

Montreat Cavaliers (2-0) -vs- MACU Mustangs (0-1)
10/29/24 at Chesson Gym

Date: 10/29/24
Time: 7:00 PM
Site: Chesson Gym
Referees: Unknown, ,
Notes: None

Score By Period		1	2	Total
Montreat Cavaliers		38	41	79
MACU Mustangs		38	32	70

Montreat Cavaliers 79

#	Player	GS	MIN	FG	3PT	FT	ORB-DRB	REB	PF	A	TO	BLK	STL	PTS
11	Jarden Maze	*	37	11-24	6-10	2-3	1-5	6	0	2	3	0	4	30
22	AJ Baskerville	*	31	5-12	1-3	1-1	6-14	20	1	1	5	0	1	12
55	RJ Manginello	*	26	4-6	1-3	2-2	0-2	2	3	6	4	0	1	11
12	Jack Keller	*	33	1-10	0-5	1-2	0-0	0	2	2	1	1	2	3
50	Dyllan Barnwell	*	10	0-1	0-0	0-0	0-1	1	3	0	0	0	0	0
1	Xavier Thornton		15	3-5	1-3	2-4	0-2	2	1	3	1	0	1	9
3	Zeke Bullington		14	1-1	1-1	2-2	0-0	0	1	0	2	0	0	5
14	Elijah Carson		7	2-2	0-0	0-0	1-1	2	2	0	0	0	0	4
5	Chris Moore		17	1-2	0-0	1-4	5-1	6	0	3	0	0	0	3
10	Jeremyah McWilliams		10	1-1	0-0	0-0	0-0	0	2	0	1	1	1	2
Totals		-	200	29-64	10-25	11-18	13-26	39	15	17	17	2	10	79

Team Summary		FG		3PT		FT	
Total		29-64	45.3%	10-25	40.0%	11-18	61.1%

Technical Fouls: none **Second Chance Points:** 8 **Scores Tied:** 11 times(s) **Points in the Paint:** 0 **Fast Break Points:** 0
Lead Changed: 4 times(s) **Points off Turnovers:** 22 **Bench Points:** 23 **Largest Lead:** 0 0

MACU Mustangs 70

#	Player	GS	MIN	FG	3PT	FT	ORB-DRB	REB	PF	A	TO	BLK	STL	PTS
1	Keith ShakesJr	*	35	8-18	1-1	6-6	5-6	11	3	0	1	0	1	23
12	Tyus Williams	*	31	4-10	0-1	7-8	1-2	3	0	0	2	0	1	15
10	Stewart Clough	*	30	3-10	1-2	4-4	1-2	3	4	1	3	2	1	11
4	Janus Shepherd	*	29	3-11	2-8	1-2	1-3	4	2	1	3	0	2	9
0	Carlos Raven	*	34	1-8	0-5	1-4	1-2	3	2	2	2	0	1	3
5	Uriah Logan		18	3-5	0-1	0-0	1-6	7	2	1	2	0	0	6
24	Elijah Dias		20	1-6	0-0	1-2	1-4	5	3	1	1	0	1	3
50	Geoffrey Wellons		3	0-0	0-0	0-0	0-0	0	1	0	0	0	0	0
Totals		-	200	23-68	4-18	20-26	11-25	36	17	6	14	2	7	70

Team Summary		FG		3PT		FT	
Total		23-68	33.8%	4-18	22.2%	20-26	76.9%

Technical Fouls: none **Second Chance Points:** 12 **Scores Tied:** 11 times(s) **Points in the Paint:** 0 **Fast Break Points:** 0
Lead Changed: 4 times(s) **Points off Turnovers:** 18 **Bench Points:** 9 **Largest Lead:** 0 0