

Lisle vs Genoa played on 12/28/11 (103 - 56)
(Home) Type: Season
Score by Periods **1st** **2nd** **3rd** **4th**
Genoa **11** **13** **12** **20**
Lisle **10** **14** **9** **14**

Game Notes:

Player	#	*PTS	Min	FGM	FGA	FG%	3PM	3PA	3P%	2PM	2PA	2P%	FTM	FTA	FT%	OReb	DReb	REB
Matt Bucher	33	13	22	6	10	.600	1	1	1.000	5	9	.556	0	1	.000	1	7	8
Patrick Webb	10	10	31	3	6	.500	0	0	.000	3	6	.500	4	4	1.000	1	1	2
Johnny Parrillo	14	10	29	0	10	.000	0	6	.000	0	4	.000	10	13	.769	1	4	5
Shane Murray	44	6	17	3	6	.500	0	0	.000	3	6	.500	0	0	.000	0	1	1
Nick Saul	20	4	19	2	5	.400	0	1	.000	2	4	.500	0	0	.000	1	2	3
Zach Trussel	30	2	7	0	1	.000	0	1	.000	0	0	.000	2	2	1.000	1	3	4
Julian Velazquez	22	2	30	0	4	.000	0	0	.000	0	4	.000	2	4	.500	5	1	6
Dylan Sinn	21	0	1	0	0	.000	0	0	.000	0	0	.000	0	0	.000	0	0	0
Parker Murray	5	0	1	0	0	.000	0	0	.000	0	0	.000	0	0	.000	0	0	0
Corey Vaughn	24	0	2	0	0	.000	0	0	.000	0	0	.000	0	0	.000	0	0	0
Cam Bell	12	0	2	0	0	.000	0	0	.000	0	0	.000	0	0	.000	0	0	0
Total for Game		47	161	14	42	.333	1	9	.111	13	33	.394	18	24	.750	10	19	29
Opponents	0	56	161	20	45	.444	1	9	.111	19	36	.528	15	21	.714	6	13	19

Player	PF	Ast	Stl	Blk	TO	Trav	Stol	DD	BP	PARS
Matt Bucher	1	0	0	0	1	0	0	0	1	21
Patrick Webb	4	6	2	0	3	1	0	0	2	20
Johnny Parrillo	4	1	2	0	6	1	3	0	2	18
Shane Murray	1	0	0	0	4	1	0	0	3	7
Nick Saul	3	0	0	0	1	0	1	0	0	7
Zach Trussel	2	1	1	0	0	0	0	0	0	8
Julian Velazquez	0	1	0	0	3	1	0	0	2	9
Dylan Sinn	1	0	0	0	0	0	0	0	0	0
Parker Murray	2	0	0	0	0	0	0	0	0	0
Corey Vaughn	2	0	0	0	0	0	0	0	0	0
Cam Bell	0	0	0	0	0	0	0	0	0	0
Total for Game	20	9	5	0	18	4	4	0	10	90
Opponents	19	8	9	1	9	2	2	1	4	92

[PTS]-Total Points [Min]-Min Played [FGM]-Field Goals Made [FGA]-Field Goal Attempts [FG%]-Field Goal percent [3PM]-3pt Made [3PA]-3pt Attempts [3P%]-3pt % [2PM]-2pt Made [2PA]-2 Pt Attempts [2P%]-2pt % [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 [Stl]-Steals [Blk]-Blocked Shots [TO]-Total Turnovers [Trav]-Traveling [Stol]-Stolen From [DD]-Double Dribble [BP]-Bad Pass [PARS]-Efficiency