

All of our great national games at present have developed in a big way from previous wars. Professional baseball received its impetus from the Civil War. Millions of men in army camps played One Old Cat and Duck on the Rock. When they returned home, jobs were scarce and many men were out of employment. Consequently, the promoters started leagues and soon these expert ^{players} ~~men~~ continued in the game. Leagues were formed and professional baseball was on its way. The World War revived baseball and established professional football. As we look back we find that the Civil War developed professional baseball and the World War revived professional baseball and developed professional football. What will this great peace-time draft, that has called so many men to the colors, develop in the way of a new professional game? Will it be professional basketball in a big way as professional baseball and football are now played? It does not look ^{now} as if this will be a short ^{war} ~~war~~. Doubtless the youth of our Nation will all definitely be in service in the next year for a period of three or four years.

Since this is basketball season, perhaps a short review on "How Basketball Better Prepares a Soldier for his Duties" may be timely.

It is a well-known fact that a ^{basketball} player must be in better physical condition than ^{a player in} any other of our national games. Running, jumping, leaping, vaulting and climbing are the fundamental activities of man. Four of these fundamental activities are ^{incorporated} ~~encouraged~~ in the game of basketball. There are many inhibitions in the game of basketball that are necessary for a soldier to learn. We pass at angles and run in curves. It is not necessary to have a fast man in basketball but preferably a quick and an agile player is desirable. The footwork in basketball is comparable to that in boxing, handball and tennis. I have also generally found that a man who is a good basketball player can easily acquire the movements of the baseball player.