

PLAYER STATISTICS BY TEAM

As of SAT 18 DEC 2010
Including Game 3

SVK - Slovakia

Playing Statistics

No	Name	Pos	GP	G	A	PTS	PIM	+/-	GWG	PPG	SHG	SOG	SG%
7	BARANKA Ivan	D	2	0	0	0	0	-1	0	0	0	6	0.00
8	SERSEN Michal	D	2	0	1	1	0	+3	0	0	0	4	0.00
10	DRAVECKY Vladimir	F	2	0	2	2	0	+1	0	0	0	6	0.00
13	HUNA Rudolf	F	2	0	0	0	0	0	0	0	0	3	0.00
16	SVARNY Ivan	D	2	0	1	1	0	+1	0	0	0	1	0.00
17	MACHO Michal	F	2	1	0	1	0	+1	1	0	0	4	25.00
18	DEYL Radek	D	2	0	0	0	0	0	0	0	0	1	0.00
20	MIKUS Juraj	F	2	1	1	2	0	+3	0	0	0	3	33.33
23	DEJ Rastislav	F	2	0	0	0	0	0	0	0	0	0	0.00
24	HUNA Richard	F	2	0	0	0	0	0	0	0	0	2	0.00
27	NAGY Ladislav	F	2	0	0	0	4	0	0	0	0	4	0.00
30	HUDACEK Julius	GK	2	0	0	0	0		0	0	0	0	0.00
31	STANA Rastislav	GK	2	0	0	0	0		0	0	0	0	0.00
38	HUNA Robert	F	2	0	0	0	4	0	0	0	0	2	0.00
40	HUDACEK Libor	F	2	0	0	0	0	0	0	0	0	0	0.00
41	BARTANUS Marek	F	2	2	0	2	0	+3	0	0	0	6	33.33
44	ZAGRAPAN Marek	F	2	0	0	0	2	-1	0	0	0	6	0.00
61	MIKUS Peter	D	2	0	0	0	0	0	0	0	0	1	0.00
81	LAPSANSKY Adam	F	2	1	0	1	0	+1	0	1	0	2	50.00
82	BALAZ Vladislav	F	2	0	0	0	2	+1	0	0	0	5	0.00
91	BREJCAK Jan	D	2	0	0	0	2	+1	0	0	0	1	0.00
92	STEHLIK Richard	D	2	0	1	1	0	+3	0	0	0	3	0.00

Goalkeeping Statistics

No	Name	GPT	GKD	GPI	MIP	MIP%	GA	SVS	SOG	SVS%	GAA	SO	W	L
30	HUDACEK Julius	2	2	1	60:51	50.35	1	32	33	96.97	0.99	0	0	1
31	STANA Rastislav	2	2	1	60:00	49.65	3	18	21	85.71	3.00	0	1	0

LEGEND

A	Assists	AT/S	Average time per shift	DSQ	Disqualified
G	Goals	GA	Goals against	GAA	Goals against as average per 60 minutes
GKD	Goalkeeper dressed	GP	Number of games played	GPI	Games played indeed
GPT	Number of games played by team	GWG	Game winning goals	L	Number of games lost
MIP	Minutes and seconds played	MIP%	MIP as percentage	M/G	Minutes per game
No	Jersey number	PIM	Penalties in minutes	Pos	Position on team
PPG	Power play goals	PTS	Points	SG%	Percentage of goals from total shots
SHG	Shorthanded goals	SO	Shutouts	SOG	Shots on goal
SVS	Saves	SVS%	SVS as percentage of total SOG	TM	Total minutes played
TSh	Total shifts played	W	Number of games won	+/-	Net result of positive and negative participation