

SEATTLE WOLVES

PLAYER	G	A	Pts	PM
Dhabi Lewis	2	3	5	0
Oscar Lewis	2	1	3	2
Gabriel Loh	2	0	2	0
Bryan Rowlands	1	0	1	6
Zach Morran	0	1	1	0
Patrick McDaniel	0	1	1	0
Ted Bergstrom	0	1	1	6
Rod Britten	0	0	0	2
Dave Cull	0	0	0	0
Al Zoricic	0	0	0	0
Jeff Maurice	0	0	0	0
Daniel Peebles	0	0	0	0
Martin Sakwi	0	0	0	0
Martin Henschell	0	0	0	0
TOTALS	7	7	14	16

2016 LAS VEGAS HOCKEY CLASSIC

Leading Scorers		G	A	Pts
Garrett Spaeth	Orange County Warriors	5	2	7
Kyle Lane	Orange County Warriors	4	3	7
Eric Ito	Orange County Warriors	3	4	7
Sean Morin	Philadelphia Dragons	4	1	5
Dhabi Lewis	Seattle Wolves	2	3	5
James Knopf	Chicago Grumpy Old Men	3	1	4
Oscar Lewis	Seattle Wolves	2	1	3
Tony Negrelli	Chicago Grumpy Old Men	2	1	3
Tommy Rawson	Chicago Grumpy Old Men	2	1	3
Gabriel Loh	Seattle Wolves	2	0	2
Julian Love	Philadelphia Dragons	2	0	2
Kevin Turner	Orange County Warriors	2	0	2
Scott Ransom	Orange County Warriors	2	0	2

HARD ROCK DIVISION

STANDINGS

	W	L	T	PTS	GF	GA
Chicago Grumpy Old Men	2	1	0	4	6	9
Orange County Warriors	2	1	0	4	14	6
Philadelphia Dragons	1	1	1	3	7	6
Seattle Wolves	0	2	1	1	7	13

GOALIE STATS

	Games	W	L	T	GAA
Daniel Sandford Philadelphia Dragons	3	1	1	1	2.00
Robert Bastone Orange County Warriors	4	2	2	0	2.58
Jason Schwab Chi. Grumpy Old Men	4	3	1	0	2.75
Daniel Peebles Seattle Wolves	3	0	2	1	4.16

TOURNAMENT RESULTS

Philadelphia Dragons	5	Orange County Warriors	4
Chi. Grumpy Old Men	0	Philadelphia Dragons	0
Orange County Warriors	8	Philadelphia Dragons	2
Seattle Wolves	3	Seattle Wolves	2 OT
Chi. Grumpy Old Men	3	Chi. Grumpy Old Men	3
Seattle Wolves	2	Orange County Warriors	2

Championship Game

Chi. Grumpy Old Men	5
Orange County Warriors	2

ALL TOURNAMENT TEAM

Goalie	Jason Schwab	Chicago Grumpy Old Men
Defense	Tim Nosich	Chicago Grumpy Old Men
Forward	Eric Ito	Orange County Warriors
Forward	Kyle Lane	Orange County Warriors
Forward	Kurt Pramuk	Chicago Grumpy Old Men
Forward	Garrett Spaeth	Orange County Warriors

CHAMPIONS

CHICAGO GRUMPY OLD MEN

MOST VALUABLE PLAYER

TOMMY RAWSON

Chicago Grumpy Old Men