

Accurate Loyola Team Trips FSU

Fielding a well balanced squad of sharpshooters who hit the hoops with phenomenal accuracy for being on a strange court, the Loyola of the South Wolfpack defeated the Florida State University Seminoles, 75 to 65, in a basketball game here Friday night. The game was played at the FSU west campus gymnasium before a small but enthusiastic crowd of 500 fans.

Loyola jumped off to a 2-0 lead on Guard Bobby Conrad's field goal shortly after the opening whistle and was never headed the remainder of the contest. In fact, the first three minutes of the game was all Loyola as the Wolfpack built their lead to 10-0 before Guard Bob Hartman hit with a one-hander from the 25-foot zone to put Florida State in the scoring column for the first time.

HARTMAN HOT AGAIN

In spite of Loyola's early lead, and the 10-point final margin, the game was a nip and tuck contest throughout. Hartman, easily the outstanding player on the floor all night, faced a Florida attack that brought the Seminoles up within striking distance and kept them there until the final seven minutes of the contest. Loyola led at the end of the first ten minutes 18-13, at the halftime by 33-31 and at the three-quarter mark, 58-55.

On several occasions the Florida State cagers were able to draw within one point of the Wolfpack, trailing by a 53-54 margin as late in the game as eight minutes after the second half started. It was at this point that Loyola reserves, Bob Hanberg and Gus Renoir teamed with starter Art Geil to pour in a flurry of fields goals that moved the Wolfpack to a commanding lead which they retained to the game's end.

RESERVES PROVIDE PUNCH

Loyola reserves Hanberg and Renoir really proved to be the deciding factors in the victory when they took up the slack after the Seminoles had stopped Carl Lavie and Tom Ketchum, the Wolfpack's season long high scorers. Renoir in particular was highly effective, racking up 16 points personally and feeding the other Loyola players effectively from his post position.

