

# xavier basketball

NEWSLETTER #37 - 2006-07

### **GAME DAY SCHEDULE**

One of the most popular questions we are asked is how we handle our game days. When do we eat? When do we shoot around? How long do we meet for prior to the game?

Below is a breakdown of a typical 24 hour period leading up to a home game.

#### **XAVIER vs MIAMI**



WEDNESDAY, NOVEMBER 29, 2006, 7:00 PM

# TUESDAY - DAY BEFORE THE GAME

3:00 PM: Meet in the locker room for film session. Film will be on both Miami's offense and defense. Two day's before the game we will show all personal clips to familiarize the team with Miami. The day before the game we shift our focus to what Miami does as a team both offensively and defensively.

3:30 PM: Practice the day before the game is typically an hour and a half. It will be a little less contact than a typical weekly practice. Near the end of practice we will do a 15 minute scouting segment reviewing Miami's set plays.

5:15 PM: A half hour will be set aside for getting up extra shots. Guards will typically do the Celtic Drill and then get up anywhere from 200 to 300 shots.

6:00 PM: Night before the game team meal.

11:00 PM: Curfew.

### **XAVIER PREGAME WARMUP**

TIME REMAINING ON GAME CLOCK LISTED TO THE LEFT.

30:00 Team hits floor (4 basketballs) Team split runs to half court, down middle, to lane.

29:00 4 corner passing (4 basketballs)

- -Everyone talks (BIG chatter)
- -Coach Mack indicates, "Change".

28:00 2 line lay-ups (2 basketballs)

- -Outlet man to start on lay-up side corner
- -Sharp passes
- -No jumpshots, go hard into lay-ups
- -SWITCH sides at 26:30

25:00 Post /Perimeter breakdown

- -Posts: Partner passing near half-court, ball handling
- -Perimeter: Outscreen shooting (work curls, bump backs)
- -Both sides, stagger lines (Walkons passing)
- -SWITCH at 23:00
- -Perimeter: Ball handling (glide dribble) or Partner passing
- -Posts: Backscreen shooting (4, 5 man rules)
- -Both sides, stagger lines (Walkons cutting)

20:00 Post Progression work - Walkons are defenders

16:00 Free shooting/Free Throws

12:00 Quick team huddle / Team departs to locker room

5:00 Team returns to floor, split lines to half court into 3 lines.

- -3 man weave (3 shots)
- -Assist man to touch sideline 1st

3:00 Free shooting

1:15 Quick Huddle at FT line

1:00 Team to bench



### **GAME DAY SCHEDULE**

#### **WEDNESDAY - GAME DAY**

12:00 PM: Players are required to shoot 100 Free Throws on game day. A 15 minute window can be scheduled any time prior to shootaround.

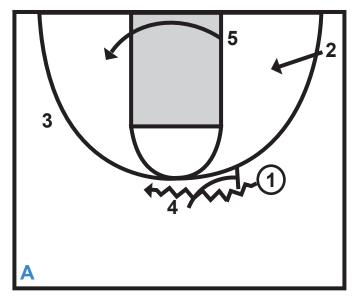
- 2:00 PM: Day of game shootaround. Shootaround will have a tremendous focus on getting shots up. We will split the team into two with one half at each end. The first 30 minutes of shootaround are comprised of different team shooting games. (First to 10 from the corner, first to 10 from the wing, first to 10 from the top of the key, ect) Switch the location of the pass around, player get his own rebound, outlets to a passer, then becomes a passer. Usually we do a best of 7 contest. Players have really responded well to this. We'll mix in free throws during the last half of shootaround. The last 10 minutes will be devoted toward Miami's UOOB.
- 3:00 PM: Pregame meal in the Cintas Center. Meal will typically be high in carbohydrates and low in fat. It would be our hope that players will eat less than 700 calories in this meal.
- 3:30 PM: After meal players have two hours to go their own way. Several players will go to the lounge connected to the locker room in the Cintas Center to relax and watch TV. Others will head back to their dorm room to get ready on their own.
- 5:30 PM: All players must arrive to the Cintas Center. All players must begin getting dress, taped and ready. Protocol to be followed when getting taped (veterans). Assistant coaches on benches, no horse play while shooting -- take game shots. Scout coach in locker room preparing boardwork.
- 5:58 PM Everyone must be dressed, taped, and ready.
- 6:00 PM Everyone at lockers, focused on scout coach. Scout coach has board work (game plan, scouting)
- 6:15 PM Stretch as team in the weight room.
- 6:30 PM Quick huddle in locker room.
- 6:32 PM Team takes floor an executed pre game warm-up routine.
- 6:48 PM Team huddles and returns to locker room.
- 6:49 PM Coach Miller talks to team, pray.
- 6:55 PM Team returns to floor. 3 man weave, free shooting.
- 6:59 PM Team to bench Ready for pregame introductions.
- 7:00 PM Tip Off, Xavier vs Miami.



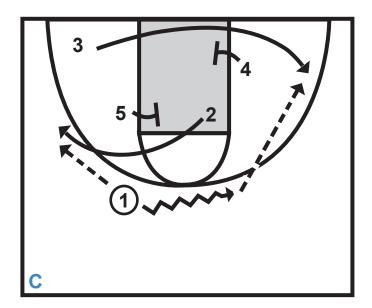
# xavier basketball

PLAY OF THE WEEK - MAN OFFENSE

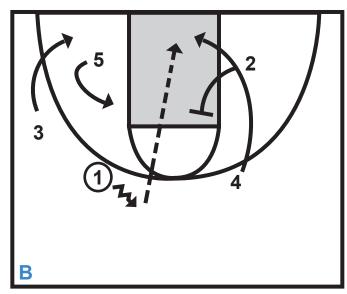
## **# BREAK SET - IVERSON**



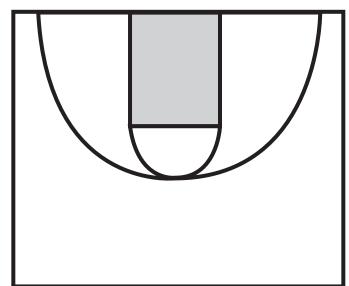
# Break alignment. 1 uses a 4 ballscreen. 5 searches across the lane. 2 gets to the right block.



2 uses a 5 screen as 3 uses a baseline screen by 4. 1 can pass either way - especially to 2.



2 then backscreens for 4. 1 sees 4 for the lob. 3 walks toward the baseline. 5 circles toward the left elbow.

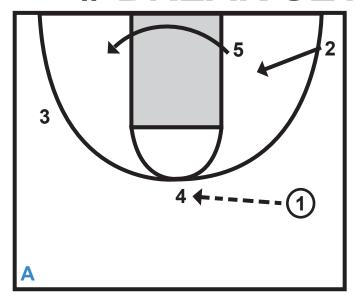




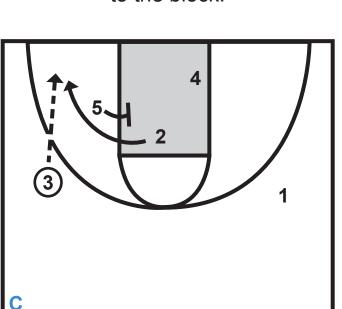
# xavier basketball

PLAY OF THE WEEK - MAN OFFENSE

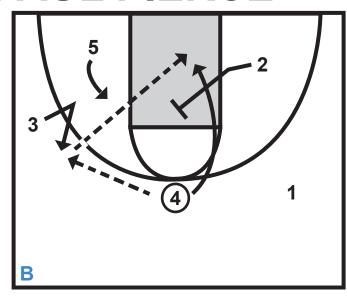
# **# BREAK SET - PAUL PIERCE**



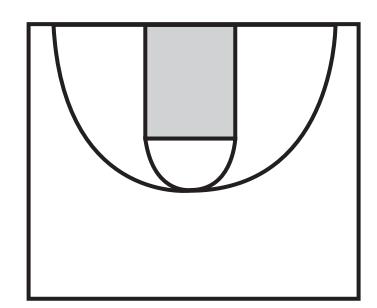
# Break alignment. 1 passes to 4. 5 searches across the lane. 2 gets to the block.



5 circles up the lane and screens in for 2. 3 passes to 2 just off of the lane.



4 reverses the ball to 3. 2 sets a backscreen for 4. 5 circles up the lane.



# **SCOUTING REPORT**





AT UNIVERSITY OF THE VIRGIN ISLANDS

NOVEMBER 17-21, 2006





### **SCOTTIE REYNOLDS**

STARTING POINT GUARD



13.0

1.0

1.3

100.0%

0.0%

PTS/G:

OR/G:

A/TO:

FG%:

FT%:

**AST/G**: 4.0

6'2" 170 SR

- -Primary PG.
- -2000 pt scorer in HS.
- -Excellent quickness.
- -Capable with either hand.

- -Corner cuts = low away

% OF 3: 16.7%

3FG%: 100.0%

BLK/G: 0.0 **STL/G**: 2.0

**FGA/G:** 6.0

FTA/G: 1.0

### his game

- -McD's AA. Big HS rep.

- -Made all 6 shots in Game
- -Deep, deep 3 pt range.
- -Very steal oriented.
- -Will pressure our PG.
- -Very active on ball.
- clearout action.

### **MIKE NARDI**

STARTING SHOOTING GUARD



20.0

0.0

4.0

44.4%

100.0%

MIN/G:

OR/G:

A/TO:

FG%:

FT%:

PTS/G: 11.0

**AST/G**: 4.0

**3FG%:** 0.0%

**FGA/G:** 9.0

FTA/G: 3.0

BLK/G: 0.0

**STL/G**: 4.0

% OF 3: 44.4%

6'0" 185 FR

### his name

- -Has started all but 3 games in his 3 years.
- -Can play either 1 or 2. -Most effective shooting
- 3's off the dribble.
- -Loves transition 3's.
- -Shot over 6 3's a game last season w NBA
- backcourt.
- -His year.
- -70% of total shots = 3's
- -Excellent post passer.
- -Lobs to corner of board.
- -Not a terrific playmaker.
- -Average defender.

### **CURTIS SUMPTER** STARTING SMALL FORWARD



**PTS/G**: 16.0

**AST/G**: 1.0

**3FG%:** 0.0%

**FGA/G**: 7.0

FTA/G: 8.0

% OF 3: 14.3%

4.0

1.0

71.4%

75.0%

OR/G:

A/TO:

FG%:

FT%:

6'7" 223 RS-SR

### his aame

- -Man child. NBA audition. -Smaller, more skilled Curtis Withers.
- -Really hunts shots.
- -Will run simple low away action and 4 out 1 in stuff to get him ball. Goes 1 on 1.
- -Scores on post ups, 1-2 dribble pull-ups and off.
- rebs.
- -Not a shake you down dribbler. More 1st step and power.
- -3 pt threat wants to prove
- -Gives up moving feet on defense.

### BLK/G: 0.0 **STL/G**: 1.0

#### how to defend

Pressure the freshman! Play him as a scorer. HIGH HANDS! Respect to NBA line, including on break.

No straight line drives.

#### haw to defend

Find in transition. Then do not leave. HIGH HANDS. Make him put it down. Pressure on the wing-disrupt vision.

### haw ta defend

Team challenge!

Hit-n-peel. Deny inside pack-line.

Big gaps when he has it - why not?

Pressure passers vs 4 out 1 in.

**BOX OUT!** 

Attack him on the other end.

**Scoring PG** 

**Transition 3's** 

Go to guy





### DANTE CUNNINGHAM

STARTING POWER FORWARD



23.0

3.0

0.0

75.0%

**NONE** 

MIN/G:

OR/G:

A/TO:

FG%:

FT%:

PTS/G: 6.0

**AST/G:** 0.0

3FG%: NONE

**FGA/G**: 4.0

FTA/G: 0.0

BLK/G: 0.0

**STL/G**: 1.0

% OF 3: 0.0%

6'9" **220** SO

### his name

-Blue collar athlete whose greatest asset is his ability to offensive rebound.

-Played 19 minutes a game on Elite Eight team in 05-06.

-15 foot range.

-His scoring touches will be post ups, stickbacks, pick-n-rolls to the rim.

-Terrible FT shooter.

-Will look to block shots.

WILL SHERIDAN STARTING CENTER



MIN/G: 21.0

0.0

1.0

33.3%

50.0%

PTS/G: 3.0

**AST/G**: 1.0

**3FG%:** 0.0%

**FGA/G**: 3.0

FTA/G: 2.0

BLK/G: 3.0

STL/G: 0.0

% OF 3: 33.3%

OR/G:

A/TO:

FG%:

FT%:

6'8" 238 SR R

### his name

-Returning starter at the 5.

-All out effort player.

-Runs the floor.

-Not a great athlete. Effort.

-Excellent face-up game to 17 feet with an occasional

open 3 attempt.

-Offensive rebounds by position and toughness.

-Below the rim finisher-wall

ups will effect him.

-Decent back to basket touch but limited touches.

-Shot blocker.

# **SHANE CLARK**



PTS/G: 10.0

**AST/G**: 2.0

3FG%: NONE

FGA/G: 6.0

FTA/G: 2.0

BLK/G: 0.0

STL/G: 0.0

% OF 3: 0.0%

1.0

2.0

66.7%

100.0%

OR/G:

A/TO:

FG%:

FT%:

6'7" **195** SO R

### his aame

-Athletic swingman.

-Plays with intensity.

-Slasher who plays best in space.

-Prefers the drive over the

3.

-Quick 1st step.

-His 3 takes time but will

shoot it.

-Hi-light film offensive rebounds- D Brown

### haw to defend

BOX OUT! No 2nd shots.

Defend in the post. 3/4 and limit touches.

Execute ballscreen defense.

Pressure his HI-LOW passes.

#### how to defend

BOX OUT! Hold ground. No 2nd shots. HIGH HANDS on face-up opportunities. Help defenders seeing ballscreen action. Is it an X?

Tough wall ups.

Shot fake, go strong!

### haw ta defend

Match his fire.

Contain on the perimeter.

Tight gaps away from ball.

BOX OUT - he's coming from

perimeter.

Athletic offensive rebounder

Face-ups, Off. Rebs

**Slashing Athlete** 





215

### **BILAL BENN**



MIN/G: 15.0 PTS/G: 6.0 OR/G: 1.0 **AST/G**: 1.0 A/TO: 0.5 FG%: 33.3%

FT%: 50.0% 3FG%: NONE

**FGA/G**: 6.0 FTA/G: 4.0

% OF 3: 0.0% BLK/G: 0.0

STL/G: 3.0

6'4" 205 FR

### his namp

- -Playmaking guard. -3rd PG with strength being his ability to make plays getting to rim.
- -Always in attack mode- on break, on wing, on ballscreens. SPEED!
- -Explosive first step who needs the ball on offense to be effective.
- -Below average shooter -Intense defender on ball.
- -Steals, pressures, and plays physical.

### how to defend

Get back in transition. Contain and match physicality. Draw a CHARGE! Know his game-drive, drive, drive. Do not get beat to the outside. Take care of the ball

### **REGGIE REDDING**



MIN/G: 14.0 PTS/G: 9.0

OR/G: 2.0 **AST/G**: 1.0

A/TO:

66.7% FG%: NONE FT%:

0.5

**3FG%:** 50.0% FGA/G: 6.0

FTA/G: 0.0 % OF 3: 33.3%

BLK/G: 0.0 STL/G: 0.0

#### 6'5" 205 FR R

### his namp

- -Big time threat off bench from perimeter.
- -Excellent 3 pt shooter.
- -Offensive minded freshman.
- Allowed to offensive rebound.

### **DWAYNE ANDERSON**

6'6"



PTS/G: 16.0

**AST/G**: 3.0

**3FG%:** 50.0%

% OF 3: 44.4%

**FGA/G**: 9.0

FTA/G: 4.0

BLK/G: 0.0

**STL/G**: 4.0

4.0

1.5

55.6%

100.0%

OR/G:

A/TO:

FG%:

FT%:

SO R

### his aame

- -Teriffic exhibition season and game 1 production. -Can shoot the ball and will in transition.
- MIN/G: 22.0 -3 pt shooter/scorer.
  - -Plays hard, reckless.
  - -Offensive rebounder
  - -Questionable handle.

#### haw ta defend

HIGH HANDS on close-outs. Identify him as a shooter/scorer. Play more shot than drive. **BOX OUT!** 

### haw ta defend

HIGH HANDS on close-outs. Pick up deep in transition. PRESSURE yet know he'll attack. **BOX OUT!** 

1st step, driver

**Shooter off bench** 

**Shooter off bench** 

### PARADISE JAM, VIRGIN ISLANDS

STARTING LINE UP:											
1	SCOTTIE REYNOLDS Scoring PG	6'2"	170	R	SR						
12	MIKE NARDI Transition 3's	6'0"	185	R	FR						
34	CURTIS SUMPTER Go to guy	6'7"	223	R	RS-SR						
33	DANITE CHANIAHOLIAM	6'9" der	220	R	SO						
50	WILL SHERIDAN Face-ups, Off. Rebs	6'8"	238	R	SR						
DEC	ERVES:										
KESI	SHANE CLARK	6'7"	195	R	SO						
20	Slashing Athlete										
3	BILAL BENN 1st step, driver	6'4"	205	R	FR						
15	REGGIE REDDING Shooter off bench	6'7"	195	R	SO						
22	DWAYNE ANDERSON Shooter off bench	6'6"	215	R	SO						

**GAMES WATCHED:** 

**OPPONENT** 

**RESULT** 

DATE

	REFEREE: UMPIRES:				
PO	INTS / GM	97.0	RE	B/GM	42.0
34	SUMPTER	16.0	22	ANDERSON	8.0
22	ANDERSON	16.0	34	SUMPTER	7.0
1	REYNOLDS	13.0	33	CUNNINGHAM	5.0
12	NARDI	11.0	50	SHERIDAN	5.0
AS	SISTS / GM	19.0	T.C	). / GM	19.0
12	NARDI	4.0	1	REYNOLDS	3.0
1	REYNOLDS	4.0	33	CUNNINGHAM	2.0
22	ANDERSON	3.0	3	BENN	2.0
20	CLARK	2.0	15	REDDING	2.0
ST	EALS/GM	16.0	OF	F. REB / GM	18.0
12	NARDI	4.0	22	ANDERSON	4.0
22	ANDERSON	4.0	34	SUMPTER	4.0
3	BENN	3.0	33	CUNNINGHAM	3.0
1	REYNOLDS	2.0	15	REDDING	2.0
RI	OCKS/GM	3.0	FO	ULS/GM	18.0
50	SHERIDAN	3.0	1	REYNOLDS	3.0
	G		33	CUNNINGHAM	2.0
			12	NARDI	2.0
			34	SUMPTER	2.0
FG	0/2	58.7%	3P	Γ%	35.7%
1	REYNOLDS	100.0%	1	REYNOLDS	100.0%
33	CUNNINGHAM	75.0%	22	ANDERSON	50.0%
34	SUMPTER	71.4%	15	REDDING	50.0%
20	CLARK	66.7%	12	NARDI	0.0%
	OL/ II II	00.770	12	TV/III	0.070
FG	ATT / GM	63.0	3P	TATT/GM	14.0
22	ANDERSON	9.0	12	NARDI	4.0
12	NARDI	9.0		ANDERSON	4.0
34	SUMPTER	7.0	15	REDDING	2.0
1	REYNOLDS	6.0	1	REYNOLDS	1.0
FT	%	72.0%	% \$	SHOTS 3'S	22.2%
12	NARDI	100.0%	12	NARDI	44.4%
20	CLARK	100.0%	22	ANDERSON	44.4%
22	ANDERSON	100.0%	15	REDDING	33.3%
34		75.0%	50	SHERIDAN	33.3%
3	BENN	50.0%			
50	SHERIDAN	50.0%	FT	ATT / GM	25.0
1	REYNOLDS	0.0%	34	SUMPTER	8.0
			22	ANDERSON	4.0

3 BENN

4.0

### **OFFENSE**

### **Transition**

Villanova had the best backcourt in the country last season and would run after a miss or a steal, attacking to score. While the personnel has changed, their style is similiar. They will not run on made field goals by Xavier. If a primary opportunity is not seen as an advantage, Villanova will look to set a drag screen with the trailing post to create driving lanes for their guards. Their bigs (besides Sumpter) are not 3 point threats in transition. We must all be aware that Villanova loves to shoot transition 3's. Just like Charlotte a year ago, picking up at the NBA line and matching up is key for us.

#### **Half Court**

Villanova is simple in their approach in the half court. They run very few sets and like the idea of spacing so that their scorers can make plays. They will go 4 out 1 in for any post match-up they like. Sumpter gets the bulk of 4 out 1 in looks.

- 3 Most Frequent Sets
- 1. PG Corner Cuts = Clearout Low Away to Hi-Low or Immediate SBS
- 2. Xavier's 5 Roll
- 3. Backscreen, MBS, Stagger

Villanova's guards like to space the floor, create off the dribble and drive and kick. We must contain penetration from a 1 on 1 type of team.

Villanova's size and experience up front must be accounted for. # 33 Cunningham, # 34 Sumpter and # 50 Sheridan must be boxed. They are rugged rebounders who attack the glass. Blocking out can seal a victory for Xavier.

#### **UOOB**

Villanova will look to score on UOOB. They run an odd looking alignment and have shown only 2 plays this pre-season. Last season, a few other options emerged as well.

#### **SOOB**

Be aware of backscreen lob action. For the most part, Villanova tends to simply get the ball inbounds.

### **DEFENSE**

### Transition

Last season Villanova gave up 63.8 points per game. They will not mind the tempo being sped up and will look for steals in full court settings.

#### **Half Court**

Villanova is primarily a man to man defensive team. They love to pressure the ballhandler and get out in the passing lanes when they see the opportunity. They will work to deny if you simply pop to catch. They are not as concerned about being in gaps. They rely on athleticism to get to the ball in help situations. Their guards are very active and will look for steals both on and off the ball. Posts are very unique in their ballscreen defense, actually blitzing the ballscreen before its used. We MUST have awareness that the blitz is coming.

Villanova will also press us after made FG's and FT"s employing a 1-2-2 3/4 court trap. This press can be delivered in a variety of ways. Executing Big X and being strong with the ball is important when we deal with their pressure. Villanova's 1-2-2 press can also be stretched to the full court, placing a defender on the ball and denying the inbounds pass.

Villanova will also play a basic 2-3 zone with the forward coming out to help on the wing but ultimately being bumped down by the guard.

#### **UOOB**

They will play man to man on underneath OB with a defender on the ball.

### KEYS TO VICTORY

- 1. Defending the perimeter. Villanova likes to really be paced by their guards. Defending transition 3's and containing Nova's backcourt off the dribble is crucial.
- 2. BOX OUT! This is not a Villanova issue. This is a Xavier issue. Being a disciplined box out team creates a toughness.
- 3. Make Villanova rely on their youth. Take away the knowns 12 Nardi and 34 Sumpter. Make it hell for these 2.
- 4. Have poise on offense. Execute vs their 1-2-2 and execute vs ballscreen blitzes. Make the next pass and we'll get easy, open looks.
- 5. Start strong. Finish stronger. We are the more experienced team. We are the better team. Be the hungrier team.

Official Basketball Box Score
Holy Family vs Villanova
11/07/06 7:30 PM at The Pavilion (Villanova, Pa.)

\_\_\_\_\_\_ VISITORS: Holy Family TOT-FG 3-PT REBOUNDS FG-FGA FG-FGA FT-FTA OF DE TOT PF ## Player Name TP A TO BLK S MIN 15 KELLSTROM, David.... f 1-2 0-0 0-0 1 1 2 2 2 0 004 GREENE-LONG, Edward. c 1-6 0-0 1-2 3 4 7 1 3 0 4 0 0 27 01 LANCASTER, Ryan.... g 3-12 3-6 4-4 0 5 5 0 13 1 1 1 0 33 23 JOHNSON, Ceazer.... g 0-8 0-3 0-0 0 2 2 4 0 0 1 0 0 16 34 SCOTT, Raheem..... g 2-11 1-5 1-2 2 5 7 2 6 4 4 0 0 35 11 MARSHALL, Quincy.... 1-3 0-1 3-4 1 0 1 1 5 2 0 0 1 19 25 PRESNER, Andrew.... 1-4 1-4 3-5 1 0 1 3 6 1 3 0 1 15 33 HOUSTON, London.... 0-1 0-0 0-0 1 0 1 3 0 0 2 1 0 12 35 DAVENPORT, Bruce... 3-8 1-2 0-0 2 1 3 1 7 0 2 0 0 16 1 3 4 TEAM.... Totals...... 13-56 6-21 12-17 12 21 33 18 44 8 18 2 3 200 TOTAL FG% 1st Half: 9-24 37.5% 2nd Half: 4-32 12.5% Game: 23.2% DEADB 3-Pt. FG% 1st Half: 5-9 55.6% 2nd Half: 1-12 8.3% Game: 28.6% REBS F Throw % 1st Half: 6-8 75.0% 2nd Half: 6-9 66.7% Game: 70.6% \_\_\_\_\_\_ HOME TEAM: Villanova TOT-FG 3-PT REBOUNDS ## Player Name FG-FGA FG-FGA FT-FTA OF DE TOT PF TP A TO BLK S MIN 33 Cunningham, Dante... f 2-5 0-1 0-0 2 1 3 1 4 2 2 2 2 25 34 Sumpter, Curtis..... f 8-16 2-4 2-2 1 8 9 3 20 1 3 3 1 25 50 Sheridan, Will..... f 4-6 1-1 1-1 3 4 7 2 10 1 1 0 0 24 01 Reynolds, Scottie... g 1-4 0-2 0-0 0 2 2 2 2 3 1 0 2 17 01 Reynolds, Scottie... g 1-4 12 Nardi, Mike..... g 3-5 3-5 0-0 0 2 2 0 9 2 3 0 1 20 0 0 Pena, Antonio..... 1-3 0-2 1-1 0 2 2 1 3 0 0 0 1 8 2-2 1 4 5 1 6 4 0 0 2 15 03 Benn, Bilal..... 2-4 0-1 15 Redding, Reggie.... 0-4 0-3 2-4 1 1 2 1 2 2 1 0 0 17
20 Clark, Shane..... 2-5 1-2 0-0 1 3 4 2 5 1 1 0 0 19
21 Ott, Andrew..... 1-2 0-1 0-0 1 0 1 0 2 0 0 0 0 7
22 Anderson, Dwayne... 4-5 4-5 2-2 0 1 1 2 14 0 0 0 2 12
32 Drummond, Casiem... 1-3 0-0 2-2 2 3 5 2 4 0 0 1 0 5 1-2 0 2 2 0 1 0 2 0 0 42 Tchuisi, Frank..... 0 - 00 - 06 TEAM.... 2 3 5 Totals...... 29-62 11-27 13-16 14 36 50 17 82 16 14 6 11 200 TOTAL FG% 1st Half: 14-35 40.0% 2nd Half: 15-27 55.6% Game: 46.8% DEADB 3-Pt. FG% 1st Half: 6-15 40.0% 2nd Half: 5-12 41.7% Game: 40.7% REBS F Throw % 1st Half: 5-5 100 % 2nd Half: 8-11 72.7% Game: 81.3% \_\_\_\_\_\_ Officials: Bob Donato, Gary Prager, Frank Scagliotta Technical fouls: Holy Family-None. Villanova-None. Attendance: 4781 Score by Periods 1st 2nd Total 15 - 44 Villanova..... 39 43 -82 Points in the paint-HOLYFAM 2, VU-EXHIB 28. Points off turnovers-HOLYFAM 9, VU-28. 2nd chance points-HOLYFAM 8, VU-EXHIB 16. Fast break points-HOLYFAM 5, VU-EXHIB 17.

Last FG-HOLYFAM 2nd-00:26, VU-EXHIB 2nd-04:15. Largest lead-HOLYFAM by 3 1st-15:03, VU-EXHIB by 44 2nd-02:23.

Bench points-HOLYFAM 20, VU-EXHIB 37. Score tied-2 times. Lead changed-2 times.

\_\_\_\_\_\_ VISITORS: Villanova University TOT-FG 3-PT REBOUNDS ## Player Name FG-FGA FG-FGA FT-FTA OF DE TOT PF TP A TO BLK S MIN 33 <u>Cunningham</u>, <u>Dante</u>... f 3-4 0-0 3 2 5 0 - 02 6 0 2 0 1 23 34 Sumpter, Curtis.... f 5-7 0-1 4 3 7 2 16 1 1 0 1 20 6-8 0-1 
 50
 Sheridan, Will.
 f
 1-3
 0-1
 1-2
 0
 5
 5
 1
 3
 1
 1
 3
 0
 21

 01
 Reynolds, Scottie
 g
 6-6
 1-1
 0-1
 1
 1
 2
 3
 13
 4
 3
 0
 3
 16

 12
 Nardi, Mike
 g
 4-9
 0-4
 3-3
 0
 3
 3
 2
 11
 4
 1
 0
 4
 20
 03 Benn, Bilal ...... 2-6 0-0 2-4 1 0 1 1 04 Condon, Ross ..... 1-2 1-1 0-0 0 2 2 0 0-0 2-4 1 0 1 1 6 1 2 0 3 15 3 1 2 0 0 12 

 15 Redding, Reggie....
 4-6
 1-2
 0-0
 2
 2
 4
 1
 9
 1
 2
 0
 0
 14

 20 Clark, Shane.....
 4-6
 0-0
 2-2
 1
 1
 2
 1
 10
 2
 1
 0
 0
 17

 22 Anderson, Dwayne...
 5-9
 2-4
 4-4
 4
 4
 8
 2
 16
 3
 2
 0
 4
 22

 32 Drummond, Casiem.... 2-3 0-0 0-1 1 1 2 2 42 Tchuisi, Frank..... 0-2 0-0 0-0 1 0 1 1 1 1 2 2 4 1 1 0 0 11 42 Tchuisi, Frank..... 0 0 1 0 0 9 TEAM.... Totals..... 37-63 5-14 18-25 18 24 42 18 97 19 19 3 16 200 TOTAL FG% 1st Half: 20-31 64.5% 2nd Half: 17-32 53.1% Game: 58.7% DEADB 3-Pt. FG% 1st Half: 3-9 33.3% 2nd Half: 2-5 40.0% Game: 35.7% REBS 2nd Half: 5-9 55.6% Game: 72.0% F Throw % 1st Half: 13-16 81.3% \_\_\_\_\_\_ HOME TEAM: Northwood University TOT-FG 3-PT REBOUNDS ## Player Name FG-FGA FG-FGA FT-FTA OF DE TOT PF TP A TO BLK S MIN 04 McJimson, Cory..... f 1-7 0-0 6-6 2 1 3 1 8 1 3 21 Owens, Marvin..... f 6-14 1-1 2-3 1 2 3 3 15 0 4 0 1 30 22 Davis, Seth..... f 2-3 0-1 2-2 1 3 4 1 6 1 1 0 0 18 02 Ward, Baree...... g 7-13 1-1 0-0 1 0 1 2 15 3 4 0 1 29 24 Radosevich, Chad.... g 0-3 0-2 0-1 0 0 0 3 0 1 2 0 0 17 00 Stapleton, Chad.... 1-1 0-0 1-2 0 0 0 3 3 1 0 0 1 16 05 Harkins, Billy..... 10 Boyle, Christian.... 0-0 0-0 0 0 0 1 0 0 2 0 0 10 0 - 01-3 0-2 0-0 1 0 1 0 2 0 0 0 0 6 0-0 0-0 0 1 1 1 2 0 1 0 0 12 12 Ritzema, Steve..... 1-2 13 Clark, Tim...... 2-4 0-0 0-0 0 1 1 1 4 1 0 0 0 12 14 Gage, Anthony..... 0-0 0-0 0-0 0 0 0 0 0 0 1 5 2-2 0 2 2 1 5 0 5 0 2 10 15 Lucas, Darel..... 1-2 1-1 0-0 0-0 0-0 1 1 0 2 0 0 0 11 34 Adigun, Ayo..... 1 TEAM.... 1 2 3 3-8 13-16 7 13 20 18 60 10 22 0 6 200 Totals..... 22-52 TOTAL FG% 1st Half: 11-28 39.3% 2nd Half: 11-24 45.8% Game: 42.3% DEADB 3-Pt. FG% 1st Half: 1-4 25.0% 2nd Half: 2-4 50.0% Game: 37.5% REBS F Throw % 1st Half: 6-7 85.7% 2nd Half: 7-9 77.8% Game: 81.3% \_\_\_\_\_\_ Officials: Ed Corbitt, Ray Perone, Earl Walton Attendance: 1st 2nd Score by Periods Total Villanova University..... 56 41 -

97

60

Northwood University..... 29 31 -

#### The Automated ScoreBook Villanova Season Box Score (as of Mar 26, 2006) All games

RECORD:		ERALL			ME	AWAY				NEUTRAL									
ALL GAMES		8-5)	(12-3		-1)	(10-2)			(6-2)										
CONFERENCE		4-2)	) (		(7-1)		(7-1)												
NON-CONFERENCE																			
NON COMPERENCE	• ( ±	. <del>-</del>		()	0 )	'	, J _ I /			( 0	۷)								
TOTAL   3-PTS			-REBOUN	IDS	I														
## Player GP-GS I	MinAvg	FG-FGA	Pct	3FG-FG	A Pct	FT-FTA	Pct	Off	Def	Tot	Avg	PF	FO	Α	TO I	Blk	Stl	Pts	Avg
02 Foye, Randy 33-33 1:											5.8								
14 Ray, Allan 32–32 10									96					45					18.5
01 Lowry, Kyle 33-31	967 29.3	117-251	.466	8-18		121-154			83	143	4.3	94	3	122					
12 <u>Nardi, Mike</u> 31-29						26-34					1.9								10.4
50 Sheridan, Will 33-32				0-0		46-65					6.3			21 7					
20 Fraser, Jason 31-2 35 Clark, Shane 25-0	477 15.4 286 11 4		.500 .409	0-0 1-2		53-77 17-29	.688 .586		57 28		3.4 2.0	42		7		30 9			3.5 2.2
33 Cunningham, Dante 33-4			.468	0-0		13-33	.394				4.0					-			
	55 3.9	7-17	.412	5-11	.455	2-4	.500	5	6		0.8		0	1					1.5
21 Charles, Chris 21-1			.522	0 - 0	.000	4-7			14		1.2								
03 <u>Benn, Bilal</u> 20-0			.450	0-2		7-10	.700				0.8								
22 <u>Dunleavy</u> , <u>Baker</u> 11-1	28 2.5	1-4				6-6	1.000												
42 <u>Tchuisi, Frank</u> 8-0 04 Condon, Ross 4-0				0 – 0 0 – 0		0 – 0 0 – 0	.000										0		0.0
											1 1		U	7		U	U	U	0.0
Total	809	9-1942 .4	417 288	-769 .	.375 543	3-717 .	757 45	9 739	1198	36.	3 615	11	403	370	159	256	2449	9 74.	. 2
Opponents 33 6650	741	L-1761 .	421 185	5-549	.337 440	)-659 .	668 40	0 767	1167	7 35.	4 646	-	446	521	153	170	210	7 63.	. 8
SCORE BY PERIODS:			1	st :	2nd	OT	То	tal											
SCORE BY PERIODS:							_												
Villanova			11	62 1	264	23	- 2	449											
Opponents			9	96 1	095	16	- 2	107											
DEADBALL REBOUNDS:			ОЕЕ	D1	EF TC	TAL.													
Villanova			73		11	84													
Opponents					8	97													
Obbonience			09		O	ント													