deuce Gunner	Per 1	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
			Per 2	0	0	0	2	0	0	0	0	0	0	0	1	0	3	1	0	0
9	530	NESS U. UP	Per 1	1	0	0	0	0	0	0	0	0	1	0	0	0	2	0	1	0
			Per 2	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
10	76	JENetically EVIL	Per 1	1	0	0	0	0	0	0	0	0	1	0	1	0	3	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11			Per 1																	
			Per 2																	
12			Per 1																	
			Per 2																	
13			Per 1																	
			Per 2																	
14			Per 1																	
			Per 2																	
15			Per 1																	
			Per 2																	
16			Per 1																	
			Per 2																	
17			Per 1																	
			Per 2																	
18			Per 1																	
			Per 2																	
19			Per 1																	
			Per 2																	
20			Per 1																	
			Per 2																	
Home	Totals		Per 1	5	0	0	1	0	0	0	2	0	3	0	7	4	22	0	1	0
			Per 2	3	0	0	2	1	0	0	1	0	0	0	2	0	9	1	1	0
			Total	8	0	0	3	1	0	0	3	0	3	0	9	4	31	1	2	0

Away	Sk #	Sk Name		Minors												Total	4	Majors		
				B	A	L	E	F	H	O	C	M	I	S	X			P	B	A
1	100	Lil Red Vette	Per 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
			Per 2	2	0	0	0	1	0	0	0	0	0	0	1	0	4	1	0	0
2	134	Hurtz Jenerator	Per 1	0	0	0	0	0	0	0	2	0	0	0	0	0	2	0	0	0
			Per 2	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
3	1964	AK Cupquake	Per 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	2012	Sarah Impale'Em	Per 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	227	Volatile Violet	Per 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	247	Lascivious Lenabelle	Per 1	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0
7	268	Lethal Lavender	Per 1	0	0	0	0	0	0	0	1	0	0	0	1	0	2	0	1	0
			Per 2																	

7	200	LEthal Level 100	Per 2	0	0	0	0	1	0	0	1	0	1	0	1	0	4	1	0	0	
8	27	Spenard Itch	Per 1	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	3	0	3	1	0	0
9	69	Barracuda Barbie	Per 1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0
10	71	Loose Nut Lolly	Per 1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	88	White Russian	Per 1	0	0	0	0	1	0	2	0	0	0	0	0	1	4	1	0	0	
			Per 2	0	0	0	0	1	0	0	0	0	0	0	1	1	2	0	0	0	
12	9	Tower Puss	Per 1	0	0	0	0	0	0	0	0	0	0	0	1	1	2	0	0	0	
			Per 2	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	
13			Per 1																		
			Per 2																		
14			Per 1																		
			Per 2																		
15			Per 1																		
			Per 2																		
16			Per 1																		
			Per 2																		
17			Per 1																		
			Per 2																		
18			Per 1																		
			Per 2																		
19			Per 1																		
			Per 2																		
20			Per 1																		
			Per 2																		
Away	Totals		Per 1	0	0	0	1	1	0	3	3	0	0	0	4	2	14	1	1	0	
			Per 2	3	0	0	0	3	0	0	1	0	1	0	7	2	17	3	0	0	
			Total	3	0	0	1	4	0	3	4	0	1	0	11	4	31	4	1	0	

L	E	F	H	M	O	C	P	X	S	I	N	G	Total	Penalty Minutes	Eject/Expel PM G N Z				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
1	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1				
0	0	0	0	0	0	0	0	1	0	0	0	0	2	2	2				
0	0	0	0	0	0	2	0	1	0	0	0	0	3	3	3				
0	1	0	0	0	0	1	0	0	0	0	0	0	2	3	3				
0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1				
1	0	0	0	0	0	2	0	1	0	0	0	0	5	5	5	0	0	0	0
0	1	0	0	0	0	1	0	3	0	0	0	0	6	7	7	0	0	0	0
1	1	0	0	0	0	3	0	4	0	0	0	0	11	12	12	0	0	0	0

L	E	F	H	M	O	C	P	X	S	I	N	G	Total	Penalty Minutes	Eject/Expel PM G N Z				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1				
0	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1				
1	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	1	0	0	0	0	0	1	1	1				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	1	0	0	0	0	0	0	0	2	2	2				

0	0	0	0	0	0	1	0	0	0	0	0	0	1	2				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	1				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
1	0	0	0	0	0	0	0	0	0	0	0	0	1	2				
0	0	0	0	0	0	1	1	0	0	0	0	0	2	2				
0	0	0	0	0	0	0	1	0	0	0	0	0	1	1				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
1	0	0	0	0	1	0	2	1	0	0	0	0	6	7	0	0	0	0
1	0	0	0	0	0	2	1	0	0	0	0	0	4	7	0	0	0	0
2	0	0	0	0	1	2	3	1	0	0	0	0	10	14	0	0	0	0

Period 1

Total Jams 22
 Home Team Lead 9
 Home Team Skaters 9

Skater Summary											
0	Sk #	Sk Name	Pivot	% Pivot	Blocker	Blocker	Blocker	Total B	% Total B	Pack	
1	02	Frost*Sting	2	0.090909	8	0	2	10	0.454545	12	
2	187	Killa Magilla	0	0	0	0	0	0	0	0	
3	202	Thai-GRRR	0	0	3	5	9	17	0.772727	17	
4	22	The Deadliest Snatch	0	0	6	5	0	11	0.5	11	
5	3	Convicted Valon	0	0	0	0	0	0	0	0	
6	314	Siirial Spanker	1	0.045455	1	2	2	5	0.227273	6	
7	42	Tenacious Leigh	1	0.045455	0	11	8	19	0.863636	20	
8	50	Deuce Gunner	19	0.863636	1	0	0	1	0.045455	20	
9	530	NESS U. UP	0	0	4	0	2	6	0.272727	6	
10	76	JENetically EVIL	0	0	0	0	0	0	0	0	
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											

Skater: +/-											
0	Sk #	Sk Name	Pivot	Blocker	Blocker	Blocker	Total B	Pack			
1	02	Frost*Sting	7	1	0	-3	-2	5			
2	187	Killa Magilla	0	0	0	0	0	0			
3	202	Thai-GRRR	0	6	-11	42	37	37			
4	22	The Deadliest Snatch	0	13	15	0	28	28			
5	3	Convicted Valon	0	0	0	0	0	0			
6	314	Siirial Spanker	20	23	0	-1	22	42			
7	42	Tenacious Leigh	2	0	35	5	40	42			
8	50	Deuce Gunner	10	0	0	0	0	10			
9	530	NESS U. UP	0	-4	0	-4	-8	-8			
10	76	JENetically EVIL	0	0	0	0	0	0			
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											

Skater: Points For											
0	Sk #	Sk Name	Pivot	Blocker	Blocker	Blocker	Total B	Pack			
1	02	Frost*Sting	7	16	0	1	17	24			
2	187	Killa Magilla	0	0	0	0	0	0			
3	202	Thai-GRRR	0	10	3	60	73	73			
4	22	The Deadliest Snatch	0	28	22	0	50	50			
5	3	Convicted Valon	0	0	0	0	0	0			
6	314	Siirial Spanker	20	23	0	2	25	45			
7	42	Tenacious Leigh	2	0	61	23	84	86			
8	50	Deuce Gunner	57	0	0	0	0	57			
9	530	NESS U. UP	0	9	0	0	9	9			
10	76	JENetically EVIL	0	0	0	0	0	0			

17
18
19
20



Period 1

Total Jams 22
 Away Team Lead 14
 Away Team Skaters 10

% Pack	Lead	Jammer	% Jammer	Total	% Total
0.545455	0	1	0.045455	13	0.590909
0	4	10	0.454545	10	0.454545
0.772727	0	0	0	17	0.772727
0.5	0	0	0	11	0.5
0	0	0	0	0	0
0.272727	1	2	0.090909	8	0.363636
0.909091	0	0	0	20	0.909091
0.909091	1	2	0.090909	22	1
0.272727	0	0	0	6	0.272727
0	3	8	0.363636	8	0.363636

Skater Summary			
0	Sk #	Sk Name	Pivot
1	100	Lil Red Vette	1
2	134	Hurtz Jenerator	3
3	1964	AK Cupquake	0
4	2012	Sarah Impale'Em	0
5	227	Volatile Violet	0
6	247	Lascivious Lenabelle	0
7	268	Lethal Lavender	5
8	27	Spenard Itch	1
9	69	Barracuda Barbie	0
10	71	Loose Nut Lolly	2
11	88	White Russian	7
12	9	Tower Puss	3
13			
14			
15			
16			
17			
18			
19			
20			

Lead	Jammer	Total
	-2	3
	-4	-4
	0	37
	0	28
	0	0
	-9	33
	0	42
	27	37
	0	-8
	27	27

Skater: +/-			
0	Sk #	Sk Name	Pivot
1	100	Lil Red Vette	-2
2	134	Hurtz Jenerator	2
3	1964	AK Cupquake	0
4	2012	Sarah Impale'Em	0
5	227	Volatile Violet	0
6	247	Lascivious Lenabelle	0
7	268	Lethal Lavender	2
8	27	Spenard Itch	-7
9	69	Barracuda Barbie	0
10	71	Loose Nut Lolly	-7
11	88	White Russian	-19
12	9	Tower Puss	-8
13			
14			
15			
16			
17			
18			
19			
20			

Lead	Jammer	Total
	2	26
	18	18
	0	73
	0	50
	0	0
	4	49
	0	86
	27	84
	0	9
	35	35

Skater: Points For			
0	Sk #	Sk Name	Pivot
1	100	Lil Red Vette	0
2	134	Hurtz Jenerator	6
3	1964	AK Cupquake	0
4	2012	Sarah Impale'Em	0
5	227	Volatile Violet	0
6	247	Lascivious Lenabelle	0
7	268	Lethal Lavender	11
8	27	Spenard Itch	0
9	69	Barracuda Barbie	0
10	71	Loose Nut Lolly	4

11	88	White Russian	13
12	9	Tower Puss	13
13			
14			
15			
16			
17			
18			
19			
20			

Lead	Jammer	Total
	4	23
	22	22
	0	36
	0	22
	0	0
	13	16
	0	44
	0	47
	0	17
	8	8

Skater: Points Against			
0	Sk #	Sk Name	Pivot
1	100	Lil Red Vette	2
2	134	Hurtz Jenerator	4
3	1964	AK Cupquake	0
4	2012	Sarah Impale'Em	0
5	227	Volatile Violet	0
6	247	Lascivious Lenabelle	0
7	268	Lethal Lavender	9
8	27	Spenard Itch	7
9	69	Barracuda Barbie	0
10	71	Loose Nut Lolly	11
11	88	White Russian	32
12	9	Tower Puss	21
13			
14			
15			
16			
17			
18			
19			
20			

Period 2

Total Jams	25
Away Team Lead	7
Away Team Skaters	10

% Pack	Lead	Jammer	% Jammer	Total	% Total
0.72		0	0	18	0.72
0.04	9	11	0.44	12	0.48
0.72	0	1	0.04	19	0.76
0.36		0	0	9	0.36
0		0	0	0	0
0	0	1	0.04	1	0.04
0.96	1	1	0.04	25	1
0.92		0	0	23	0.92
0.2		0	0	5	0.2
0.04	9	11	0.44	12	0.48

Skater Summary			
0	Sk #	Sk Name	Pivot
1	100	Lil Red Vette	1
2	134	Hurtz Jenerator	2
3	1964	AK Cupquake	0
4	2012	Sarah Impale'Em	0
5	227	Volatile Violet	0
6	247	Lascivious Lenabelle	0
7	268	Lethal Lavender	10
8	27	Spenard Itch	1
9	69	Barracuda Barbie	0
10	71	Loose Nut Lolly	4
11	88	White Russian	7
12	9	Tower Puss	0
13			
14			
15			
16			
17			
18			
19			
20			

Lead	Jammer	Total
	0	27
	4	10
	-4	22
	0	16
	0	0
	0	0
	6	32
	0	26
	0	-6
	25	31

Lead	Jammer	Total
	0	47
	18	24
	5	42
	0	19
	0	0
	0	0
	6	57
	0	47
	0	11
	28	34

Lead	Jammer	Total
	0	20
	14	14
	9	20
	0	3
	0	0
	0	0
	0	25
	0	21
	0	17
	3	3

Skater: +/-			
0	Sk #	Sk Name	Pivot
1	100	Lil Red Vette	0
2	134	Hurtz Jenerator	0
3	1964	AK Cupquake	0
4	2012	Sarah Impale'Em	0
5	227	Volatile Violet	0
6	247	Lascivious Lenabelle	0
7	268	Lethal Lavender	0
8	27	Spenard Itch	-3
9	69	Barracuda Barbie	0
10	71	Loose Nut Lolly	-14
11	88	White Russian	
12	9	Tower Puss	
13			
14			
15			
16			
17			
18			
19			
20			

Skater: Points For			
0	Sk #	Sk Name	Pivot
1	100	Lil Red Vette	0
2	134	Hurtz Jenerator	9
3	1964	AK Cupquake	0
4	2012	Sarah Impale'Em	0
5	227	Volatile Violet	0
6	247	Lascivious Lenabelle	0
7	268	Lethal Lavender	14
8	27	Spenard Itch	0
9	69	Barracuda Barbie	0
10	71	Loose Nut Lolly	0
11	88	White Russian	3
12	9	Tower Puss	0
13			0
14			0
15			0
16			0
17			0
18			0
19			0
20			0

Skater: Points Against			
0	Sk #	Sk Name	Pivot
1	100	Lil Red Vette	0
2	134	Hurtz Jenerator	9
3	1964	AK Cupquake	0
4	2012	Sarah Impale'Em	0
5	227	Volatile Violet	0
6	247	Lascivious Lenabelle	0
7	268	Lethal Lavender	14
8	27	Spenard Itch	3
9	69	Barracuda Barbie	0
10	71	Loose Nut Lolly	14
11	88	White Russian	17
12	9	Tower Puss	0
13			0
14			0
15			0
16			0



17	0
18	0
19	0
20	0

Blocker	Blocker	Blocker	Total B	Pack	Lead	Jammer	Total
0	-6	0	-6	-6		-27	-33
1	-7	-17	-23	-23		0	-23
0	0	0	0	0		0	0
0	0	0	0	0		0	0
-8	3	-10	-15	-15		0	-15
0	-12	9	-3	-3		0	-3
-9	0	0	-9	-9		-7	-16
-3	-4	0	-7	-10		3	-7
-4	0	0	-4	-4		0	-4
-8	5	-8	-11	-25		0	-25
0	0	0	0	0			0
0	0	0	0	0			0
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				

Blocker	Blocker	Blocker	Total B	Pack	Lead	Jammer	Total
0	0	0	0	0		4	4
3	5	0	8	17		0	17
0	0	0	0	0		0	0
0	0	0	0	0		0	0
5	5	3	13	13		0	13
4	0	14	18	18		0	18
9	0	0	9	23		0	23
0	0	0	0	0		22	22
0	0	0	0	0		0	0
0	5	3	8	8		0	8
5	9	0	14	17		0	17
0	0	4	4	4		0	4
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				

Blocker	Blocker	Blocker	Total B	Pack	Lead	Jammer	Total
0	6	0	6	6		31	37
2	12	17	31	40		0	40
0	0	0	0	0		0	0
0	0	0	0	0		0	0
13	2	13	28	28		0	28
4	12	5	21	21		0	21
18	0	0	18	32		7	39
3	4	0	7	10		19	29
4	0	0	4	4		0	4
8	0	11	19	33		0	33
5	12	0	17	34		0	34
0	9	7	16	16		0	16
0	0	0	0				
0	0	0	0				
0	0	0	0				
0	0	0	0				

0	0	0	0
0	0	0	0
0	0	0	0
0	0	0	0



% Total
0.363636
0.636364
0
0
0.545455
0.227273
0.772727
0.545455
0.136364
0.409091
0.590909
0.409091



[REDACTED]

[REDACTED]

[REDACTED]