

Ultra Quick Hockey - Goaltender Stats

GOALTENDER SAVES	
Red/White	Saves Adj
11	-16
12	-14
13	-12
14	-10
15	-9
16	-8
21	-7
22	-6
23	-5
24	-4
25	-4
26	-3
31	-3
32	-2
33	-2
34	-1
35	-1
36	0
41	0
42	+1
43	+1
44	+2
45	+2
46	+3
51	+3
52	+4
53	+4
54	+5
55	+6
56	+7
61	+8
62	+9
63	+10
64	+12
65	+14
66	+16

MINUTES PLAYED	
1 Goal Game - not Overtime	
Blue	Min Adj
1	0
2	-1
3	-1
4	-1
5	-1
6	-2
2 Goal Game	
Blue	Min Adj
1	-1
2	-1
3	-1
4	-2
5	-2
6	-2
3 Goal Game	
Blue	Min Adj
1	0
2	-1
3	-1
4	-2
5	-2
6	-3

EMPTY NET GOALS	
2 or 3 Goal Games	
Count an Empty Net Goal for the winning team IF	
(1) Red die is 1 or 2, or	
(2) Red and white dice are the same (i.e. 11,22,33,44,55,66)	

MINUTES PLAYED	
Overtime game	
Blue	Min Adj
1	0
2	+1
3	+2
4	+3
5	+4
6	+5

MINUTES PLAYED	
Shootout game	
Blue	Min Adj
any	+5

MINUTES PLAYED	
Blowout 4+ Goal Game	
Blue	Min Adj
any	-30

Directions: Roll all three dice (red, white, blue) and consult above charts. Determine goaltender saves per game (take minutes played and divide by games played) to get base number and adjust up or down per chart. Shots on goal are saves plus goals allowed (not empty net). Use blue die to adjust minutes played in 1, 2, or 3 goal games. Use all three dice in 2 or 3 goal games to determine if empty net goal is scored. If the game is decided by 4 or more goals assume the starting goaltender was pulled and credit 30 minutes for the game.