

But all was not well in the Tech camp. Three of the Armour mainstays were in precarious position with three fouls called on each of them. Between halves Coach Kuehn laid the plans which were to completely take the Tiger by surprise.

With the opening of the second half Tech took the tip-off and for the next seven minutes controlled the ball in the front court. When the Crane defense came forward Lauchiskis made an easy step-in shot. This delayed offense was repeated time and time again, and until the last few minutes when the second string went in Crane did not score a point. Al again starred for Armour, sinking eight baskets and three free throws for a total of nineteen points. Pflum, despite a severe injury to his foot played practically the whole game and was the highlight of the Tech defense as he had been throughout the entire season.

Captain George Beemsterboer played his last game for Armour. His fine personality and leadership will be greatly missed by the team in coming campaigns. His control of the tip off throughout most of the games, and his excellent marksmanship, being second highest scorer, contributed in a great measure to the success of the team this season.

Prospects for a championship season next year are excellent. Captain Beemsterboer will be the only man out of a squad of twelve to be lost by graduation. After the Crane victory Raymond E. Pflum, a junior in the Civil Engineering Department, was unanimously elected to captain the 1933-1934 basketball team. His keen basketball sense and quick thinking together with his fine personality and sure leadership should make him a great captain.

LEONARD RUMMEL

Rummel, one of the two lettermen on the squad, played a fine defensive game at guard. "Len" will be back next year and should bolster up the defense considerably in what promises to be one of the best seasons Tech has ever had.

JOSEPH LASCHOBER

Laschober, a freshman, although handicapped by injuries in mid-season, proved to be a valuable man to the team. He should develop into a very good forward with a little more experience.



