

Score by Innings	1	2	3	4	5	6	7	8	9	R	H	E
Bradley	0	0	0	1	0	0	0	0	1	2	2	3
Indiana State	1	2	2	2	1	0	2	0	X	10	11	0

Bradley (11-18, 0-6 MVC / 0-6) -vs- Indiana State (19-11, 6-3 MVC / 6-3)

4/11/2009 at Terre Haute, IN (Sycamore Field)

Bradley 2

Player	AB	R	H	RBI	BB	SO	LOB
Fitzgerald, Tommy ss	4	0	1	0	0	0	0
Escue, Grant lf	4	0	0	0	0	0	1
Mitidiero, Nick cf	3	1	0	0	1	0	0
Kimble, Adam dh	4	0	1	0	0	0	0
Luttrell, Colby rf	1	1	0	0	3	0	0
Sullivan, Kevin c	3	0	0	2	0	0	1
Clayton, Jim 1b	4	0	0	0	0	1	1
Colvin, Jordan 2b	2	0	0	0	1	0	2
Scanlan, Tim 3b	3	0	0	0	0	2	0
Brennan, Collin p	0	0	0	0	0	0	0
Stevens, Brandon p	0	0	0	0	0	0	0
Booden, Jacob p	0	0	0	0	0	0	0
Totals	28	2	2	2	5	3	5

SF: Sullivan, Kevin (1)

E: Luttrell, Colby (1); Clayton, Jim (1); Scanlan, Tim (1)

Indiana State 10

Player	AB	R	H	RBI	BB	SO	LOB
Strausborger 2b	5	4	2	1	0	1	0
Burnam, K. rf	2	1	2	2	3	0	0
Kraemer, K. 2b	0	0	0	0	0	0	0
Shoemaker, B lf	2	0	0	0	3	1	1
Ciolti, N. cf	3	0	1	3	0	1	3
Fieser, L. 3b	4	1	1	0	1	2	2
Graham, T. dh	4	1	0	0	0	1	3
Ramirez, B. ph	1	0	0	0	0	1	0
Lafrenz, B. c	4	2	2	0	0	1	0
Jett, B. ph	1	0	0	0	0	0	0
Meggs, J. 1b	5	0	2	2	0	0	0
Ferrell, B. ss	4	1	1	1	0	2	2
Petricka, J. p	0	0	0	0	0	0	0
Smith, B. p	0	0	0	0	0	0	0
Totals	35	10	11	9	7	10	11

2B: Burnam, K. (1); Ciolti, N. (1); Lafrenz, B. (2); Ferrell, B. (1)

SF: Ciolti, N. (2)

SB: Strausborger (2)

HBP: Ferrell, B. (1)

Bradley	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
Brennan, Collin (L, 0-3)	4.0	7	7	4	4	5	3	0	0	0	19	24	0	0	-
Stevens, Brandon	1.0	2	1	1	2	1	0	0	0	0	5	7	0	0	-
Booden, Jacob	3.0	2	2	0	1	4	1	0	1	0	11	14	0	0	-
Totals		11	10	5	7	10	4	0	1	0	35	45	0	0	

Indiana State	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
Petricka, J. (W, 4-1)	8.0	3	1	1	4	3	0	0	0	0	19	24	0	0	-
Smith, B.	1.0	0	1	1	1	0	1	0	0	0	3	4	0	0	-
Totals		3	2	2	5	3	1	0	0	0	22	28	0	0	

Win: Petricka, J. (4-1)

Loss: Brennan, Collin (0-3)

HBP: Booden, Jacob

PB: None

Umpires: Home Plate: Wayne Harris First: Jeff Spisak Third Base: Jason Stidham

Start: 4:47 pm Time: 2:51 Attendance: 278 Weather: 56 degrees, sunny and clear

Play By Play