

**TEAM LONG LIST**

As of SAT 5 MAY 2018

**CTP - CAPE TOWN PENGUINS PHL**

No	Name	Pos	Shoots/ Catches	Height m / ft in	Weight kg / lbs	Date of Birth	Club	New Entry
35	BASSON Jodi	F	L	/	/	1 JAN 1997	CAPE TOWN PENGUINS PHL	
97	BRITZ Jaun-Paul	D	L	1.85 / 6'1"	72 / 159	16 AUG 1998	Cape Town Penguins U16	
10	CARELSE Luke	F	R	1.70 / 5'7"	76 / 168	19 JUL 1993	CAPE TOWN PENGUINS PHL	
44	DURANT Jethro	F	R	/	/	20 SEP 2000	Western Province U18	
9	GIOT Marc	F	R	1.81 / 5'11"	92 / 203	23 JUL 1981	CAPE TOWN PENGUINS PHL	
99	GROSOTZKI Gunter	F	R	/	/	25 MAR 1985	CAPE TOWN PENGUINS PHL	
22	HENKEL Peter	F	R	/	/	21 MAY 1985	CAPE TOWN PENGUINS PHL	
17	JOHNSON Sky	F	R	1.70 / 5'7"	70 / 154	9 JAN 1999	CAPE STORM PHL	
12	KAMISH Daanyal	F	R	1.58 / 5'2"	38 / 84	12 FEB 2002	Cape Town Penguins U12	
11	KAMISH Sharief	D	R	1.85 / 6'1"	95 / 209	4 JUN 1982	CAPE TOWN PENGUINS PHL	
1	LORENZO Lucian	GK	L	1.82 / 6'0"	79 / 174	1 MAR 1979	CAPE STORM PHL	
7	MAGMOED Deen	D	R	0.02 / 0'1"	96 / 212	2 MAY 1990	CAPE TOWN PENGUINS PHL	
24	SAAIMAN Ethan	D	R	1.71 / 5'7"	50 / 110	8 OCT 2002	Cape Town Penguins U12	
14	TALJAARD James	F	R	1.84 / 6'0"	70 / 154	12 FEB 1998	Cape Town Penguins U16	
09	van DOESBERG Donne	F	R	/	/	3 MAR 1991	Cape Town Griffins	
89	VIVIER Adam	F	R	/	/	12 JUN 1995	CAPE TOWN PENGUINS PHL	
69	VIVIER Luke	F	R	/	/	30 OCT 2000	CAPE TOWN PENGUINS PHL	

**Total:** 16 players and 1 goalkeepers

**Team officials:**

**NOTE**

Prior to the initial directorate meeting, which occurs before the team's participation in the competition, there may be a large number of players included in this output. Following that meeting the team's roster will be reduced to no more than the maximum number of players allowed. Players marked with '\*' in the 'New Entry' column might have an eligibility issue. The IIHF will verify the respective players' eligibility and come back to you in due course if any eligibility issues exist.

**LEGEND**

**D** Defence      **F** Forward      **GK** Goalkeeper      **L** Shoots or catches Left  
**No** Jersey Number      **Pos** Position      **R** Shoots or catches Right