Bulldogs Win on the Road By Judy Rogers

The Golden Plains Bulldogs won their second game of the season on the road in Ransom as they faced the Western Plains/Healy Bobcats for the first time this season. The 'Dogs claimed the 70-54 win after four action-packed quarters and 58 total free throws shot for their highest scoring game so far this season.

The game started with a technical foul on the Bulldogs sent the Bobcats to the line for the first point of the night. The Bulldogs quickly took over and gained a 5-1 lead. The Bobcats tied it up and fought hard but the Bulldogs held on for a 14-12 lead at the end of the first.

The 'Dogs played consistent in the second as they added another 14 while holding the 'Cats to 9. Neither team was letting up as the Bulldogs extended their as they pumped in 20 points in the third. The Bobcats added 13 and it was still anyone's game with the 48-34 Bulldog lead.

The fourth and final quarter was as full of excitement as the first three. Golden Plains sophomore Harley Weese stepped up for 15 points as the Bulldogs added 22. The Bobcats added 20 in the fourth, with half of those coming from the charity stripe, as the Bulldogs held on for the 70-54 win.

Weese led the scoring with 22 points along with 14 from Caleb Korte and 10 by Wade Rush. Jacob Ritter and Jeron Schutte each added 9 along with Jaime Infante-3, Dylan Spresser-2, and Nolan Ritter-1. The Bulldogs worked hard on the floor with rebounds by Korte-12, Rush-7, Schutte-4, Weese-3, Ritter-2, and Infante-1. Assists were dished out by Jacob Ritter-2 and Korte-1 along with steals by Rush, Korte, Dylan Spresser, Schutte, and Weese, and a block by Weese.

"It feels good to get a win," said Weese. "I think we played well as a team. Our rebounding was the best it's been this year so far. We were good at taking time and getting the ball to the post. We hope to keep winning and start a streak." The Bulldogs look to continue their winning streak on the road on January 16 at Cheylin and back at home on Friday against Weskan.