

#18 Dakota State (S.D.) (3-2) -vs- Dakota Wesleyan (S.D.) (4-2)
11/13/13 at Mitchell, S.D.

Date: 11/13/13
Time: 8:00 p.m.
Attendance: 1,400
Site: Mitchell, S.D.
Notes:

Score By Period		1	2	Total
#18 Dakota State (S.D.)		31	45	76
Dakota Wesleyan (S.D.)		37	48	85

#18 Dakota State (S.D.) 76

#	Player	GS	MIN	FG	3PT	FT	ORB-DRB	REB	PF	A	TO	BLK	STL	PTS
0	Dylan Hale	*	26	8-14	6-11	2-3	1-5	6	4	4	1	0	3	24
21	Yusuf Vinson	*	33	9-18	1-3	3-3	2-6	8	3	0	5	0	1	22
5	Marcus Smith	*	36	5-12	3-5	3-4	4-4	8	2	3	2	0	1	16
10	Adam Hofer	*	29	2-7	1-3	0-0	0-2	2	1	0	1	0	0	5
50	Cameron Krump	*	23	0-2	0-0	3-7	1-3	4	3	1	0	0	0	3
TM	TEAM	*		0-0	0-0	0-0	1-3	4	0	0	0	0	0	0
33	Jordan Snyder		19	2-3	0-0	0-1	1-1	2	5	0	0	0	0	4
3	Cameron Robinson		25	0-2	0-1	2-2	1-5	6	2	5	3	1	1	2
24	Ryan McCutcheon		6	0-3	0-0	0-0	1-1	2	0	0	1	0	0	0
12	Seth Cavanaugh		3	0-2	0-1	0-0	0-1	1	0	0	1	0	0	0
Totals		-	200	26-63	11-24	13-20	12-31	43	20	13	14	1	6	76

Team Summary		FG		3PT		FT	
Total		26-63	41.3 %	11-24	45.8 %	13-20	65.0 %

Technical Fouls: (2) Yusuf Vinson
Lead Changed: 0 times(s)
Second Chance Points: 0
Points off Turnovers: 0
Scores Tied: 0 times(s)
Bench Points: 6
Points in the Paint: 0
Largest Lead: 0 0
Fast Break Points: 0

Dakota Wesleyan (S.D.) 85

#	Player	GS	MIN	FG	3PT	FT	ORB-DRB	REB	PF	A	TO	BLK	STL	PTS
0	Jalen Voss	*	30	11-21	0-5	11-12	2-11	13	3	1	2	2	0	33
5	Trae Bergh	*	37	5-15	4-12	5-7	1-2	3	1	1	1	0	1	19
11	Tate Martin	*	37	3-7	2-3	7-8	0-3	3	1	9	3	0	3	15
2	Luke Bamberg	*	27	2-6	0-2	0-2	0-4	4	4	2	3	0	0	4
32	Stephen Lee	*	16	1-1	1-1	0-0	0-2	2	4	0	0	0	1	3
TM	TEAM	*		0-0	0-0	0-0	0-3	3	0	0	0	0	0	0
12	Jade Miller		28	4-9	0-3	0-0	3-1	4	2	3	2	0	0	8
34	Matt Henriksen		8	1-3	1-3	0-0	0-1	1	0	0	0	0	0	3
4	Sawyer Gibson		17	0-1	0-1	0-0	2-2	4	4	1	0	0	0	0
	Jaylen Uthe			0-0	0-0	0-0	1-0	1	0	0	0	0	0	0
Totals		-	200	27-63	8-30	23-29	9-29	38	19	17	11	2	5	85

Team Summary		FG		3PT		FT	
Total		27-63	42.9 %	8-30	26.7 %	23-29	79.3 %

Technical Fouls: none
Lead Changed: 0 times(s)
Second Chance Points: 0
Points off Turnovers: 0
Scores Tied: 0 times(s)
Bench Points: 11
Points in the Paint: 0
Largest Lead: 0 0
Fast Break Points: 0