

Lisle vs Dixon played on 12/30/16 (50 - 37)
 Type: Christmas Cla
 Score by Periods 1st 2nd 3rd 4th
 Dixon 7 17 10 5
 Lisle 16 10 14 10

Player	#	GS	Min	*PTS	FGM	FGA	FG%	2PM	2PA	2P%	3PM	3PA	3P%	FTM	FTA	FT%	OReb	DReb
Josh Jamison	32	1	25	16	6	9	66.7	6	9	66.7	0	0	0.0	4	7	57.1	8	6
Mark McGrath	33	1	29	12	6	14	42.9	6	14	42.9	0	0	0.0	0	0	0.0	1	3
Trevor Stitt	5	1	24	9	4	7	57.1	3	5	60.0	1	2	50.0	0	0	0.0	1	3
Bryan O'Connell	11	1	28	5	2	6	33.3	1	3	33.3	1	3	33.3	0	0	0.0	0	5
Isaiah Hunter	24	0	12	4	2	3	66.7	2	3	66.7	0	0	0.0	0	2	0.0	1	2
Jay McGrath	35	1	18	2	1	3	33.3	1	2	50.0	0	1	0.0	0	0	0.0	1	2
Grant Haen	20	0	20	2	1	3	33.3	1	2	50.0	0	1	0.0	0	0	0.0	1	2
Jonas Wilke	23	0	2	0	0	0	0.0	0	0	0.0	0	0	0.0	0	0	0.0	0	0
David White	12	0	1	0	0	1	0.0	0	0	0.0	0	1	0.0	0	0	0.0	0	0
Sean Grutzmacher	34	0	1	0	0	0	0.0	0	0	0.0	0	0	0.0	0	0	0.0	0	1
Vincent Harris	30	0	1	0	0	0	0.0	0	0	0.0	0	0	0.0	0	0	0.0	0	0
Total for Game		5	160	50	22	46	47.8	20	38	52.6	2	8	25.0	4	9	44.4	13	24
Opponents		5	160	37	12	47	25.5	6	21	28.6	6	26	23.1	7	11	63.6	9	10

Player	REB	PF	Ast	Blk	Stl	Trav	Stol	DD	BP	OF	TO	PARS
Josh Jamison	14	2	3	0	1	2	2	0	0	0	4	34
Mark McGrath	4	4	4	0	2	1	1	0	1	2	5	22
Trevor Stitt	4	1	2	0	2	1	0	1	0	0	2	17
Bryan O'Connell	5	2	4	0	0	0	1	0	0	0	1	14
Isaiah Hunter	3	0	0	0	0	0	1	0	0	0	1	7
Jay McGrath	3	1	0	0	0	0	1	0	0	0	1	5
Grant Haen	3	3	0	0	0	0	1	0	0	0	1	5
Jonas Wilke	0	0	0	1	0	0	0	0	0	0	0	0
David White	0	0	0	0	0	0	0	0	0	0	0	0
Sean Grutzmacher	1	0	0	0	0	0	0	0	0	0	0	1
Vincent Harris	0	0	0	0	0	1	1	0	0	0	2	0
Total for Game	37	13	13	1	5	5	8	1	1	2	17	105
Opponents	19	8	9	0	8	1	5	0	5	1	12	73

[GS]-Games Started [Min]-Min Played [PTS]-Total Points [FGM]-Field Goals Made [FGA]-Field Goal Attempts [FG%]-Field Goal percent [2PM]-2pt Made [2PA]-2 Pt Attempts [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 [Trav]-Traveling [Stol]-Stolen From [DD]-Double Dribble [BP]-Bad Pass [OF]-Off Foul [TO]-Total Turnovers [PARS]-Efficiency