

2012 Team Stats for Rockford Christian (:CHRISTMAS CLASSIC:)
Wins= 3 Losses= 1

Player	#	Min	M/PG	*PTS	Avg Pts	HI	FGM	FGA	FG%	2PA	2PM	2P%	3PM	3PA	3P%	FTM	FTA
Alec Mable	23	96	24.0	69	17.3	18	26	59	.441	55	25	.455	1	4	.250	16	27
Jacob Dachman	20	108	27.0	42	10.5	16	16	39	.410	22	13	.591	3	17	.176	7	10
Nathan Hultman	12	107	26.8	23	5.8	12	6	14	.429	4	2	.500	4	10	.400	7	8
Alec Johnson	32	107	26.8	18	4.5	10	8	21	.381	19	8	.421	0	2	.000	2	5
Aaron Williamss	22	86	28.7	15	5.0	12	5	17	.294	11	4	.364	1	6	.167	4	6
Brandon Williams	35	34	8.5	7	1.8	4	3	5	.600	5	3	.600	0	0	.000	1	4
Samuel Bubnack	40	30	7.5	6	1.5	4	3	10	.300	10	3	.300	0	0	.000	0	0
Aaron Williams	22	28	28.0	6	6.0	6	2	7	.286	5	2	.400	0	2	.000	2	7
Chase Gould	10	7	3.5	3	1.5	3	1	1	1.000	0	0	.000	1	1	1.000	0	0
Caleb Bubnack	5	31	7.8	0	0.0	0	0	1	.000	0	0	.000	0	1	.000	0	0
Keldon Lin	25	6	3.0	0	0.0	0	0	0	.000	0	0	.000	0	0	.000	0	0
Totals		640	32.0	189	47.3	189	70	174	.402	131	60	.458	10	43	.233	39	67
Opponents		641	32.1	171	42.8	171	68	180	.378	132	57	.432	11	48	.229	24	40

Player	FT%	OReb	DReb	REB	PF	Ast	TO	Blk	Stl	PARS
Alec Mable	.593	10	19	29	7	0	7	8	3	101
Jacob Dachman	.700	3	8	11	6	5	11	0	7	65
Nathan Hultman	.875	5	9	14	8	8	5	0	2	47
Alec Johnson	.400	6	12	18	4	3	8	2	2	41
Aaron Williamss	.667	5	10	15	7	7	6	0	6	43
Brandon Williams	.250	1	4	5	4	0	1	0	0	12
Samuel Bubnack	.000	1	1	2	6	0	2	0	0	8
Aaron Williams	.286	1	8	9	1	3	1	1	3	21
Chase Gould	.000	0	0	0	0	1	2	0	0	4
Caleb Bubnack	.000	3	0	3	0	1	1	0	1	5
Keldon Lin	.000	0	1	1	0	0	2	0	0	1
Totals	.582	35	72	107	43	28	46	11	24	348
Opponents	.600	30	70	100	59	41	48	12	30	342

[Min]-Min Played [M/PG]-Min per 40 min [PTS]-Total Points [AvgPts]-Points per 40 min [HI]-Hi Game [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 [TO]-Total Turnovers [Blk]-Blocked Shots [Stl]-Steals [PARS]-Efficiency