

PLAYER STATISTICS BY TEAM

As of SAT 21 APR 2012
Including Game #14

GBR - Great Britain

Playing Statistics

No	Name	Pos	GP	G	A	PTS	PIM	+/-	GWG	PPG	SHG	SOG	SG%
1	MURPHY Stephen	GK	5	0	0	0	0		0	0	0	0	0.00
2	RICHARDSON Mark	D	5	0	2	2	2	0	0	0	0	2	0.00
4	LEE Stephen	D	5	0	0	0	2	-7	0	0	0	3	0.00
5	CLARKE David	F	5	1	1	2	10	-2	0	0	0	22	4.55
6	PEACOCK Craig	F	5	1	2	3	0	-3	0	0	0	5	20.00
7	HEWITT Jason	F	5	0	0	0	0	-1	0	0	0	8	0.00
8	MYERS Matthew	F	5	1	1	2	10	-2	0	0	1	13	7.69
10	FARMER Robert	F	5	0	0	0	2	-1	0	0	0	7	0.00
11	HUTCHINS Jeff	F	4	0	0	0	0	-1	0	0	0	0	0.00
12	DOWD Robert	F	5	5	4	9	6	0	2	1	0	23	21.74
13	PHILLIPS David	D	5	0	1	1	10	-3	0	0	0	7	0.00
15	LACHOWICZ Robert	F	5	0	1	1	2	-1	0	0	0	8	0.00
16	MEYERS Daniel	D	5	0	2	2	4	-1	0	0	0	3	0.00
19	SHIELDS Colin	F	5	3	4	7	0	-2	0	0	0	15	20.00
20	PHILLIPS Jonathan	F	5	1	0	1	0	-1	0	0	0	5	20.00
21	GARSIDE Mark	F	5	0	0	0	2	-2	0	0	0	1	0.00
22	THOMAS Mark	D	5	0	1	1	2	-1	0	0	0	2	0.00
23	FUSSEY Owen	F	5	1	0	1	6	-1	0	1	0	8	12.50
24	NEILSON Corey	D	5	1	2	3	31	-6	0	1	0	4	25.00
25	LONGSTAFF David	F	4	0	0	0	2	-2	0	0	0	1	0.00
26	HILL Phillip	F	5	0	0	0	0	-1	0	0	0	2	0.00
29	WOOLHOUSE Geoff	GK	5	0	0	0	0		0	0	0	0	0.00

Goalkeeping Statistics

No	Name	GPT	GKD	GPI	MIP	MIP%	GA	SVS	SOG	SVS%	GAA	SO	W	L
1	MURPHY Stephen	5	5	5	300:56	100.00	22	127	149	85.23	4.39	0	1	3
29	WOOLHOUSE Geoff	5	5	0	00:00	0.00	0	0	0	0.00	0	0	0	0

LEGEND

A Assists	AT/S Average time per shift	D Defence
F Forward	G Goals	GA Goals against
GAA Goals against as average per 60 minutes	GK Goalkeeper	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	+/- Plus/minus net	