

Box Score Report

Wright Tech Boys Basketball @ Staples Boys Varsity Basketball - 1/10/2022 7:00 PM

BOX SCORE

Team	1	2	3	4	T
Wright Tech	9	3	5	7	24
Staples	27	28	10	8	73

TEAM STATS

	Wright Tech	Staples
Points	24	73
Shots Made - Attempted	10-37 (27%)	30-56 (53%)
Three Point Shots Made - Attempted	2-14 (14%)	11-23 (47%)
Free Throws Made - Attempted	2-9 (22%)	2-5 (40%)
Rebounds	16	33
Offensive Rebounds	3	9
Defensive Rebounds	13	24
Assists	1	21
Steals	2	19
Blocks	0	2
Turnovers	22	12
Personal Fouls	4	11
Bench Points	24	26
Second Chance Points	0	6
Points Off Turnovers	2	23

PLAYER STATS

WRIGHT TECH

Player	FGM-A	3PM-A	FTM-A	OREB	DREB	REB	AST	STL	BLK	TO	PF	PTS	MIN
#1 Luis Zapata	4-11	1-2	0-4	1	6	7	0	0	0	5	0	9	29
#35 Zion McKenzie	2-5	0-2	1-2	0	3	3	0	0	0	2	0	5	26
#21 Ben Reyes	2-8	0-3	0-1	0	1	1	0	1	0	5	1	4	25
#32 Player	1-6	1-5	0-0	1	0	1	0	0	0	2	0	3	17
#2 Damien Carmichael	1-3	0-0	0-0	0	2	2	1	1	0	3	1	2	16
#25 Jayden Dixon	0-0	0-0	1-2	0	0	0	0	0	0	1	1	1	16
#12 Jim Dorisme	0-2	0-0	0-0	0	0	0	0	0	0	0	0	0	9
#14 Jordan Ingram	0-2	0-2	0-0	0	0	0	0	0	0	0	0	0	2
#3 Andres Rodas	0-0	0-0	0-0	0	0	0	0	0	0	4	1	0	15
Team	0-0	0-0	0-0	1	1	2	0	0	0	0	0	0	0

STAPLES

Player	FGM-A	3PM-A	FTM-A	OREB	DREB	REB	AST	STL	BLK	TO	PF	PTS	MIN
#14 Ryan Thompson*	6-7	2-3	0-0	1	1	2	3	3	0	0	0	14	14
#2 Ryan Phelps*	4-6	1-1	1-3	2	2	4	0	2	0	1	0	10	9
#22 Chris Zajac*	4-7	1-1	0-0	2	3	5	0	1	0	2	1	9	9
#30 Caleb Tobias*	3-4	1-1	0-0	2	3	5	4	2	0	1	1	7	13
#3 Derek Sale*	3-9	1-3	0-0	0	1	1	5	5	1	1	2	7	15
#24 Caleb Smith	2-3	1-2	0-0	0	2	2	2	2	0	0	0	5	10
#34 Michael Brody	2-2	0-0	1-2	1	1	2	0	0	0	1	1	5	11
#43 Adam Udell	1-4	1-2	0-0	0	1	1	2	2	0	0	1	3	12
#23 Gavin Rothenberg	1-2	1-2	0-0	0	0	0	1	1	0	0	1	3	5
#13 Ty Levine	1-1	1-1	0-0	0	0	0	0	0	0	1	0	3	4
#4 Cody Sale	1-3	1-3	0-0	0	0	0	0	0	0	1	0	3	7
#33 Ethan Cukier	1-3	0-1	0-0	1	2	3	0	0	0	1	1	2	8
#31 Kareem Abouzeid	1-2	0-1	0-0	0	2	2	0	0	1	1	1	2	8
#40 Nick Sikorski	0-0	0-0	0-0	0	3	3	0	0	0	2	1	0	7
#20 Jack Murphy	0-3	0-2	0-0	0	2	2	3	1	0	0	1	0	13
#25 Ryland Noorily	0-0	0-0	0-0	0	1	1	1	0	0	0	0	0	7
Team	0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0

* indicates a Starter