













PATTERN	LIE	CURVE	FACE	SHOULDER	LENGTH	TOE
<p><b>P20</b></p> <ul style="list-style-type: none"> <li>- Low lie and regular paddle length for more crouched goaltenders</li> <li>- Heel open curve will allow you to raise the puck quickly into the air</li> </ul>	13 Comp & Wood 14 Foam		Open	Round shoulders 118 deg (composite) or 125 deg (wood)		Round
<p><b>P30</b></p> <ul style="list-style-type: none"> <li>- Higher lie and regular paddle length for more upright goaltenders</li> <li>- Mid heel closed curve will improve puck deflection control</li> </ul>	15		Close	Symmetrical shoulders 120 deg		Square
<p><b>P31</b></p> <ul style="list-style-type: none"> <li>- 26.5 paddle height Regular lie and regular paddle length for optimal stance position comfort.</li> <li>- 27.5 paddle height Regular lie and longer paddle for more upright goaltenders</li> <li>- Mid open curve will increase puck control and will allow you to raise the puck quickly into the air</li> </ul>	14		Open	Symmetrical shoulders 120 deg		Round
<p><b>P35 Wood</b></p> <ul style="list-style-type: none"> <li>- Higher lie and regular paddle length for more upright goaltenders</li> <li>- Heel open curve will allow you to raise the puck quickly into the air</li> </ul>	15		Open	Symmetrical shoulders 128 deg		Round
<p><b>P35 Foam</b></p> <ul style="list-style-type: none"> <li>- Higher lie and regular paddle length for more upright goaltenders</li> <li>- Close curve will help you control the puck along the boards and improve your deflection control</li> </ul>	14		Open	Asymmetrical shoulders 138 deg / 141 deg		Round
<p><b>P39</b></p> <ul style="list-style-type: none"> <li>- Regular lie and longer paddle for more upright goaltenders</li> <li>- Heel curve will allow you to complete precise saucer passes</li> </ul>	13.5		Open	Asymmetrical shoulders 138 deg / 130 deg		Round