Wilmington vs Princeton played on 12/30/13 (39 - 55)
(Away)   Type: Christmas Cla

Score by Periods	1st	2nd	3rd	4th
Princeton	11	19	16	9
Wilmington	13	9	8	9

Game Notes:
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Player	#	Min	*PTS	FGM	FGA	FG%	2PA	2PM	2P%	3PM	3PA	3P%	FTM	FTA	FT%	OReb	DReb	REB
Steve Smock	30	24	12	6	8	.750	7	6	.857	0	1	.000	0	3	.000	2	4	6
Ben Probus	13	4	9	2	2	1.000	1	1	1.000	1	1	1.000	4	4	1.000	0	1	1
Ted Mills	21	25	8	3	7	.429	7	3	.429	0	0	.000	2	3	.667	0	3	3
Basil Hicks	33	13	8	3	12	.250	7	1	.143	2	5	.400	0	0	.000	1	1	2
Zach Austin	14	24	2	1	5	.200	4	1	.250	0	1	.000	0	0	.000	0	2	2
Mike Gunty	11	12	0	0	1	.000	1	0	.000	0	0	.000	0	0	.000	0	0	0
Delehanty	25	18	0	0	0	.000	0	0	.000	0	0	.000	0	0	.000	1	4	5
Krody Greer	15	11	0	0	2	.000	0	0	.000	0	2	.000	0	0	.000	0	0	0
Joe Hurley	23	19	0	0	2	.000	1	0	.000	0	1	.000	0	0	.000	0	1	1
Tom Halton	12	4	0	0	1	.000	1	0	.000	0	0	.000	0	0	.000	0	0	0
Nick Narine	22	8	0	0	2	.000	2	0	.000	0	0	.000	0	0	.000	0	1	1
Total for Game		162	39	15	42	.357	31	12	.387	3	11	.273	6	10	.600	4	17	21
Opponents	0	161	55	21	55	.382	40	15	.375	6	15	.400	7	10	.700	14	18	32

Player	PF	Ast	Blk	Stl	TO	Trav	Stol	DD	BP	PARS
Steve Smock	2	1	0	0	2	1	1	0	0	19
Ben Probus	0	0	0	0	0	0	0	0	0	10
Ted Mills	0	1	0	1	2	0	1	0	1	13
Basil Hicks	3	1	0	0	4	0	0	0	4	11
Zach Austin	2	0	0	0	2	0	0	0	2	4
Mike Gunty	0	0	0	1	1	0	0	0	1	1
Delehanty	1	1	0	2	2	0	0	0	2	8
Krody Greer	0	0	0	0	1	0	0	0	1	0
Joe Hurley	2	0	0	0	1	0	1	0	0	1
Tom Halton	0	0	0	0	0	0	0	0	0	0
Nick Narine	0	0	0	0	0	0	0	0	0	1
Total for Game	10	4	0	4	15	1	3	0	11	68
Opponents	13	12	0	6	9	1	3	0	4	105

[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