

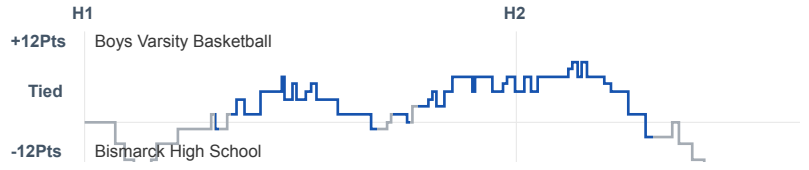
Box Score Report

Boys Varsity Basketball vs Bismarck High School - Jan 30, 2018 - L 68-70

Period Stats

Team	1	2	Final
JHS	35	33	68
BHS	31	39	70

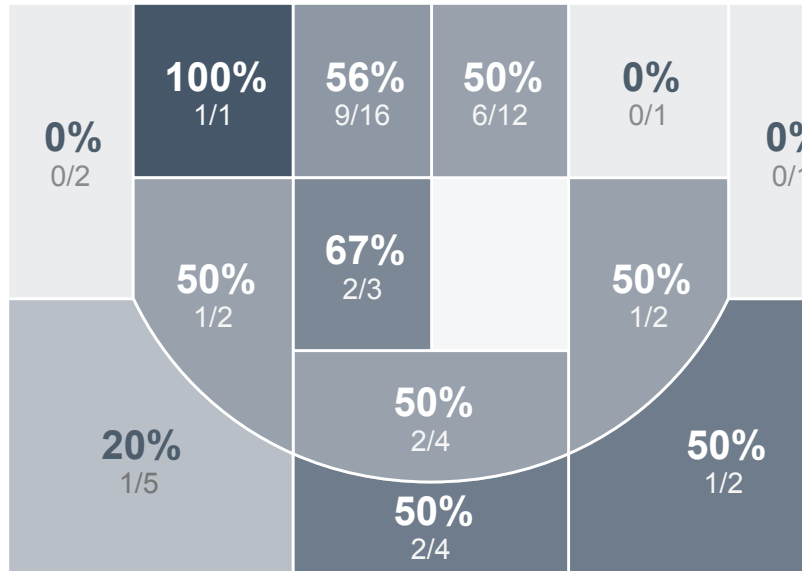
Run Graph



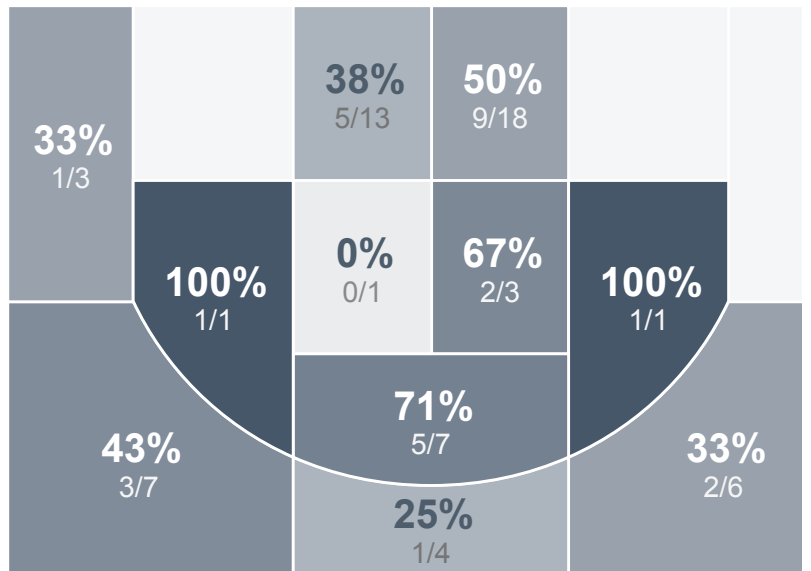
Team Stats

	JHS	BHS
Field Goal %	46.4%	46.9%
Effective Field Goal %	50.0%	52.3%
2FG Made/Attempted	22/41	23/44
2FG %	53.7%	52.3%
3FG Made/Attempted	4/15	7/20
3FG %	26.7%	35.0%
FT Made/Attempted	12/15	3/10
Free Throw Percentage	80.0%	30.0%
Points Per Possession	0.96	0.99
Transition Points	6	4
Points Off Turnovers	10	8
Second Chance Points	7	10
Points in the Paint	34	32
Offensive Rebounds	5	7
Defense Rebounds	29	25
Assists	11	11
Deflections	7	6
Steals	7	7
Blocks	4	2
Turnovers	13	9
Personal Fouls	12	18
Charges Taken	JH9	BH9

Boys Varsity Basketball




Bismarck High School



Boys Varsity Basketball's Player Stats

Name	Pts	FG	3FG	FT	+/-	MINS	OREB	DREB	AST	DEFL	STL	BLK	TO	FOUL
#2 Bryan Mosolf	2	1/4	0/1	0/0	+ 2	13	0	1	0	0	0	0	1	0
#5 John Horgan	9	2/7	1/4	4/4	- 8	21	0	4	2	1	2	0	2	0
#10 Ryder Lunzman	4	2/6	0/2	0/0	- 4	16	0	2	2	0	1	0	1	3
#15 Jared Kallenbach	2	0/4	0/0	2/2	- 7	23	0	3	3	0	0	0	4	0
#21 Boden Skunberg	30	13/20	3/6	1/3	+ 6	28	1	3	1	2	2	0	3	2
#23 Jacob Hilgemann	2	1/4	0/1	0/1	- 1	24	1	2	3	0	0	0	0	1
#33 Mason Walters	14	5/7	0/0	4/4	- 2	33	2	10	0	2	2	1	2	3
#34 Noah Wegenast	5	2/4	0/1	1/1	+ 4	21	1	3	0	2	0	3	0	3

Bismarck High School's Player Stats

Name	Pts	FG	3FG	FT	+/-	MINS	OREB	DREB	AST	DEFL	STL	BLK	TO	FOUL
 Unknown Athlete	35	15/35	2/11	3/4	+ 2	288	3	12	3	4	4	1	5	10
#5 Kaide Gimbel	0	0/0	0/0	0/0	-	-	0	0	3	1	1	0	1	3
#20 Trajan Jangula	4	2/2	0/0	0/1	-	-	1	7	0	0	0	1	1	1
#23 Chandler Bentz	0	0/0	0/0	0/0	-	-	0	0	0	0	0	0	0	1
#24 Joe Jahner	11	4/7	3/5	0/0	-	-	1	0	1	0	1	0	0	1
#25 Tanner Davis	0	0/1	0/1	0/0	-	-	0	1	0	0	0	0	0	0
#30 Matt Trolliey	10	4/8	2/2	0/1	-	-	0	0	0	0	1	0	0	0
#34 Will Madler	0	0/0	0/0	0/2	-	-	0	0	0	0	0	0	0	0
#42 Jalen Ziegler	2	1/3	0/0	0/2	-	-	1	2	0	0	0	0	0	1
#45 Ian Schafer	6	3/6	0/1	0/0	-	-	0	1	3	1	0	0	2	0
#52 canyon stonecipher	2	1/2	0/0	0/0	-	-	0	2	1	0	0	0	0	1