

Aurora Christian vs Ottawa played on 12/28/13 (45 - 64)
 (Away) Type: Christmas Cla

Score by Periods	1st	2nd	3rd	4th
Ottawa	15	14	26	9
Aurora Christian	8	12	18	7

Game Notes:

Player	#	Min	*PTS	FGM	FGA	FG%	2PA	2PM	2P%	3PM	3PA	3P%	FTM	FTA	FT%	OReb	DReb
Jonathan Harell	33	29	15	5	18	.278	13	5	.385	0	5	.000	5	7	.714	1	4
Grant Schweisthal	35	20	12	5	8	.625	8	5	.625	0	0	.000	2	2	1.000	5	2
RD Lutze	23	28	6	2	8	.250	3	0	.000	2	5	.400	0	0	.000	1	3
Pat McNamara	4	23	5	2	6	.333	4	1	.250	1	2	.500	0	0	.000	3	4
Wes Wolfe	24	13	2	1	5	.200	3	1	.333	0	2	.000	0	0	.000	0	0
Zach Singer	21	20	2	1	1	1.000	1	1	1.000	0	0	.000	0	0	.000	0	0
Steve Burht	50	12	2	1	4	.250	1	1	1.000	0	3	.000	0	0	.000	1	1
Ben Weerts	34	2	1	0	1	.000	1	0	.000	0	0	.000	1	3	.333	2	0
Josh Filitman	10	3	0	0	0	.000	0	0	.000	0	0	.000	0	1	.000	0	0
Erik Abrell	44	3	0	0	0	.000	0	0	.000	0	0	.000	0	0	.000	0	0
Colton Slamans	3	1	0	0	0	.000	0	0	.000	0	0	.000	0	0	.000	0	2
Cody Worst	11	5	0	0	1	.000	0	0	.000	0	1	.000	0	0	.000	0	0
Total for Game		159	45	17	52	.327	34	14	.412	3	18	.167	8	13	.615	13	16
Opponents		157	64	25	60	.417	46	19	.413	6	14	.429	8	14	.571	16	16

Player	REB	PF	Ast	Blk	Stl	TO	Trav	Stol	DD	BP	PARS
Jonathan Harell	5	0	7	0	1	2	0	1	0	1	28
Grant Schweisthal	7	2	0	0	0	1	1	0	0	0	19
RD Lutze	4	5	1	1	0	0	0	0	0	0	11
Pat McNamara	7	2	1	0	2	3	0	2	0	1	15
Wes Wolfe	0	0	0	0	0	0	0	0	0	0	2
Zach Singer	0	4	0	0	1	3	0	1	0	2	3
Steve Burht	2	0	0	0	0	0	0	0	0	0	4
Ben Weerts	2	0	0	0	1	0	0	0	0	0	4
Josh Filitman	0	0	0	0	0	0	0	0	0	0	0
Erik Abrell	0	0	0	0	0	0	0	0	0	0	0
Colton Slamans	2	0	0	0	0	2	0	2	0	0	2
Cody Worst	0	1	0	0	1	1	0	0	0	0	1
Total for Game	29	14	9	1	6	12	1	6	0	4	89
Opponents	32	13	13	3	9	8	1	3	0	4	118

[Min]-Min Played [PTS]-Total Points [FGM]-Field Goals Made [FGA]-Field Goal Attempts [FG%]-Field Goal percent [2PA]-2 Pt Attempts
 [2PM]-2pt Made [2P%]-2pt % [3PM]-3pt Made [3PA]-3pt Attempts [3P%]-3pt % [FTM]-Free Throws Made [FTA]-Free Throw
 Attempts [FT%]-Free Throw % [OReb]-Off Rebounds [DReb]-Def Rebounds [REB]-Total Rebounds [PF]-Personal Fouls [Ast]-Assists [Blk]-Blocked
 Shots [Stl]-Steals [TO]-Total Turnovers [Trav]-Traveling [Stol]-Stolen From [DD]-Double Dribble [BP]-Bad Pass [PARS]-Efficiency