

MEN'S BASKETBALL OFFICIAL BOX

AZUSA PACIFIC at CALIFORNIA LUTHERAN

Date: Jan 23, 1988

Site: Thousand Oaks, Calif Time: 7:30 p.m. Attendance: 600

Officials:

NO	AZUSA PACIFIC (5-14, 3-1)	Total FG		3-point		FT	FTA	Rebounds			PF	Total PTS	AST	TO	BLK	STL	MIN	
		FG	FGA	FG	FGA			OFF	DEF	TOT								
10	John Hoetker	F	0	2	0	0	0	2	0	1	1	1	0	4	1	0	0	17
12	Ryan Reinstra	F	1	2	0	0	0	0	0	1	1	0	2	1	0	0	0	4
14	Steve Lopez	C	2	4	1	2	0	0	1	2	3	3	5	4	2	0	0	25
20	Brian Hunt	G	0	1	0	0	0	0	0	0	0	1	0	0	1	0	1	11
22	Mark Moses	G	9	18	0	2	1	1	1	4	5	3	19	3	6	0	0	27
24	Danny Scott		6	14	2	3	1	1	2	7	9	4	15	6	2	0	0	36
32	Rodger Gutierrez		0	4	0	0	0	0	3	1	4	0	0	0	1	0	0	9
44	Bill DesRochers		9	15	0	0	5	7	5	6	11	4	23	5	3	3	0	38
50	John Hilbig		3	5	0	0	4	5	1	9	10	1	10	0	2	1	1	33
	TEAM										4							
	TOTALS		30	65	3	7	11	16	13	31	48	17	74	23	18	4	2	200

FG% 1st Half .432 (16-37)

FT% 1st Half: .800 (4-5)

3FG% 1st Half: .667 (2-3)

FG% 2nd Half: .500 (18-36)

FT% 2nd Half: .692 (9-13)

3FG% 2nd Half: .250 (1-4)

FG% Game: .462

FT% Game: .

3FG% Game: .429

Dead Ball 4

Rebounds:

NO	CALIFORNIA LUTHERAN	Total FG		3-point		FT	FTA	Rebounds			PF	Total PTS	AST	TO	BLK	STL	MIN	
		FG	FGA	FG	FGA			OFF	DEF	TOT								
24	James Faulk	F	5	9	0	0	0	2	2	3	5	0	10	2	1	0	4	33
12	Steve DeLaveaga	F	12	22	4	7	7	10	2	5	7	3	35	3	0	0	2	35
33	Mike Demeter	C	3	12	0	0	2	2	0	3	3	4	8	4	1	4	1	32
10	Jeff Logsdon	G	5	11	3	6	2	2	0	2	2	2	15	5	2	0	3	36
23	Blake Miraglia	G	5	10	1	5	0	1	0	2	2	3	11	5	1	0	1	32
22	Loren Rodrick		1	1	0	0	0	0	2	6	8	6	2	1	2	0	2	17
30	Darren Ranck		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
14	David Rowlands		2	5	0	1	0	0	1	2	3	1	4	0	0	0	0	14
	TEAM										5							
	TOTALS		33	70	8	19	11	17	7	23	35	19	85	20	7	4	13	200

FG% 1st Half: .472 (17-36)

FT% 1st Half: .429 (3-7)

3FG% 1st Half: .200 (2-10)

FG% 2nd Half: .471 (16-34)

FT% 2nd Half: .333 (1-3)

3FG% 2nd Half: .667 (6-9)

FG% Game: .471

FT% Game: .647

3FG% Game: .421

Dead Ball 4

Rebounds:

Score By Halves	1	2	OT	OT	Final
Azusa Pacific	38	36			74
California Lutheran	39	46			85

Technical: