

# PHOENIX SPARKLE MOTION

# 2023 ARIZONA HOCKEY CLASSIC

PLAYER	G	A	Pts	PM
Dennis Power	6	1	7	14
Brett Alces	3	3	6	4
Anthony Campagnolo	2	4	6	2
Kyle Carlson	2	2	4	2
Peter Ullman	1	3	4	2
Justin Lindsay	2	1	3	8
Tryan Ullman	1	1	2	0
Jim Kerr	1	1	2	2
Aaron Richards	1	0	1	12
Josh White	1	0	1	0
Jacob Britt	0	1	1	0
Kevin Vaughan	0	1	1	0
Alex Rodriguez	0	1	1	2
Kyrk Ullman	0	0	0	2
<b>TOTALS</b>	<b>20</b>	<b>19</b>	<b>39</b>	<b>50</b>

LEADING SCORERS		G	A	Pts
Adam Trissler	San Juan Hitmen	10	2	12
Rob Popescu	San Juan Hitmen	5	4	9
Dennis Power	Phoenix Sparkle Motion	6	1	7
Joey Otsuka	San Juan Hitmen	4	3	7
Brett Alces	Phoenix Sparkle Motion	3	3	6
Nick Hoffman	NM "Hockey"	2	4	6
Anthony Campagnolo	Phoenix Sparkle Motion	2	4	6
Kyle Carson	Phoenix Sparkle Motion	2	2	4
Zach Currie	NM "Hockey"	1	3	4
Peter Ullman	Phoenix Sparkle Motion	1	3	4
Justin Lindsay	Phoenix Sparkle Motion	2	1	3
Rob Schmidt	San Juan Hitmen	1	2	3
Ryan Dittmar	San Juan Hitmen	0	3	3

## GRAND CANYON DIVISION

STANDINGS	W	L	T	PTS	GF	GA
Phoenix Sparkle Motion	3	0	0	6	14	5
San Juan Hitmen	2	1	0	4	18	12
NM "Hockey"	0	2	1	1	9	14
South Bay Bullies	0	2	1	1	2	12

TOURNAMENT RESULTS			
Phoenix Sparkle Motion	6	Phoenix Sparkle Motion	5
San Juan Hitmen	2	South Bay Bullies	1
NM "Hockey"	1	Phoenix Sparkle Motion	3
South Bay Bullies	1 OT	NM "Hockey"	2
San Juan Hitmen	10	San Juan Hitmen	6
NM "Hockey"	6	South Bay Bullies	0

GOALIE STATS		Games	W	L	T	GAA
Kevin Vaughan	Phoenix Sparkle Motion	4	4	0	0	2.25
Shane McAdams	South Bay Bullies	3	0	2	1	3.84
Brett Slayben	San Juan Hitmen	4	2	2	0	4.25
Jordan Meadows	NM "Hockey"	3	0	2	1	4.48

Championship Game		
Phoenix Sparkle Motion	6	
San Juan Hitmen	4	

### ALL TOURNAMENT TEAM

Goalie	Kevin Vaughan	Phoenix Sparkle Motion
Defense	Brett Alces	Phoenix Sparkle Motion
Defense	Anthony Campagnolo	Phoenix Sparkle Motion
Forward	Joey Otsuka	San Juan Hitmen
Forward	Rob Popescu	San Juan Hitmen
Forward	Adam Trissler	San Juan Hitmen

### CHAMPIONS

## PHOENIX SPARKLE MOTION

### MOST VALUABLE PLAYER

## DENNIS POWER

Phoenix Sparkle Motion