MS Boys Finish Season at League By Judy Rogers

The Golden Plains Middle School boys basketball teams ended their season at the WKLL league tournament in Brewster on February 13. The A-team fell to Triplains/Brewster 30-45 and the B-team lost to Logan/Palco 16-22.

The A-Team boys got off to a slow start in the first quarter as Triplains/Brewster outscored them 17-5. The Bulldogs added 7 in the second quarter but with an additional 11, the Titans held the lead 28-12 at the half.

The Bulldogs were determined and worked hard in the third quarter to outscore the Titans 7-5. Both teams played 'til the end as the Dogs put in 11 more in the fourth, but the Titans added 12 for the 45-30 win.

Golden Plains' points were scored by Owen Patmon 9, Jerrit Koerperich 8, Josh Rath 5, Tayten Barnett 4, Will Bruggeman 2, and Blake Durham 2. Morgan Moore also helped the team during the game. The A-team finishes the season with 3 wins and 7 losses.

The B-Team boys also finished their season on February 13 at the League Tournament with a 16-22 loss to Logan/Palco. The Bulldogs had one shot—a three from Ezekiel Weiner—fall in the first. Abe Taylor hit another 3 in the second along with a basket from Landon Meier. The Trojans put up six in the first quarter and 2 in the second to make the score tied 8-8 at the half.

The Bulldogs again only made one basket from Weiner in the third but the Trojans pulled ahead with 5. Golden Plains didn't give up and finished the game with 6 more points but the Trojans added 9 for the win 22-16.

Weiner led the Bulldogs with 7 points. Dylan Wark, Abe Taylor, and Landon Meier each added 3. Helping out in the game were Dominic Stout, Tanner Black, Wyatt Amlong, Diego Perez, and Keyth Masoner.

"We played much better than last season," said Will Bruggeman. "We had a different structure and worked harder and improved." "It was fun to win the games," added Tayten Barnett. Most of the eighth grade boys plan to play in high school. "Our goal in high school is to continue to improve," added Barnett.