

Gustavus (2-0-0) -vs- Pacific Lutheran (0-2-0)
9/4/2004 at Tacoma, Wash. ()

Date: 9/4/2004

Attendance: 128

Stadium:

Officials: Referee, Doug Penski Asst. Referee, Eric Scott Mark Matthews

Goals By Period

	1	2	Total
Gustavus	1	2	3
Pacific Lutheran	0	0	0

Gustavus 3

Pos	#	Player	SH	SOG	G	A	MIN
Starters							
GK	1	Nate Hitch	0	0	0	0	0
MF	3	Chris Pinahs	1	0	0	0	0
F	4	Jeff Aasness	0	0	0	0	0
MF	10	Bobby Kroog	1	0	1	0	0
D	11	Jordan Iblings	0	0	0	0	0
MF	14	Matt Broin	1	0	0	1	0
D	15	Joe Hartwell	1	0	0	0	0
MF	17	Neil Nelson	0	0	0	0	0
MF	20	Jon Astry	3	0	0	0	0
F	22	Caleb Bousu	1	0	0	1	0
D	23	Grant Morlock	0	0	0	0	0
Substitutes							
	TM	TEAM	0	0	1	0	0
	5	Ryan Beduhn	0	0	0	0	0
	6	Jeffrey Johnson	0	0	0	0	0
	8	Mike Butterworth	0	0	0	0	0
	9	Taylor Stein	2	0	0	0	0
	12	Matt Strom	0	0	0	0	0
	13	Chad Ransom	0	0	0	0	0
	24	Alex Groth	1	1	1	0	0
Totals			11	1	3	2	0

#	Goalkeepers	Minutes	GA	Saves
1	Nate Hitch	90:00	0	4
Totals			0	4

Shots By Period	1	2	Total
Gustavus	4	7	11
Pacific Lutheran	5	2	7

Saves By Period	1	2	Total
Gustavus	3	1	0
Pacific Lutheran	0	4	-2

Scoring Summary

Time	Team	Goal Scorer	Assist	Description
12:00	GAC	Bobby Kroog	Matt Broin	header off a corner kick
51:49	GAC	TEAM		own goal off corner kick
89:04	GAC	Alex Groth	Caleb Bousu	

Cautions and Ejections: There were no penalties in this game.

Pacific Lutheran 0

Pos	#	Player	SH	SOG	G	A	MIN
Starters							
GK	1	Jared Harman	0	0	0	0	0
MF	3	Jacob Adams	1	0	0	0	0
MF	6	Kevin Murray	1	0	0	0	0
F	8	Mike Ferguson	1	0	0	0	0
D	10	Stephen Washington	0	0	0	0	0
F	12	Trevor Jacka	1	0	0	0	0
D	15	Laef Swanson	0	0	0	0	0
D	17	Matt Taller	1	0	0	0	0
D	18	Willy Devgun	0	0	0	0	0
MF	20	Kelly LaProwse	0	0	0	0	0
MF	21	Justin Stevens	1	0	0	0	0
Substitutes							
	4	Tony Ciocca	0	0	0	0	0
	5	Matt Webb	0	0	0	0	0
	13	Matt Melius	1	0	0	0	0
Totals			7	0	0	0	0

#	Goalkeepers	Minutes	GA	Saves
1	Jared Harman	90:00	3	4
Totals			3	4

Corner Kicks By Period	1	2	Total
Gustavus	3	1	4
Pacific Lutheran	3	2	5

Fouls By Period	1	2	Total
Gustavus	8	2	10
Pacific Lutheran	8	6	14

Play By Play

Time Team Play