

were not active. The remaining part of the circle is divided between intermissions and interruptions (14.38 and 18.02 minutes respectively).

The average per cent of activity for all positions in connection with the time allowed by rules (8 minutes per quarter) is as follows: First quarter 25 per cent, second quarter 26 percent, third quarter 26.7 per cent and fourth quarter 28.5 per cent. This showed an average increase of 3.5 per cent of activity for the last quarter over that of the first quarter. The average per cent of activity of movements with reference to the total elapsed time was 17.5, 17.2, 17.0 and 16.4, or a decrease of 1.1 per cent of activity between the first and fourth quarters; the per cent readings being from the first to the fourth quarter.

This study showed that the proportion of interruptions increased as the game progressed - from 30.9 per cent of the total elapsed time for the first quarter to 42.6 per cent for the fourth quarter, an increase of 11.7 per cent for the fourth quarter over the first quarter.

The percentage of non-activity showed a decrease of 10.6 per cent for the last quarter over the first quarter. The percentage of activity, interruptions and non-activity by quarters is shown by four small circle drawings in Plate I-B. The circles represent the average total elapsed time for completing each quarter. Each quarter being divided into three parts. A- interruptions; B- activity and C- non-activity.

The time distribution of activity and non-activity per quarter and for intermissions in sequence for an entire game is shown in diagrammatic form in Plate II. The average time spent to complete