

It might be interesting to compare some of the findings in this study with the brief report by Dr. James Naismith (4). His criterion for timing the activity made by players was: "all movements made whether walking or otherwise", whereas in this study only activity greater than a walk was recorded. While his figures regarding movements cannot be adequately compared with this study because of this fact, they are interesting nevertheless. Dr. Naismith's report shows that players were active 20 minutes and 12 seconds per game as contrasted to 8 minutes and 31.4 seconds of activity in this investigation. Part of the greater amount of activity by high school players in games played in Kansas City, Missouri (4) was due to the greater length of time allowed to play.

Dr. Naismith's study (4) on Kansas City, Missouri high school teams revealed that those games which were 40 minutes in length required an elapsed time of 69 minutes for completion. This study shows that the games of 32 minutes in length required an elapsed time of 64.4 minutes for completion. Since the Kansas City, Missouri games consumed an elapsed time of but 4.6 minutes more in 40 minute games, it can be assumed that it actually takes a comparatively greater amount of time to play a game under the existing rules than was the case 15 years ago. Twenty-nine minutes were used for interruptions and intermissions in 1925 while these items were found to consume 32.4 minutes in this study.

Comparing the results of this study with that made by Nancy Miner, Pauline Hodgson and Anna Espenschade on girls basketball, with respect to time spent in active play, there is a close relationship of strenuous activity between girls two-court and boys high school games. Their criterion for timing strenuous activity was all