

## Optional Penalty Shot/Shootout Chart for Hockey Blast

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I constructed this optional chart for penalty shots and goals to achieve a number of things.

- 1) I wanted scissors players to have a chance to score on shootouts. I came to this conclusion after seeing Marik Malik, a scissors-style defenceman if there ever was one, score on a talented, ‘Where-did-that-come-from,’ between-the-legs shot on a shootout that won the game for the Rangers a few seasons ago. I figured scissors players shouldn’t have a *good* chance of scoring – on this chart, as low as 16.7% on truly good goalies – but they should have at least *some* chance.
- 2) I wanted to create a chart that yielded more goals on penalty shots/shootouts than I was getting by adhering to the game rules. I assumed for a baseline that the average shooter would score on an average goalie approximately 50% of the time.
- 3) I wanted a chart that provided some drama to the penalty shot/shootout. Approaching the net, did the shooter score easily? Did the goalie make an embarrassingly easy save? Was the outcome in doubt? (Did the shooter take a quick shot? Did he try to deke the goalie?)

### How to Use the Chart

Roll three, six-sided die (black, white and a third colour – I use red). Add the black and white die to get a number between 2-12 and first consult the Net Approach Chart. If the die roll is a 7, the shooter scores an automatic goal. On rolls of 2 or 6, the goalie makes the automatic save. For these automatic results, the play is over; no need to consult any other charts.

On die rolls of 3-5 and 8 on the Net Approach Chart, the shooter attempts to deke the goalie. On die rolls of 9-12, the shooter fires a quick shot on net. The outcome of these ‘Dekes?’ or ‘Shots?’ will be resolved on the Outcome? Chart.

Looking at the Outcome? Chart, cross-reference the Shooter’s SHOT rating with the goalie’s SHOT SAVE rating. A number will appear in a box that intersects the shooter’s SHOT column and the goalie’s SHOT SAVE row. If the third die is less than or equal to the number that appears in this box, the play results in a goal. If the number is higher, then the goalie has made a save. Note that some results on the Outcome? Chart are automatic goals (great shooters on bad goalies) and automatic saves (bad shooters on great goalies).

**EXAMPLE# 1:** Gilbert Perreault skates in on Bernie Parent on a penalty shot. I throw three dice, add the black and white die (I roll a 6) and check the Net Approach chart. Parent makes an automatic save. Play over. No need to consult the Outcome? Chart.

**EXAMPLE #2:** Perreault skates in on Bernie Parent on a penalty shot. Adding the black and white die together yields a 4. Looking at the Net Approach Chart, we see that Perreault attempts to deke Parent. We go to the Outcome? Chart to resolve what happens next. Perreault has a SHOT rating of two and a half stars (★★☆) while Parent has a SHOT SAVE rating of three stars (★★★). Cross-referencing the shooter’s SHOT column with the goalie’s SHOT SAVE row, the number in the intersecting box is a 3. The red die is a 2, which is less than 3, so Perreault’s deke results in a goal.

## Shootout/Penalty Shot Resolution

Roll 3 die: Add black and white die and check total on Net Approach Chart (left).  
Use third die for Outcome? Chart

Net Approach	
2	Save
3	Deke?
4	Deke?
5	Deke?
6	Save
7	Goal
8	Deke?
9	Shot?
10	Shot?
11	Shot?
12	Shot?



## Outcome? Chart

Use this chart to resolve Shot? And Deke? results on Net Approach Chart

If third die is less than or equal to number below, then shot or deke results in a GOAL

Goalie's SHOT SAVE	Shooter's SHOT rating								
	✂✂	✂	(Blank)	☆	★	☆☆	★★	★★☆	★★★
(Blank)	3	3	4	4	5	5	Goal	Goal	Goal
☆	2	3	3	4	4	5	5	Goal	Goal
★	2	2	3	3	4	4	5	5	Goal
☆☆	1	2	2	3	3	4	4	5	5
★★	1	1	2	2	3	3	4	4	5
★★☆	Save	1	1	2	2	3	3	4	4
★★★	Save	Save	1	1	2	2	3	3	4