

'TAKE BACK THE NIGHT'

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EDITOR-IN-CHIEF
April Carte
editor@ninertimes.com

EDITORIAL

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Tyler Trudeau DIGITAL MEDIA EDITOR
Madison Dobrzanski NEWS EDITOR
Hiral Patel OPINION EDITOR
Emily Kottak A&C EDITOR
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Elizabeth McGuire VIDEO
Matt Lower PHOTO
Sunnaya Hadavi LAYOUT

CONTRIBUTING STAFF

Lorenza Medley, Abena Atiemo, Jack Hale, Madison Smith, Joey Ellsworth

COVER PHOTO

Jade Suszek

COVER DESIGN

Zoya Zalevskiy

MARKETING DIRECTOR

Megan Reid
mktdirector@unc.edu
ASST. CREATIVE DIRECTOR
Megan Rice

NEWSROOM 704.687.7150
NINERTIMES.COM/STAFF
TWITTER @NINER_TIMES

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'TAKE BACK THE NIGHT' EVENT SPREADS SEXUAL ASSAULT AWARENESS

The annual event supports survivors and encourages action toward ending sexual violence



by Vasiliki Gkoulgkountina
Managing Editor

Photos of Take Back the Night event
by Jade Suszek

The Take Back the Night (TBTN) event honors survivors of sexual assault through a roundtable discussion for allies and sexual assault survivors, a keynote address, a march and Survivor Speak Out. It was hosted by Counseling and Psychological Services (CAPS) and the Center of Wellness Promotion (CWP).

TBTN was held on Tuesday, April 12, from 4-8 p.m. The event started with an hour-long discussion in the Lucas Room, followed by a keynote address in McKnight Auditorium by Jimanekia Eborn, a queer sexual assault and trauma expert, trauma media consultant and comprehensive sex educator. TBTN ended with a march and Survivor Speak Out, where about 30 people gathered in Belk Plaza, and survivors were able to share their experiences. There was also a luminary tribute for sexual assault survivors provided by Brave Step, an organization geared towards assisting

survivors of sexual abuse.

TBTN is an international event that started in 1976. It celebrates the lives of sexual assault survivors and builds a future without the threat of domestic abuse, violence or sexual assault. According to the Rape, Abuse and Incest National Network, one out of every six American women has been the victim of an attempted or completed rape. With sexual assault prevalent, TBTN aims to unite survivors and allies in a supportive and inclusive environment.

Dr. Terri Rhodes has been a psychologist at CAPS for 23 years and played a crucial role in organizing this event. She examines how TBTN actively addresses the detrimental effects of sexual assault: "There's a couple of things that happen to folks when they experience trauma, sexual trauma in particular. People feel disempowered and powerless. They also disconnect from communities, and TBTN is one of those

events that helps trauma survivors to regain some power. It also reconnects them with their community."

Chelsey Walker is the associate director for interpersonal violence prevention at the Center for Wellness Promotion (CWP), and she also helped plan this event. Walker said that TBTN "is rooted in activism. It's rooted in honoring survivors and people who have experienced sexual violence. It creates that safe space and community for survivors to be acknowledged and to be told, 'We believe you. We know this has happened to you. We're here to support you in whatever way that looks.' It's also a space to come together and take action and say that sexual violence is not something that we tolerate as a community at UNC Charlotte."

The final event of TBTN is the Survivor Speak Out, where survivors and allies openly share their experiences and different healing processes. This part of

the event was a crucial time for allies to learn how they can support survivors of sexual assault.

"Allies can support by attending and listening to other survivors talk about their experiences and so lending that supports in terms of just being there and listening," said Rhodes.

Rhodes emphasizes that one of the essential things an ally can do is believe the survivor. "Believing: it's one of the biggest ally activities that someone can do is to hear and not question, [to] not have the survivor defend their experience. Hear it, take it in and believe survivors," said Rhodes.

Similarly, Walker stresses the importance of "believing that person and not shaming them or blaming them or using judgmental questions or comments."

If you are a survivor of sexual assault, resources on campus can help, such as the CAPS and the Title IX Office.



KNOW ME PROJECT UPDATE

The Know Me Project Task Force sent out a letter on March 28 regarding the Canvas profile photo issue

by Lorenza Medley
Staff Writer

The Know Me Project Task Force sent an email apologizing for students' issues changing their Canvas profile photo from their student ID photo.

The task force was created in 2019 with campus-wide representation to personalize the experience of every student, faculty and staff member, University Registrar Jon Reece said. "[Students] build relationships with their faculty members, with each other [and] with departments on campus," he said.

According to Reece, their main objective is to allow students, faculty and staff to utilize preferred pronouns and gender identity. Their most recent project was using student ID photos as Canvas profile photos. "Let's put this out there so that students can get connected in the classroom and so that students could get connected with their faculty members in the classroom and just kind of build a community, get to know who they are," Reece said.

The email explained the original intent of the Know Me Project and addressed the Canvas profile photo issue. According to the email, "a primary concern was that students, faculty and staff were no longer able to change their photo to one that best represented themselves." The letter also touches on how members of the LGBTQ+ community were

negatively affected by the issue.

"When the task force as a whole understood what was happening, it was a majority decision to move forward and remove this option from Canvas," Assistant Director for Sexual and Gender Diversity in the Identity, Equity, and Engagement Office Chelsea Ortiz said. Madison Wilson, founder and president of Prism, said removing student ID photos on Canvas will let the LGBTQ+ community know that they attend a university that accepts and embraces who they are.

Student ID photos were made visible on Canvas on Jan. 18 to help instructors and classmates make better connections, according to the news article that announced the change to using student ID photos as Canvas profile photos. According to Reece, the idea to use student ID photos started in 2017 when faculty wanted to get to know their students better. He explained that one of the challenges with Canvas profile photos was that not every student had one and that not every photo was of the student.

"Immediately, the task force started getting feedback from students indicating that not every student was ready to have their photo out there," Reece said. The student ID photos were typically older photos of students taken when they first arrived at Charlotte. Reece

said an online portal was created to allow students to change their student ID photos if they did not feel comfortable going to Auxiliary Services.

Wilson believes allowing students to change their profile photos was a good solution. "I think making it more publicized would also have been more beneficial," she said.

The Know Me Project's next endeavor is a four-phase upgrade of Banner Self Service that will add pronouns and gender identity. According to Reece, this upgrade will aid faculty who use the platform to use the appropriate pronouns in the classroom.

"One of our next projects is potentially surveying the different areas of campus that utilize preferred first name or legal first name in terms of mailed correspondence," said Reece. According to Reece, some students want their preferred first name to be used, while others prefer their legal name.

"It has been expressed by several members of this task force, including myself, that the project in all of its iterations begins to more intentionally center the needs of our most minoritized students, staff and faculty," Ortiz said.

Photo of Student Union
by Chris Crews



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THE WHITEWASHED FACE OF MENTAL HEALTH

Why we need to bring light to mental health in communities of color

by Abena Atiemo
Staff Writer

Graphic by Sunnya Hadavi
Asst. Layout Editor

In recent years, discussions on mental health have been increasingly positive, and the representation of those who struggle with depression, anxiety or ADHD has become more normalized in our current discourse. In film and TV, the number of characters with mental illnesses has almost doubled from 1% in 2015 to 1.7% in 2019. However, most of the characters shown are white, meaning the media falls short regarding the equitable representation of people of color who suffer from mental illnesses.

According to a report in 2019 by the Health and Human Services Office of Minority Health, a U.S. government organization launched in 1985, Black adults in the U.S. are over 60% more likely than white adults to report symptoms that correlate with depression. When factoring class into the conversation, Black adults in the U.S. living below the poverty line are more than twice as likely to report “psychological distress.” The constant subjugation of an entire race of people contributes significantly to the degradation of Black mental health, so why aren’t marginalized people at the forefront of these discussions?

Racial disparities in the health field have existed for a long time in

America’s history. The racial biases of healthcare providers are baked into the practice, especially regarding pain tolerance. A study done by the Department of Psychology at the University of Virginia found that Black patients were systematically undertreated for pain complaints: “Black patients were significantly less likely than white patients to receive analgesics for extremity fractures in the emergency room (57% vs. 74%).” Extend this bias to the earlier reports of depressive symptoms in communities of color and the minimization of their symptoms, and you have a hidden class that is in dire need of treatment.

The difficulty in discussing this representation issue lies in the responsibility of our current public discourse surrounding the stigmatization of mental health and communities of color. A 2013 peer-reviewed study by Dr. Earlise Ward, an assistant professor at the University of Wisconsin-Madison, found that 63% of Black respondents believed that a mental health condition was a sign of personal weakness. This stereotype is not unique to people of color, as our society struggles to discuss mental wellbeing. However, the higher percentage of those with that

attitude makes it even more difficult for people of color to be vulnerable about their experiences. We do a disservice to communities of color and those who suffer from mental health disorders when we ignore the compounding factors that contribute to deteriorating mental stability.

When looking at the content we consume, the media doesn’t have an entirely good grasp on representing mental health, much less for mentally ill people of color. In a May 2019 study, the American Foundation for Suicide Prevention and the ASC Annenberg Inclusion Initiative found that out of 4,500 characters in film, only 1.7% experience a mental health condition, about 70 characters. Of that 1.7%, 20% were characters of color, which comes close to 14 characters total.

The bias in the healthcare industry, the discrimination against communities of color and the lack of media representation construct a toxic landscape for people of color. The exclusion of voices of color in the narrative fails us all. It not only provides a skewed understanding of who can suffer from depression, bipolar disorder or schizophrenia, but it further isolates an already marginalized class of people.

GAME REVIEW

"LEGO STAR WARS: THE SKYWALKER SAGA"

by Jack Hale
Staff Writer

After being announced at E3 in 2019 and getting delayed several times, the newest Lego game is here and is the culmination of all nine films of the "Star Wars" Skywalker saga. It is without a doubt TT Games' biggest and most ambitious project yet, with open-world gameplay, a new camera angle and a massive character roster. These announcements and so many more left fans eagerly and at times impatiently, waiting and waiting for the game to come out. I was certainly one of those fans, as I grew up on the "Lego Star Wars" games and was incredibly excited for a fresh take on the films in Lego form. Now that it is here, it is such a relief that I can say that it did not disappoint.

"The Skywalker Saga" is truly a Lego game like no other, as almost everything has been revamped. The earlier Lego games were somewhat criticized for being button mashers, and TT Games took that criticism to heart and made a brand new combat system. While it still isn't complex, it is a much-welcomed change that is much more engaging, with players now able to take aim with blasters and create combo moves with lightsaber characters. In addition, the game has taken a third-person camera angle which greatly helps immerse the player into the action and the incredible worlds that TT Games has built.

One of the most surprising additions to "The Skywalker Saga" is the upgrade system. All characters are sorted into different classes, and players can now upgrade classes

to improve abilities. This comes in addition to a general upgrade system that applies to every character. A lot of these upgrades take the place of the red brick system from earlier games and are definitely another welcomed change of a dated game mechanic.

Easily the best part of the game is the complete immersion of being in the "Star Wars" universe. There are 23 total planets to explore, with all of the most iconic locations we have dreamed of going to. All of the worlds are alive with non-playable characters and dozens of events that will keep players busy long after completing all 45 levels in the game. The attention to detail in the game is incredible and makes the delays completely understandable. With over 400 total characters, including variations, it feels like almost all of them have their own unique movements, something that is rarely seen in any video game. This is most notable with lightsaber characters and how accurate they are to the films. The astonishing graphics greatly help the immersive experience, as it is almost criminal that a Lego game looks this good. It should also be noted that nearly

everything is made entirely out of Lego bricks, which shows how much effort the team at TT Games has put into this game.

With so many great things in the game, it only makes sense that there would be at least a couple of aspects that aren't as good. The levels left me with a bit of a mixed feeling. There are only five levels per film that focus on boss battles and ship combat, with hub world missions filling in the other details of the game between the levels. I think it was a great idea, and they did blend the levels and hub world missions very well, but the only issue is that the hub world missions are not repeatable and are sometimes better than the levels themselves. They are also hit or miss, as some are incredibly fun with great designs and pacing, while others feel way too short and very one-note. For instance, the boss battles can be a bit repetitive, but General Grievous and Darth Sidious in Episode III are real standouts.

There are also a couple of glaring moments from the movies that were left out of the game. This includes the Battle over Coruscant, Mace Windu arresting Chancellor Palpatine and the attack of

the second Death Star. All three of these are simply cutscenes that should have been at least a hub world mission, if not an entire level. This adds to the frustration that some levels could have been omitted but were left in at the expense of these moments. While this doesn't make the game unplayable, it is disappointing that the biggest "Star Wars" game yet is missing these iconic parts.

With so much to do in this game, it can sometimes be a bit overwhelming. After finishing all the levels and doing just a little bit of open-world exploring, I was only at 43% completion of the game. This is a positive, but it gets quite repetitive with over 600 collectibles left. I am extremely happy that there is so much more to do after completing the game, but I can't help but wish they would have worked more on the levels and less on the collectibles spread throughout the galaxy.

TT Games promised the biggest Lego game yet, and they not only delivered that but gave us the biggest "Star Wars" game yet. Beautiful graphics, updated game mechanics and 23 planets to allow fans to go anywhere they have dreamed of makes this game so much fun to play through. The humor is fantastic and genuinely made me laugh out loud multiple times. It certainly met my high expectations for the game, and I cannot wait to continue exploring every single part of the enormous galaxy that TT Games built for us.

RATE: 9.5/10



Photo of Lego Star Wars game
courtesy of WB Games



CHARLOTTE



FESTIVAL

Local art, music, play and more in uptown

by Madison Smith
Staff Writer

The 17-day Charlotte SHOUT Festival in Uptown Charlotte allowed local artists to showcase their work to passersby this weekend in a very unique environment. I had the opportunity of being one of those casual observers, but I don't think I'll soon forget the sight of grown adults belly laughing and smiling wide while flying through the air on oversized street-mounted seesaws. I'll also cherish the rush I felt when I walked back in time to recapture a piece of my early childhood memories on the bright red playground equipment.

Before I traveled to the uptown area, I scanned the event's website for directions to the various streetside venues and exhibits that I wanted to explore when I arrived. What was originally forecasted as a rainy day turned into hundreds of exchanged smiles in the sunny 70-degree weather.

Upon arrival, I paid for parking right next to Victoria Yards, and almost immediately, some funky music caught my ear. Soon I saw some of the most impressive graffiti art that I've ever seen. Captivated, I inched closer to the oversized art pieces, weaving between tents with thrifted clothing and other vendors. I also passed a stage where a group was still running through sound checks for the next set. Lawn chairs slowly began to fill up for the next musician's performance. I knew I had a lot to see, so I didn't get to wait very long, but I could sense the community's great anticipation to experience some urban vibes and sounds.

One of the things that surprised me the most about this festival was how spread

out the exhibits were. As I walked in between them, gazing up at the backdrop of skyscrapers that towered mightily over the food trucks and crowds of people, I heard someone grumbling about how long walking distances were. Personally, I enjoyed taking a stroll through the Queen City. It showcased the uptown area nicely and felt like an elevated cultural experience. The cherry on top was that we all took in a sweet experience of "city life" amidst the art.

The next piece I came upon was an exhibit called "The Impressions." To be honest, when I first saw this piece, I had no idea what I was looking at. Kids ran up to it, gently slamming their bodies into multi-colored tubes that poked outside the piece's two-sided holes. When I arrived, there were so many kids waiting to do this, and all I could do was watch and laugh. Suddenly I realized the exhibit was mimicking a toy that I played with as a kid—the pin impression toy. The nostalgia hit immediately, and I felt those little pins against my hand, flashing back to a picture of them building my handprint on the opposite side of the glass. I couldn't help but take a moment to remember that kids these days probably don't play with these kinds of toys anymore. It was nice to see them interact with the life-size version of it, some not even knowing what they were doing. My stroll continued.

Next was the mini-golf course which I observed from a distance. Parents watched their kids in satisfaction, entertained by the putt-putt, relieved from their starvation by soul food and pizza. Little cheers bellowed

out of little bodies when the golf ball found its way to the holes of the makeshift courses. Numerous city blocks away, I approached the entrance to the Mint Museum and watched skateboarders crash down on smooth brick-lined sidewalks, trying to discreetly recover from failed tricks and surprisingly landed ones. To the left was an attempted jump rope session and spinning baskets resembling playground carousels where dizziness prevailed for those who dared to take a few spins!

Just a few more steps, and there it was: the long lines of people patiently awaiting their turn to hop atop those giant silver metal seats of those sea saws that I saw pictures of online. Is it fair to say that I thought they'd be a myth? I saw parents lining up their kids on one side to try to balance out the weight and have some real fun. Grown adults readily entered these time capsules disguised as their favorite recess equipment. I raced over to the first empty seat and launched into the air with every frog jump of the man on the other side. At that moment, I felt unified along with every person in my vicinity. A child-like mind doesn't need to cease completely just because we're older now. There's a time and place to bask in the world of shameless and simple entertainment, and art doesn't always need to be accompanied by wine, a perplexed face and sophisticated words. Sometimes art is just swinging on a hammock or laughing at a street magician as he tries to come up with an excuse for dropping one of his juggling balls on the street. Sometimes it looks

like clapping anyway, taking a break from the responsibilities and complications of life. That's what I felt Charlotte's SHOUT! festival was all about. Although I didn't get to explore every exhibit Charlotte SHOUT! had to offer, I'm very grateful to live in a city that makes experiences that I'll be looking forward to year after year. I cannot wait to see what those brilliant artists' minds have to offer us for entertainment in the future!

Photos of SHOUT festival
by Madison Smith



DEAR NINER TIMES,

How do I choose A MINOR OR SECOND MAJOR?

by AJ Siegel
Asst. Copy Editor

For many students, it's hard enough to pick one major, let alone a minor or a second major. However, adding another discipline to your time at UNC Charlotte is a great way to be more well-rounded or find something else you enjoy. It's also a great way to get the 120 credit hours you need for graduation. So, here are a few ways to decide which minor or additional major is right for you:

Go after another interest

College is all about branching out and learning new things, so if there's something else you're interested in, consider a major or minor in it. Although getting a degree for future careers is important, you should also use this time to explore and learn more about your other passions. Only taking classes for your primary degree can get boring after a while, so a new discipline can help combat burnout. And who knows, you may find you're more passionate about the new degree than your current one.

Pick something that compliments your primary degree

With the job market being even more

competitive, having a complimentary degree helps you stand out from other applicants. It shows that you're more than just one discipline and can bring unique perspectives to the job. Other degrees can also help you be more specialized in the field and may qualify you for higher-level positions.

Take some classes before declaring

It may seem daunting to commit to another degree, so taking a few classes as electives is a great way to see if the department is a good fit. Doing so will help you get a feel for how classes typically run and meet people in the department. Even if you decide not to declare, taking classes will still help break the monotony of classes from a single discipline.

Talk to your advisor or professors

You aren't alone in this decision either. Your advisors and professors are a great resource to get advice about areas that may interest you or see if pursuing another degree is feasible. They could suggest something you hadn't thought about before.

PLAYLIST OF THE WEEK:

it's really underground



AJ SIEGEL
ASST. COPY EDITOR



Transfer Portal Watch

Charlotte athletics sees multiple departures and additions

by Bryson Foster
Asst. Sports Editor

The transfer portal has changed the college athletics landscape drastically since its inception in 2018. Charlotte is no stranger to this phenomenon as multiple programs have seen numerous departures and additions in the past weeks. Here is an insight into the moves within Charlotte athletics:

Women's basketball:

Charlotte's Cali Konek announced her intentions to leave the program on April 1. The Pittsburgh native played in 40 games throughout her three seasons with the 49ers. Konek's career averages are 1.7 points, 0.3 rebounds and 0.2 assists per game. She has two years of eligibility remaining and is currently undecided.

Konek reflected on her time with the 49ers in an Instagram post.

"I want to thank my friends and family who have constantly supported me throughout my journey here," said Konek. "The relationships and memories will last me a lifetime, and I wouldn't trade it for the world."

Charlotte announced the addition of sophomore forward Tracey Hueston on April 11. A transfer from Pitt, she averaged 1.9 points and 1.4 rebounds per game in her two seasons with the Panthers. Hueston, a four-star recruit from ESPN.com, was the ranked the No. 17 forward out of Northside High School.

Head Coach Cara Consuegra shared her thoughts on the new signing.

"We are thrilled to welcome Tracey to our Niner family," said Consuegra. "Tracey is someone we identified early in her high school career as a person who could impact our program both on and

off the court. When we learned that we had another chance to make her a Niner, we jumped at the opportunity."

Volleyball:

The Charlotte volleyball team adds outside hitter Alex Washington from Southern Illinois. The redshirt sophomore brings a wealth of experience to the Queen City as she recorded 278 digs, 28 aces and 21 blocks in 146 career sets with the Salukis. The 49ers add a veteran presence to the squad that went 12-13 a season ago. Head Coach Karen Weatherington commented on what Washington brings to the table.

"Alex is a skilled player with great serving

prowess and six rotation volleyball skill," said Weatherington. "She is an adept athlete with a solid volleyball IQ and has a grit that adds to our passionate style of play."

Football:

Charlotte kicker Johnathan Cruz is leaving the team to join SEC program Ole Miss. Cruz, part of one of Charlotte's best moments, hit a 56-yarder against Florida Atlantic in 2018 to win the game 27-24. He is the school-record holder in field goal percentage with a .719, going 41-57 on his attempts and most field goals made beyond 50 yards with five.

Cruz announced the move in a Twitter post on April 8.

"I would like to say thank you to Charlotte for

Photos of Charlotte's Johnathan Cruz & Jahmir Young
courtesy of Charlotte Athletics

the past four years," said Cruz. "It has been an unforgettable experience that I'm forever thankful for [...] With that being said, I'm blessed and excited to announce that I will be playing my last year at Ole Miss."

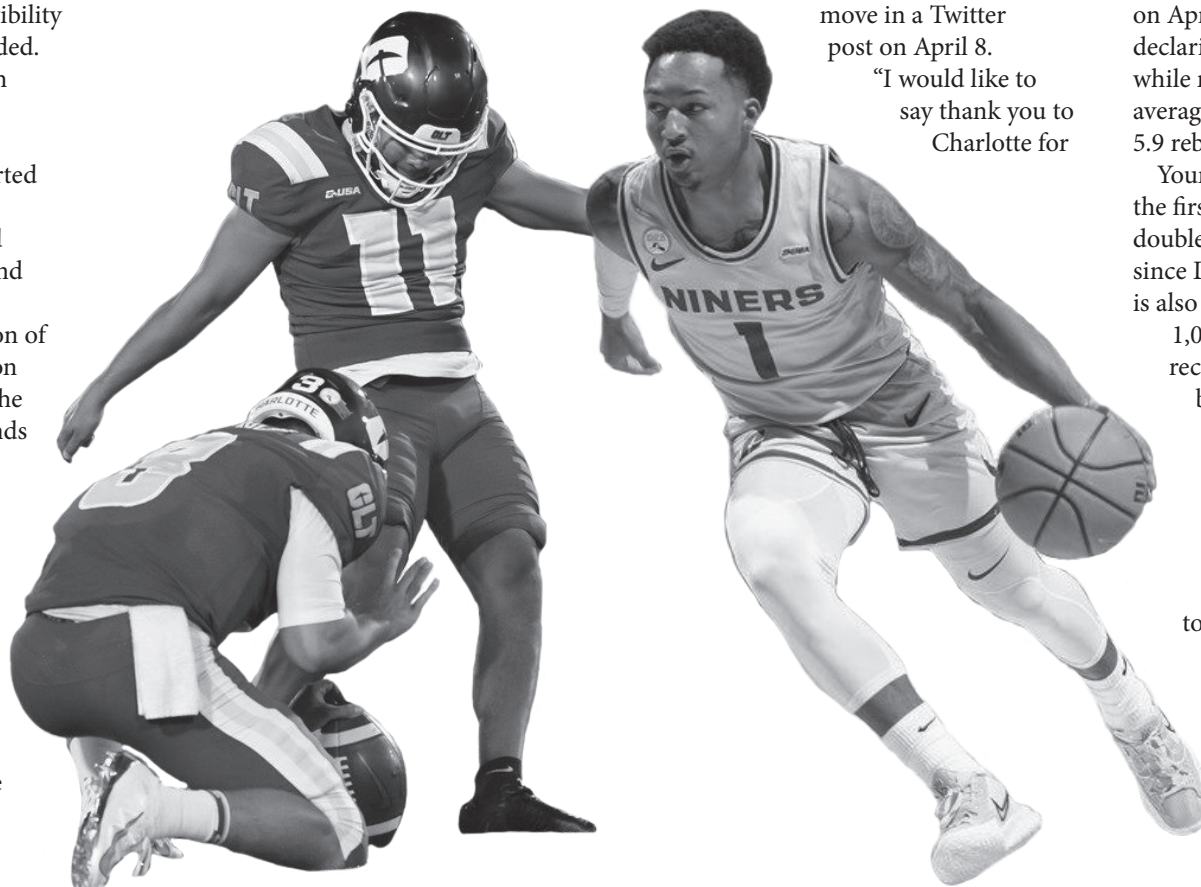
Men's basketball:

After five years with the team, Charlotte's Luka Vasic will be departing the program. Vasic, a spark plug off the bench for Charlotte, played in 30 games last season. He averaged 1.4 points, 1.0 rebounds and 0.6 assists a season ago. It is unknown where Vasic will play his sixth season.

Charlotte's Jahmir Young announced his intention to enter the transfer portal on April 7. This follows the star guard declaring for the NBA Draft on March 29 while maintaining his eligibility. Young averaged a team-high 19.6 points per game, 5.9 rebounds and 3.7 assists in 2021-22.

Young was a history maker at Charlotte, the first player in program history to score double figures in every game in a season since Demarco Johnson in 1997-98. He is also the 29th member of Charlotte's 1,000-point club. Last season, he received multiple accolades, including being named to the Conference USA (C-USA) First Team and earning all-region honors for a second consecutive year.

Young declared for the draft in a Twitter post on March 29. "My dream has always been to make it to the next level," said Young. "With that being said, I will be declaring for the 2022 NBA Draft while maintaining my collegiate eligibility."



BACK ON TRACK

Charlotte softball bounces back with series win at MTSU

by Joey Ellsworth
Staff Writer

Photo of Charlotte players after their series win
by Kendal Edward

Bailey Vannoy is a name Charlotte softball fans have often heard this year, even more so this weekend.

Six days after breaking the Charlotte single-season home run record, she is up for another award. Vannoy has been selected as one of ten finalists for the Lowe's Senior class award. Fans can still vote, but she currently sits eighth with 4% of votes.

The team looked good this weekend, winning two of three conference series games. This is Charlotte's second time winning a series since they reached their national ranking.

It is no secret Charlotte has struggled since they gained their National Ranking nearly six weeks ago. Before this series, Charlotte has gone 6-13, but they are quickly losing the ranking and plummeting down in Conference USA (C-USA) standings. But after going 2-1 over Middle Tennessee (MT), Charlotte may finally have good news.

Game One (7-2)

Charlotte took command of the series from the get-go with a dominant win and showed that they are still a force to be reckoned with despite their recent struggles.

It took three at-bats from the Niners to get their first run. Following singles from Vannoy and Stacy Payton, Ella Chancey took the sacrifice bunt to bring Vannoy home and get the Niners on the board.

The next score didn't come until the third when Chancey struck again. With a hit down the left-field line, Chancey reached second and had another RBI, bringing Frazier home.

MT answered in the next frame to get on the board. In the top of the fourth, Washington got the RBI to stretch the Niner lead back to two.

With Charlotte up 3-1, they had a big inning in the top of the fifth. Charlotte put four more points on the board to take a 7-1 lead in four hits. These runs came from two-run homers from Vannoy and Cori Henderson.

In the next four frames, neither team saw a single hit. MT had their last chance to mount a comeback at the bottom of the seventh. They managed to get a run, but that was all Charlotte allowed, giving them a 7-2 victory.

Game Two (6-2)

The 49ers were also impressive in the second game of the series. This marked Charlotte's first time with back-to-back wins in six weeks.

It took time for Charlotte to get anything going, failing to get a hit in the first two innings. However, while Charlotte could not get a hit in the first two innings, they held MT to zero hits.

The top of the third finally had a hit for

Charlotte. Although it was a single hit, it was a three-run RBI from Vannoy. This was her third home run in a row and 18th of the year, further extending her record.

MT narrowed the deficit to one in the fifth inning following a few scoreless frames. Charlotte didn't answer right away but had three more runs in the top of the seventh, doubling their score.

These three runs came from a chain of RBIs. The first was an RBI from Mekayla Frazier to bring Grace Johnson home, the next was a Vannoy RBI to bring Frazier home and the last was a Walljasper RBI to bring Vannoy home. Charlotte sealed the win in the bottom of the seventh, allowing just a single hit.

Every other MT at-bat ended up as a fly-out.

Game Three (2-3)

Charlotte's win streak came to a quick and abrupt

ending in the third game, with MT getting the upper hand. Charlotte kept MT to just three runs but couldn't get things rolling on offense.

Both of Charlotte's runs came in the second inning when Frazier's double brought two players home. Charlotte's two-run lead was short-lived, with MT bringing the lead down to just one with a run in the next frame.

MT took their first lead of the series in the fourth, scoring two runs with an RBI single and a sacrifice fly to bring a runner home. These two runs gave MT the 3-2 lead, a lead they would hang onto until the end of the game. Following the MT lead, Charlotte could not get a single hit for the rest of the game.

What this means for Charlotte

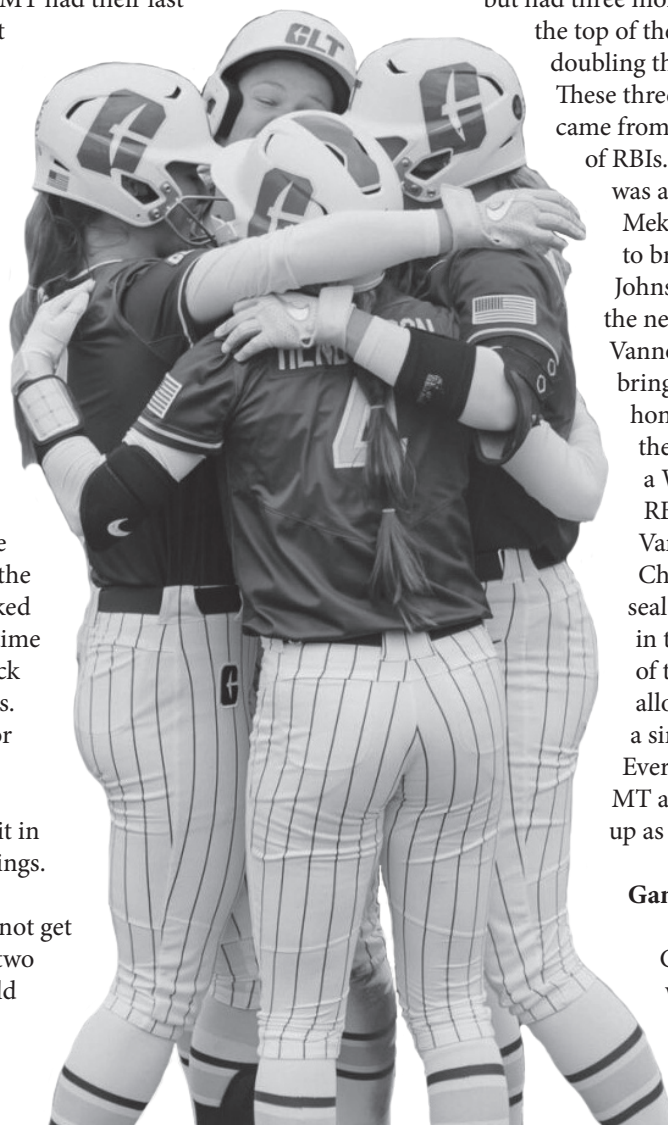
This series may not only give the Niners some much-needed momentum, but it may have positive effects on the C-USA standings for the Niners. Charlotte's two wins over MT puts them two wins above MT in the eastern C-USA standings.

While they still sit several games behind third place, this at least gives them hope for greater things than what has occurred over the past few weeks.

What's Next?

Next up for the Niners is another series on the road. They will head down to Atlanta for a two-game series against Georgia Tech. Georgia has won 31 of its 43 games this season and is on a four-game win streak. These two teams have faced off just three times ranging from 1999 to 2008. Charlotte took victories in two of the three games.

Game one will begin at 3:00 p.m. on Saturday, with the second game on Sunday at 1:00 p.m.



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Student Niner Media
LEADERS OF THE MONTH

March



BRADLEY COLE



BRYSON FOSTER

Congratulations to Bradley Cole and Bryson Foster, our March Student Niner Media Student Leaders of the Month. Bradley and Bryson are the Niner Times' sports editor and assistant editor, respectively. Their collaboration has resulted in a dynamic sports report that includes robust coverage of both men's and women's teams, including the journey of the women's basketball team to the NCAA Tournament. Hats off to both of them for a job well done!