

VISITOR

Game Summary

HOME



4

WASHINGTON
CAPITALS

Game 22 Away Game 10

Game 0318
Saturday, November 27, 1999
7:08 PM ET at Nassau Coliseum
Attendance 14,611
Final

3

NEW YORK
ISLANDERS
Game 19 Home Game 8

SCORING SUMMARY

G	Per	Time	Team	Goal Scorer	Assist	Assist	WSH	NYI	STR
1	1	4:01	NYI	CONNOLLY (3)	Unassisted		1 44 22 15 8 3	18 6 28 24 20 15	EV
2	1	4:15	NYI	ODJICK (2)	ISBISTER (6)	CAIRNS (1)	1 17 13 11 6 2	24 15 34 33 28 18	EV
3	1	19:57	WSH	KONOWALCHUK (5)	ZEDNIK (6)	JOHANSSON (8)	22 1 44 8 6 3	3 62 29 28 25 21	EV
4	2	2:06	WSH	BLACK (3)	JOHANSSON (9)	HALPERN (3)	28 1 13 11 6 3	6 62 28 25 21 20	EV
5	2	9:57	NYI	CZERKAWSKI (8)	BIRON (1)	GREEN (1)	1 55 44 22 15 8	21 62 34 33 28 25	EV
6	3	4:28	WSH	BONDRA (12)	OATES (13)	JOHANSSON (10)	12 1 77 15 10 6	6 62 32 28 20	PP
7	3	13:59	WSH	BONDRA (13)	GONCHAR (5)		12 1 77 55 15 10	3 44 29 28 13 10	EV

WASHINGTON CAPITALS

NEW YORK ISLANDERS

#	Per	Time	Player	PIM	Penalty	#	Per	Time	Player	PIM	Penalty
1	1	11:26	2 KLEE	2:00	Holding	1	2	12:46	8 WEBB	2:00	Tripping
2	2	12:46	11 HALPERN	2:00	Slashing	2	2	15:17	34 BIRON	2:00	Holding
3	2	12:46	15 MIRONOV	2:00	Slashing	3	3	2:29	44 LAWRENCE	2:00	Tripping - Obstruction
4	3	3:40	44 ZEDNIK	2:00	Roughing	4	3	3:40	33 CAIRNS	2:00	Roughing
5	3	8:10	3 HUSCROFT	2:00	Tripping						
6	3	19:22	12 BONDRA	2:00	Tripping						

GOALS BY PER			SHOTS ON GOAL			PENALTIES-MIN			POWERPLAY (GOALS-OPP)			ZONE TIME			
	WSH	NYI		WSH	NYI		WSH	NYI		WSH	NYI		WSH	NYI	Neutral
1	1	2	1	7	19	1	1-2	0-0	1	0-0	0-1	1	8:11	7:28	4:21
2	1	1	2	15	7	2	2-4	2-4	2	0-1	0-1	2	7:40	6:36	5:44
3	2	0	3	14	11	3	3-6	2-4	3	1-1	0-2	3	6:42	7:32	5:46
T	4	3	T	36	37	T	6-12	4-8	T	1-2	0-4	T	22:33	21:36	15:51
									Time	3:59	6:38				

GOALIES (GOALS-SHOTS AGAINST)

THREE STARS

OFFICIALS

		1	2	3	T	Time	1 WSH	12 BONDRA	Referee:	Brian Murphy
WSH(W)	BILLINGTON	2-19	1-7	0-11	3-37	60:00	2 WSH	6 JOHANSSON	Referee:	Paul Stewart
NYI(L)	POTVIN	1-7	1-15	2-14	4-36	59:28	3 NYI	13 LAPOINTE	Linesman:	Jean Morin
									Linesman:	Tony Sericolo

3 Stars picked by: ISLANDER RADIO NETWORK

