Stats Report

JHS @ Dickinson — All Athletes — Averages

Games		Four F	actors					Shoo	ting			Two Po	ointers	;
Games	GP	eFG%	то%	OREB%	DREB%	FTF	VPS	FGM	FGA	FG%	eFG%	2FGM	2FGA	2FG%
Overall	1	57.6%	23.0%	16.1%	64.4%	0.14	0.99	31.0	66.0	47.0%	57.6%	17.0	30.0	56.7%
By Period	GP	eFG%	то%	OREB%	DREB%	FTF	VPS	FGM	FGA	FG%	eFG%	2FGM	2FGA	2FG%
1st	1	35.7%	17.2%	5.9%	75.0%	0.07	0.82	8.0	28.0	28.6%	35.7%	4.0	12.0	33.3%
2nd	1	75.0%	27.5%	36.4%	50.0%	0.07	1.14	17.0	28.0	60.7%	75.0%	9.0	12.0	75.0%
3rd	1	83.3%	25.0%	-	33.3%	0.00	1.25	4.0	6.0	66.7%	83.3%	2.0	3.0	66.7%
4th	1	50.0%	23.9%	0.0%	100.0%	1.25	0.81	2.0	4.0	50.0%	50.0%	2.0	3.0	66.7%

Games		Three	Pointe	rs	Free	Thro	WS	Scoring						
Games	GP	3FGM	3FGA	3FG%	FTM	FTA	FT%	PF	PA	PPP	PPG	+/-	MINS	
Overall	1	14.0	36.0	38.9%	7.0	9.0	77.8%	83.0	86.0	0.96	83.0	- 3.0	44	
By Period	GP	3FGM	3FGA	3FG%	FTM	FTA	FT%	PF	PA	PPP	PPG	+/-	MINS	
1st	1	4.0	16.0	25.0%	2.0	2.0	100.0%	22.0	33.0	0.65	22.0	- 11.0	17	
2nd	1	8.0	16.0	50.0%	2.0	2.0	100.0%	44.0	33.0	1.22	44.0	+ 11.0	18	
3rd	1	2.0	3.0	66.7%	0.0	0.0	-	10.0	10.0	1.25	10.0	0.0	4	
4th	1	0.0	1.0	0.0%	3.0	5.0	60.0%	7.0	10.0	0.84	7.0	- 3.0	4	

Games	Adv	ance	d Sco	ring	Rebou	nding		Assists and Turnovers						
Games	GP	ТР	РоТ	SCP	PiP	OREB	OREB%	DREB	DREB%	REB	AST	то	A/TO	то%
Overall	1	0.0	5.0	10.0	26.0	5.0	16.1%	29.0	64.4%	34.0	16.0	21.0	0.76	23.0%
By Period	GP	ТР	РоТ	SCP	PiP	OREB	OREB%	DREB	DREB%	REB	AST	то	A/TO	то%
1st	1	0.0	0.0	2.0	6.0	1.0	5.9%	15.0	75.0%	16.0	5.0	6.0	0.83	17.2%
2nd	1	0.0	5.0	8.0	14.0	4.0	36.4%	9.0	50.0%	13.0	9.0	11.0	0.82	27.5%
3rd	1	0.0	0.0	0.0	4.0	0.0	-	1.0	33.3%	1.0	2.0	2.0	1.00	25.0%
4th	1	0.0	0.0	0.0	2.0	0.0	0.0%	4.0	100.0%	4.0	0.0	2.0	0.00	23.9%

Games		Inbour	ids Effici	ency	Defen	Defense						
Games	GP	SLOB	SLOB%	PPSLOB	BLOB	BLOB%	PPBLOB	DEFL	STL	BLK	FOUL	CHG
Overall	1	3.0	66.7%	1.67	4.0	25.0%	0.75	14.0	4.0	6.0	28.0	0.0
By Period	GP	SLOB	SLOB%	PPSLOB	BLOB	BLOB%	PPBLOB	DEFL	STL	BLK	FOUL	CHG
1st	1	1.0	0.0%	0.00	2.0	0.0%	0.00	5.0	0.0	3.0	7.0	0.0
2nd	1	1.0	200.0%	5.00	2.0	50.0%	1.50	8.0	4.0	2.0	16.0	0.0
3rd	1	1.0	0.0%	0.00	0.0	-	0	0.0	0.0	0.0	2.0	0.0
4th	1	0.0	-	0	0.0	-	0	1.0	0.0	1.0	3.0	0.0