

Second-quarter blitz sinks Prairie

Written by Metro Sports Report
Saturday, 18 October 2014 07:08 -

MUSCATINE - Prairie jumped to a 7-0 second-quarter lead, but Muscatine rattled off three touchdowns before intermission and went on to post a 31-10 win on Friday night.

Trey Beckman got the Hawks on the board with a 29-yard run but the Muskies scored three TD passes from quarterback Matt Wieskamp in a six-minute span to take a 21-7 lead.

All Prairie could manage the rest of the way was a 39-yard Sam Drysdale field goal in the third quarter. Muscatine held Prairie to just 201 yards of total offense.

The win clinched a playoff berth for the Muskies (6-2, 3-1 Class 4A District 6). Prairie falls to 3-5, 1-3.

MUSCATINE 31, CEDAR RAPIDS PRAIRIE 10

TEAM STATISTICS

PRA MUS

First downs 10 10

Rushes-yards 24-86 48-164

Passing yards 115 118

Second-quarter blitz sinks Prairie

Written by Metro Sports Report
Saturday, 18 October 2014 07:08 -

Comp-att-int 16-40-1 6-12-1

Punts-average 8-36.9 8-35.8

Fumbles-lost 4-2 0-0

Penalties-yards 9-60 6-40

Prairie 0 7 3 0 - 10

Muscatine 0 21 3 7 - 31

P—Trey Beckman 29 run (Sam Drysdale kick)

M—Spencer Beatty 60 pass from Matt Wieskamp (Tyler Yates kick)

M—Kolby Reed 7 pass from Wieskamp (Yates kick)

M—Reed 58 pass from Wieskamp (Yates kick)

M—FG Yates 24

P—FG Drysdale 39

Second-quarter blitz sinks Prairie

Written by Metro Sports Report
Saturday, 18 October 2014 07:08 -

M—Wieskamp 3 run (Jesus Torres kick)

INDIVIDUAL LEADERS

Rushing

Prairie: Trey Beckman 6-44, Keagan Pinter 14-33, Dakota Simonsen 3-8, Team 1-(-2)

Muscatine: Matt Wieskamp 17-99, Davonte Ellis 13-25, Kevin Johnson 14-24, Chris Neda 1-14, Spencer Beatty 1-12, Clayton Sloan 2(-10).

Passing

Prairie: Trey Beckman 10-23-1-81, Dakota Simonsen 6-17-0-34

Muscatine: Matt Wieskamp 6-12-3-118

Receiving

Prairie: Coen Brown 5-48, Jojuan Simpson 4-21, Connor Grade 2-19, Brody Alberts 2-12, David Browning 1-4, Keegan Pinter 1-0

Muscatine: Kolby Reed 2-65, Spencer Beatty 3-59, Kevin Johnson 1(-3).