

# Chicago Steel Postgame Notes – November 19, 2021 vs. Cedar Rapids RoughRiders

Game 18, Home Game 8

Final Score	1	2	3	OT	F
Cedar Rapids	0	1	1	-	2
STEEL	1	0	2	-	3

(Fox Valley Ice Arena – Geneva, IL)

## **HIGHLIGHTS**

#### Chicago Steel Postgame Central

#### **Records:**

Cedar Rapids: 7-7-0-0 (Road: 2-5-0-0) 14 pts. STEEL: 12-2-4-0 (Home: 7-0-1-0) 28 pts.

## **Game Sheet**

Quick Stats:	Shots	PP	PK	PIM
Cedar Rapids	33	0-2	4-4	10
STEEL	24	0-4	2-2	6

#### Notes:

- The Chicago Steel defeated the Cedar Rapids RoughRiders 3-2 Friday night at Fox Valley Ice Arena ...The Steel extended their current point streak to five straight games with the victory ... Chicago has not lost in regulation on home ice with a 7-0-1-0 mark ... The Steel went 0-for-4 (0.0%) on the power play and posted a perfect 2-for-2 (100%) night on the penalty kill ... Cedar Rapids outshot the Steel 33-24.
- Sam Lipkin recorded a goal and an assist. He extended his home point streak to eight games (6G, 10A) and now has 21 points (10G, 11A) on the year.
- Nick Moldenhauer recorded his first United States Hockey League goal in the win.
- University of Wisconsin commit **Luke Levandowski** recorded his first goal of the season.
- **Jackson Blake** registered an assist and extended his point streak to six games. He now has 24 points this season (8G, 16A).
- Andon Cerbone registered two assists and has points in four of his last five games (1G, 6A).
- Luca Fantilli and Joe Miller each added an assist in the win.

• Steel netminder **Gibson Homer** made 31 saves in net, improving his record to 5-1-4-0 between the Steel pipes this season.

Chicago Steel Upcoming Home Games presented by Midwest Orthopaedics at Rush:
Saturday, November 20 vs. Madison Capitols (7:05 pm CT) Video Game Night
Friday, December 3 vs. Dubuque Fighting Saints (7:05 pm CT) Turtle Races
Saturday, December 11 vs. Muskegon Lumberjacks (7:05 pm CT) Winterfest Presented by
Illinois Aviation Academy with Special Jersey Auction to Benefit Cyclones Amateur
Hockey Association | Post-Game Skate