

Geneva (3-18, 3-11 P-A-C) -vs- Grove City (14-7, 9-5 P-A-C)
02/06/16 at Grove City, Pa.

Date: 02/06/16
Attendance: 1,550
Site: Grove City, Pa.
Referees: Del Ross (R)

Score By Period		1	2	Total
Geneva		20	41	61
Grove City		27	43	70

Geneva 61

#	Player	GS	MIN	FG	3PT	FT	ORB-DRB	REB	PF	A	TO	BLK	STL	PTS
24	Ethan Adamczyk	*	31	8-13	0-0	2-3	0-5	5	5	1	9	0	1	18
41	Chaese Vaudrin	*	30	3-6	0-0	10-14	0-6	6	4	5	5	0	0	16
44	Chris Dean	*	29	2-5	1-2	0-0	0-3	3	3	0	2	0	0	5
12	Matt Dragan	*	23	2-3	0-0	0-0	2-2	4	3	0	2	1	0	4
11	Jimmy Lechlitter	*	34	0-10	0-6	0-0	0-6	6	2	1	1	0	0	0
30	David Oliver		20	3-3	0-0	4-6	0-3	3	1	1	0	0	0	10
00	Jordan Lawrence		19	3-4	2-2	0-1	0-0	0	2	1	0	0	0	8
04	Danny Torok		9	0-3	0-2	0-0	0-0	0	1	2	0	0	0	0
31	Timon Gribbin		5	0-1	0-0	0-0	0-0	0	1	0	0	0	0	0
TM	TEAM		0	0-0	0-0	0-0	0-1	1	0	0	0	0	0	0
Totals		-	200	21-48	3-12	16-24	2-26	28	22	11	19	1	1	61

Team Summary		FG		3PT		FT	
Total		21-48	43.8%	3-12	25.0%	16-24	66.7%

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

Grove City 70

#	Player	GS	MIN	FG	3PT	FT	ORB-DRB	REB	PF	A	TO	BLK	STL	PTS
50	Cory Huff	*	29	3-11	1-3	6-8	1-4	5	3	1	1	1	1	13
42	Andrew Beckman	*	27	4-7	0-0	3-5	1-5	6	4	2	2	2	1	11
20	Joe Vermilya	*	27	4-10	3-8	0-0	2-9	11	2	3	4	0	1	11
05	Stephen Tam	*	32	2-5	1-3	4-4	2-2	4	4	9	2	1	2	9
24	Isaiah Reeves	*	23	2-5	1-1	0-1	0-2	2	1	2	2	0	1	5
14	Brandon Grider		16	5-7	1-2	3-3	3-1	4	1	1	1	0	2	14
03	Gabe Goode		7	1-2	1-2	0-0	0-0	0	1	0	0	0	0	3
12	Seth Muck		13	1-5	0-1	0-0	1-2	3	0	1	2	0	0	2
52	Erik Carlstrom		9	1-3	0-0	0-0	0-1	1	5	0	1	0	0	2
30	Jonathan Grim		13	0-1	0-0	0-0	0-3	3	1	0	1	1	0	0
25	Jeff Schmidt		3	0-2	0-2	0-0	0-1	1	1	0	0	0	0	0
35	Zack Buescher		1	0-0	0-0	0-0	0-0	0	0	0	0	0	0	0
TM	TEAM		0	0-0	0-0	0-0	1-1	2	0	0	0	0	0	0
Totals		-	200	23-58	8-22	16-21	11-31	42	23	19	16	5	8	70

Team Summary		FG		3PT		FT	
Total		23-58	39.7%	8-22	36.4%	16-21	76.2%

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