Date:	SCOUTIN	G REPORT	PP/BO	PK/NZ
Starting Goaltender Starting Goaltender	BREAKOUT:			
Starting Forwards				
Starting Defence	FORECHECK:		PP	PK
Opponent: Starting Goaltender	POWERPLAY:			
Starting Forwards			Power Play Units	Penalty Kill Units
Starting Defence	PENALTY KILL:			

GAME NOTES		GAME OBJECTIVES	INSTRUCTION
1st Period:			
2nd Period:			
		PRE-GAME TALK:	
3rd Period:			
		OPPONENTS STRENGTHS:	
Plus	Minus		
1.	1.		
2	2.		
3.	3.	OPPONENTS WEAKNESSES:	
4.	4.		
5.	5.		
6.	6.		
7.	7.		
8.	8.		