

1989 DIVISION III CUMULATIVE FOOTBALL STATISTICS REPORT

Code Number 408
(Leave Blank)

Institution MERCYHURST For 9 Games, Through NOV 3, 1989 Next Game FINAL Record 5-4-0
(Number) (Game Date) (Game Date) (Won) (Lost) (Tied)

IMPORTANT Per-game rankings are based on games an individual actually plays. It's a game played if he's in the lineup for even one play whether or not he touches the ball. But to be ranked, a player must appear in at least 75 percent of his team's games (i.e., 3 of 3, 3 of 4, 4 of 5, 5 of 6, 6 of 7, 6 of 8, 7 of 9, 8 of 10, 9 of 11). Please don't list a player who doesn't meet this requirement.

RUSHING (min 80 yards per game)

Class by Fr, So, Jr or Sr

First Last Name	Code No	Class	Pos	G	Rushes	Net Gain	TDs	Yds Per Game

PUNTING (min 36 punts per game and 36 yards per punt)

First Last Name	Code No	Class	G	Punts	Yards	Avg

PASSING EFFICIENCY (min 15 attempts per game)

First Last Name	Code No	Class	G	Att	Comp	Pct	Int	Yards	TDs
<u>Dave Gordon</u>		<u>JR</u>	<u>9</u>	<u>147</u>	<u>68</u>	<u>46.3</u>	<u>4</u>	<u>846</u>	<u>5</u>

INTERCEPTIONS (min 0.7 per game)

First Last Name	Code No	Class	Pos	G	Int	Yards	TDs	Int Per Game

TOTAL OFFENSE (NET rushing-passing, min 170 yards per game)

First Last Name	Code No	Class	G	Plays	Yards Rush	Yards Pass	Net Gain	Yds Per Game

PUNT RETURNS (min 1.2 per game and 9 yards per return)

First Last Name	Code No	Class	G	Returns	Yards	TDs	Yds Per Ret

KICKOFF RETURNS (min 1.2 per game and 20 yards per return)

First Last Name	Code No	Class	G	Returns	Yards	TDs	Yds Per Ret

RECEIVING (min 4 catches per game)

First Last Name	Code No	Class	Pos	G	Catches	Yards	TDs	Catches Per Game

1- DAVE ANDREJCNAK

SCORING (min 6 points per game)

First Last Name	Code No	Class	Pos	G	TDs	Off X Pts				Def X Pts				Field Goals	Pts	Points Per Game	
						Kick Att	Kick Made	Run/Pass Att	Run/Pass Made	Kick Ret Att	Kick Ret Made	Int Att	Int Made				
<u>Rick Vancose</u>		<u>SR</u>	<u>K</u>	<u>9</u>	<u>0</u>	<u>24</u>	<u>21</u>							<u>6</u>	<u>2</u>	<u>27</u>	<u>3</u>

TEAM TOTALS

Games	OWN	RUSHING					
		Rushes	Yards Gained	Yards Lost	Net Gain	TDs	Yards Per Game
<u>9</u>		<u>447</u>	<u>1893</u>	<u>186</u>	<u>1707</u>	<u>20</u>	<u>192.9</u>
	OPPS	<u>438</u>	<u>1904</u>	<u>198</u>	<u>1706</u>	<u>20</u>	<u>195.5</u>

Games	OWN	PASSING					
		Att	Comp	Had Int	Net Gain	TDs	Yards Per Game
<u>9</u>		<u>180</u>	<u>80</u>	<u>8</u>	<u>1106</u>	<u>6</u>	<u>189</u>
	OPPS	<u>207</u>	<u>103</u>	<u>17</u>	<u>1346</u>	<u>9</u>	<u>197</u>

Games	OWN	TOTAL OFFENSE		
		Total Plays	Net Gain	Yards Per Game
<u>9</u>		<u>627</u>	<u>2888</u>	<u>320</u>
	OPPS	<u>642</u>	<u>3042</u>	<u>338</u>

Games	OWN	SCORING												Points Per Game		
		Offensive X Pts						Defensive X Pts								
		Kicks		Run/Pass		Kick Returns		Int		Field Goals		Saf	Pts			
<u>9</u>		Att	Made	Att	Made	Att	Made	Att	Made	Att	Made	Att	Made		<u>191</u>	<u>18.5</u>
	OPPS	<u>27</u>	<u>24</u>	<u>21</u>	<u>4</u>	<u>1</u>						<u>7</u>	<u>2</u>	<u>0</u>	<u>167</u>	<u>18.5</u>
		<u>30</u>	<u>26</u>	<u>23</u>	<u>3</u>	<u>1</u>						<u>7</u>	<u>2</u>	<u>0</u>	<u>167</u>	<u>18.5</u>

3085

205

SCORES OF ALL GAMES

GAME	OPPONENT	OWN SCORE	OPP SCORE	OFFICIAL ATTENDANCE	H(ome) or A(way)	GAME	OPPONENT	OWN SCORE	OPP SCORE	OFFICIAL ATTENDANCE	H(ome) or A(way)			
<u>1</u>	<u>WAYNESBURG</u>	<u>56</u>	<u>25</u>	<u>34</u>	<u>13</u>	<u>1000</u>	<u>A</u>	<u>7</u>	<u>GENEVA</u>	<u>1865</u>	<u>14</u>	<u>29</u>	<u>1008</u>	<u>H</u>
<u>2</u>	<u>GROVE CITY</u>	<u>20</u>	<u>5</u>	<u>31</u>	<u>7</u>	<u>950</u>	<u>A</u>	<u>8</u>	<u>UNIV. AT BUFFALO</u>	<u>0680</u>	<u>6</u>	<u>45</u>	<u>4896</u>	<u>A</u>
<u>3</u>	<u>DUQUESNE</u>	<u>14</u>	<u>35</u>	<u>27</u>	<u>0</u>	<u>750</u>	<u>H</u>	<u>9</u>	<u>BROCKPORT ST.</u>	<u>0645</u>	<u>27</u>	<u>42</u>	<u>1000</u>	<u>H</u>
<u>4</u>	<u>DAYTON</u>	<u>12</u>	<u>85</u>	<u>0</u>	<u>49</u>	<u>7,026</u>	<u>A</u>	<u>10</u>						
<u>5</u>	<u>BUFFALO ST.</u>	<u>06</u>	<u>85</u>	<u>38</u>	<u>20</u>	<u>1,750</u>	<u>H</u>	<u>11</u>						
<u>6</u>	<u>CAPITAL</u>	<u>07</u>	<u>95</u>	<u>14</u>	<u>0</u>	<u>2,125</u>	<u>A</u>							

(WRITE NOTES ON OTHER SIDE)

LEAVE ALL SPACES MARKED "CODE NUMBER" BLANK