



— JEUX DU —
CANADA
— GAMES —

**MEDIA INFORMATION PACKAGE
HOCKEY**



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A. HISTORY OF SPORT

The origin of hockey in Canada has never been definitely established. Claims have been made on behalf of many localities, notably Montreal, Halifax and Kingston, but the controversy will no doubt go on as long as the sport continues.

There is no doubt that hockey has been played for a long time in Canada and individual clubs such as the Victorias of Montreal were known at an early date. Montreal also lays claim to having the first organized league of clubs.

The first organization actually dealing with the administration and development of the sport was the Ontario Hockey Association, which was organized on the 27th of November, 1890.

With the passage of the years in other parts of Canada organizations also came into existence and on December 4th, 1914, the first meeting to provide for a national body was held in the Chateau Laurier, Ottawa. Those present at the meeting decided unanimously that a national governing body for amateur hockey should be organized and thus the Canadian Hockey Association (CHA) came into being.

Over the years the Association became a truly national governing body with other areas of Canada becoming members. The Quebec Amateur Hockey Association joined the CHA in 1919, and in 1920 the Ottawa and District AHA also became a member. In 1928 the Maritime Association, embracing the provinces of Prince Edward Island, Nova Scotia, and New Brunswick, was admitted to membership. Newfoundland made the Association truly Canada-wide in 1966, when the Newfoundland Amateur Hockey Association applied for and was welcomed into membership in the CHA.

In 1968, New Brunswick and in 1974, Nova Scotia requested permission to withdraw from the Maritime branch and become separate members of the CHA. These requests were granted and brought the total number of branches within the CHA to twelve. In 1998, the Northwest Territories Amateur Hockey Association (now Hockey North) was accepted as a member of the CHA setting the current number of branches to thirteen.

In July 1994, the CHA merged with Hockey Canada, and Hockey Canada became the sole governing body for amateur hockey in Canada.

B. CANADA GAMES SPORT HISTORY AND PAST RESULTS

Men's hockey was first contested at the Canada Games in 1967 in Quebec City, Quebec. Women's hockey later joined the Canada Winter Games in 1991 when the Games were held in Charlottetown, PEI.

Below are the ranking of the Provinces/Territories since the inaugural games:

	1967*	1971*	1975*	1979	1983	1987	1991	1995	1999	2003
	M	M	M	M	M	M	M F	M F	M F	M F
AB	1	2	1	8	5	8	2 1	2 5	1 3	1 7
BC	2	-	-	1	2	3	10 2	5 6	3 5	4 6
MB	-	-	-	5	10	10	3 5	6 4	8 7	7 4
NB	-	-	-	9	6	6	8 7	8 7	6 10	8 10
NF	-	-	-	10	9	5	9 10	7 10	10 8	9 9
NWT	-	-	-	11	-	11	- -	- -	11 -	- -
NS	-	-	2	2	7	9	7 8	9 8	9 6	6 5
ON	3	1	-	3	1	2	1 4	4 1	4 1	3 1
PEI	-	-	-	4	8	7	6 9	10 9	5 9	10 8
QC	-	3	3	7	3	1	4 3	3 3	2 2	2 2
SK	-	-	-	6	4	4	5 6	1 2	7 4	5 3
YK	-	-	-	-	-	-	11 -	11 -	12 -	11 11

C. NUMBER OF ATHLETES PER TEAM

Competitors: 20 male players and 20 female players for each respective team.

D. EVENT FORMAT AND RULES OF PLAY

Men's

Teams will be ranked as follows for the Preliminary Round (based on the final standings from the 2003 CWG):

Pool A	Pool B	Pool C	Pool D
1. Alberta	2. Quebec	3. Ontario	4. British Columbia
5. Saskatchewan	6. Nova Scotia	7. Manitoba	8. New Brunswick
12. NWT	11. Yukon	10. PEI	9. Newfoundland & Labrador

Preliminary round will consist of three regulation stop-time periods of twenty-minutes. *No overtime will be played in the preliminary round.*

NOTE: Overtime and shootouts will be used for all games after the initial preliminary round except the gold medal game. Overtime will consist of 10 minutes sudden victory and if the game has not been decided in overtime than a shoot out will take place to determine a winner. Each team will be allowed one thirty second time-out during regulation and overtime play. The gold medal game will play 20-minute overtime periods until a winner is determined.

The top two teams in each division advance to the Qualifying Round. The other four teams that do not advance to the Qualifying Round will play in a round robin format for placing from 9 through 12 (Relegation Round).

The Qualifying Round will see the eight advancing teams re-ranked based on their initial seeding in the tournament. The Qualifying Round process will be as follows: 1vs8, 2vs7, 3vs6, 4vs5. The winners of those games will advance to the Semi-finals and the losers of those games will play in a round robin format for placing from 5-8. The Semi-finals will work as follows: the four teams will be re-ranked based on their ranking from the Qualifying Round. They will be ranked 1-4. The format will be as follows: 1vs4 and 2vs3. The winners advance to the Gold Medal Game and the losers advance to the Bronze Medal Game.

Women's

Teams will be grouped as follows (based on the final standings from the 2003 CWG):

Pool A	Pool B	Pool C	Pool D
Seed 1	Seed 2	Seed 3	Seed 4
Seed 5	Seed 6	Seed 7	Seed 8
Seed 9	Seed 10	Seed 11	Seed 12

Competition Format

The event will consist of three rounds: the *Preliminary Round* (all 12 teams), followed by the *Championship Round* (8 Teams) and the *Relegation Round* (4 Teams).

Each team will play 5 games over the 6 days of competition. Only the 4 teams that play in the Relegation Round will be required to play two games in one day (Day 4 or Day 5)

Preliminary Round: All teams will play a complete round robin within their Pool. The top two teams in the standing in each pool (once the Preliminary Round is complete) advance to the *Championship Round* and are seeded from 1-8 based on their results from the *Preliminary Round*. The Last place team in the standing in each pool (once the Preliminary Round is complete) enter the *Relegation Round* and are seeded from 1-4 based on their results from the *Preliminary Round*.

CHAMPIONSHIP ROUND

Day 4	¼ Final #1	1st Seed vs. 8th Seed
	¼ Final #2	4th Seed vs. 5th Seed
	¼ Final #3	2nd Seed vs. 7th Seed
	¼ Final #4	3rd Seed vs. 6th Seed
Day 5	Placement semi-final #1	Loser ¼ Final #1 vs. Loser ¼ Final #2
	Placement semi-final #2	Loser ¼ Final #3 vs. Loser ¼ Final #4
	Semi-final #1	Winner ¼ Final #1 vs. Winner ¼ Final #2
	Semi-final #2	Winner ¼ Final #3 vs. Winner ¼ Final #4
Day 6	7th Place Game	Loser Placement Semi-final #1 vs. Placement Semi-final #2
	5th Place Game	Winner Placement Semi-final #1 vs. Placement Semi-final #2
	Bronze Medal Game	Loser Semi-final #1 vs. Loser Semi-final #2
	Gold Medal Game	Winner Semi-final #1 vs. Winner Semi-final #2

RELEGATION ROUND

Day 4	1st Seed vs. 3rd Seed
	2nd Seed vs. 4th Seed
	1st Seed vs. 4th Seed
	2nd Seed vs. 3rd Seed

Day 5	1st Seed vs. 2nd Seed
	3rd Seed vs. 4th Seed

Teams placed 9-10-11-12 based *Relegation Round* final standings

- Warm-up will be 10 minutes. The game will begin immediately following warm-up.
- A regulation length game will consist of three stop-time periods of twenty minutes. The ice will be re-surfaced following the first and second periods.
- If a game is tied at the end of regulation time the teams will play one ten-minute sudden victory overtime period (except for the Gold Medal Game where another 20-minute overtime period will take place)
- If the game remains tied at the end of sudden victory overtime(s), a shootout will take place
- Each team will be allowed one 30 second time-out in a game. (A game is defined as regulation time or regulation and overtime)

Rules

Men's

Hockey Canada Rules as applicable for minor hockey will apply with the exception of Rule 73.

Women's

Hockey Canada Rules applicable for Minor Hockey with the adoption of the no intentional body checking rule [article 50 (B)] and the exception of Rule 73.

Men's & Women's

The center red line will be removed for off-side purposes.

All twenty players can dress for every game. Players, four staff members, *plus the Host Society therapist* are allowed to occupy the bench. There shall be two to four standby goaltenders named and approved by the Hockey Canada representative. During the competition a replacement may be permitted for a goaltender who becomes ill or injured during the competition or is under suspension. The two to four standby goaltenders will come under the direct jurisdiction of the Hockey Canada representative or designate and will be used when a team has an ill, injured or suspended goaltender. No standby goaltender will be activated during a game and, therefore, they will be made available through an "on-call" process. The procedure for using a standby goaltender shall be as follows:

1. A team requesting to use a standby goaltender must make a written request to the Hockey Canada representative or designate in charge of the competition.
2. In the case of an ill or injured goaltender, a medical certificate must accompany the request.
3. The host society will establish any required accreditation procedures.
4. The Hockey Canada representative shall determine practice and game assignments for the standby goaltenders.
5. Teams will play with their second regular goaltender and the standby will dress as the back-up.
6. The standby can only enter the game if the starting goaltender is injured or removed from the game by the referee.

E. EQUIPMENT & TERMINOLOGY

Hockey is played on ice with skates, sticks, and a puck. Players are also required to wear padding/protective equipment such as gloves, elbow pads, shin pads, long pants, a helmet, shoulder pads, and a neck guard.

Puck – This is the small black circular piece of rubber. Players can pass, shoot and score with the puck. Pucks must be frozen before being used.

Stick – This is what players use to pass and shoot the puck. This stick has a long shaft and a straight or curved blade. Sticks can be wood or aluminum or composite.

Assist – An assist is awarded to the player or players (maximum of two) who touched the puck prior to the goal, provided no defender plays or possesses the puck in between.

Blue Line – These are two thick solid blue lines that are located between the center line and the goal lines. These lines are used for off sides.

Boards – These are the wooden boards which completely surround the ice surface.

Body Check – This is a legal type of hit where one player hits another player on the opposite team with either his shoulder or hip (no elbows or forearms) with the intent on knocking him down to cause a turnover. Hitting below the waist will be penalized.

Center Line – This is the thick broken red line that divides the ice surface completely in half and is used for icings.

Checking – In order to get the puck legally away from an opposition player you can either poke the puck off his stick (Poke Check), skate up beside him and lift his stick up and take the puck away with your stick or body check him off the puck.

Circle – There are five circles on the ice surface: one in the neutral zone and four located at both ends. These circles have a dot in the middle for face-offs and places where players have to put their skates.

Crease – This area is shaded in blue and is located on the goal lines just in front of the nets.

Defensive Zone – When (A) team has their goal at one end, the area from (A) team's blue line to their end boards would be (A) team's defensive zone. Also called the defensive end.

Face-Off – To initiate play, the puck is dropped between two opposing players who face each other.

Fore Checking – This is when (A) team is aggressively checking (B) team deep in (A) team's offensive zone or (B) team's defensive zone.

Full Strength – This means both teams are playing with five players a side (not including goalies) in normal play. Each team would have three forwards (left winger, center, right winger) two defenseman and one goalie.

Game-Tying Goal – The final goal in a tie game.

Game-Winning Goal – After the final score has been determined, the goal which leaves the winning team one goal ahead of its opponent is the game-winning goal (example: if (A) team beats (B) team 8-3, the player scoring the fourth goal for (A) team receives credit for the game-winning goal).

Goal – A goal is called when the puck completely crosses the goal line.

Goal Line(s) – There are two thin red goal lines located at both ends of the rink which are used for icings and goals. The goal sits right on this line in the middle.

Goals-Against Average – Multiply goals allowed (GA) by 60 and divide by minutes played (MIN).

Glass – This is the Plexiglas that sits on top of the boards and which completely surrounds the ice surface. Most new arenas use seamless glass, which don't need metal dividers.

Hit(s) – This means a player has probably body checked another player. Players can only hit or check the opposition player who has the puck.

Hat Trick – Three goals by one player in a single game is called a hat trick.

Hip Check – This is a legal type of hit where one player will hit an opposition player carrying the puck by sticking out his hip and connecting with his opponent's hip.

Icing – This is when the puck leaves the attacking player's stick before it touches the center line and after it crosses over the other team's goal line. Some icings are waved off because the defending player could have stopped the puck because it was moving slowly.

Linesman – There are two linesmen per game. Their duties include dropping the puck at face-offs, except at beginning of periods and after goals, calling offsides, breaking up fights, etc.

Minor Penalty – These are two-minute penalties.

Major Penalty – These are five-minute penalties.

Match penalty – These are five-minute penalties for attempting to injure another player and include a game misconduct. Another player must serve the five minutes in the penalty box.

Misconduct – Players can receive a 10-minute or game misconduct.

Neutral Zone – This is the area between the blue lines. Also called center ice.

Offensive Zone – If (A) team has their net at one end of the rink, the area from (B) team's blue line to the end boards is the offensive zone for (A) team.

Offside – This is when a player from the attacking team crosses the defending team's blue line before the puck crosses the blue line.

Penalty – This is a foul called by referees against a player, who then must serve time in the penalty box. A penalty can be 2, 4 or 5 minutes.

Penalty Box – This is where players have to go when serving out a penalty or misconduct.

Penalty Killing – When one team is on the power play, the other team is penalty killing.

Penalty Shot – When a player pulls down another player who was on a breakaway, or when a goalie throws his stick in order to make a save, a penalty shot is called.

Period – There are three 20-minute periods and two 15-minute intermissions in a hockey game.

Plus/Minus – A player receives a "plus" if he is on the ice when his team scores an even-strength or shorthand goal. He receives a "minus" if he is on the ice for an even-strength or shorthand goal scored by the opposing team. The difference in these numbers is considered the player's plus-minus statistic.

Point(s) – Goals and assists are worth one point each.

Power Play – This is when (A) team has a player (or players) in the penalty box and (B) team does not. (B) team will be on the power play until (A) team's penalties have been served. (5-on-4), (5-on-3) and (4-on-3) are considered power plays.

Power Play Goal – This is when a team scores a goal while on a power play.

Referee – There are one or two referees per game who call all penalties, goals and some play stoppages.

Rink – This usually means the ice, boards and glass. The rink dimensions are 200 ft by 85 ft.

Shorthanded – This is when a team is playing down one or two players because of penalties. Teams can only be down two players at one time.

Shorthanded Goal – This is when a team scores a goal while killing a penalty.

Shutout – This is when a goaltender does not allow a goal to the opposing team. If two goaltenders combine for a shutout, neither receives credit for the shutout. Instead it is recorded as a team shutout.

Slap Shot – This is a type of shot in which the player takes a big back swing with his stick, and then follows through by slapping the puck off the ice and creating a big follow through.

Wrist Shot – This is a type of shot in which the player has to slide the blade of the stick on the ice, usually starting behind his body with the puck, and then follows through and snaps his wrists at the end in order to raise and get speed on the puck. This is a very accurate shot.

F. ELIGIBILITY

All male players must be born between 1990 and 1994. Players must be under 17 years of age as of December 31st, 2006.

All female players must be born between 1989 and 1996. Players must be under 18 years of age as of December 31st, 2006.

G. JUDGING/SCORING SYSTEM

The winning team is awarded two points after finishing the game with the most number of goals. The team with the least number of goals is awarded zero points. When teams tie the game (end the game with the same number of goals) both teams are awarded one point.

Provincial/Territorial Ranking:

The distribution of points to obtain the games flag will be done following the standings of the provinces and territories (if applicable) following the finals.

Men's

1st place	10 points	6th place	5 points	11th place	1.5 points
2nd place	9 points	7th place	4 points	12th place	1 point
3rd place	8 points	8th place	3 points		
4th place	7 points	9th place	2.5 points		
5th place	6 points	10th place	2 points		

Women's

1st place	10 points	6th place	5 points	11th place	1.5 points
2nd place	9 points	7th place	4 points	12th place	1 point
3rd place	8 points	8th place	3 points	13th place	0.5 point
4th place	7 points	9th place	2.5 points		
5th place	6 points	10th place	2 points		

H. PLAYOFF AND TIE-BREAKING FORMAT

Competition

If, at the end of the three regulation twenty-minute periods the score is tied, a ten-minute stop-time sudden victory overtime period will occur. If the referee feels it is necessary, he/she may order the ice to be re-surfaced at the end of the third period. During this period, the team that scores first will register the win. If the score is still tied at the end of the period, a shootout will take place.

Gold Medal Game (only)

If tied at the end of the sudden victory ten-minute overtime period, the teams would take a normal between-period break and return for a twenty-minute sudden victory period. If the score is still tied after the sudden victory overtime period, a shootout will take place.

Game Winning Shots Procedure (taken from Current IIHF Sport Regulations)

1. If a game is still tied at the end of sudden victory overtime period or periods then the Game Winning Shots Procedure shall take place immediately.

2. Eligible to participate in the Game Winning Shots (for each team) will be two goalkeepers and five players from the official game sheet of the game. Each team shall nominate the five players (plus one stand-by player) by name and uniform number in the order they will take the shots, on the form handed over to them by the linesman.
3. Any player whose penalty had not been completed when the sudden victory overtime period ended is not eligible to be nominated as one of the players selected to take the shots and must remain in the penalty box or in the dressing room. Also players serving penalties imposed during the game winning shots must remain in the penalty box or in the dressing room until the end of the procedure
4. Once named, these players may only be replaced in the event of injury or penalty. The substitute stand-by player will be placed last in the shooting order.
5. The referee will call the two captains to the Referee Crease and flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his team will shoot first or second.
6. The goalkeepers shall defend the same goal as in the overtime period. The goalkeepers may be changed after each shot.
7. The shots will be taken in accordance with rule 509 of the IIHF Official Rule Book
8. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
9. If the result is still tied after 5 shots by each team the procedure shall continue with a tie-break by one player each team, with the same or new or partially changed nomination of 5 players (plus one stand-by player) in the order they will take the shot and with the other team starting to take the tie-break shots. The game shall be finished as soon as a duel of two players brings the decisive result.
10. If necessary the tie-break procedure will be repeated, again with the same or new or partially changed nomination of 5 players (plus one stand-by player) in the order that they will take the shot and with the other team starting to take the tiebreak shots. Again the game shall be finished as soon as a duel of two players brings the decisive result.
11. The official scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.

I. TECHNOLOGY OF SPORT

It seems as if no other major sport has embraced technological change as much as the sport of hockey. From the palatial new arenas seemingly from the space age to advanced ice making technology resulting in superior ice surfaces, board systems that are designed to flex when players are hit into them, new seamless glass that provides fans with an unobstructed view, laser light shows during introductions and intermissions, and video replays that have multiple angles in which to judge a play, even the casual hockey fan can see how technology has changed over the years.

The facet of the game that technology has arguably had the greatest affect on, however, has been in the equipment of the people who play the game. Today's equipment is lighter, stronger, more comfortable and longer lasting than ever before. Each New Year

brings advanced hockey technology to the mainstream. Players are now using one piece carbon composite sticks, skates that are lighter, stiffer, and most notably more comfortable than could ever have been imagined, along with headgear in the form of helmets and visors that are also lighter, stronger and more protective than ever. Even looking back just ten years ago, equipment that was considered cutting edge is now obsolete. Equipment used thirty or forty years ago looks like something out of a museum of ancient history.

J. ROLE OF OFFICIALS IN SPORT

ON-ICE OFFICIALS

Referee – The referee is in charge of keeping order on the ice, calling penalties where he deems necessary. The referee is also in charge of signaling goals, and drops the puck at face-offs after each goal and at the beginning of each period. There are one or two referees per game.

Linesmen – The linesmen are responsible for calling off sides and icings during a game. They also drop the puck at face-offs, except for after goals and at the start of a period, and break up fights when necessary. The only penalty a linesman may call is too many men on the ice. There are two linesmen per game.

OFF-ICE OFFICIALS

Goal Judge – The goal judge is responsible for turning on the goal light once he sees the puck completely cross the goal line.

Timekeeper – The timekeeper is responsible for the correct operation of the game clock, making sure the clock stops on every stoppage in play.

Scorekeeper – The scorekeeper is responsible for the completion of the game sheet for every game, filling in goals, assists and penalties as per the referee’s instructions, along with the correct times.

K. FACILITY DESCRIPTION

Hockey games at the 2007 Canada Games will be played at two different rinks, the Canada Games Centre and the Takhini Arena.

The Canada Games Centre is a state of the art facility built as a legacy to the 2007 Canada Games that will help to further athlete development for years to come in Whitehorse. The Centre features three rinks (Olympic size, NHL size, and a leisure rink), one Fieldhouse, one Flexi-Hall, one Aquatic Centre, and an indoor running track.

Takhini Arena is a 2,000 seat multi-purpose arena in Whitehorse which is the home to the Yukon Claim Jumpers hockey club.

L. SPORT MEMBERSHIP NUMBERS AND STRUCTURE

BRANCH	MALE	FEMALE	TOTAL
BC Hockey	37,711	6,282	43,993
Hockey Alberta	52,409	6,701	59,110
Saskatchewan Hockey Association	24,150	3,863	28,013
Hockey Manitoba	19,934	3,538	23,472
Hockey Northwestern Ontario	5,343	-	5,343

Ottawa District Hockey Association	27,683	975	28,658
Ontario Hockey Federation	186,309	35,226	221,535
Hockey Quebec	83,215	5,609	88,824
Hockey New Brunswick	14,579	1,376	15,955
Hockey Nova Scotia	15,237	2,250	17,487
Hockey PEI	4,529	1,495	6,024
Hockey Newfoundland & Labrador	7,248	1,074	8,322
Hockey North	3,261	1,168	4,429
TOTAL	482,098	69,557	551,655

2004/05 numbers

M. ATHLETES TO WATCH FOR

MEN'S HOCKEY

Jared Cowen (Saskatchewan) – A tremendous combination of size (6'5", 207 lbs.) and skill, he has all the skills to become star in any league he plays in. He makes smart decisions with the puck and is mature beyond his years on the ice.

Landon Ferraro (B.C.) – son of former NHLer Ray Ferraro, the 16-year-old was a top-two WHL draft pick by the Red Deer Rebels in 2006. He is a highly-talented offensive prospect, with very good puck skills, patience and vision.

Brandon Gormley (P.E.I.) – captain of the Bantam AAA team at prestigious Notre Dame College, the 14-year-old is big (6'1", 170 lbs.), strong and smart, with a huge shot. He brings strong leadership skills, both on and off the ice.

Ryan Howse (B.C.) – a tremendously smart player with the skills to be a game breaker, he has already appeared in a few games with the WHL's Chilliwack Bruins. He is a great skater with superb vision.

Steven Stamkos (Ontario) – The top pick in the 2006 OHL Draft, he is very smart with the puck and makes good decisions. He is intelligent and gritty with good hands, good feet and excellent vision.

WOMEN'S HOCKEY

Rebecca Johnston (Ontario) – played for the National Under-22 Team in a summer exhibition series against the USA, and also at the European Air Canada Cup in Germany in January. She has the speed, size and skill to be a dominant player.

Chelsey Karpenko (Manitoba) – one of the fastest and most intense players in the country, she was the MVP of the Winnipeg Bantam AAA Boys league two years ago, a testament to her ability and competitiveness. She has adapted well to the female game, and is able to make plays while using her tremendous speed.

Marie-Philip Poulin (Quebec) – just 15 years old, she was one of Quebec's best players at the 2005 National Under-18 Challenge as a 14-year-old. She is a fast, aggressive and smart player.

Jennifer Wakefield (Ontario) – a power forward with speed, size and a nose for the net. She uses her size well, and is difficult to stop when on the attack.

Jessica Wong (Nova Scotia) – one of the smoothest players in the tournament, she is an outstanding skater and puck handler and sees the ice very well. She can make plays and score.

N. NOTABLE PAST ATHLETES/ALUMNI

MEN'S HOCKEY

NAME	CWG YEAR – TEAM – RESULT	NHL EXPERIENCE
Jay Bouwmeester	1999 – Alberta – Gold Medal	Florida (2002-07)
Sidney Crosby	2003 – Nova Scotia – 6 th Place	Pittsburgh (2005-07)
Bob Gainey	1971 – Ontario – Gold Medal	Montreal (1974-89)
Shawn Horcoff	1995 – British Columbia – 5 th Place	Edmonton (2000-07)
Paul Kariya	1991 – British Columbia – 10 th Place	Anaheim (1994-03) Colorado (2003-04) Nashville (2005-07)

WOMEN'S HOCKEY

NAME	CWG YEAR – TEAM – RESULT	NWT EXPERIENCE
Meghan Agosta	2003 – Ontario – Gold Medal	2003-07
Cassie Campbell	1991 – Ontario – 4 th Place	1993-06
Jayna Hefford	1995 – Ontario – Gold Medal	1996-07
Cindy Klassen	1995 – Manitoba – 4 th Place	Canada's most decorated Olympic athlete (speed skating)
Hayley Wickenheiser	1991 – Alberta – Gold Medal	1993-07

O. NOTABLE CANADIAN RECORDS

MEN'S HOCKEY

Championships won by Canada:

Olympic Gold Medal (7)

1920, 1924, 1928, 1932, 1948, 1952, 2002

World Hockey Championship (17)

1930, 1931, 1934, 1935, 1937, 1938, 1939, 1950, 1951, 1955, 1958, 1959, 1961, 1994, 1997, 2003, 2004

World Junior Hockey Championship (12)

1982, 1985, 1988, 1990, 1991, 1993, 1994, 1995, 1996, 1997, 2005, 2006

World Cup (1)

2004

Canada Cup (4)

1976, 1984, 1987, 1991

Spengler Cup (10)

1984, 1986, 1987, 1992, 1995, 1996, 1997, 1998, 2002, 2003

WOMEN'S HOCKEY

Championships won by Canada:

Olympic Gold Medal (2)

2002, 2006

World Women's Hockey Championship (8)

1990, 1992, 1994, 1997, 1999, 2000, 2001, 2004

Nations Cup (9)

1996, 1998, 1999, 2000, 2001, 2002, 2004, 2005, 2006

Pacific Rim Championship (2)

1995, 1996

P. ATHLETE/TEAM MATCH-UPS (RIVALRIES)

MEN'S HOCKEY

- Alberta vs. Quebec – met in last two gold medal games
- Western Hockey League (WHL) vs. Ontario Hockey League (OHL) vs. Quebec Major Junior Hockey League (QMJHL) – numerous Major Junior players on provincial rosters
- Alberta vs. The Streak – Western province has played in every gold medal game since 1991, winning twice

WOMEN'S HOCKEY

- Ontario vs. Quebec – met in last two gold medal games
- Warner School/Ridley College – members of club teams spread throughout provincial rosters
- Ontario vs. everyone – provinces trying to stop Ontario from winning fourth consecutive gold