

# SPECIALTY CARD GUIDE

(For all levels of play)

<b><u>OFFENSIVE ACTION</u></b>	<b><u>ADVANTAGE</u></b>	<b><u>DEFENSIVE ACTION</u></b>
Shot	Automatic shot with Rebound possibility	Shot can be stopped by: Blocked shot or Shutdown defense
2 on 1	Match or +1(to score) with Rebound possibility	2on1 can be stopped by: Blocked shot or Shutdown defense
Breakaway	Match or +1(to score) NO rebound possibility	Breakaway can be stopped by: Shutdown Defense
Power Play	Stick cards = automatic shots	Power Play stopped with second Power Play (offsetting minors)
Power Play + Power Play (2-man advantage)	Stick cards = automatic shots Match or +/- 1(to score)	Can't stop a two man advantage. Know what #s have been played and hope your goalie stands on his head.
Apparent Goal Scored	Looks like a goal has been scored... but...	Miraculous Save takes away what appears to be a sure goal.
Pull Your Goalie	During last shift in 3 <sup>rd</sup> . Declare Goalie pulled. Match or +1 (to score)	If opponent creates any shot she/he scores an empty net goal with a Match or +/- 2!
Penalty Shot	Stick card drawn from bench = goal!	None