

E- guards, third quarter- 1 minute and 15.3 seconds.

The greatest amount of movement was that of Group B and the least by teams who played throughout the entire State Class "A" Tournament, E and F groups.

DISCUSSION OF DATA

Since the greatest number of positions (80) timed in any group was in the State Class "A" Tournament, much of this discussion will compare findings of the State Class "A" Tournament with the combined findings of positions played in league, non-league games, county, district and regional tournaments.

The composite data show that the average time consumed to play a game of basketball was 64.4 minutes during which an average of 8.52 minutes was consumed by activity, distributed among four quarters. It might be interesting to state that as the game progressed, the activity increased from quarter to quarter; while the total elapsed time per quarter enlarged. The increase of elapsed time per quarter due to various interruptions, increased at a greater rate than the activity, which showed a gradual decrease in percentage of movement per quarter. This would give the players more time to recuperate even though there is on the average an increase in activity.

These data bring out the fact that the average activity at each position for players on teams playing in the State Class "A" Tournament in 1940 was less than the activity at each position in other games timed for this study. (Tables I, II, III and IV.) Perhaps, due to the better playing technique of teams in the State Class "A" Tournament less substitutions were made, therefore the starting players remained longer in the game. It is assumed that these players with better methods know how to conserve their energies by ex-