

## Indian Creek vs Kaneland played on 12/23/14 ( 53 - 67 )

(Away) Type: Christmas Cla

Score by Periods	1st	2nd	3rd	4th
Kaneland	15	16	25	11
Indian Creek	12	17	15	9

## Game Notes:

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Player	#	GP	Min	M/PG	*PTS	HI	FGM	FGA	FG%	3PM	3PA	3P%	2PM	2PA	2P%	FTM	FTA	FT%	OReb
Drew Winterton	11	1	32	25.6	26	26	9	14	64.3	5	8	62.5	4	6	66.7	3	5	60.0	0
Charles Schmitt	30	1	23	72.0	10	10	3	5	60.0	0	1	0.0	3	4	75.0	4	6	66.7	1
David Boehne	33	1	32	32.0	6	26	2	7	28.6	1	1	100.0	1	6	16.7	1	2	50.0	3
Cory Bradford	25	1	12	94.0	5	10	2	3	66.7	0	0	0.0	2	3	66.7	1	1	100.0	1
Michael Armstrong	44	1	16	49.0	3	3	1	5	20.0	0	0	0.0	1	5	20.0	1	2	50.0	1
Drew Diehl	23	1	10	82.0	2	10	1	3	33.3	0	1	0.0	1	2	50.0	0	1	0.0	2
Drew Headly	12	1	21	33.0	1	1	0	5	0.0	0	4	0.0	0	1	0.0	1	2	50.0	0
Kooper Gordon	10	1	12	12.0	0	0	0	3	0.0	0	1	0.0	0	2	0.0	0	1	0.0	3
Jake Wiesler	22	1	2	96.0	0	10	0	0	0.0	0	0	0.0	0	0	0.0	0	0	0.0	0
Total for Game		0	160	32.0	53	67	18	45	40.0	6	16	37.5	12	29	41.4	11	20	55.0	11
Opponents		1	160	32.0	67	67	26	53	49.1	6	14	42.9	20	39	51.3	9	15	60.0	9

Player	DReb	REB	PF	Ast	Blk	Stl	TO	Trav	Stol	DD	BP	PARS
Drew Winterton	1	1	1	0	0	1	5	0	3	0	2	28
Charles Schmitt	4	5	0	1	0	0	1	0	1	0	0	16
David Boehne	5	8	2	6	0	4	5	1	3	0	1	24
Cory Bradford	0	1	3	0	0	0	2	1	0	0	1	6
Michael Armstrong	5	6	2	1	3	0	4	1	3	0	0	10
Drew Diehl	1	3	1	0	1	0	0	0	0	0	0	5
Drew Headly	2	2	1	2	0	0	1	0	0	0	1	5
Kooper Gordon	1	4	4	1	0	1	2	0	1	0	1	6
Jake Wiesler	0	0	1	0	0	0	1	0	0	0	1	0
Total for Game	19	30	15	11	4	6	21	3	11	0	7	100
Opponents	16	25	22	13	3	14	14	2	7	0	2	119

[GP]-Games [Min]-Min Played [M/PG]-Min per 40 min [PTS]-Total Points [HI]-Hi Game [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  
 [Blk]-Blocked Shots [Stl]-Steals [TO]-Total Turnovers [Trav]-Traveling [Stol]-Stolen From [DD]-Double Dribble [BP]-Bad Pass [PARS]-Efficiency