



Stockwell, JHS, In Heavy Finals At Wrestling Meet

WEST SENECA—Jamestown High's wrestling trio entered in the Triple A sectionals at West Seneca is down to one representative, but has made a very impressive showing so far.

The trio, with Norm Thomas as chaperone-coach, piled up three points in first round competition rating at the bottom of the 12 teams entered, but only

in the tourney, having compiled a strong record over the season. The mammoth matman suffered one of his few losses against Frank Patterson who tips the scales at 390.

Jonas Johnson, 183 contender, scored two of the Raiders' three team points by advancing one round with a fall over his first rival, Ed Clayton of Niagara Falls in 2:51. His second match was against fifth-seeded Denny Berndt of Tonawanda, whom he lost to 11-4 after entering the third period in a 4-4 tie.

Dan Ryan picked a rough customer right off the bat in top-ranked Al Moore of Williamsville in 136 competition. The Raider ace turned in a very impressive performance against Moore, with the match ending 4-all on points. Moore got the nod with 65 seconds riding time for a 5-4 final verdict.

The finals are set for 7 p.m. tonight in the West Seneca gym, with Stockwell's match the last on the card. Jamestown could conceivably end up tenth and can't earn less than a 10-point final total. Amherst is currently leading the tourney on points with 18.

TONIGHT
AAA Sectionals
 Jamestown at West Seneca
A Sectionals
 At Gowanda; prelm. 12:30, cons. 7 p.m.
B-C Sectionals
 At Silver Creek; prelm. 12:30, cons. 7 p.m.
Pennsylvania Section II
 Warren, Corry at Titusville

one point behind Lockport and Kenmore East.

Jim Stockwell, JHS' unlimited entry, was the only Jamestown-er left in the competition today. He goes straight to the final round tonight against 290-pound John Payne of North Tonawanda.

Stockwell wrestled yesterday and topped Ken Brickell of Kenmore West, 6-0. With only four men entered in the newly-created field, he immediately went into the final round. Payne is the top-rated unlimited grappler