

## Boys Win at Home By Judy Rogers

The Golden Plains Bulldogs boys basketball team gained their third win of the season on their home floor in Rexford with a 52-18 victory over the Cheylin Cougars. This was the first time the Bulldogs had played the Cougars this season.

“It was good to get a win at home,” said Junior Wade Rush. “It’s always good to win over a league school.”

The Bulldogs jumped out to a 10-0 lead before the Cougars could get a bucket. The boys worked together as the first quarter ended with a 14-9 Bulldog lead.

The Bulldogs kept up the pace as they controlled the second quarter to add 17 more points. The defense held strong and kept the Cougars off the boards to lead 31-9 at the half.

The Dogs, who have had numerous third quarter slumps this season, shook off their history and powered their way to an additional 17 in the third. The Cougars added 7 but the Dogs held on to the lead 48-16.

The Bulldogs held on in the fourth with a continuous running clock adding 4 and holding the Cougars to 2 for the final 52-18 win. The Bulldogs distributed the ball well with each player contributing to the win.

Harley Weese put in 12 points and grabbed 19 rebounds along with 5 assists and 1 block. Wade Rush scored 9 and had 4 rebounds, 4 assists, 3 deflections, 2 steals, and 1 block.

Fabian Cepeda finished with 8 points, 1 rebound, 1 assist, 1 deflection, and 1 steal. Jaime Infante had 6 points, 3 rebounds 1 assist, 2 deflections, and 3 steals. Jovanny Infante had 5 points, 4 rebounds, 1 assist, 1 deflection, and 1 steal. Austin Patmon had 4 points, 2 rebounds, and 1 assist. Colby Lathrop had 3 points, 2 assists, 1 deflection, and 1 steal.

Ashton Schiltz scored 3 points, pulled down 10 rebounds, and had 1 assist, 1 deflection, and 1 steal. Roberto Loya scored 1 point and had 5 rebounds along with 1 deflection and 1 steal. Ethan Weiner also scored 1 point and had 1 deflection and 2 steals. The Bulldogs will play at home again on February 18 when they host the Rawlins County Buffaloes from Atwood.