OSSEO MAPLE GROVE BASKETBALL ASSOCIATION SCORE SHEET THIRD GRADE


Team \#: G301 Team Name: Lynx
Team \#: B302 Team Name: Timberwolves


Coach: Cheryl Reeve

|  | Period |  |  |  | Player |  | Fouls* |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1 | 2 | 3 | 4 | No. | Name | 1st Half | 2nd Half |
| P | 1 | X | 1 |  | 23 | Maya Moore | II | I |
| E |  | 2 |  | 4 | 33 | Seimone Augustus |  | I |
| $\begin{gathered} \mathrm{R} \\ \mathrm{I} \end{gathered}$ | 1 |  | 1 |  | 33 | Lindsay Whalen |  | 1 |
| 0 | 1 | X | 1 |  | 34 | Sylvia Fowles | II |  |
| $\mathrm{s}$ | 1 |  | 1 |  | 32 | Rebekkah Brunson |  |  |
| P | X | 2 |  | 4 | 30 | Katie Smith |  | II |
| L |  | 2 | \% | 4 | 20 | Tamika Williams | I |  |
| $\begin{aligned} & \mathrm{A} \\ & \mathrm{Y} \end{aligned}$ |  | 2 | 8 | 4 | 24 | Napheesa Collier | I | I |
| E | 1 | 2 | 3 | 4 |  |  |  |  |
| D | 1 | 2 | 3 | 4 |  |  |  |  |

Time Outs (2 Per Game)


Warning
2nd 3rd
Illegal Defense (1st Qtr) Illegal Defense (2nd Qtr) Illegal Defense (3rd Qtr) Illegal Defense (4th Qtr)


Coach:
Flip Saunders

|  | Period |  |  |  | Player |  | Fouls* |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1 | 2 | 3 | 4 | No. | Name | 1st Half | 2nd Half |
| P |  | 2 |  |  | 21 | Kevin Garnett | 1 | I |
| E | 1 |  | 3 |  | 32 | Karl-Anthony Town |  | I |
| $\stackrel{1}{1}$ |  | 2 |  | 4 | 42 | Kevin Love | II | I |
| 0 |  | 2 |  | 4 | 19 | Sam Cassell | I |  |
| S |  | A | 3 |  | 10 | Wally Szczerbiak |  | II |
| P | 1 |  |  |  | 24 | Tom Gugliotta | II |  |
| L | $1$ |  | $3$ |  | 3 | Stephon Marbury |  |  |
| Y | 1 | 2 | 3 | 4 |  |  |  |  |
| E | 1 | 2 | 3 | 4 |  |  |  |  |
|  | 1 | 2 | 3 | 4 |  |  |  |  |

Time Outs (2 Per Game)


SCORER: Please fill in the number (names optional) of ALL players for both teams. Circle the period number for all starting players, do this for each period. If a player plays part of a period, put a line through the circle. This will show that the player only played part of the the period. Each player should have at least two open circles at the end of the game.

* After 5 individual fouls the player is out of the game. After $\mathbf{8}$ team fouls in each half the bonus is in effect.
** 2 points are awarded to the winner of each quarter. In case of a tie, each team receives 1 point. The team with the highest final score receives 2 bonus points.

