GOAL-HI USER COMMENTS

DETROIT, MICHIGAN
"It is something every school or recreation center should have; of inestimable value."
Edmund J. Barbour, *Intramural Director, University of Detroit*

BELLEVILLE, TEXAS
"A good game."
S. J. Makeever, *Supt. of Schools*

BARRETT, MINNESOTA
"In these small schools where basketball is major game it gives grade youngster a chance at learning shooting fundamentals."
W. L. Angell, *Supt. of Schools*

YAZOO CITY, MISSISSIPPI
"Our limited experience leads me to think it has great possibilities."
R. J. Koonce, *Supt. of Schools*

PLENTYWOOD, MONTANA
"Full of recreational promise."
E. H. Fellbaum, *Supt. of Schools*

ANAHUAC, TEXAS
"It should be a fine aid in encouraging free play by students who are not good enough for the basketball teams."
R. F. Riley, *Supt. of Schools, Anahuac Public Schools*

BATTLE CREEK, MICHIGAN
"Very good mechanical device for teaching technics of basketball shooting. A boon to recreation also."
J. Demyan, *High School Athletic Director*

ALLIANCE, NEBRASKA
"I like it."
C. J. Kubieck, *High School Basketball Coach*

WEEHAWKEN, NEW JERSEY
"I believe Goal-Hi is an excellent addition to our equipment, besides making an ideal game for gym classes it perfects shooting for varsity teams."
Lester H. Purvere, *Supv. Phy. Education*

LITTLE FALLS, NEW YORK
"We like it."
Harold L. Corzett, *Supt. of Schools*

WOODSFIELD, OHIO
"I like the Goal-Hi very much and consider it a valuable addition to our playground."
R. L. LaCroix, *Prin. Grade School*

SOUDERTON, PA.
"This equipment allows for worthwhile activity for a maximum number of players on a limited court."
Wilmer M. Landis, *Supv. Prin.*

FORT MOULTRIE, S. C.
"An excellent game and an excellent means for training basketball players all year round."
Irving Lehrfeld, *1st Lt. 8th Inf. (Rifle) Company Commander*

CONROE, TEXAS
"Good sport, very popular with our pupils."
Geo. L. Anderson, *Prin. Junior High School*

FREDERICKSBURG, VA.
"Very good."
T. Benton Gayle, *Supt. of Schools*

BLAINE, WASHINGTON
"Great value in encouraging basket shooting during recesses and noon hours."
Vernon C. McDonald, *Supt. of Schools*

APPLETON, WISCONSIN
"We like it for the purpose desired—mass game for gym classes."
W. A. Witte, *Vice-Prin. Senior High School*

LONGVIEW, TEXAS
"It is a good game. It will be played more next year as we got it a little late and other schools here will probably start the game also."
A. B. Owen, *Prin.*

CARPENTER, WYOMING
"Okay."
R. E. Rennard, *Supt. of Schools*

COLDWATER, MICHIGAN
"Excellent game. We have 3 standards in our school."
Robert E. Sharer, *Supt. of Schools*

COLERAINE, MINNESOTA
"Very good."
H. W. Dutter, *Supt. of Schools*

PATERSON, NEW JERSEY
"Very good game for physical education program."
Carl E. Snedeker, *Business Agent State Teachers College*

MORRIS, NEW YORK
"I think it fills an important place on our playground in particular—I have regulation weight and size rubber basketballs nearly all summer and the boys get a lot of shooting practice during the spring, summer and fall. I also like it because the ball seldom goes out-of-bounds and thus speeds up the game.
Ray Clement, *Physical Director and Coach, Central School*

SCIO, OHIO
"An interesting game that takes care of many students in a wide age range."
D. R. Stanfield, *Supt. of Schools*

MILLERSBURG, PA.
"A good game. Gives coach an opportunity to see those who will make good in basketball."
F. D. Beidel, *Supr. Prin.*

FREER, TEXAS
"Very good."
J. A. Lewis, *High School Athletic Director*

CHURCH ROAD, VA.
"I have not had Goal-Hi long enough to see any definite results from it but I'm sure it will be a great help in the coaching of basketball."
A. J. Christensen, *Prin.*

TOPPENISH, WASHINGTON
"A splendid piece of gymnasium and field equipment."
James S. Wilkinson, *High School Coach*

WAUKESHA, WISCONSIN
"I feel that it is a good game for small children and as we set two standard 60 feet apart and play the regular game with the older boys, I feel that it might be an aid to regular basketball preparation."
Lee Sauhers, *Dir. of Athletics*

CHESTER, ILLINOIS
"An excellent piece of equipment for handling large numbers of players."
W. R. Lowry, *Supt. of Schools*

CLARION, IOWA
"A fine playground and physical training piece of equipment."
C. J. Christiansen, *Supt. of Schools*

LEXINGTON, KENTUCKY
"Excellent piece of equipment."
J. M. Deacon, *Prin. Marston Junior High School*

MARSHALL, MICHIGAN
"Excellent."
H. W. Holmes, *Supt. High School*

COOK, MINNESOTA
"It is a very good game because it takes little space and a large group can play it at one time."
Morris Roth, *Dir. of Health and Phys. Ed.—Coach*

TRENTON, NEW JERSEY
"I feel it will fulfill a need in our intramural recreational program."
LeRoy Smith, *Dir. of Athletics*

NEW YORK, NEW YORK
"It is a wonderful game to aid the boys and girls in acquiring the fundamental skills of basketball."
James A. Klingel, *Registrar*

MILFORD CENTER, OHIO
"A good game."
Dale D. Herkett, *Supt. of Schools*

BLAIRSVILLE, PA.
"I firmly believe it fills a gap between 7th and 8th grades in our set-up since most boys at that age cannot endure real basketball. They go for it."
E. A. DeLuca, *High School Ath. Dir.*

HAMTRAMCK, MICHIGAN
"Undoubtedly the only sport enjoyed by the boys and young men year round. It helps you to keep physically fit year round. It no doubt will prove to be one of the most popular and enjoyable sports in the near future on athletic programs."
Eugene L. Ziolkowski, *Pres. of Boys Athletic Club of Hamtramck, Inc.*

MADISON HEIGHTS, VIRGINIA
"I like it fine."
W. A. Early, *High School Prin.*

NEWPORT, WASHINGTON
"Just now it is being used for out of school time. It will improve the shooting ability."
I. R. Morrison, *Supv. of Consolidated Schools*

MONROE, WISCONSIN
"A fine game for grade and Junior High students."
Donald J. Huddleston, *Ath. Dir. and Coach, Monroe High School*

KINGMAN, ARIZONA
"We like it, Goal-Hi affords a group indoor game."
Duncan McRuer, *Prin. Elementary School*

HIGHLAND PARK, ILLINOIS
"All right as a lead-up game before the basketball season starts."
Robert S. Kendig, *Dir. of Phys. Ed.*

AUGUSTA, KENTUCKY
"I believe it to be a very desirable game. We haven't had an opportunity to thoroughly appraise it yet."
C. E. Ward, *Supt. of Schools*

SOUTH HAVEN, MICHIGAN
"I believe it is a very good game for teaching accuracy in shooting because of the absence of back board. They must hit the hoop."
Davis J. Baer, *Dir. of Phys. Ed.*

NORMANDY, MISSOURI
"In the short time we have had equipment it has proven to be of great interest to the children. We like it very well."
Ward E. Barnes, *Supv. Prin.*

MONTICELLO, NEW YORK
"A good game."
Ken Somerelle, *Supv. Phys. Ed.*

DAYTON, OHIO
"A good developer for basketball."
Virgil E. Prugh, *Coach and Phys. Ed. Dir., Wilbur Wright School*

POINT MARION, PA.
"It is an aid to teaching fundamentals of basketball."
Henry LaMuth, *Phys. Ed. Teacher*

HARRISONBURG, VA.
"Good game. Very popular—always in use."
W. H. Keister, *Supt. of Schools*

SPRINGDALE, WASHINGTON
"Okay."
M. F. Garred, *Supt. of Schools*

VIROQUA, WISCONSIN
"I think Goal-Hi is a very fine game. Easily used in my gym classes because of its ability to take care of 10 or more players at a time."
David Anderson, *Dir. of Phys. Ed.*

WASHINGTON, D. C.
"I think it is fine—can use it in many different kinds of informal ways. Will try it on basketball squad next season for shooting practice."
Anthony Kupka, *Dir. of boys Phys. Ed., Woodrow Wilson High School*

CRETE, NEBRASKA
"I feel that it is a grand game."
Robert S. Gibb, *Coach*

WATERLOO, IOWA
"It is an unusual informal game and a good formal game."
E. M. Strobridge, *Coach*

GRAND RAPIDS, MICHIGAN
"Excellent."
S. A. Partington, *Supt. of Schools*

CLEVELAND, OHIO
"Good game."
Terry Wickbaum, *Supt. of Schools, Cuyahoga Heights School*

WAYNESBORO, VIRGINIA
"Has most appeal and is most value in Junior High for both boys and girls."
Robert W. Mavity, *Dir. of Health and Phys. Ed.*

ALTON, ILLINOIS
"It is serving a very valuable purpose in our program in that it appeals to the boys and girls 14-20 years old."
R. J. Favel, *Supt. of Recreation*

FORT FAIRFIELD, MAINE
"It's worth having on every school and playground during the warm seasons of the year."
Lewis H. Kriger, *Prin. of High School*

FRANKLINTON, LA.
"I think it a good game for most pupils."
N. L. Smith, *High School Prin.*

NILES, MICHIGAN
"I like the game very well; so do most of our students."
Joseph E. Whitman, *Dir. of Ath. High School*

CHAGRIN FALLS, OHIO
"I believe it will be very valuable both as an aid in teaching basketball fundamentals and as a playground apparatus. I like its adaptability."
Eleanor L. Thwing, *Instructor of Physical Education*

KEARNEY, NEBRASKA
"A fine informal game."
Harry A. Burke, *Supt. of Schools*

ITHACA, NEW YORK
"The portable feature, especially on small areas makes it possible to remove when playing other games. The adjustable feature gives all ages chance to compete fairly.
E. E. Bredbenner, *Dir. of Recreation for Public Schools*

DUMONT, NEW JERSEY
"A good game to use with large physical educational classes."
Willar R. Quirk, *Dir. of Ath.*

KENTON, OHIO
"Fills a need for a game similar to basketball—inexpensive equipment."
Chas. Secoy, *Prin. High School*

NARBERTH, PA.
"A good outside game to substitute for outdoor basketball court."
Allen B. Weatherall, *Phys. Dir.*

OOSTBURG, WISCONSIN
"I think it very fine for our school which has no gymnasium at the school but must rent a hall. It gives many a chance."
E. H. Lubbers, *Supv. Prin.*

WINFIELD, TEXAS
"It has been valuable to us because our playground is small and Goal-Hi uses less space. My boys and girls both enjoy it immensely."
Mrs. R. E. Matherly, *Fifth Grade Supervisor*

ANNISTON, ALA.
"Good activity."
P. G. Myer, *Prin. Anniston H. S.*

MARION, ARKANSAS
"An excellent game."
W. W. Baker, *Supt. of Schools*

URBANA, OHIO
"An excellent game."
F. P. Strager, *Prin.*

DETROIT, MICHIGAN
"A grand game of skill, team work and coordination."
Pat McIntyre, *Athletic Director, Boys Club of Detroit*

NORWOOD, N. Y.
"It looks to me to be definite help for all age groups."
A. A. Kingston, *Prin. of School*

PERRY, OHIO
"The children seem to like it very much."
R. G. Few, *Prin. Perry School*

MILL HALL, PA.
"Excellent sport for groups of CCC enrollees."
Russell D. Hartz, *Company Commander, 306 CCC Company*

EDGERTON, WISCONSIN
"Very good for playground and recreation groups."
C. M. Ewers, *Ath. Dir.*

GATESVILLE, TEXAS
"Good for general physical education."
Erell W. Brooks, *Supt. of Schools*

CALDWELL, IDAHO
"A good game fundamental to basketball which should develop some good shots."
Clem Parberry, *Ath. Dir. College of Idaho*

HIGHLAND, ILLINOIS
"It has taken a good many loafers off of our hands during the before school and noon hour periods. It helps build certain fundamental needs in high school basketball, such as, teaching a high arch shot, etc."
G. C. Davis, *Coach*

NEW ALBANY, INDIANA
"Very good."
Carl A. Zimmerman, *Prin. Junior High School*

EFFINGHAM, KANSAS
"Good thing. Provides goal shooting and an opportunity for play for the fun of it."
Frank L. Hunn, *Prin. Atchison County Community High School*

ECORSE, MICHIGAN
"It is a game that has taken the interest of our playground, it is meeting the need of the smaller child that wishes so much that he or she some day can play basketball. It is healthful, constructive and amusing recreation."
Louis S. Parker, *Director, Boys Club of Ecorse*

EAST CLEVELAND, OHIO
"Very good game and less strenuous than regular basketball. Fine for teaching ball handling and arching shots."
E. D. Chapman, *Executive Secretary, Y. M. C. A.*

ALLISON PARK, PA.
"The boys and girls both like it a great deal."
Cyril C. Sarver, *Supv. Prin.*

WISCONSIN RAPIDS, WIS.
"The children that haven't had a chance to play in a gym enjoy it immensely."
Gwendolyn H. Cobleigh, *Supv. of Phys. Ed.*

SOUTH PLAINFIELD, NEW JERSEY
"We like the game."
H. C. Fries, *Supv. Prin. of Public Schools*

HOPKINSVILLE, KENTUCKY
"I think it answers a definite need."
G. Koffman, *Supt. of Public Schools*

BELLE ROSE, LA.
"It is a splendid game and affords recreation to so many of our students."
F. E. Landry, *Prin. of School*

FREMONT, MICHIGAN
"I approve of the game as an essential step in the development of a faster and more accurate shooting fundamental for basketball, which will be of great aid for the 'Fast Break' offense."
Clayton C. Anderson, *Phys. Ed. Instr.*

HAMLER, OHIO
"A good addition to our Physical Education program."
Irvin Flory, *Prin. of High School*

MARSHALL, TEXAS
"More children become interested in athletics through Goal-Hi."
Sister Mary William, *Teacher St. Mary's Academy*

FAIRPORT, NEW YORK
"A very fine active game for any season and for all types. No injuries. Excellent squad activity in Physical Educational class."
Joseph W. Cummings, *Dir. of Health and Phys. Ed.*

LAGRANGE, ILLINOIS
"Very good—as a game in itself and in training for regular basketball."
H. C. Brown, *Activities Director, Illinois Masonic Orphan's Home*

GOAL-HI *in the news*

Newspapers Everywhere Report This Thrilling New Game

DETROIT *Was Quick to Introduce* GOAL-HI

Skull practice before the game is routine, especially when the game is as sensationally new and different as Goal-Hi. Hard at work in the Liggett School gym you see, left to right: SYBIL SMART, MARY CUPPER, CONNIE STROH, ROSALIND PACKARD.

BY THE BYSTANDER

LIGGETT SCHOOL is introducing a brand new game in Detroit.

It is called Goal-Hi and comes from Kansas where basketball originated. Somewhat similar to the older game it is yet very different.

There is only one goal in Goal-Hi — a basket on a high standard in the very center of the playing space — and it is used by both sides.

When the ball falls through the basket it is not dead but is immediately put into play by either side.

Every player on the team is a forward, every player a guard, and this makes the contest exceptionally exciting.

Once in play the ball may be bounced, rolled, thrown, batted or dribbled in any direction, by any player.

There are two circles that make up the playing space, one some 25 feet in radius and the other inside this. A goal from this outer circle scores three points, one from the inner circle two points.

When a ball is touched by a player outside the large circle it immediately becomes the property of the opposing side.

As in basketball each team is made up of five players, but this number may be varied to suit special conditions.

As in ice hockey there is a penalty box but a player is compelled to remain there no longer than a minute at a time.

Goal-Hi, still very new, is being rapidly adopted in both men's and women's colleges throughout the country.

Liggett's junior class is especially interested in the new game and ardent Goal-Hi players are Helen Posselius, Sybil Smart, Mary Cupper, Sally Duffield, Joyce Lockwood, Peggy Dolese, Connie Stroh, Pamella Staples, Nancy Fox, Shirley Jacobs, Kitty Marie MacKenzie, Barbara Baxter and Shirley Loud.

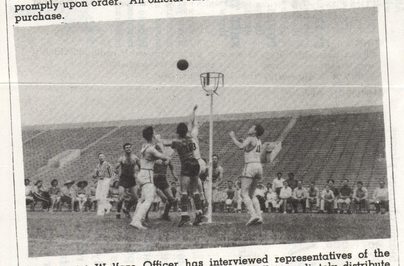
The ball goes in at the top and comes out—where? The fact that it can roll through the basket in any of three directions, and emerge still in play, is one of the exciting factors of the new game. MRS. S. A. BLACKBURN, the teacher, is at the extreme left and the players, all Liggett juniors, left to right, NANCY FOX, MARY CUPPER, HELEN POSSELIUS, MERRILL CANFIELD, JOYCE LOCKWOOD.

GOAL-HI *"Best game ever developed for C. C. C. Camps"*

THE NEW GAME "GOAL-HI"

By J. L. Tarr, District Adjutant

A new game is being introduced, and without doubt, it is one of the best ever developed for play in CCC camps. It is called GOAL-HI and has been developed by Dr. Forrest C. "Phog" Allen, Director of Physical Education and Basketball Coach at the University of Kansas. Equipment for the game consists of a playing field or area, outdoors or indoors, of a fifty or sixty foot diameter, a basketball, and a single goal or standard which is set up in the center of a circle. The single piece of equipment which camps will require for this game is the goal itself. It is manufactured by the Fred Medart Manufacturing Company of St. Louis, Missouri and is now on the market and will be delivered promptly upon order. An official rule book will be furnished with each purchase.



The District Welfare Officer has interviewed representatives of the manufacturing company. That company will immediately distribute circulars to all the camps in this District on this game which will be offered at an attractive and reasonable price.

The game itself is a specialized form of basketball and varies principally from the original game of basketball in that it has only one goal, and a circular instead of a rectangular playing field. Almost any number of players are possible on each team. The game is fast and provides a marvelous amount of exercise; however, there should not be so much of the severe bodily contact that is often experienced in ordinary basketball. In brief, it is a game that should be a required part of the curriculum of every camp.

The playing field is a circle which can be of either fifty or sixty feet. As mentioned before, the single goal is placed in the exact center and immediately around it is a "restraining circle" with a four foot radius. Another circle is drawn which is exactly one-half of the distance from the goal to the outer circle. For example, if the outer circle is drawn on a diameter of fifty feet, the diameter of the middle circle is twenty-five feet. The middle circle divides the playing court into an inner and outer court, while it also marks the free throw line. For shots made outside of the free throw line three points are scored. Those made inside of the free throw line or in the inner court, score only two points. A free throw counts one point.

The goal is so constructed that the ball rolls out immediately when a basket or goal is made. Thus play continues without the customary delay which would follow a score in ordinary basketball. Since there is no backstop, players will develop surprisingly keen accuracy.

An unusual feature of the game is the provision of an alternative that a "penalty box" may be used in place of the award of free throws for personal foul violations. This provision is somewhat similar to punishments awarded in the game of hockey. If the game is being played with the penalty box provision, a player who commits a personal foul is immediately consigned by the referee to the penalty box for one minute and cannot return to the game until he has served his time and the play stops. Should a player be disqualified for roughness, he is ejected by the referee and no substitution is allowed for one and one-half minutes.

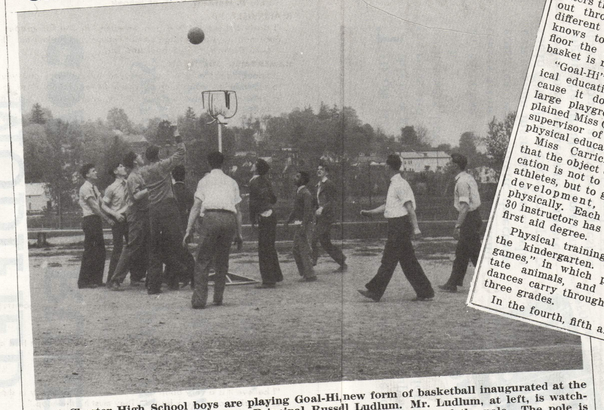
It is a fine game. It is ideally suited to CCC camps. The cost is small since the purchase of only a single goal and a basketball of a rugged type is required. Quite a number of persons can play on each team at one time and a great many can participate in games in one afternoon. It is a fine game for inter-barracks or intra-camp competition. It does not require much space and most camps will not have to go great distances from camp to find a suitable field. Now that the weather is breaking and spring is at hand, it is recommended that every camp in the District procure one of these goals, mark off a court, organize a group of company teams and begin a regular inter-camp tournament.

Now that the regular basketball season is finished, the question has been brought up by several company commanders as to what sport is best to take up next. Here is the answer.

OMAHA *Considers* GOAL-HI *"Big Help for School Children"*

GOAL-HI *for intramural play by High School Students*

Chester Boys Playing New Ball Game



These Chester High School boys are playing Goal-Hi, new form of basketball inaugurated at the Chester school in intramural play by Principal Russell Ludlum. Mr. Ludlum, at left, is watching the youths as they try to throw the ball through the hoop at top of the pole. The pole is situated in center of two circles, one 20 feet in diameter and the other 60 feet in diameter. Toss from within smaller circle nets thrower's side one point, while basket scored from outside smaller ring is worth two points. Game is started with toss-up between two players and fouls or outsides afford only interruptions of the 7½ minue quarters. Photo by Herbert.

New-Style Basket Ball Seen as Big Help in Schools' Physical Education Program

"Goal-Hi" is the new game Omaha's school children will be playing.

Brought back from the St. Louis superintendent's convention, the sport is on trial at Lothrop school. It was designed by Forrest C. "Phog" Allen, basketball coach at the University of Kansas. The game is played on a circular "bull's-eye" court with a basket on a long pole in the center.

Similar to basketball in rules and scoring, the sport uses only one basket. When the ball enters the basket, it may come out through any one of six different openings. No player may know which side of the floor the ball will go when a basket is made.

"Goal-Hi" will help the physical education department because it does not require a large playground or gym, explained Miss Catharine Carrick, supervisor of the health and physical education department. Miss Carrick pointed out that the object or physical education is not to produce "stars" athletes, but to produce "star" development, mentally and physically. Each of the city's 30 instructors has a health and first aid degree.

Physical training begins in the kindergarten. "Dramatic games," in which pupils imitate animals, and "rhythm" dances carry through the first three grades.

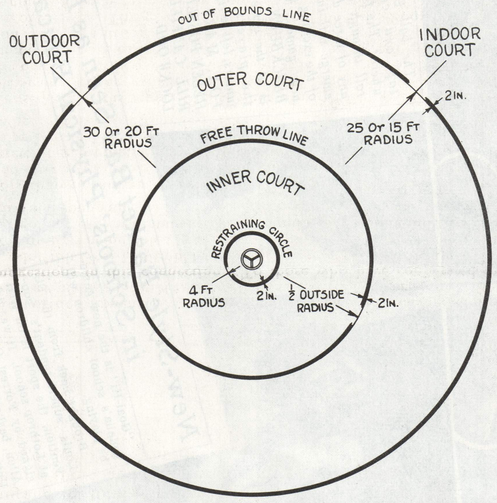
In the fourth, fifth and sixth grades, preparatory games are learned. Fundamentals of the games are learned through such sports as soccer, kick, scrub baseball, and German batball.

Soccer in the fall, basketball and volleyball in the winter, and softball and track in the spring is the program of the upper grade training.

Lothrop boys playing "goal-hi," a new game on trial in Omaha schools.

GOAL-HI

PLAY-GAMES



No. 1 *"Goal-Hi Follow-up"*

PLAYERS: 2 or more.

FORMATION: All players form in a single straight line with the player at the head of the line taking his position on the Free Throw Line.

EQUIPMENT: One Goal-Hi Standard and a ball.

THE GAME: The player at the head of the line is given the ball and is at liberty to shoot for a basket from any location within the inner circle he selects. Each player is required to shoot from the same spot as did his predecessor if that person was successful in three or less attempts to score. If the player ahead does not make a basket in 3 attempts he retires to the sidelines and the next player may shoot from wherever he elects to make the attempt. The winner is the last player to remain in the line-up and becomes the first man to shoot in the next game with the new line-up inversely as the players were retired in the preceding game.

No. 2 *"Goal-Hi Rapid Fire"*

PLAYERS: Two teams of any equal number each.

FORMATION: When one team is playing the other remains on the sidelines.

EQUIPMENT: One Goal-Hi Standard and a ball.

THE GAME: Each team has a 5-minute period of play. Players of one team line up around the free throw line and no player is permitted to enter inner court except the one player who is attempting to shoot baskets. He must make his first attempt from the free throw line and for 30 seconds may then shoot as many baskets from any place in the inner court as he can. His team members who remain outside the inner court may pass the ball to him and thus return the ball to his possession during his 30-second period as quickly as possible so that he can make as many attempts to score as possible. At the end of 30 seconds of play the ball is passed to another player for a like period of play and the first player takes his place on the free throw line with the other members of his team. At the end of 5 minutes of play the 2 teams change places and the team with the largest score is declared winner. Each goal made scores 2 points.

No. 3 *"Goal-Hi Dribble-Shoot"*

PLAYERS: Any number.

FORMATION: All players remain within inner circle, except player given the ball.

EQUIPMENT: One Goal-Hi Standard and a ball.

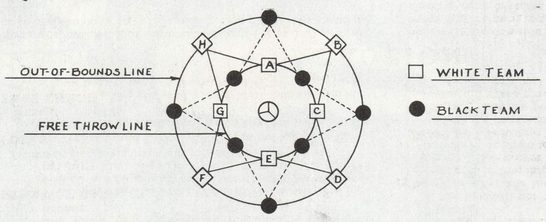
THE GAME: First player given the ball moves to outer court and dribbles ball once around field to point where he began dribble. He may make circuit as short as possible by dribbling close to the free throw line but other players are privileged to attempt to gain possession of ball by reaching across free throw line but may not cross it. If dribbler loses ball to player within inner circle he immediately takes his place in inner circle and player who captured ball then is required to make one complete circuit. Dribbler completing circle is permitted to take shot at basket, after which he takes his place with other players within inner circle and player regaining ball after attempted basket then becomes dribbler.

No. 4 *"Goal-Hi Razzle-Dazzle"*

PLAYERS: Two teams of 6, 8, 10 or 12 players each.

FORMATION: Half the players on each team take places on free throw circle, other half of team takes positions on out-of-bounds circle. Players on opposing teams occupy alternating positions, as illustrated below.

EQUIPMENT: One Goal-Hi Standard and 2 balls.



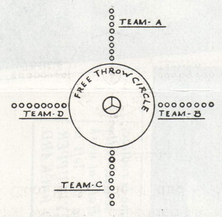
THE GAME: Each team plays with its own ball and does not in any way interfere with opposing team's ball. All players on inner circle are 'shooters'. Those stationed on outer circle are 'passers'. Play begins for both teams at the same time. Player "A" for example, of white team is given ball and attempts to shoot basket. If successful his team is credited with 2 points. In any event, other members of white team stationed on inner circle assist as quickly as possible to return ball to player "A" who passes ball to his right to his team mate player "B" stationed on outer (out-of-bounds) circle. Player "B" passes to player "C" who attempts to shoot a basket and the same procedure is followed as described above, until ball has traveled around playing field and is back in player "A's" possession, at which time, shooters and passers change places and the game continues as described. The black team follows the same procedure and the game is over when one or the other of the teams completes the two circuits of play with the team having the highest score adjudged the winner.

No. 5 *"Goal-Hi 4-Team Shoot"*

PLAYERS: Any number, divided into 4 teams of even numbers. Entire Gym classes of 40 or more players can participate in this game.

FORMATION: Teams line up in single column at right angles to each other, as noted below, with No. 1 or leadoff player on free throw line.

EQUIPMENT: One Goal-Hi Standard and 4 balls.



THE GAME: Each No. 1 man of 4 teams is given ball and at a given signal passes the ball between the legs of his team members who cooperate to get the ball to the last man in the column as quickly as possible. Upon receiving the ball, the last man runs to the free throw line (but does not enter the inner court) and attempts to shoot a basket. If successful his team is credited with 2 points. In any event this 'shooter' must regain ball after his attempt at a goal and returns to his column and takes the No. 1 position and passes ball toward end of line-up as described above. The team completing the cycle first is credited with 5 points in addition to what they have scored by shooting goals.

No. 6 *"Goal-Hi Whistle Pitch"*

PLAYERS: Any number.

FORMATION: All players line up around the free throw line, facing the Goal-Hi Standard.

EQUIPMENT: One Goal-Hi Standard and one or more balls.

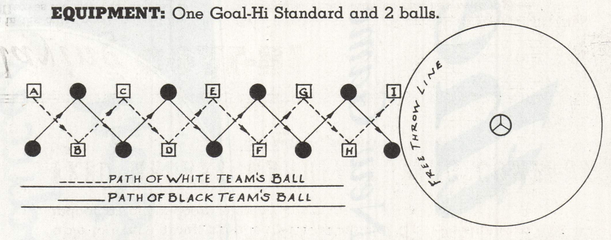
THE GAME: The ball (or balls) is passed at waist or chest level in any direction from one player to another, the objective being not to have possession of the ball when the leader blows his whistle. The player having the ball in his possession at the time whistle is blown must make a basket from the free-throw line in one attempt to remain in the game. No player is permitted to hand a ball to the player immediately on his left or right but must pass the ball. A player who drops the ball is retired to the side lines. The surviving player is declared the winner.

No. 7 *"Goal-Hi Shuttle Pass"*

PLAYERS: Any number. Two teams of even numbers are chosen as "White" Team and "Black" Team.

FORMATION: Teams are placed in two parallel lines facing each other and 8 feet apart, with members of "White" and "Black" alternating as illustrated below. Players in each line are spaced at arms length (or less) extending from the free throw circle.

EQUIPMENT: One Goal-Hi Standard and 2 balls.



THE GAME: Player A of "White" Team (and player in same position of "Black" Team) is given ball and passes to player B who in turn passes to player C, etc. When player at opposite end of line receives ball he attempts to shoot goal from the Free Throw line and if successful his team scores 2 points. Player who attempted to shoot goal must retrieve the ball and passes it to his team member at far end of line who immediately begins passing as before to team member in opposite line. Original player who first attempted to shoot basket takes his position at end of line but in opposite row from team mate A (thus keeping alternating formation) and is then in position to receive ball passed to him by next team mate at opposite end of line after attempted goal. If in passing, the ball is dropped, the team is penalized by returning the ball to the far end of the line and must begin passing from that position. Both "Black" and "White" Teams begin play at the same time, which is continuous for a given time and the team with the largest score is declared winner at the expiration of that period.

The foregoing games have been successfully introduced by other Goal-Hi players and will undoubtedly suggest to the reader additional variations of play that will add much to the fun and healthful exercise that is available to every group supplied with an official Goal-Hi standard and an indoor or out-of-doors playing court.

FRED MEDART MANUFACTURING COMPANY
St. Louis, Missouri

The ABC's of Playing GOAL-HI

THE GAME: Goal-Hi, as a formal game, is played by two teams of 5 players each with one common basket or goal located in the center of a circular court. For informal play, teams may consist of any number of players. The game is played similar to basketball, and basketball rules apply, with the following exceptions.

After a goal from the field or after a free throw whether made or missed, the ball remains in play unless interrupted by the referee's whistle calling attention to a violation or to a foul.
ALTERNATE — After a successful field goal or free throw ball goes to an opponent out-of-bounds.

START OF GAME: The game is started by tossing the ball up between two opponents in the inner court, six feet from the free throw line. (See Jump Ball.) This rule also applies at the beginning of each quarter or overtime period.

FOULS: (Personal and Technical). Fouls are called in Goal-Hi the same as in basketball and penalties shall be the same.

FREE THROW: The offended player shall attempt the free throw from behind the free throw line and all other players on both teams shall remain in the outer court, behind the free throw line, until the ball leaves the throwers hands. If a player on the defensive team violates this rule, the thrower shall be allowed another attempt. If violation is made by a player on the offensive team, the goal if made shall not count, and if made or missed, ball goes to opponent out-of-bounds. FREE THROWS SHALL COUNT 1 POINT.

FIELD GOALS: A FIELD GOAL FROM WITHIN THE INNER COURT SHALL COUNT 3 POINTS AND A FIELD GOAL FROM WITHIN THE OUTER COURT COUNTS 3 POINTS. (If a player shoots a field goal while any part of his body is touching the free throw line, the goal shall count only 2 points.)
A player shall not attempt a field goal if he receives the ball on or inside the restraining circle, after a successful field goal or free throw, but must pass the ball out to another player. If a player violates this rule, the ball goes out-of-bounds to an opponent.

JUMP BALL: After a held ball, at the beginning of the game, and at the beginning of each quarter or overtime period, the ball shall be put into play by a jump ball. When a jump ball takes place in the inner court the jumpers shall stand with both feet in the inner court, 6 feet from the free throw line and all other players on both teams shall remain in the outer court until the ball leaves the tapped.
When the ball is tossed up between two players in the outer court as a result of a held ball in that area, all players, except the two jumpers, shall remain in the inner court until the ball has been tapped. If any player violates the above rule, the ball goes to an opponent out-of-bounds.

CAUTION

Have you noticed that imitations invariably sell at a lower price and that they have little else, beside price, to recommend them?

Prior to the introduction of Goal-Hi, we anticipated imitations because we were convinced that Dr. Allen's new game had outstanding merit; that a definite place for it existed in the school field and on playgrounds. Now we are beginning to see those imitations.

Goal-Hi is more than just a piece of equipment. Goal-Hi is a well planned game that requires a specially designed Goal-Hi standard or upright. The official Goal-Hi standard includes certain fundamental features necessary to the game. Imitators often eliminate fundamental features with a casual disregard for facts, but the real reasons are (1) because of the cost of including such features and (2) because of patents. As an illustration, we point to the 3-way conical projector in the base of the Goal-Hi basket. This patented Goal-Hi feature is important because it guides the ball, after a goal has been made, out of the basket and lofts it away from the standard. Thus 'bunching' of players around the base is eliminated—a condition no athletic director or playground official would knowingly approve in the interest of open-play, safety and maximum exercise value. Insist on official Goal-Hi equipment—the possible expenditure of a few extra cents at the time of purchase will pay dividends over the years! Besides, "we guarantee satisfaction or your money refunded" is our unconditional warranty behind every piece of official Goal-Hi equipment.

Originator of Goal-Hi
Dr. Forrest C. "Phog" Allen
Director of Physical Education
and
Varsity Basketball Coach
University of Kansas

GENERAL

Most of the following data was supplied us by school officials and others who are playing Goal-Hi. Dr. Allen has contributed certain valuable suggestions in this connection. To those who have cooperated in making this Goal-Hi pamphlet possible, we acknowledge our appreciation for thus being able to pass on to others the following suggestions for good, clean, healthful and sportsmanlike play among the boys and girls and young men and women of America.

It is almost unanimously agreed that Goal-Hi loses no part of its fun and interest to the individual player nor any portion of its healthful stretching, leaping, dodging and running exercise value when played as an informal game with teams of as many as 15 or 20 players each, rather than as a strictly formal sport.

Consequently, it is suggested that when considering Goal-Hi as a mass play-game among gymnasium classes, playground groups, etc., that the official rules be more or less disregarded. Reduce Goal-Hi to its simplest form, i. e., the passing of a ball and the shooting of a basket is not likely to be followed by most individuals responsible for a local play program. Court lines for example, as suggested in the Rules Book, are desirable. Scoring points for successful attempts at shooting a basket from different zones is another feature that is likely to be retained. Beyond these two fundamentals, the official rules can of course be altered at will to suit the local conditions. For example, rules for playing Goal-Hi by children of elementary school age should in all cases be simple, easily understood and make for a funfull game that will not tax too much of the young players energies.

FRED MEDART MANUFACTURING COMPANY . . . St. Louis

Official Goal-Hi Rule Book Copyrighted
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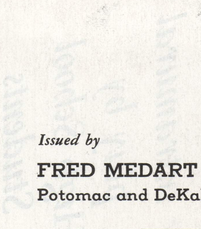


THE official Goal-Hi Rules Book as written by the founder of this new game, Dr. Forrest C. "Phog" Allen, supplies all of the rules and suggestions for playing Goal-Hi as a formal sport with teams limited to 5 players each.

In response to innumerable requests from school superintendents, teachers, athletic directors, gymnasium instructors, etc., who see in Goal-Hi an excellent opportunity to introduce a new, interesting and healthful play-game rather than a sport, and who requested suggestions for informal play rules, we submit the following:

MODIFIED GOAL-HI RULES

Suggestions for playing GOAL-HI as an informal Mass, Play-Game....

Issued by

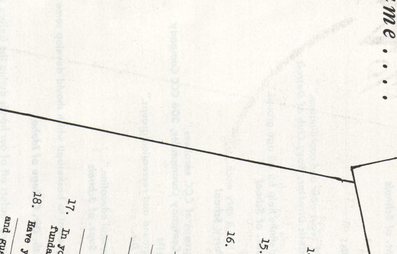
FRED MEDART MANUFACTURING CO.
Potomac and DeKalb Sts. :: St. Louis, Mo.

Authorized Sales Representatives in Your Locality

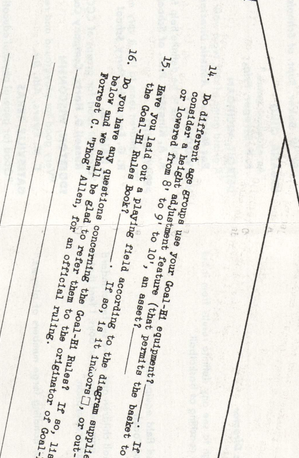
GOAL-HI

here is what users think of America's New Play-Game!

THIS GOAL-HI USERS' QUIZ SHEET WAS RECENTLY MAILED TO OWNERS OF OFFICIAL GOAL-HI EQUIPMENT EVERYWHERE



GOAL-HI USER QUIZ



Thank you in advance for giving us the information requested below.

1. Your name _____
2. Title _____
3. Your business connection (School, Club or other connection) _____
4. Address _____ State _____
5. City _____ If connected with school, check type - - University□; Senior High□; Junior High□; Elementary□.
6. If connected with school, check type - - (1) Indoors□ (2) Out-of-doors□; (3) Both Indoors and Outdoors□.
7. Do you play Goal-Hi (1) Boys□; (2) Girls□; (3) Both Boys and Girls□; and out-of-doors□.
8. Is Goal-Hi played by (1) Boys□; (2) Girls□; (3) Both Boys and Girls□ most to (1) Boys□; (2) Girls□; (3) Equal Appeal□.
9. Is Goal-Hi appeal to boys and girls about equal? Yes□; No□.
10. In your estimation, does Goal-Hi appeal more to (1) Boys□; (2) Girls□; (3) Equal appeal□.
11. In your State forbidden to play regular basketball because of the strenuous nature of that game? Yes□; No□.
12. Are girls in your State forbidden to play regular basketball because of the strenuous nature of that game? Yes□; No□.
13. Do you play Goal-Hi as: (1) A strictly formal game or sport, i.e., with 5 players on a team and according to the Official Goal-Hi Rules□; or (2) As an informal play-game with large teams of any number of players and with simplified rules□.
14. Do you play Goal-Hi as an informal play-game (rather than a formal sport) what (1) A strictly formal game or sport, i.e., with 5 players on a team and according to the Official Goal-Hi Rules□; or (2) As an informal play-game with large teams of any number of players and with simplified rules□.
15. If you play Goal-Hi as an informal play-game (rather than a formal sport) what is the largest number of players, per team, that you have observed? _____
16. If you play Goal-Hi as an informal play-game, per team, that you have observed? _____ (2) Scorekeeper Yes-No
17. If you play Goal-Hi as: (1) A referee Yes-No; (2) Scorekeeper Yes-No
18. If you play Goal-Hi as: (1) A referee Yes-No; (2) Scorekeeper Yes-No
19. If you play Goal-Hi as: (1) A formal sport, do you use (1) A referee Yes-No; (2) Timer Yes-No; (3) Scorekeeper Yes-No; or (2) An informal game, do you (1) Provide an adult to officiate□; or (2) Permit the players to play without supervision□.
20. Do different age groups use your Goal-Hi equipment? _____ Have you had or considered a height adjustment feature on your Goal-Hi equipment? _____ If so, would you prefer to lower it from 8' to 9' to 10', an easel? _____ that permits the basket to be raised or lowered from 8' to 10'. _____
21. Have you tried out a Playrite field according to the diagrams supplied you in the Goal-Hi Rules Book? _____. If so, is it inducive□; or out-of-doors□
22. Do you have any question concerning the Goal-Hi Rules? If so, list them here and we shall be glad to refer them to Forrest C. "Phog" Allen, for an official ruling.
23. In your opinion, do you consider Goal-Hi a year-'round fundamentals or regular basketball to future basketball players? _____
24. Have you had considerable experience with Goal-Hi being played in your community? _____ If so, we would greatly appreciate the privilege of seeing them and summarize same and would greatly appreciate this privilege of seeing them interact to charts? (A) Have you any suggestions for variations in playing the game with what you and others tell us in this connection).
25. What is your personal opinion of Goal-Hi?

Thank you again for your valued co-operation.

FRED MEDART MANUFACTURING CO.
St. Louis, Missouri

64% *Advise both an Indoor and Outdoor Game....*

84% *replied* **"YES"**

APPEAL:
BOYS - - 18%
GIRLS - 6%
BOTH BOYS AND GIRLS *(Equal Appeal)* **76%**

TURN THIS PAGE FOR TYPICAL ANSWERS TO THIS QUESTION

GOAL-HI

OFFICIAL EQUIPMENT

For Sale By

Prices are slightly higher than the prices shown in this folder, in the following states: Washington, Oregon, California, New Mexico, Arizona, Nevada, Idaho, Utah, Montana, Wyoming, Colorado, and Florida.

Official GOAL-HI Equipment Manufactured Exclusively Under License Agreement and Guaranteed by

FRED MEDART MFG. CO.

Potomac and De Kalb Sts. ● ST. LOUIS, MO.

Since 1873

GH-1

Printed in U.S.A.

GOAL-HI

AMERICA'S NEW INDOOR *and* OUTDOOR PLAY-GAME . . .

The First, New, Large Group, Play-Game Since Volley Ball

GOAL-HI

Originated by the Nation's Leading Basketball Authority

Dr. Forrest C. Allen, Director of Physical Education and Varsity Basketball Coach of the University of Kansas, better known wherever basketball is played or discussed as "Phog" Allen, has had the longest period of services of any collegiate basketball coach. His teams have won championships in twenty-one of his twenty-seven years of coaching. Dr. Allen was for two years President of the National Association of Basketball Coaches and is now Chairman of the Research Committee of the National Basketball Committee of the United States and Canada. He is also Chairman of Basketball from the 5th District of the N. C. A. A. Dr. Allen is widely in demand as a speaker and instructor of the game to which he has contributed unstintingly of his enthusiasm, knowledge, leadership and loyalty for more than thirty-seven years.

DR. FORREST C. "PHOG" ALLEN
Director of Physical Education
Varsity Basketball Coach
University of Kansas — Lawrence, Kans.

"As parents and as educators we desire physical fitness, emotional stability and mental poise as chief characteristics for our youngsters. I once heard eight educators speaking on the platform of the National Physical Education and Health and Recreation Association Convention say that basketball possessed all of the qualities necessary for the educable child.

"I, too, subscribe to that belief. Every basketball coach knows that to play basketball is to exercise every part of the body; that the simple act of shooting at a goal above the head elevates the ribs and thorax and thus develops the entire upper thoracic area — an extremely important exercise much neglected in our usual sedentary existence of this age. I know that basketball as we play it today has become a fast, highly developed game of a formal nature and more or less limited to a short indoor season and to players of high-school and university age.

"Appreciating the good of basketball and at the same time recognizing its limitations, I have long sought an answer to the conviction that some form of basketball could be developed that retained all of the good and yet would be less formal, not limited to any season, playable out-of-doors as well as indoors, and offering the same fun and healthful benefits to children in elementary schools as to the high-school and university player and with no limitations on the number of players on a team.

"Thus GOAL-HI was conceived. This new play-game can be strictly formal with a limited number of players per team and completely regulated by the rules I have developed. GOAL-HI, on the other hand, may be entirely informal with any number of players participating. Several variations for playing the game are possible. I have attempted to keep the rules simple and elastic so that they may be easily modified to suit individual conditions."

What is GOAL-HI; how is it played; who can play it; what rules apply?

1. What Is GOAL-HI?

Goal-Hi is a new play-game resembling basketball. It has been referred to as a "lead-up game to basketball". While retaining many of the good features of that popular game, Goal-Hi is not restricted to formal play and loses none of its appeal and benefits to the players when played informally.

2. Who Can Play GOAL-HI?

Goal-Hi does not require experienced players but obviously, as in most other games, the individual's skill increases in proportion to the degree he practices or plays the game. Goal-Hi will attract, interest and benefit children of elementary school age as well as players of more advanced ages. It is just as much a girl's game as a boy's game. As an intra-mural sport in Universities and High Schools, Goal-Hi offers exceptional possibilities. When played as a strictly formal game, teams are limited to 5 players each. Informally Goal-Hi is played with larger groups (entire gym classes, etc.) without sacrifice of interest or exercise value. A special modified game is described in the Goal-Hi Rules Book for physically handicapped children.

3. Where Can GOAL-HI Be Played?

Goal-Hi is an outdoor game as much as it is an indoor game and consequently it can be played in the school yard and playground as readily as on the gym floor or in the play room. The same equipment can be used for indoor and outdoor play. Goal-Hi is a year-'round game. For home use, Goal-Hi is an excellent game for backyard installation. Children are thus encouraged to keep off busy streets and to regularly engage in exercise that will pay dividends.

4. What Playing Area Is Required?

Goal-Hi is played on a circular court. It may have a radius of 30 feet or the size of the court may be reduced to a 15-foot radius. Local conditions will determine the size of the playing court or field without materially changing the game.

5. What Are the Rules for Playing GOAL-HI?

A complete set of Goal-Hi rules by Dr. Allen is supplied gratis with each piece of Goal-Hi equipment ordered. Rules are simple and easily modified for informal play. When playing the formal game Goal-Hi has the usual complement of officials, i.e., Referee, Timer, Scorekeeper, etc., but for informal play the classroom instructor or the playground director can easily officiate.

6. What Are the Unusual Features of GOAL-HI?

Because the single piece of equipment required to play Goal-Hi is located in the center of the circular playing court, thus making the basket the focal point of activity for all players, there is little or no chance for the ball to go out of bounds after a try for a basket. In regular basketball with one backboard and goal located very near each of the end lines, a large majority of short or missed shots are caused to go out of bounds.

When a ball enters the Goal-Hi basket it strikes the projector or chute and is carried out of and away from the basket through one of the three exits. It is impossible to determine in advance where the ball will emerge from the basket and thus speculation and interest is maintained every time a goal is made. Likewise, the smart team captain will deploy his men in such a manner that every basket exit is "covered".

The three swinging gates suspended from the 18-inch rim, while preventing the entrance of a low ball into the basket by way of any one of the three exits, are so constructed that a ball leaving the basket is not retarded.

Unlike regular basketball that requires the players to shuttle back and forth from one end of the rectangular court to the other, Goal-Hi is played in a more concentrated area. Consequently, all of the fundamental activities are exercised without consuming too much of the players' (especially young players') energies.

7. What Equipment Is Required to Play GOAL-HI?

A minimum of inexpensive equipment is required to play Goal-Hi. One air-inflated ball of 29½" circumference and one Goal-Hi Standard is all that is required. The official Goal-Hi standard is available in several types. The movable type may be moved indoors or out-of-doors at will. Goal-Hi standards may be had with a height adjustment feature that permits the basket to be raised or lowered at will so that the same equipment may be used by different age groups. For complete descriptions and prices, see data that follows.

It Costs Little To Play GOAL-HI!

. . . and everybody wants to play it! One piece of equipment (and a ball) is all that you require to enjoy this grand new game in your community. Your boys and girls, youngsters and grown-ups will find GOAL-HI a never-ending source of fun and athletic challenge; a game that is brimful of interest and speculation! Healthful, body-building, muscle-stretching exercise is the automatic reward to every Goal-Hi player! The seasonal cycle can be ignored — Goal-Hi delivers results indoors during the winter season just as freely as when played out-of-doors during the warm-weather months — and the same piece of equipment can be used in both locations! It costs little to play Goal-Hi — the new game that is GUARANTEED to please!

For Large or Small Schools, Playgrounds, Gymnasiums, Clubs, Etc.

Don't think of Goal-Hi as a formal sport limited to a few players per team. It *can* be played that way, but Goal-Hi retains all of its interest, fun, and exercise value when played less as a sport and more as a game, informally and by large number of players. For example, entire gym classes or playground groups can be divided into two teams and a rousing, stimulating game will be enjoyed by all. Goal-Hi is the first new game for *mass* play since volleyball!

GOAL-HI — *A Guaranteed Game*

Goal-Hi is unconditionally guaranteed to please or your money will be promptly refunded! No strings attached to this most liberal offer which is made to enable you to begin playing this new, healthful, funful game without delay!

No. G-H 600 Goal-Hi Floor Protectors

The underside of the circular base of the official Goal-Hi standards are drilled to permit attachment of six special rubber buttons that eliminate any possibility of highly finished gym floors becoming marred or scuffed. Buttons are easily snapped into place.

No. G-H 600 (set of six)
75c NET
Delivered

OFFICIAL GOAL-HI STANDARD NO. 907

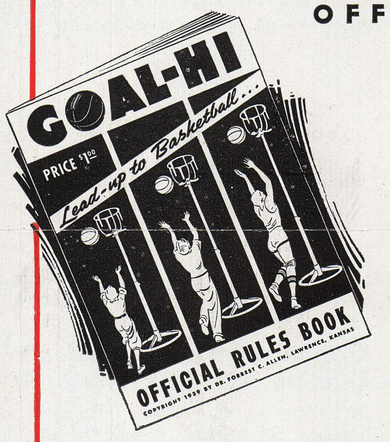
Most popular of the several Official Goal-Hi Standards available. No. 907 standard is easily rolled indoors or out-of-doors by reason of the circular base. Also easily adjusted in height, without tools, to 8 feet, 9 feet, or 10 feet, thus accommodating players of all age groups. A hasp is provided for padlocking the pipe upright at any one of the three available heights, thus preventing unauthorized tampering with equipment. Solidly constructed throughout of iron and steel, and attractively finished as illustrated. Order by number and description.

$29.50 NET

FREIGHT PREPAID
To Your Nearest Freight Station

Consider GOAL-HI *As An Addition to Your Local Program*

Unless you are one of the fortunate few whose gymnasium or playground activity program is functioning satisfactorily, Goal-Hi provides you with the answer to a definite need. Goal-Hi was conceived and developed by a nationally prominent Director of Physical Education who recognized that need as existing in almost every school and community. An extremely modest outlay enables you to introduce a new, fundamentally correct and already popular play-game in your community.



OFFICIAL GOAL-HI RULES BOOK FREE

Contains all of the official rules for playing Goal-Hi, formally or informally, indoors and out-of-doors. Includes complete details and illustrations for laying out the playing courts for the several modifications of the game, as fully described by its founder, Dr. Forrest C. "Phog" Allen. One Official Goal-Hi Rules Book is included Free with each shipment of any one of the Official Goal-Hi Standards.

GOAL-HI RUBBER BALLS

NO. GH-500 PLAYGROUND
Hand built of 5-ply (laminated) tough rubber. Official size, weight and shape. A very satisfactory playground ball. Equipped with STANDARD inflating needle.
YOUR NET COST — $2.35 EACH, DELIVERED

NO. GH-400 REGULATION
Of 2-ply fabric, form-built construction. Weather and waterproof. Official in all respects. STANDARD inflating needle. An excellent heavy-duty, outdoor ball.
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NO. GH-300 OFFICIAL
Best of all rubber playground balls. Official in size, shape, weight and balance! Fabricated of 4-ply, finest grade Egyptian long-staple cotton fabric impregnated with rubber. STANDARD inflating needle. A long-lasting, high-quality rubber ball for indoor and outdoor use.
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GOAL-HI LEATHER BALLS

NO. GH-200 REGULATION
Excellent quality throughout. Moulded—with channeled seams. One-piece center. Official in size and weight. Inflating needle included.
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NO. GH-100 OFFICIAL
Official Goal-Hi leather ball. "Tops" in stamina and correct action. One-piece center covered with carefully selected pebble-grain cowhide, moulded and vulcanized to form a perfect, lasting sphere. Inflating needle supplied. Highly recommended.
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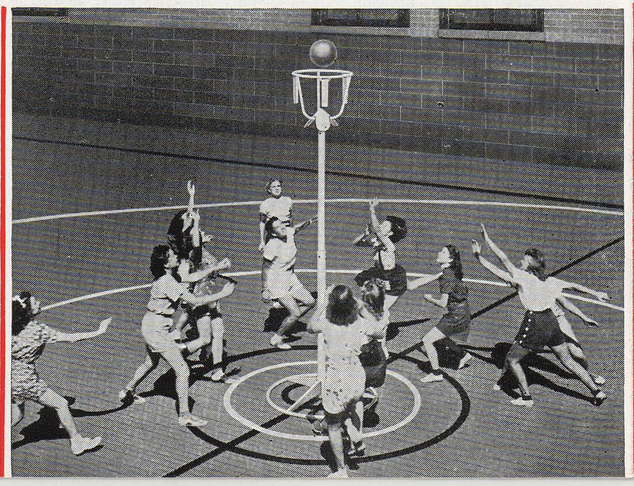
. . . . . SALES POLICY ON BALLS . . . . .

Each Goal-Hi Ball has been carefully inspected and thoroughly tested. Each is perfect in workmanship, free from defects and will NOT be replaced AFTER being put into play.

OTHER TYPES OF OFFICIAL GOAL-HI STANDARDS

No. 908 Standard, 8 ft. fixed height, for Elementary use No. 909 Standard, 9 ft. fixed height, for Junior High use No. 910 Standard, 10 ft. fixed height, for High School and College use	Similar to Standard illustrated. Equipped with circular base but without height adjustment feature.	$28.75 EACH
No. 917 Standard, with height adjustment feature (8′, 9′, 10′ but without circular base, for permanent installation in concrete)		$22.50 EACH
No. 918 Standard, 8 ft. fixed height, for Elementary use No. 919 Standard, 9 ft. fixed height, for Junior High use No. 920 Standard, 10 ft. fixed height, for High School and College use	Same as No. 917 but without height adjustment feature (for permanent installation in concrete)	$21.75 EACH

ALL ABOVE PRICES ARE NET. FREIGHT PREPAID TO YOUR NEAREST FREIGHT STATION



GOAL-HI

PRICE $1.00

Lead-up to Basketball . . .

OFFICIAL RULES BOOK

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Dr. FORREST C.
"Phog" ALLEN

Director of Physical
Education and Varsity
Basketball Coach
University of Kansas
Lawrence, Kansas

"... for health and fun and exercise

play **GOAL-HI** *all year 'round."*

INTRODUCTION

By DR. FORREST C. "PHOG" ALLEN
Director of Physical Education and Varsity Basketball Coach
University of Kansas, Lawrence, Kansas
and Originator of Goal-Hi

"I once heard eight educators, speaking at the National Convention of the American Association for Physical Education, Health and Recreation, say that basketball possessed 'all of the qualities necessary for the educable child'. As parents and as educators we desire physical fitness, emotional stability, and mental poise as chief characteristics for our youngsters. To observe the young basketball player dribbling and weaving his way through a broken field and then suddenly swerving to the side, jumping high into the air and gracefully laying a shot into the basket, is to witness poetry in motion. It is that type of motor flow that the Greeks wrote about centuries ago.

"Running, jumping, leaping, vaulting, and climbing are the fundamental activities of man. The basketball player shooting the ball into the basket is improving motor skills and developing co-ordination, rhythm, and confidence. By shooting at a goal above the head, the player is elevating his ribs and thorax, and thus developing the entire upper thoracic area—an extremely important exercise which is much neglected in our age of sedentary existence. Every basketball coach knows that to play basketball is to exercise the leg and abdominal muscles and, in fact, every part of the body.

"Basketball is rated as perhaps the most popular sport in America today. When our Government reports that more than 80 million people of all ages are annually paying admissions to see the game of basketball, there can be no question of its popularity. Unfortunately, that group of 80 million people consists of spectators who are content to sit on the sidelines and watch two teams of only five players each play the game.

"Realizing the fact that basketball as we now play it is limited to the short winter season, and desiring to see these 80 million spectators step across the sidelines and become

players, I have developed Goal-Hi, a game that will undoubtedly find favor as a year-round indoor and outdoor sport or recreational activity for Americans of all ages.

"Goal-Hi is a healthful, interesting, and safe form of exercise and game for the little tots; an unexcelled lead-up game to basketball for the youngsters of junior high school age; a splendid year-round conditioning game for the high school and university basketball player; and unexcelled as an adjunct to the public or school playground where grown-ups as well as youngsters meet for fun, exercise, and healthful play.

"In Goal-Hi we use a circular court. The single Goal-Hi standard in the center of the court makes the basket a focal point of activity for all players, with little or no chance of the ball going out of bounds after a try for a basket. In regular basketball, with a rectangular court and with backboards and goals located very near each of the end lines, a large majority of short or missed shots are caused to go out of bounds, thereby breaking the continuity of play. The Goal-Hi court has, of course, a circular outside court line which determines the out-of-bounds area. Approximately half way between the out-of-bounds court line and the Goal-Hi standard is another circle which serves as the free throw line and also divides the court into two scoring zones. Baskets made from the zone between the free throw circle and the outer court circle count an additional point. A third (inner) circle of limited diameter encloses the Goal-Hi standard and is called the 'restraining circle'. In order to eliminate congestion around the standard, certain rules prevent attempts to score from within the restraining circle.

"Another noteworthy feature of Goal-Hi is that it exercises all of basketball's fundamental activities without consuming too much of the young players' energies. In regular basketball, the youngsters, shuttling back and forth from one end of the court to the other, subject themselves to over-fatigue.

"The rules of Goal-Hi are very simple. By means of an adjustable goal standard, which permits raising or lowering the basket to 8, 9, or 10-foot heights, the same Goal-Hi standard can be used by elementary, junior high school, or college teams. Goal-Hi fits into the public playground program perfectly, because instead of being limited to a team of

five players, Goal-Hi can be played by entire classes of playground boys and girls. When played in the school, an entire gym class can participate in this healthful exercise.

GOAL-HI AND THE LITTLE TOTS

"For years I have had hundreds of parents and youngsters ask for instructions on laying out a basketball court for out-of-doors. I have always found the question a difficult one to answer. First, the expense of two basketball backboards and two goals is almost prohibitive, and, secondly, the lack of adequate space in most backyards is an obstacle that is impossible to overcome.

"The single Goal-Hi standard in the backyard will permit the individual child to practice field goals and free throws in his leisure time. And thus, in addition to the healthful benefits derived from this practice, he will gain a knowledge of basketball fundamentals which may later help him to national prominence on some varsity team. The great stars of the basketball court have been youngsters who have had access constantly to a basketball goal in their backyards or on the playground.

"For the physically handicapped child a modified form of Goal-Hi as described in the Rules Book offers unlimited aid to these unfortunates.

GOAL-HI AND THE JUNIOR HIGH SCHOOL ATHLETE

"I think it hardly necessary to direct the attention of basketball coaches to Goal-Hi as a splendid lead-up game to basketball. For year-round basket shooting practice by team members, the game has unlimited possibilities; and for the up and coming youngster who may some day warm the heart of his high school or college coach, Goal-Hi is just what he needs to give him the fundamentals of basketball. The mere handling of the ball, the value of team work, an appreciation of clean sportsmanship, and a familiarity with the routine of shooting a basket, etc., are a few of the ABC's which the player of tomorrow can thus acquire in his school gymnasium, in the outdoor schoolyard, or in the public playground. I am constantly urging my basketball players to keep practicing throughout the year and not to forget basketball when the

season draws to a close. Goal-Hi encourages the players of tomorrow to practice whenever possible. What I have said in the preceding remarks concerning the healthful results of this exercise applies particularly to these erstwhile stars.

GOAL-HI AND THE HIGH SCHOOL AND UNIVERSITY STUDENTS

"My previous remarks apply to the older boys and girls of high school and college age. Americans are definitely sports minded and conscious of the value of good health and the need for systematic exercise.

"In Lawrence, Kansas, where Goal-Hi has been available on the quadrangle during the out-door season, I have been agreeably surprised to see the frequent pauses, by both college men and women when crossing the quadrangle, to shoot a half dozen or so baskets. This casual relaxation and exercise has been grasped by lcne individuals as well as by groups.

"In the gymnasium, Goal-Hi is played according to rules, with the standard teams of five players each or with entire gymnasium classes. In fact, nothing in our gymnasium has attracted so much enthusiasm and interest as this new game, which certainly offers excellent possibilities as an intramural sport. Members of the varsity team have thoroughly enjoyed practice-shooting at the goal. Absence of a backboard calls for more accurate shooting, and such accuracy developed thus early in the year can be put to good use when the regular basketball season begins.

GOAL-HI AND THE PLAYGROUND

"Goal-Hi is admirably suited for playground use. When no supervision is available the game can be reduced to its simplest form, i.e., the passing of the ball and the shooting of baskets. In the years ahead, any playground will be incomplete without Goal-Hi. When supervision is provided, formal games can be played according to the official rules, with five players on a team; or the rules can easily be modified to accommodate larger groups. Goal-Hi offers interesting possibilities for competitive community leagues, which are com-

posed of several teams. Such participation will delight the players and will attract enthusiastic fans and rooters.

"Obviously, in a public playground where both children of all ages and adults are to be accommodated, the installation of a Goal-Hi standard, with its adjustable height feature by which the goal may be quickly raised or lowered to heights suiting the needs of the moment, is economically sound.

"When an outdoor playground is part of a school plant and is used during the spring, summer, and fall seasons, and the indoor gymnasium is used frequently for recreational and social purposes during the winter season, I recommend the Goal-Hi standard with the circular movable base so that the standard can be conveniently rolled indoors or outdoors at will.

"In connection with public playgrounds where it is feasible to place the equipment permanently, I would suggest that the standard be set in concrete.

"Here in Lawrence, Kansas, where we conducted an outdoor community recreation class this summer, I found that the townspeople were as enthusiastic over Goal-Hi as were the college students. Everyone wanted to play Goal-Hi—and did.

"Our first piece of equipment was crude. It consisted of an upright with an inverted tripod supporting the round basket hoop. The ball invariably lodged in the base of the cup and held up the game until it could be dislodged. From this first crude attempt to fashion a suitable piece of equipment for playing Goal-Hi, we have gradually evolved our present equipment which we believe answers our purposes 100%. The ball, augmented by the three-way conical projector, after passing through the hoop falls to the ground through any one of three exits. It is this feature of uncertainty as to the ball's exit from the cone or basket which adds elements of chance, alertness and surprise to Goal-Hi. The swinging gates suspended before each of the three exits do not retard the ball's normal flight from the basket to the playing field. These gates are so constructed that a low ball striking one of them from the outside will be deflected and cannot thus enter the basket.

"Inasmuch as Goal-Hi was conceived and developed, (1) as an interesting and healthful exercise game for people

of all ages, and (2) as a lead-up game to basketball, I have attempted to keep the official rules as simple as possible, and at the same time to provide for every playing condition likely to be encountered in the regular game of basketball.

"In the event of an unusual occurrence not provided for in the rules, it is suggested that the Official Rules for playing basketball be followed, or I shall be glad to issue a ruling upon receipt of an inquiry directed to me, Care of the University of Kansas, Lawrence, Kansas.

"In closing I am prompted to quote from my basketball book 'Better Basketball', in the hope that some young American reading these remarks will profit by the following simple rules of diet for the up and coming athlete—

> 'Remember the three B's—Boiled, Broiled and Baked foods are best for athletes; pass up the fried food.
>
> Eat slowly at mealtimes and eat nothing between meals.
>
> Eat plenty of vegetables, cereals, fruits (especially oranges), milk, cocoa, and, last but not least, drink plenty of water—at least one glass of water every hour.
>
> Candy, when eaten immediately after meals and with discrimination, is an energy producer and has a definite place in the athlete's diet.
>
> Avoid drinking coffee and tea. Eat only toasted bread.'

"'You dig your grave with your teeth', someone has said, but all of us know that we must eat much wholesome food if we are to have the energy necessary to become a successful athlete. Remember the simple rules laid down above, and if you would be a really good othlete, remember also, plenty of sleep—at least 8 hours—for every growing boy and girl."

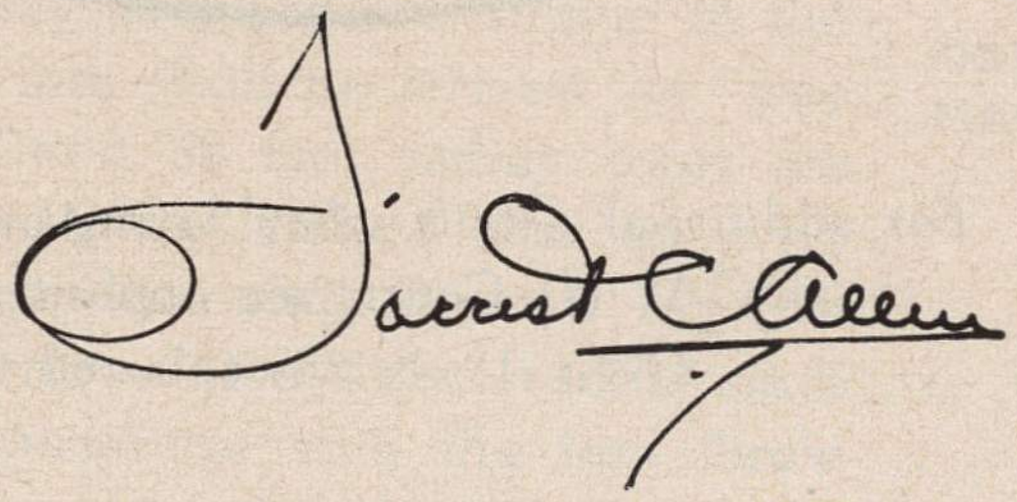
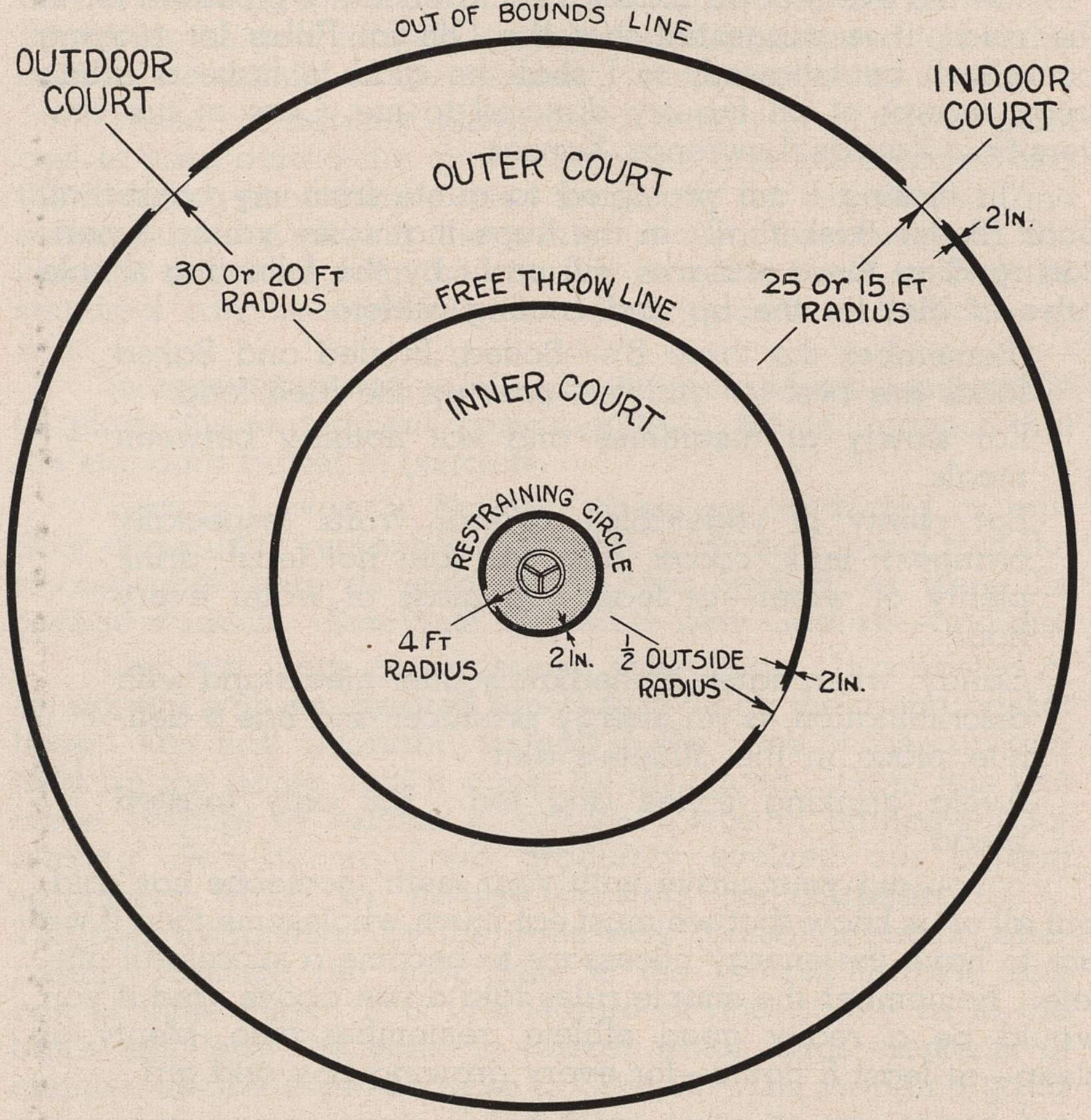


DIAGRAM OF GOAL-HI COURT



For additional details when laying-out an official GOAL-HI Court, see opposite page.
(Rule 1—Sections 1 and 2)

THE GAME

Goal-Hi is played by two teams of five players* each with one common basket or goal. The ball is passed from one player to another and the purpose of each team is to score as many points as possible by tossing the ball into the common basket, and at the same time prevent the other team from securing the ball or scoring.

NUMBER OF PLAYERS

*For playground and school purposes, where more children are to be accommodated, it is perfectly permissible to double the number of players on each team, using the same rules as the official game. For rules governing the game for physically handicapped children, see pages 30 and 31.

RULE 1

The Playing Court

Section 1. The playing court shall be a circular area and shall have a maximum dimension of 30 feet in radius for outside play, or 25 feet in radius for indoor play. The minimum dimension for outdoor play shall be 20 feet radius, and 15 feet radius for indoor play.

COURT SIZES

Section 2. The playing court shall be marked with lines not less than 2 inches in width, and the boundary line shall be not less than 3 feet from any obstruction. The outer circle shall be termed the "out of bounds" line. A second circle concentric with the out of bound line shall be drawn with a radius exactly one-half the radius of the out of bounds circle, and this line shall be termed the "free throw" line. (For example: On a 30 foot radius court the free throw line shall have a 15 foot radius, and on a 15 foot radius court the free throw line shall have a 7½ foot radius, etc.) A third inner circle with a 4 foot radius shall be drawn around the goal concentric with the free throw line, and shall be termed the "restraining circle".

COURT MARKINGS

RULE 2

The Goal-Hi Basket

Only one basket is required to play the game. It shall consist of a ring 18 inches in diameter, inside dimension, supported by three curved braces that join and become a part of the basket base or cone that is in the form of a three-way chute which serves as a runway for the ball when leaving the basket through one of the three exits, and which causes the ball to arch away from the vertical standard supporting the basket so that it (the ball) will strike the floor or ground outside of the innermost or restraining circle of the playing court. Each of the three exits through which the ball may escape from the basket shall be fitted with a swinging gate that will prevent the entrance of a low ball from the outside when it strikes any part of the basket below the ring. The three gates shall be constructed and attached to the 18 inch ring so that the normal departure of the ball from the inside of the basket through any one of the three exits will not be retarded.

The basket shall be at a height so that the 18 inch ring will be 10 feet above the floor or ground for College (adult) or High School players, 9 feet for players of Junior High School age, and 8 feet for Elementary School players.

RULE 3

The Ball

The ball shall be spherical and shall be rubber construction covered with leather, or airtight rubber construction. Its circumference shall not be greater than 30 inches and not less than 29½ inches.

RULE 4

The Officials

Section 1. The officials shall be a referee, a timekeeper, and a scorer, and shall not be connected in any way with either team.

Section 2. The referee, the superior officer of the game—

(a) Shall have absolute control of the game;
(b) Decide when the ball is in play;
(c) When it is dead;
(d) To whom it belongs;
(e) When a goal has been made;*
(f) Make decisions upon infractions of the rules;
(g) Administer all penalties;
(h) Order time out as prescribed by the rules;
(i) Signal when substitutes may come on the court;
(j) Supervise substitutions;
(k) Indicate each goal as made, by denoting with his fingers the point value of the goal.

REFEREE'S DUTIES

*NOTE: If by chance a ball from a field goal or free throw clearly enters the goal from above, strikes the Goal-Hi cone, and rebounds through the upper ring, the goal counts and shall be scored a field goal or free throw and the ball continues in play as prescribed in these rules. This decision, as to whether the ball entered the goal, shall rest entirely with the referee.

Section 3. The referee shall make decisions on any points not specifically covered in the rules. He shall decide whether a goal shall count, and shall also decide matters upon which the timekeeper and scorer disagree. At the end of each playing quarter he shall check with the scorer, and at the end of the second half he shall announce the

A score for the home team! College Goal-Hi is a fast, scintillating game that commands spectator interest from start to finish.

score, at which time he shall terminate his connection with the game.

Section 4. The referee shall have the power to call fouls on players, coaches, or spectators for unsportsmanlike conduct. Fouls may be called on any number of players at the same time.

Section 5. The referee shall require a player who has made four personal fouls or a disqualifying foul, to leave the game.

Section 6. The scorer shall—

(a) Record the number of goals made, the free throws made and missed, and keep a running summary of the points scored.

(b) Record the personal and technical fouls of each player and notify the referee immediately when the fourth personal foul is called on any player.

SCORER'S DUTIES

(c) Record the time-outs charged to each team, notify a team, through the referee, whenever that team takes a fifth time-out, and notify the referee each time a team is granted a time-out in excess of the legal limit.

Section 7. The scorer shall be provided with a signal with which to attract the attention of the referee when the ball is dead. This signal should be unlike signals used by the referee and timekeeper.

Section 8. The scorer shall keep a record of the names and numbers of players who are to start the game, and of all substitutes who enter the game.

Section 9. Goal-Hi scoring characters. The following characters should be used in keeping score: **P**-1, **P**-2, and so forth for personal fouls; **T** for technical fouls; **2** or **3** for field goal, and **O** for free throw attempt with an **X** inside of the **O** if the throw is successful.

Section 10. The timekeeper shall be provided with a stop watch which shall be the game watch and shall be operated only by the timekeeper. At the beginning of the half or overtime period, or at any other time when play is resumed by a

jump ball after time is out, the game watch shall be started at the instant the referee blows his whistle as the ball leaves his hands for the toss. If play is resumed by throwing the ball in from out of bounds, or by a free throw, the watch shall be started when the referee signals there is time in, or when the ball misses the basket after an unsuccessful free throw. The game watch shall be stopped at the expiration of time for each period, and when the referee signals a foul, a time-out, or permits a substitute to come on the court. The time-keeper, shall then start a time-out watch and shall direct the scorekeeper to signal the referee when the legal time has elapsed for which time was taken out.

TIMEKEEPER'S DUTIES

The timekeeper shall indicate with a signal the expiration of playing time of each quarter, half, or overtime period. This signal terminates actual playing time of each period.

Section 11. The referee shall blow a whistle whenever he declares a ball dead.

RULE 5

Players and Substitutes

Section 1. Each team shall appoint a captain and the captain shall be the representative of his team.

SUBSTITUTIONS

Section 2. A substitute shall report to the scorer, giving his name, number and position. He shall then remain outside the boundary line until the scorer sounds his signal (as soon as the ball is dead) and an official signal is given to him to enter the court. The substitute shall immediately report to the referee, giving his name or number, and the name or number of the player he is to replace. At the beginning of the second half a substitute is not required to report to the referee, but must report to the scorer.

Section 3. The player who has left the game, except for four personal fouls or for other disqualification, may re-enter the game three times.

GOAL-HI in the gym provides an abundance of exercise, fun and athletic challenge.

RULE 6

Playing Regulations

Section 1. The referee shall start the game by tossing the ball up between two opponents, as provided in Section 3 of this rule.

PLAYING TIME

Teams whose players are of college age shall play four quarters of 7½ minutes each, with an intermission of 10 minutes between the second and third quarters, and 2 minutes each between the first and second, and third and fourth quarters.

Teams whose players are of high school age shall play four 5-minute quarters, with 1 minute intermission between the first and second, and between the third and fourth quarters, and a 10-minute intermission between the second and third quarters.

For players fourteen years and under, the quarters shall be 4 minutes, with 2-minute intermissions between quarters and 10-minute intermission between the second and third quarters.

Section 2. The ball may be passed, batted, bounced, rolled, thrown, or dribbled in any direction.

PUTTING BALL IN PLAY

Section 3. The ball shall be put in play by a jump ball in the inner court (except as otherwise provided in these rules):

(a) At the beginning of each quarter and of each extra period;

(b) After held ball on or inside of free throw line;

(c) After a free throw following a technical foul, or after the last free throw following a technical foul, if more than one has been called;

(d) After the last free throw following a double foul, in the following manner:

POSITION OF JUMPERS ON HELD BALL

The referee may choose any advantageous area in the inner court to toss ball, and each jumper shall stand with both feet in the inner court, 6 feet from the free throw line. The referee shall then toss the ball upward between the two jumping players, to a height greater than either of them can jump and so that it will drop between them. The ball must be tapped by one or both of the jumping players after it reaches its highest point. If it touches the floor or ground without being tapped by at least one of the jumpers, the referee shall put it in play again in the same place.

Section 4. The jumping players must not tap the ball before it reaches its highest point. Neither jumper may tap the ball more than twice, after which neither may touch the ball again until it has touched one of the other eight players, the floor, ground, or the basket. When a jump ball takes place in the inner court, jumpers shall be inside the inner court and all other players on both teams shall remain in the outer court until the ball has been tapped. Infraction of this clause is normally a violation (award of ball to opponents out of bounds) but repeated infraction may be penalized as delay of the game.

POSITION OF PLAYERS ON JUMP BALL

Section 5. When the ball is tossed up between two players in the outer court, all players except the two jumpers shall remain in the inner court until the ball has been tapped. Infraction of jumping rule identical with Section 4.

Section 6. On all out of bound plays, not more than 5 seconds is permitted in getting the ball into play.

Section 7. When a foul is committed simultaneously with or just previous to the timekeeper's signal ending a quarter or an overtime period, time shall be allowed for the free throw or throws, which shall be attempted immediately. Each quarter and overtime period must begin with jump ball inside the inner court, 6 feet from the free throw line.

Section 8. After a goal from the field or after a free throw, whether made or missed, the ball remains in play and play

BALL IN PLAY

The Panthers and the Tigers rate Goal-Hi on the playground a 'swell' night as well as day game.

is interrupted only by the referee's whistle calling attention to a violation or to a foul.

Section 9. The team captains shall be notified 20 seconds before each quarter is to begin. If a team is not ready within 1 minute after play is called by the referee, a technical foul shall be called for each minute of delay; however, the referee shall make proper allowance for unavoidable delay.

Section 10. The game is terminated by the sounding of the timekeeper's signal.

RULE 7

Playing Terms

Section 1. A **goal** is made when a ball enters the basket from above.

Section 2. **Held Ball** is declared when two players of opposing teams have one or both hands firmly on the ball; or held ball may be called when one closely guarded player is holding the ball and making no apparent effort to put the ball in play.

Section 3. A **Jump Ball** takes place when the referee tosses the ball up between two opposing players. (See Section 3, Rule 6).

Position of Jumpers on Jump Ball. The jumpers shall assume a position facing each other at equal distances from the goal.

Section 4. **Player Out of Bounds**. A player is out of bounds when any part of his body touches the boundary line or the area outside of the boundary line, or when a player on the team in possession of the ball strikes the Goal-Hi standard. If the standard is touched by a player on the team not in possession of the ball, play will continue, unless, in the opinion of the referee, play has been interfered with, in which case a technical foul may be called, or in the event that a player on the defensive team deliberately strikes the standard, interfering with the making of a goal, the referee may call a foul or the play may carry a disqualification.

Ball Out of Bounds. The ball is out of bounds when any

part of it touches the out of bounds line, the floor outside the out of bounds line, any object on or outside the out of bounds line, or when it is touched by a player who is out of bounds.

The ball is caused to go out of bounds by the last player touched by it before it crosses the line.

Section 5. The **Ball is Dead** and play shall cease until the ball is put in play again as indicated by the referee. The ball is dead when the referee's whistle sounds, except when a player interferes in any way with an opponent when a ball is tossed up between them; when held ball or time-out is declared; when either a foul or a violation is called; when the ball goes out of bounds; after each of two free throws following a double foul; at expiration of playing time.

If a player tries for a goal and the ball is in the air when the referee signals to indicate "dead ball", the goal counts, if made, except as follows: If, before the ball is in the air, a foul or violation is made by a player of the team throwing for a field goal, the goal does not count; however, if the referee declares held ball, the goal does not count even if the ball is in the air when the whistle sounds.

NOTE: If the ball touches the referee inside the boundary line, it is not dead and play continues as if the ball had not touched him.

Goal-Hi for boys only? No chance for a monopoly indoors or out-of-doors, Goal-Hi attracts boys and girls, men and women, young and old alike.

Section 6. A **Pivot** takes place when a player in possession of the ball steps once or more than once in any direction with the same foot, the other foot being kept at its point of contact with the floor or ground.

Section 7. **Time-Out** is declared whenever the game is legally stopped without the loss of playing time.

Section 8. **Blocking** is personal contact which impedes the progress of an opponent who has not the ball. Blocking is a personal foul.

Section 9. **Holding** is personal contact with an opponent that interferes with the opponent's freedom of movement.

Section 10. **Running with the Ball (Traveling)** takes place when a player in possession of the ball progresses in any direction in excess of the prescribed limits.

Section 11. A **Dribble** is made when a player in possession of the ball gives impetus to it by bouncing, batting, throwing, or rolling it, and touches it again before it touches another player.

Section 12. A **Violation** is an infraction of the rules not involving a foul.

Section 13. A **Foul** is an infraction of the rules, the penalty for which is one or more free throws. (See Rule 12 for description of technical and personal fouls.)

Section 14. A **Disqualifying Foul** is an infraction of the rules, for which a player is removed from the game.

Section 15. A **Double Foul** takes place when fouls are called simultaneously upon players of both teams.

Section 16. A **Multiple Throw** takes place when two or more free throws are awarded the same team.

Section 17. A **Free Throw** for goal is the privilege given a team to throw for goal from a position directly back of the free throw line.

Section 18. **Extra Period** is the extension of playing time necessary to break a tie score.

Section 19. **Delaying the Game** is unnecessarily interfering with the progress of the game by a player.

RULE 8

Scoring

Section 1. A field goal from within the inner court shall count 2 points. And a field goal from within the outer court shall count 3 points. (If a player shoots a field goal while any part of his body is touching the free throw line, the goal shall count only 2 points.) A successful free throw shall count 1 point.

Section 2. If the score is a tie at the expiration of the fourth quarter, play shall be continued for an extra period of 3 minutes, or as many such periods of 3 minutes as may be necessary to break the tie. An intermission of 1 minute shall be allowed before each extra period. At the beginning of each extra period the ball shall be put in play as a jump ball in the inner court, as prescribed for the beginning of the game.

EXTRA PERIOD

Section 3. The winner of the game shall be the team scoring the greater number of points in the playing time.

Section 4. A team shall forfeit the game if it refuses to play after being instructed to do so by the referee. The score of a forfeited game shall be 3-0.

Mother and Dad smile when the home team beats the neighbors youngsters in the back-yard classic. Goal-Hi keeps active children off of busy streets.

RULE 9

Free Throw

Section 1. When a foul has been called the referee shall immediately secure possession of the ball and place it in the hands of the player who is to attempt the free throw, or place the ball on the free throw line.

Section 2. When a personal foul has been called, the referee shall designate the player on whom the foul was committed, to attempt the free throw or throws. If any other player attempts the free throw and the goal is made, it shall not count; and whether made or missed, the ball shall be awarded to the opposing team out of bounds. If the player designated to attempt the free throw is so injured that he must leave the game, his substitute shall attempt the free throw, or throws. If, however, this player leaves the game because of disqualification or any reason other than injury, he must attempt the free throw or throws before leaving the game.

Section 3. Any player on the offended team may attempt free throws after technical fouls.

Section 4. The throw for goal shall be made within 10 seconds after the referee places the ball on the free throw line or in the hands of the offended player. This 10 second rule applies to each free throw.

Section 5. If free throw after a personal foul is made or missed, the ball continues in play; or if more than one personal free throw has been awarded, the ball continues in play after the last free throw.

If successive free throws are awarded to one team and none to the other and at least one is for a personal foul, the ball continues in play if the last free throw is made or missed.

RULE 10

Out of Bounds and Held Ball

Section 1. If at any time the ball goes out of bounds, it shall be so declared by the referee, and he shall designate

a nearby opponent of the player last touched by the ball before it went out of bounds, to put it in play. The player designated shall throw, bounce, or roll the ball to another player within the court, from a point out of bounds near where the ball left the court.

Section 2. If the referee cannot determine which player touched the ball last before it went out of bounds, the ball shall be put into play by a jump ball at the spot where it was last touched inside the court, but not less than 6 feet from the boundary line. If, however, on a jump ball in either the inner or outer court, the ball is tapped out of bounds by both players simultaneously, it shall be put in play again at the same point.

Section 3. When held ball is called, the referee shall put the ball in play with a jump ball. (See Section 3, 4 and 5, Rule 6).

RULE 11

Time-Out and Time-In

Section 1. The referee may declare time-out under the following conditions:

(a) When a foul is called. (The referee's signal is an automatic declaration of time-out).

(b) When a ball rolls under obstructions, causing a delay.

NOTE: No time-out shall be charged for either (a) or (b).

(c) When the scorer signals for a substitution.

NOTE: No time-out is charged unless the time consumed for a substitution exceeds 30 seconds.

Boys too rough? Okah, Goal-Hi this afternoon will be restricted to ladies only!

(d) When a captain requests time-out. (This time-out shall be granted only when the ball is dead or in possession of this captain's team.)

NOTE: Time-out shall be charged for each minute or fraction thereof.

(e) When play is suspended for removal of a disqualified player.

(f) When play is suspended because of injury to a player.

NOTE: When time-out is declared as provided in (e) and (f), a time-out shall be charged for each minute or fraction thereof. No time-out shall be charged, however, if the injured or disqualified player leaves the game within one minute and no more than an additional 30 seconds is required to make a substitution.

A time-out shall be charged to both teams if the requests are simultaneous.

Section 2. After a time-out, the game watch shall be started when the referee signals time-in. If this follows:

(a) A free throw, a technical foul, or a double foul, the referee's whistle at the time the ball leaves his hands on the toss is an automatic signal for time-in.

(b) A free throw for any other foul, as soon as the ball leaves the thrower's hand for the last free throw, the referee signals time-in by a chopping motion of his hand.

(c) A time-out for any reason other than a free throw, the referee shall signal time-in by a chopping motion of his hand (1) as soon as the ball leaves his hands for the toss, if ball is put into play by a jump ball, or (2) as soon as the ball crosses the boundary line, if ball is put into play from out of bounds.

Section 3. Each team may be granted five time-outs during

the game. A team may be allowed additional time-outs, but shall be penalized one technical foul for each time-out over the allowed number.

Section 4. Whenever play is suspended (unless otherwise provided in the rules) play shall be resumed by a jump ball between two opposing players at a spot near where it was when play ceased; except that if a foul or violation has taken place, play shall be resumed with the administration of the penalty; or except that if the ball was in play and in possession of a player when play ceased, when play is resumed the ball shall be thrown in from out of bounds by any player of that team near where the ball was when play ceased.

RULE 12

Fouls and Penalties

Section 1. A player shall not delay the game by touching the ball after it has been awarded to an opponent out of bounds, or interfere with a player returning the ball into the court from out of bounds.

Action? Here is plenty of it. An excellent photograph of the exercise value of Goal-Hi.

Section 2. A player shall not in any manner, by unsportsmanlike conduct or otherwise, attempt in any way to disconcert the player who has the free throw.

Section 3. A player shall not delay the game by taking time-out after his team has used its legal number of time-outs, by taking time-out when the ball is in possession of an opponent.

Section 4. A player shall not delay the game on any jump ball by leaving the circle as explained in Sections 4 and 5, Rule 6.

Section 5. A player shall not talk to the referee or use any unsportsmanlike tactics.

Section 6. A player shall not go on the court as a substitute until he has reported to the scorer and the game has been stopped; or participate in the game until he has reported to and been accepted by the referee; nor shall he leave the court for any reason without permission from the referee, except as provided for in the rules.

Section 7. A player shall not enter the game after having been disqualified or after leaving it three times.

Penalty: One Technical free throw.

Personal Foul

Section 8. A player shall not push, trip, hold, or charge an opponent. If a dribbler charges or makes bodily contact with an opponent without making an effort to avoid such a contact, a personal foul shall be called on the dribbler. If, regardless of the dribbler's effort to avoid contact, bodily contact ensues, either or both players may be guilty; the greater responsibility, however, is on the dribbler, if he tries to dribble by an opponent.

Section 9. A player shall not block an opponent, interfere in any way with an opponent on a jump ball, or use unnecessary roughness.

Penalty:

(a) Two free throws shall be awarded if committed on a player who is in the act of throwing for a goal, whether the goal is made or missed. In case both players are at fault and a double foul is called, only one free throw shall be awarded each team.

(b) Only one free throw shall be awarded when foul is committed under conditions other than those specified in (a).

(c) In either of the foregoing the offender shall be charged with one personal foul and when any one player has four personal fouls charged against him, he is automatically disqualified and must leave the game.

(d) If a player has two or more fouls committed against him, whether or not he is in the act of throwing for a goal, he shall be allowed only one free throw for each foul, and each offender shall be charged with one personal foul.

(e) The referee shall disqualify any player for unsportsmanlike infraction of Section 8 or 9.

Conduct of Coaches

Section 10. A coach is expected to conduct himself as a gentleman at all times and to be a good example to his players. The referee has authority to penalize for unsportsmanlike conduct. He may call a

A little instruction during Goal-Hi practice assures better scores for the home team.

technical foul on the coach and charge it against the captain of the offending team, or the referee may, in addition, order the offender from the bench and may forfeit the game to the opponents if the command is not obeyed.

RULE 13

Violations and Penalties

Section 1. A player shall not throw for a goal when ball is dead, nor while making a free throw consume more than 10 seconds, nor touch or cross the free throw line before the ball leaves his hands.

Penalty:

Whether the goal is made or missed the ball shall be awarded to an opposing player out of bounds. If a multiple throw is awarded, this out of bounds provision applies to the last free throw only. If the free throw was awarded for a technical foul the ball shall be thrown up between two opposing players in the inner court.

Section 2. A player shall not cause the ball to go out of bounds, carry the ball into the court from out of bounds, consume more than 5 seconds in getting the ball into play from out of bounds, or touch the ball after putting it into play from out of bounds before it has touched another player.

Penalty: Ball goes to opponent out of bounds.

Section 3. When a player is attempting a free throw, all other players on both teams shall remain anywhere in the outer court, behind the free throw line, until the ball leaves the thrower's hands.

Penalty:

If violation is made by a player on the offensive team, the free throw, if made, shall not count, and whether made or missed, the ball goes to the opponent out of bounds.

If violation is made by a player on the defensive team, the thrower shall be allowed another attempt.

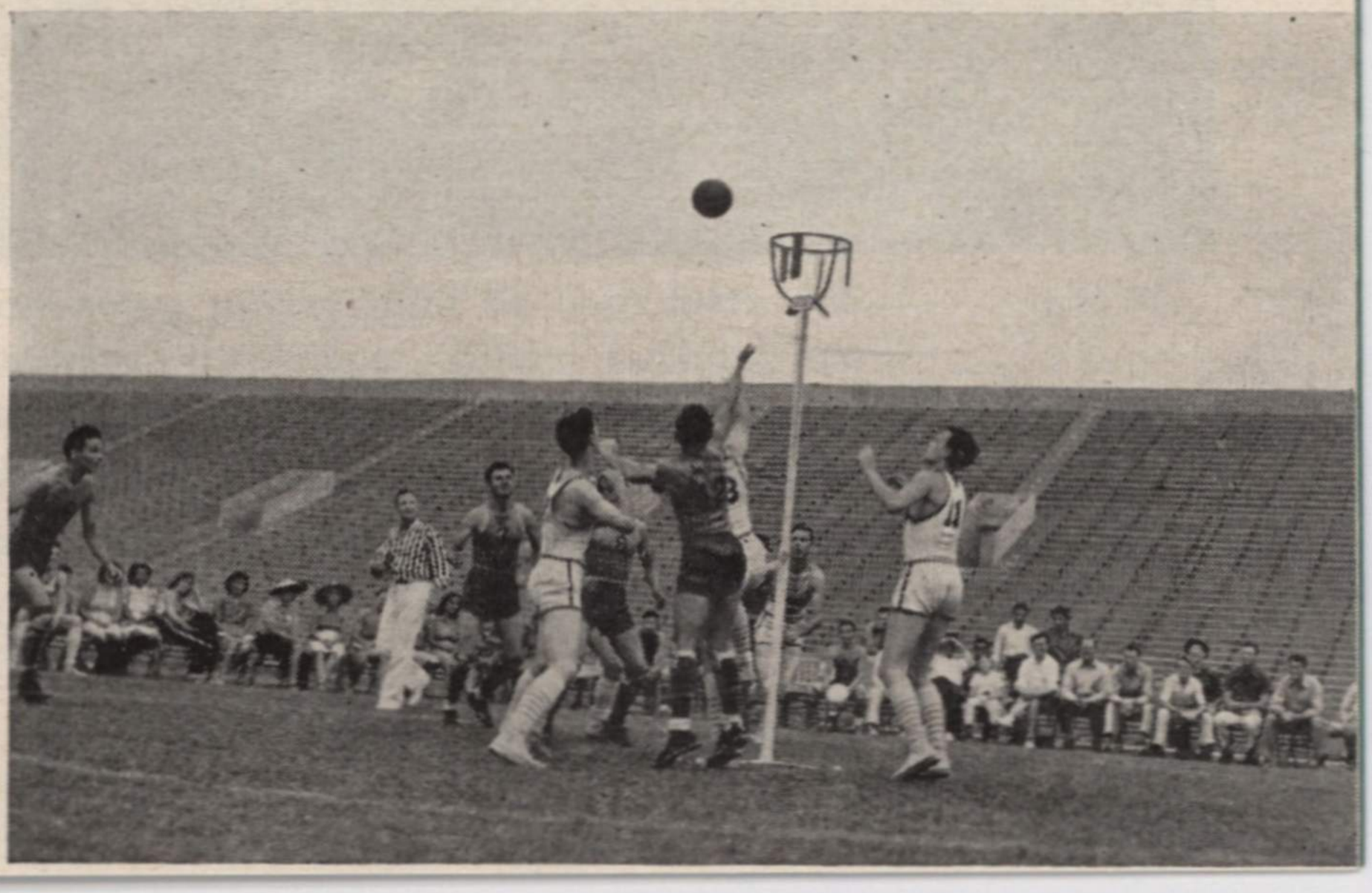
Section 4. A player shall not run with the ball, kick it, or strike it with his fist, nor shall he make a second dribble after having completed a dribble.

Section 5. When the ball is tossed between two players, neither player shall touch the ball before it has reached its highest point, catch the ball, or, after tapping it a second time, touch it again before it has touched the floor or ground, the basket, or one of the other players.

Section 6. A player shall not attempt a field goal if he receives the ball on or inside the restraining circle after a successful field goal or free throw, but must pass the ball out to another player.

Penalty:

Sections 4, 5, and 6. Ball goes out of bounds to an opponent.



Play is fast; action sparkles with thrills and chills for every spectator, when the Varsity Squads play Goal-Hi.

GOAL-HI

with Penalty Box Provision

When the referee says you're out of the game, you're 'out'—but the penalty box can hold you for only a minute or two!

WITH PENALTY BOX PROVISION

There has been much dissatisfaction among coaches with the personal foul rule in Basketball. This new game with the penalty box provision is an attempt of the author to find a solution to the problem of curtailing personal fouling. The special arrangement of Goal-Hi with a single basket, lends itself to a much better defense because the team which has lost players through penalty can quickly aggregate themselves around a circular basket, thus thwarting the drive of the team with a superior member. It is true that the outer court is open for longer shots, but this is one of the purposes of Goal-Hi, to encourage longer shooting from the outer court as a player making a goal from that area scores three points.

Officials

The officials shall be the same as in the official Goal-Hi game, except for the addition of an assistant timekeeper who shall have charge of the penalty box.

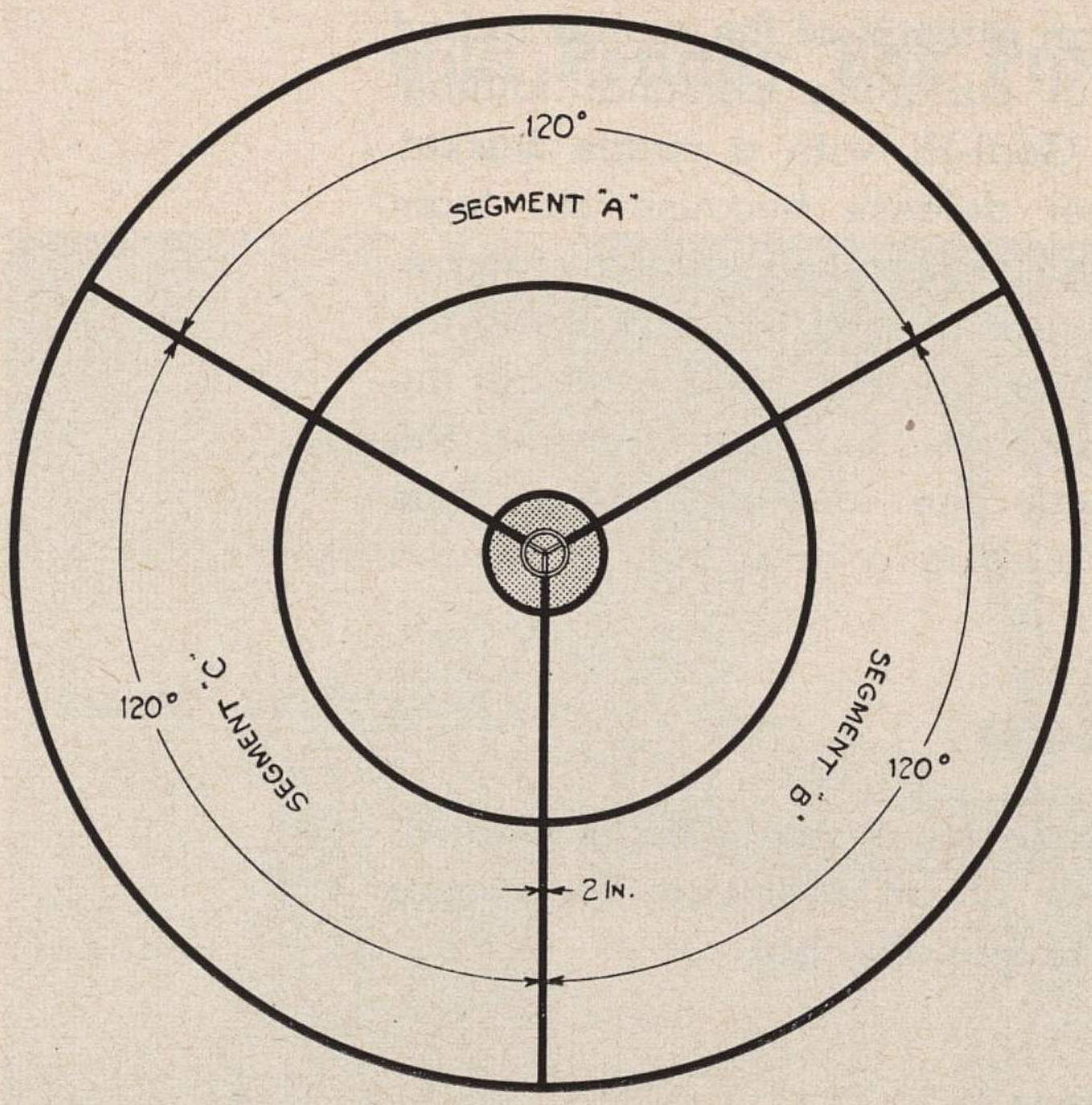
Rules

The rules for this game shall be exactly the same as the rules for the official Goal-Hi game, with the following exception: There shall be no free throws for personal or technical fouls in this game, however, fouls are called on the offending player, according to the rules governing the official Goal-Hi game. The referee shall order the offending player to the penalty box for one minute duration. The assistant timekeeper shall have control of the penalty box and after sixty seconds the offending player shall be sent back into the game by the assistant timekeeper without notifying the referee, and the game proceeds in the usual manner.

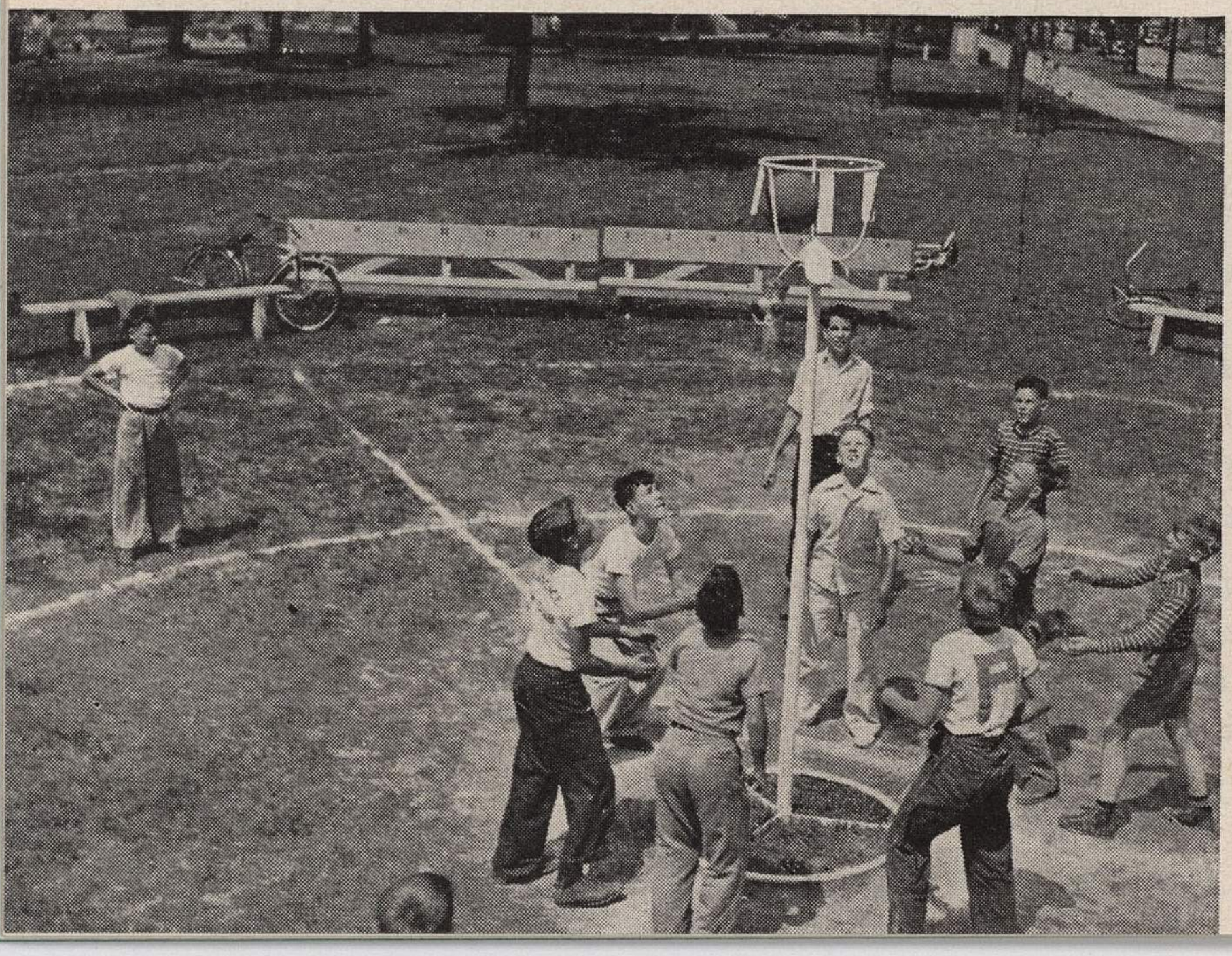
If a player is disqualified for unsportsmanlike conduct or unnecessary roughness and must leave the game, after one minute and thirty seconds a substitute may be sent into the game to take his place.

GOAL-HI

THREE SEGMENT GAME
for Physically Handicapped Children



The Goal-Hi three segment playing field is the same as the one used to play the official game, except that three dividing lines, as illustrated, are added to divide the field into three segments (A, B and C).



Bodily contact is practically eliminated when the three segment game is played. Thus, Tom, Dick and Harry--who may be somewhat below normal, physically — can safely play Goal-Hi and benefit by the exercise.

GOAL-HI
Three Segment Game
For Physically Handicapped Children

This variation of Goal-Hi is played by three teams with one common basket. The ball is passed from one player to another, either laterally or backwards, and the purpose is to score as many points as possible by tossing the ball into the basket.

The Court

The court shall be the same as for the official Goal-Hi game, except that it is to be divided into three equal parts as shown in the sketch to the left—

Playing Regulations

The playing time shall be divided into thirds instead of quarters and halves, and the length of time to be played shall be determined by the physical development of the players.

In order to equalize any advantages that may result from lighting, ground irregularities, etc., each team shall rotate from one segment to another at the end of each one-third period, i.e., Team No. 1 starting the game in segment "A" shall begin the second one-third period in segment "C", Team No. 2 moving up from segment "B" to segment "A", etc.

At the beginning of the game or each one-third period, the referee shall put the ball in play by tossing it to a player in the outer court in segment "A". The player receiving the ball may pass or dribble the ball, either laterally or backward, or he may try for a goal.

While the game is in progress, the players on each team shall remain in their own court and not encroach on their opponents territory. A player is encroaching on his opponents' territory if any part of his body touches the division line in an opponents' court. The offending team shall be penalized by loss of possession of the ball to the opposing team out of bounds. If a player steps on or over the out of bounds line, or causes the ball to go out of bounds, the referee shall hand the ball to the opposing team whose court is nearest the point where the ball or player went out of bounds.

When a ball is over the division line, any player of either adjoining team may jump and tap the ball to a team mate, if in so doing he does not encroach upon the territory of an opponent.

Scoring

A goal from the inner court counts two points, and a goal from the outer court counts three points.

The above rules are merely suggested and should be modified or elaborated upon according to the physical development of the players.

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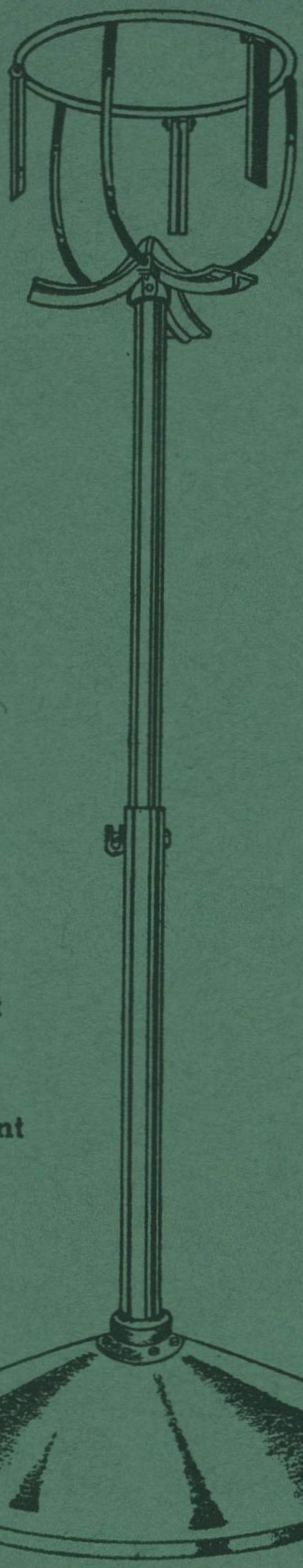

Official
GOAL-HI
EQUIPMENT

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MERCHANDISING DIVISION

Fred Medart Mfg. Co.

St. Louis, Mo.

Manufacturers of

Basketball Backstops
Gymnasium Apparatus
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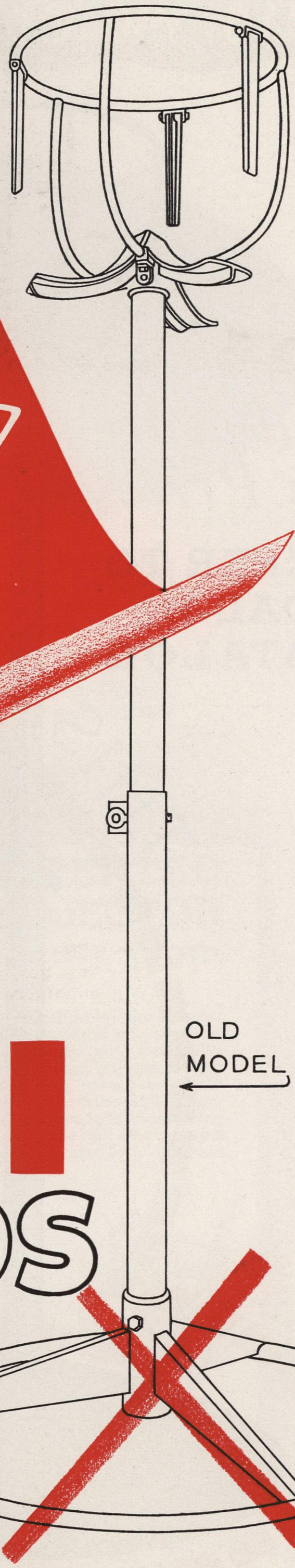
Steel Lockers

A Copy of this Rules Book Supplied Free With Each Shipment of Goal-Hi Equipment

An all-important improvement

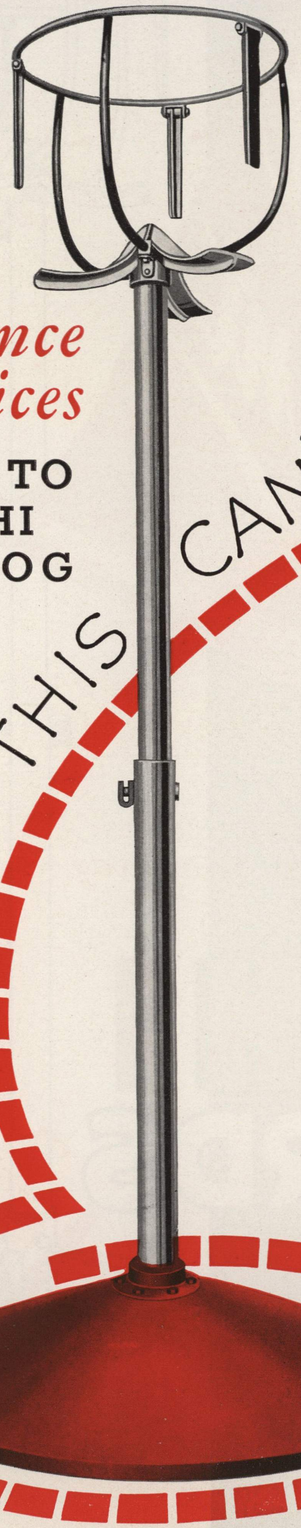


OFFICIAL GOAL-HI STANDARDS

New Models

(NOW SHIPPING)

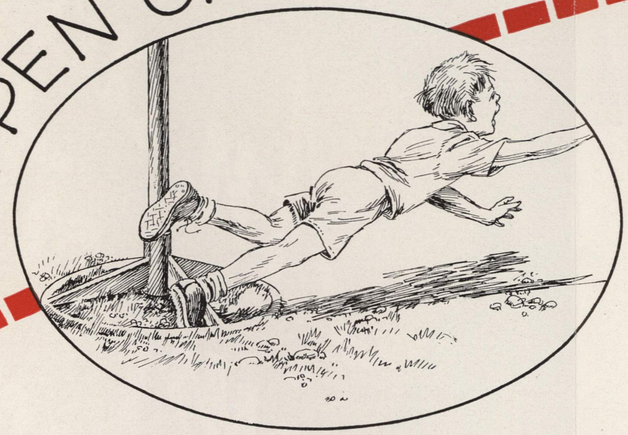
This major improvement available only in official GOAL-HI Standards

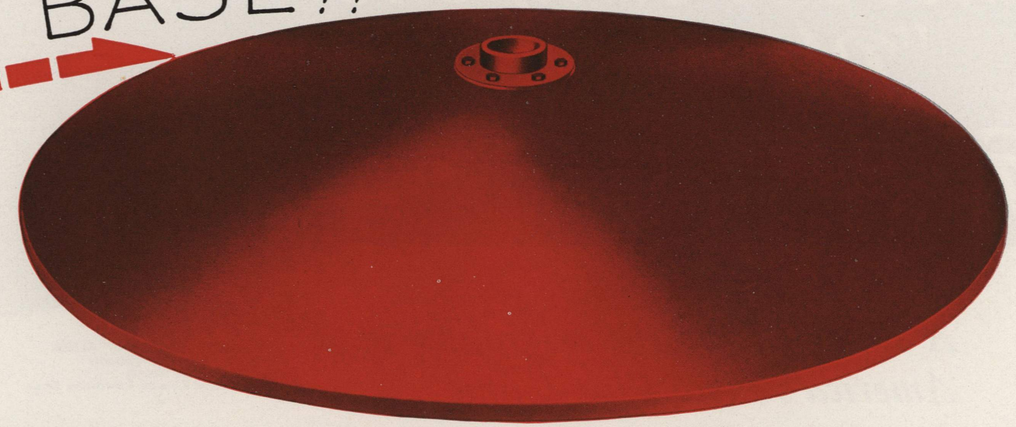


No Advance in Prices

REFER TO GOAL-HI CATALOG

THIS CAN'T HAPPEN ON THIS NEW BASE!!





Heavier, Stronger, SAFER! The new, fully enclosed base of the Official Goal-Hi Standard is an improvement that merits the careful consideration of every prospective purchaser. The weight of the new enclosed base is substantially increased which makes for positive "safety-from-tipping" . . . The really big result of this change however rests in the fact that hurrying, scurrying feet can no longer accidently trip over the open network of supporting braces. Compare the illustrations on this page with the now obsolete base on the cover . . . You will contribute a big degree of safety to your play field when you insist on the new "Phog" Allen Official Goal-Hi Standard with the *fully enclosed base*. Refer to the Medart Goal-Hi Catalog for a description of this grand, new, game which is being played in every section of the country.

For Your Protection

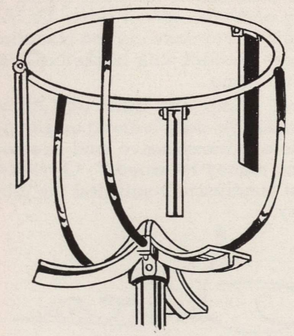
Note the statement on the back page of this folder by the originator of Goal-Hi, Dr. Forrest C. "Phog" Allen, famous basketball authority and coach at the University of Kansas. Goal-Hi — the game — was painstakingly developed over a period of years. The same care was exercised in the design and fabrication of Official Equipment to play Goal-Hi. With the perfection of both the game and the equipment, leading authorities proclaimed Goal-Hi to be fundamentally correct in every way and the answer to a recognized need for a *mass* play-game for boys and girls, men and women, young and old. In anticipation of the usual appearance of imitations that attach themselves to the product of some thinking person's ingenuity, broad steps were taken to protect both the buyer and seller. The name "Goal-Hi" is fully protected by United States and Canadian Trade Mark registrations. The Official Goal-Hi Rules Book, as written by Dr. Allen, (and available without cost to buyers of Official Goal-Hi Standards) is likewise copyrighted. The Official Goal-Hi Standard is fully covered by patents. To protect your own interest insist on "Phog" Allen Official Goal-Hi Equipment! There is only one "Phog" Allen game of Goal-Hi and it is *guaranteed to please!*

Manufactured Under License Agreement

by **Fred MEDART Mfg. Co.**

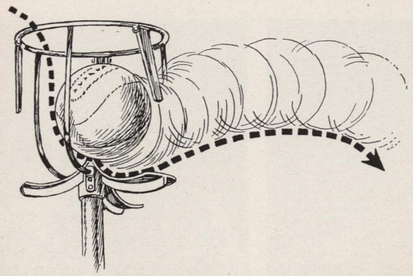
Potomac and DeKalb Streets

St. Louis, Missouri



The MEDART PATENTED 3-WAY CONE PROJECTOR lofts ball *up* and *away* from standard

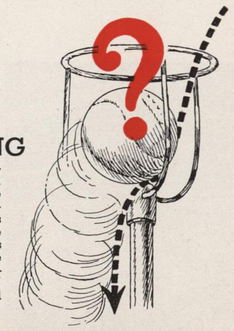
Another exclusive feature of Official Goal-Hi Standards is the Patented Head Piece. Only in the "Phog" Allen Official Standard will you obtain (1) the scientifically designed, 3-way, cone projector in the base of the basket that guides the ball out of the basket (through any one of three exits) and then, *without retarding its traveling speed*, directs the ball *up* and *away* from the base, on its return flight to the playing field. Secondly, the three Patented, hinged gates attached to the basket ring swing outwardly only, thus permitting free exit of the ball after a basket has been made but preventing entrance of a low shot ball. No other head piece has this approved feature.



RIGHT Congestion of players around and immediately beneath the basket should be avoided in the interest of safety and a better (open) game. The flight of the ball when traveling over the Medart Patented Cone Projector is *up* and *away* from the standard thus preventing undesirable congestion or crowding around the base.

WRONG

If a ball enters a basket without the exclusive features of the Official Goal-Hi Head Piece, and rebounds from one side to the other on its way to an exit thus losing traveling speed before it emerges, and then drops "dead" to the base of the standard, the result is a "drawing-in" effect on the players which defeats the fine open features of the game (passing, team work, leaping, running and jumping). Insist on the "Phog" Allen Official Goal-Hi Standard and avoid this undesirable playing condition.



There is only one "Phog" Allen Game of GOAL-HI!

DR. FORREST C. "PHOG" ALLEN
Famous Basketball Authority
and Basketball Coach
University of Kansas, Lawrence, Kans.

A statement by the originator of America's New Play-Game....

In recent months, several pieces of equipment which appear somewhat similar on the surface to the Official GOAL-HI Standard have appeared on the market.

Imitation is frequently described as the highest type of flattery. Be that as it may, I believe there is an obligation on my part to direct the attention of all interested parties to the fact that GOAL-HI is a game — not merely a piece of equipment.

The trade names for such competitive equipment are sufficiently different to avoid infringement of the copyright laws. Further, such imitations are lacking certain mechanical or construction features, important to the game, which are fully protected by U. S. Patents.

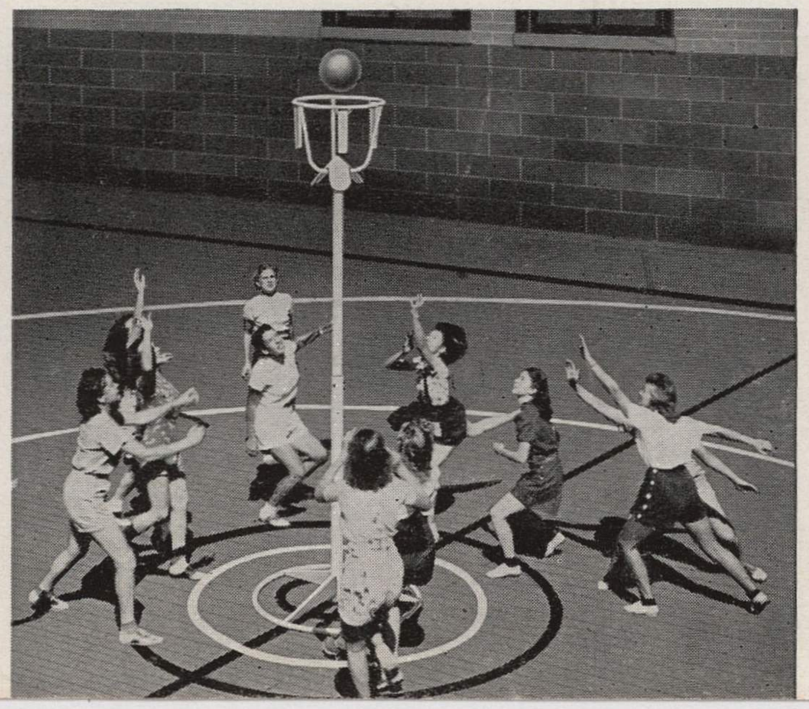
Those differences are important to the buyer. They have a definite bearing on the game — on the degree of safety, exercise value, interest and enthusiasm provided the player.

However, as important as those exclusive mechanical features are, I am anxious to emphasize something of even greater importance to the prospective purchaser, that Goal-Hi is a game — not merely a piece of equipment.

Official rules and court layout information for playing GOAL-HI as a formal or informal game, by large or small groups, are available, and are the result of much study and work on our part. GOAL-HI, as represented by these rules and other data, called for months of effort in drawing the essentials necessary to make it the great game that it is. From a lifetime of close contact with basketball and other sport and recreation activities we have fashioned this splendid game.

When seeking a new game for your school, community playground, camp, etc. insist on Official GOAL-HI Equipment and receive my complete rules book and other valuable data without additional cost. It costs little to play GOAL-HI. Official GOAL-HI Standards are inexpensive and are sold subject to a guarantee of "Your complete satisfaction guaranteed or money returned." Obviously a broad guarantee like this could not be offered if GOAL-HI had not conclusively satisfied the thousands of buyers who are playing my game in every part of the country.

Forrest C. Allen



GOAL-HI

AMERICA'S NEW, YEAR 'ROUND,
INDOOR AND OUTDOOR

PLAY-GAME....

- NOT A HIGH GEARED SPORT —
  Suitable for girls as well as for boys!
- FOR PLAYERS OF ALL AGES —
  Elementary School students enjoy Goal-Hi as much as University men and women!
- A MASS PLAY GAME —
  Not limited to small formal teams—Entire gym classes or playground groups play Goal-Hi!

Originated by

THE NATION'S LEADING BASKETBALL AUTHORITY

Goal-Hi is New Sport Invented By Dr. Allen

Lawrence, Kan., July 14 (AP)—Dr. F. C. Allen, versatile Kansas U. coach who's always tinkering with basketball, has come to the rescue of unlucky cagers who toss goals into opponents' baskets.

Goal-hi, a variation of basketball, has only one goal and it's the target of both sides. The new sport made its debut last night with former college stars mixing it in a strenuous 41 to 40 contest.

The game is played on a circular court 50 feet in diameter. There is a 6-foot circle around the goal, which has no backboard. No player is permitted in this area without penalty.

When a goal is made, the ball is deflected back into the court by a metal cone. Thus there is no letup as in the regular cage sport.

Players who commit fouls are placed in a penalty box for a time, as in hockey, leaving their teammates short.

INTRODUCE NEW GAME

Demonstration of Goal-Hi Basketball Tonight at K. U.

"Goal-Hi" a new basketball game originated by Dr. Allen will be presented to the public for the first time, Thursday night, July 13, at 8:30 p.m. The free demonstration will be played on the northeast corner of Fowlers grove with two teams composed of summer session students participating as Jayhawkers and Wildcats.

The game, is played either in or outdoors around a goal of regulation size and height mounted on a tripod metal pedestal surrounded by three lines of different circumference. The first area is included in a circle of six feet diameter and is known as foul territory. No player is allowed in this area without penalty. The second area is limited by a space 30 feet in diameter which is known as the free-throw area and this territory is in play at all times. After a foul has been committed the shooter may throw his shot from any place in the fifteen feet radius line. The outside area is 50 feet in diameter and this space corresponds to the space between the free throw lines of a regular basketball court.

The goal is an open target from any place on the playing field. The ball upon entering the goal is deflected out into the court immediately by a metal cone, thereby making the play continuous. The game will be fast.

The game is to be played in quarters of seven and one-half minutes. The first two quarters will be played with the present basketball rules, while the last two will be played under a new system which banishes the player who commits the foul into a penalty box for one minute, which is quite similar to hockey regulations.

The game will start under the lights at 8:30 o'clock. The public is cordially invited and there will be ample seating and parking room. Dr. Allen will officiate.

Following are the two squads:

Jayhawkers: Bob Allen, Gerald Barker, Lee Casida, Dean Nesmith, Max Replogle, Bob Klawuhn, Jack Connor, Virgil Wise, and Loren Florell.

Wildcats: Dick Harp, Fen Durand, Ken Senter, Dave Shirk, Paul Masoner, Charles Linden, John Krum, Bill Arthur, and Al Emch.

A Word...

concerning the originator of

GOAL-HI

Dr. Forrest C. Allen, Director of Physical Education and Varsity Basketball Coach of the University of Kansas, better known wherever basketball is played or discussed as "Phog" Allen, has had the longest period of services of any collegiate basketball coach. His teams have won championships in twenty-one of his twenty-seven years of coaching. Dr. Allen was for two years President of the National Association of Basketball Coaches and is now Chairman of the Research Committee of the National Basketball Committee of the United States and Canada. He is also Chairman of Basketball from the 5th District of the N. C. A. A. Dr. Allen is widely in demand as a speaker and instructor of the game to which he has contributed unstintingly of his enthusiasm, knowledge, leadership and loyalty for more than thirty-seven years.

GOAL-HI AND ATHLETES MAKE FILM DEBUT FOR PARAMOUNT NEWS

Goal-Hi made its film debut yesterday afternoon on the Stadium Field with Billy Andlauer, Paramount Newsreel photographer, shooting 1000 feet of the new game invented by Dr. F. C. Allen. Principals in the film are a group of Kansas University and Haskell Indian athletes.

Fans of the popular new game will get another chance to see it in action tonight when the Gunners, captained by "Odd" Williams meet the Artillerymen. These teams are made up of younger boys. A still younger group will play tomorrow night when the two teams which played such a close game last week will meet again.

GOAL-HI HAS ITS DEBUT

DR. F. C. ALLEN OF KANSAS IS THE GAME'S INVENTOR.

In Contest Played at Lawrence, Kas., Jayhawkers Defeat Wildcats, 41 to 40.

(By The Star's Own Service)

LAWRENCE, KAS., July 13.—"Goal-Hi," a new basketball variation devised by Dr. F. C. Allen, University of Kansas basketball coach, had its introduction to the sports world tonight as two teams composed of varsity and former varsity basketball players from Mt. Oread and other schools composed opposing teams.

The Wildcats and the Jayhawkers staged a rough and tough milling game around the one basket in the game which is played on a circular field. The premiere took place outdoors on the R. O. T. C. parade ground before a crowd of approximately 300 spectators.

Neck-and-neck through four periods, the final score was 41 to 40 in favor of the Jayhawkers. Every player is shooting at the same goal and after a score is made the opposing team attempts to grab the ball and score also.

Using a white basketball, the game was played on a field fifty feet in diameter. A 6-foot circle is around the goal post, which has no back board, and no player is allowed in this area without penalty. The second area is limited by a space thirty feet in diameter and is known as the free throw area and this territory is in play at all times. The outside area composes the remaining part of the field and corresponds to the space between the free throw lines of a regular basketball court.

The goal is an open target from any place on the playing field. The ball upon entering the goal is deflected out into the court immediately by a metal cone, thereby making the play continuous. If any penalties are committeed the one committing the penalty is placed in a penalty box for a time, as in hockey, and the number of players is thereby reduced for a period.

Tonight's game was played under regular basketball rules the first two periods and under the new "Goal-Hi" rules the last two periods.

Gerald Barker, former Ottawa university player, was the star of the game.

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Fred Medart Mfg. Co.

Dr. Forrest C. "Phog" Allen

Director of Physical Education

Varsity Basketball Coach

University of Kansas—Lawrence, Kans.

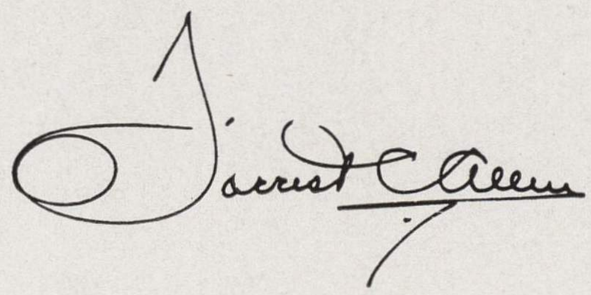
"As parents and as educators we desire physical fitness, emotional stability and mental poise as chief characteristics for our youngsters. I once heard eight educators speaking on the platform of the National Physical Education and Health and Recreation Association Convention say that basketball possessed all of the qualities necessary for the educable child.

I too, subscribe to that belief. Every basketball coach knows that to play basketball is to exercise every part of the body; that the simple act of shooting at a goal above the head elevates the ribs and thorax and thus develops the entire upper thoracic area — an extremely important exercise much neglected in our usual sedentary existence of this age. Likewise I know that basketball as we play it today has become a fast, highly developed game of a formal nature and more or less limited to a short indoor season and to players of high school and university age.

Appreciating the good of basketball and at the same time recognizing its limitations, I have long sought a solution or answer to the conviction that some form of basketball could be developed that retained all of the good and yet would be less formal, not limited to any season, playable out of doors as well as indoors, and offering the same fun and healthful benefits to children in elementary schools as to the high school and university player and with no limitations on the number of players on a team.

Thus GOAL-HI was conceived. This new play-game can be strictly formal with a limited number of players per team and completely regulated by the rules I have developed. Goal-Hi, on the other hand, may be entirely informal with any number of players participating. Several variations for playing the game are possible. I have attempted to keep the rules simple and elastic so that they may be easily modified to suit individual conditions.

Goal-Hi is a healthful, funful play-game for the little tots in the school yards and on the playground. It is a splendid lead-up game to basketball for the youngsters of Junior High School age and for the High School boys and girls and University man and woman, it offers much in the way of athletic challenge plus all 'round exercise. I think it hardly necessary for me to direct the attention of basketball coaches like myself to the excellent results that may be anticipated when one or more pieces of Goal-Hi equipment are conveniently located to encourage the regular basketball squad to practice shooting baskets throughout the year."



What is GOAL-HI*; how is it played;*

1. What Is GOAL-HI*?*

Goal-Hi is a new play-game resembling basketball. It has been referred to as a 'lead-up game to basketball'. While retaining many of the good features of that popular game, Goal-Hi is not restricted to formal play and loses none of its appeal and benefits to the players when played informally.

2. Who Can Play GOAL-HI*?*

Goal-Hi does not require experienced players but obviously, as in most other games, the individual's skill increases in proportion to the degree he practices or plays the game. Goal-Hi will attract, interest and benefit children of elementary school age as well as players of more advanced ages. It is just as much a girl's game as a boy's game. As an intra-mural sport in Universities and High Schools, Goal-Hi offers exceptional possibilities. When played as a strictly formal game, teams are limited to 5 players each. Informally Goal-Hi is played with larger groups (entire gym classes, etc.) without sacrifice of interest or exercise value. A special modified game is described in the Goal-Hi Rules Book for physically handicapped children.

3. Where Can GOAL-HI *Be Played?*

Goal-Hi is an outdoor game as much as it is an indoor game and consequently it can be played in the school yard and playground as readily as on the gym floor or in the play room. The same equipment can be used for indoor and outdoor play. Goal-Hi is a year 'round game. For home use, Goal-Hi is an excellent game for back yard installation. Children are thus encouraged to keep off of busy streets and to regularly engage in exercise that will pay dividends.

4. What Playing Area Is Required?

Goal-Hi is played on a circular court. It may have a radius of 30 feet or the size of the court may be reduced to a 15-foot radius. Local conditions will determine the size of the playing court or field without materially changing the game.

GOAL-HI in the gym provides an abundance of exercise, fun, and athletic challenge.

5. What Are the Rules for Playing GOAL-HI?

A special and complete set of Goal-Hi rules has been written by Dr. Allen and is available in book form. An official rules book is supplied gratis with each piece of Goal-Hi equipment ordered. Rules are simple and easily modified for informal play. When playing the formal game Goal-Hi has the usual complement of officials, i. e., Referee, Timer, Scorekeeper, etc., but for informal play the classroom instructor or the playground director can easily officiate.

6. What Are the Unusual Features of GOAL-HI?

Because the single piece of equipment required to play Goal-Hi is located in the center of the circular playing court, thus making the basket the focal point of activity for all players, there is little or no chance for the ball to go out of bounds after a try for a basket. In regular basketball with a rectangular court and one backboard and goal located very near each of the end lines, a large majority of short or missed shots are caused to go out of bounds, thereby breaking the continuity of play.

It will be noted that the bottom of the basket is equipped with a special 3-way, conical projector. When a ball enters the basket it strikes the projector or chute and is carried out of and away from the basket through one of the three exits. It is impossible to determine in advance where the ball will emerge from the basket and thus speculation and interest is maintained every time a goal is made. Likewise, the smart team captain will deploy his men in such a manner that every basket exit is 'covered'.

The three swinging gates suspended from the 18-inch rim, while preventing the entrance of a low ball into the basket by way of any one of the three exits, are so constructed that a ball leaving the basket is not retarded.

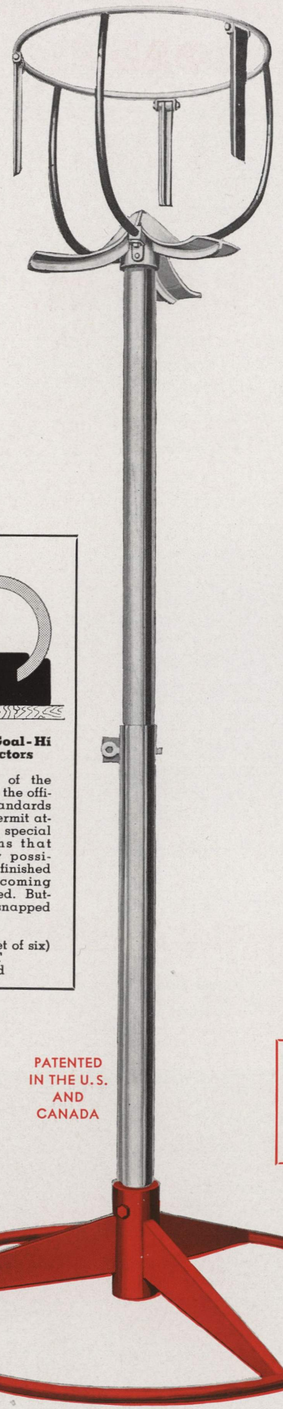
Unlike regular basketball that requires the players to shuttle back and forth from one end of the rectangular court to the other, Goal-Hi is played in a more concentrated area. Consequently, all of the fundamental activities are exercised without consuming too much of the players (especially young players) energies.

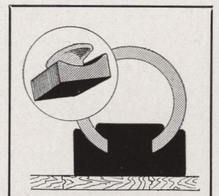
Goal-Hi encourages the players of tomorrow as well as members of this year's basketball team to practice whenever possible throughout the year.

7. What Equipment Is Required to Play GOAL-HI?

A minimum of inexpensive equipment is required to play Goal-Hi. One air inflated ball of 29½" circumference and one Goal-Hi Standard is all that is required. An 'official' Goal-Hi leather covered molded ball and a 'regulation' ball of the same type both for indoor play are described on the pages that follow. Likewise, an 'official', 'regulation' and 'playground' Goal-Hi rubber ball for outdoor play is offered. The official Goal-Hi standard is available in several types. The movable type may be moved indoors or out-of-doors at will. The fixed type of standard is offered for permanent outdoor installation. Both of the above types may be had in three fixed heights for elementary school, junior high school or high school and university use. Either the movable or fixed type of Goal-Hi standard may be had with a height adjustment feature that permits the basket to be raised or lowered at will. For complete descriptions and prices, see pages that follow.

The Panthers and the Tigers rate Goal-Hi on the playground a 'swell' night as well as day game.





No. GH 600 Goal-Hi Floor Protectors

The underside of the circular base of the official Goal-Hi standards are drilled to permit attachment of six special rubber buttons that eliminate any possibility of highly finished gym floors becoming marred or scuffed. Buttons are easily snapped into place.

No. G-H 600 (set of six)
75c NET
Delivered

PATENTED IN THE U.S. AND CANADA

OFFICIAL GOAL-HI STANDARD No. 907

- *Movable Type*
- *Adjustable Height*

The most popular Goal-Hi Standard because (1) it can be easily rolled indoors or out-of-doors by reason of the circular base and (2) because the basket may be raised or lowered to 8, 9 or 10-foot heights thus permitting players of all ages to use the same equipment. The steel circular base is electrically welded and solidly braced to the pipe upright. Height adjustment easily made without tools. A hasp is provided for padlocking the pipe upright at any one of the 3 available heights, thus preventing unauthorized tampering with equipment. Eighteen-inch basket rim, 3-way conical projector and pipe upright finished aluminum. Base finished in red. Basket supports finished in black. Order by number and description.

Your Net Cost
No. 907

$29.50

DELIVERED (WE PAY THE FREIGHT)

OFFICIAL RULES BOOK FREE

Goal-Hi, for boys only? No chance for a monopoly indoors or out-of-doors. Goal-Hi attracts boys and girls, men and women, young and old, alike.

OFFICIAL GOAL-HI STANDARD No. 917

- *Permanent Type*
- *Adjustable Height*

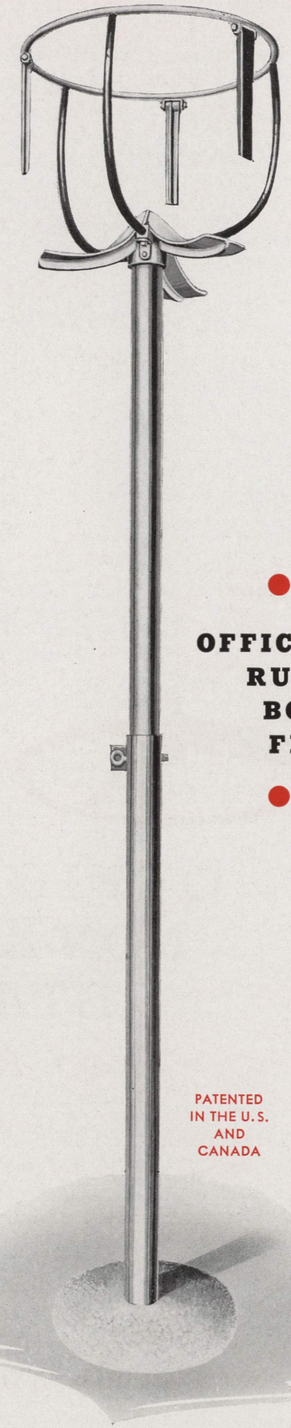
Especially designed for permanent outdoor installation in school yards, public playgrounds, private yards, etc. The adjustable 8, 9 and 10-foot pipe upright is equipped with a heavy base flange for anchoring in concrete. The pipe upright and the base flange are hot galvanized. The eighteen-inch basket rim and the 3-way conical projector are finished in aluminum. Balance of basket finished in black. Unauthorized removal of top half of standard or change in height can be prevented by attaching a padlock to the hasp that is provided for that purpose. Complete installation instructions accompany each shipment. Order by number and description.

Your Net Cost
No. 917

$22.50

DELIVERED (WE PAY THE FREIGHT)

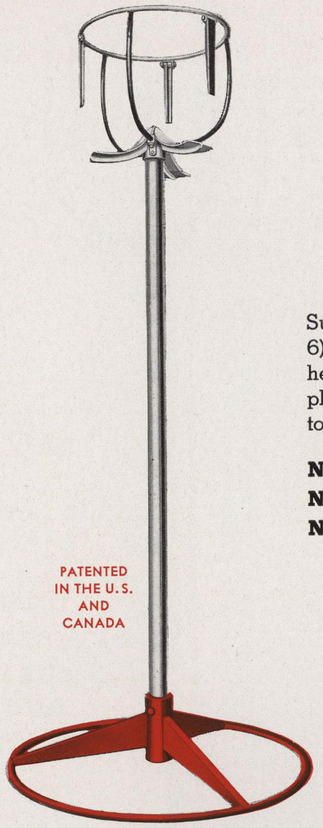
Mother and Dad smile when the home team beats the neighbors' youngsters in the backyard classic. Goal-Hi keeps active children off of busy streets.



OFFICIAL RULES BOOK FREE

PATENTED IN THE U.S. AND CANADA

OFFICIAL GOAL-HI EQUIPMENT FULLY GUARANTEED



PATENTED IN THE U.S. AND CANADA

OFFICIAL GOAL-HI NON-ADJUSTABLE STANDARDS

• *Movable Type*

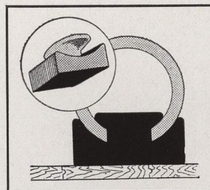
For Indoor and Outdoor Use

Substantially constructed and finished exactly the same as No. 907 (see Page 6) except that the height adjustment feature has been eliminated. Three fixed height standards available. These types are recommended for use where players of only one age group are likely to play Goal-Hi and it is not necessary to accommodate older or younger players. Order by number and description.

No. 908 — 8 ft. Height — for Elementary Use
No. 909 — 9 ft. Height — for Junior High Use
No. 910 — 10 ft. Height — for High and College Use

$28.75 YOUR NET COST

DELIVERED — (WE PAY THE FREIGHT)



No. GH 600 Goal-Hi Floor Protectors
The underside of the circular base of the official Goal-Hi standards are drilled to permit attachment of six special rubber buttons that eliminate any possibility of highly finished gym floors becoming marred or scuffed. Buttons are easily snapped into place.
No. G-H 600 (set of six) 75c NET Delivered

OFFICIAL GOAL-HI NON-ADJUSTABLE STANDARDS

• *Permanent Type*

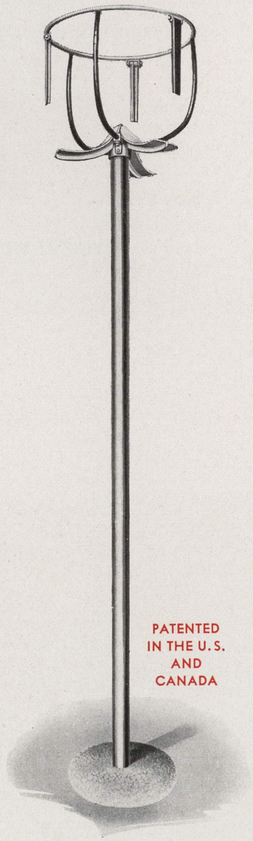
For Permanent Out-of-doors Installation

Three standards of 3 different heights available. Same high quality construction and finish as No. 917 (see Page 7) except for the adjustable height feature which is not included in these three standards. Recommended for use when players of only one age group are to be considered. Order by number and description.

No. 918 — 8 ft. Height — for Elementary Use
No. 919 — 9 ft. Height — for Junior High Use
No. 920 — 10 ft. Height — for High and College Use

$21.75 YOUR NET COST

DELIVERED — (WE PAY THE FREIGHT)



PATENTED IN THE U.S. AND CANADA

GH 100 OFFICIAL LEATHER GOAL-HI BALL

. . . . Moulded — With Channeled Seams . . . .

Adapted as the official Goal-Hi leather ball. 'Tops' in stamina and correct action in all phases of the game. No. GH 100 has a thoroughly tested one-piece center, covered with carefully selected pebble grain cowhide, moulded and vulcanized to form a perfect, lasting sphere. Special channeled seams (Patent applied for) provide sure grip in handling. The official Goal-Hi ball is built with the utmost care, rigidly inspected and official in all details — size, shape and weight. Individually boxed. Inflating needle furnished.

Your Net Cost $12.00 Delivered

GH 200 REGULATION LEATHER GOAL-HI BALL

. . . . Moulded — With Channeled Seams . . . .

A very good quality ball. Built of pebble grain cowhide, moulded over a one-piece center forming a single sphere. Channeled seams provide correct feel and sure grip. Official in size and weight. No. GH 200 is a long wearing, moderately priced ball that will give desired service. Inflating needle furnished. Individually boxed.

Your Net Cost $9.00 Delivered

GOAL-HI RUBBER BALLS

Waterproof and Washable

No. GH 300 OFFICIAL
Official in every respect—size, weight, shape, balance! Scuff-proof and virtually puncture-proof. Fabricated of 4-ply, finest grade Egyptian long-staple cotton fabric impregnated with rubber. The outside cover is of strong vulcanized rubber with simulated lacing, grooved seams and tan pebbled surface. A long-lasting, high quality ball for both indoor and out-of-door use. Equipped with all-rubber valve and STANDARD inflating needle. Individually boxed, inflated. Highly recommended!

Your Net Cost $6.85 Delivered

No. GH 400 REGULATION
Excellent for outdoor play under all conditions. Of 2-ply fabric, form-built construction, No. GH 400 Ball has a tan pebble - grained composition cover with simulated grooved seams. Perfect round shape, balanced—won't pull apart at seams. No bladder to replace. Weather and water-proof throughout. Equipped with all-rubber valve and STANDARD inflating needle. An excellent heavy duty rubber playground ball that will satisfactorily serve for a long period. Individually boxed, inflated.

Your Net Cost $4.25 Delivered

No. GH 500 PLAYGROUND
Especially intended for outdoor use. Hand-built in multiple sections of 5-ply (laminated) tough rubber. Seams, stitches, pebble-grained surface texture, laceless design—even the tan color of a leather ball—are faithfully reproduced. No stitches to break and no bladder to replace. Official size, weight, and shape. Equipped with an all-rubber valve and with a STANDARD inflating needle. Individually boxed (not inflated). A highly satisfactory rubber playground ball.

Your Net Cost $2.35 Delivered

SALES POLICY ON BALLS

Each Goal-Hi Ball has been carefully inspected and thoroughly tested. Each is perfect in workmanship, free from defects and will **NOT** be replaced **AFTER** being put into play.

OFFICIAL GOAL-HI RULES BOOK

Contains all of the official rules for playing Goal-Hi, formally or informally, indoors and out-of-doors. Includes complete details and illustrations for laying out the playing courts for the several modifications of the game, as fully described by its founder, Dr. Forrest C. "Phog" Allen. Also contains a number of illustrations of various age-groups playing Goal-Hi and an extremely interesting and informative introductory article by Dr. Allen.

Per Copy $1.00 Net

RULES BOOK FREE

One Official Goal-Hi Rules Book is included Free with each shipment of any one of the Official Goal-Hi Standards illustrated and described in this brochure.

YOUR ORDER WILL BE SHIPPED IMMEDIATELY

Orders promptly filled from large warehouse stock. No delays. Select the equipment best suited for your local needs and forward your order for prompt shipment. Be the first in your locality to play Goal-Hi.

ORDER BY MODEL NUMBER

When ordering, be sure to mention the model number as well as a description of the equipment you desire. This double-check avoids possible misunderstandings.

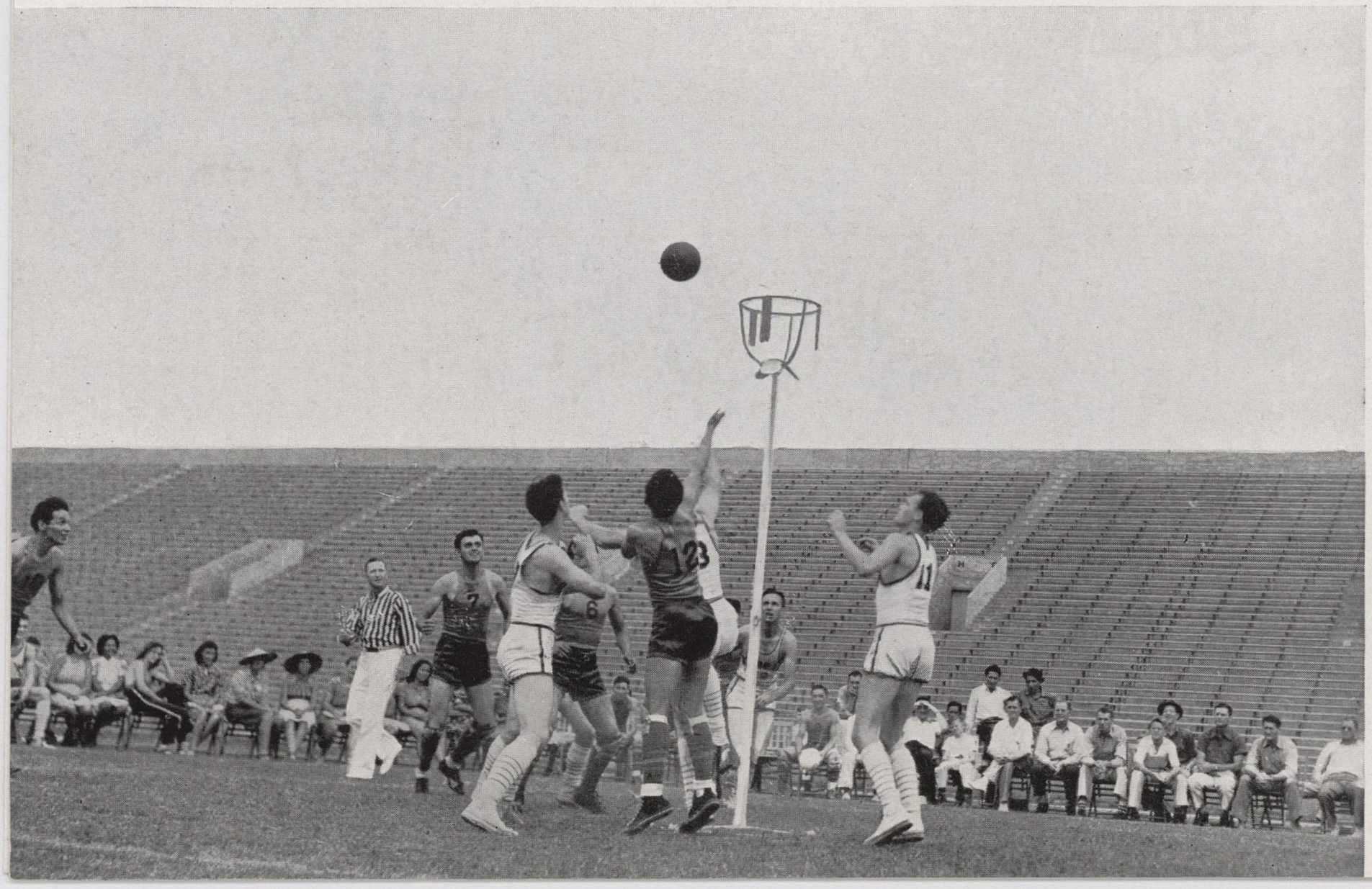
CONDITIONS OF SALE...WE PAY THE FREIGHT

Special school prices quoted within are net — there is no discount. We prepay the freight to customers nearest freight station. Prices slightly higher in the following states:

ARIZONA	FLORIDA	NEVADA	UTAH
CALIFORNIA	IDAHO	NEW MEXICO	WASHINGTON
COLORADO	MONTANA	OREGON	WYOMING

OUR GUARANTEE

All equipment guaranteed to be strictly as represented. "Complete satisfaction or money refunded," is our unconditional warranty behind every transaction. Sixty-seven years of experience and an enviable international reputation as a dependable and responsible manufacturer of sport, health and recreation equipment is your further assurance of complete satisfaction when you 'order from Medart.'



Play is fast; action sparkles with thrills and chills for every spectator, when the Varsity Squads play Goal-Hi.

Printed in U.S.A.

GOAL-HI

OFFICIAL EQUIPMENT

PATENTED IN THE U.S. AND CANADA

Manufactured and Sold
Under License Agreement
by

MERCHANDISING DIVISION

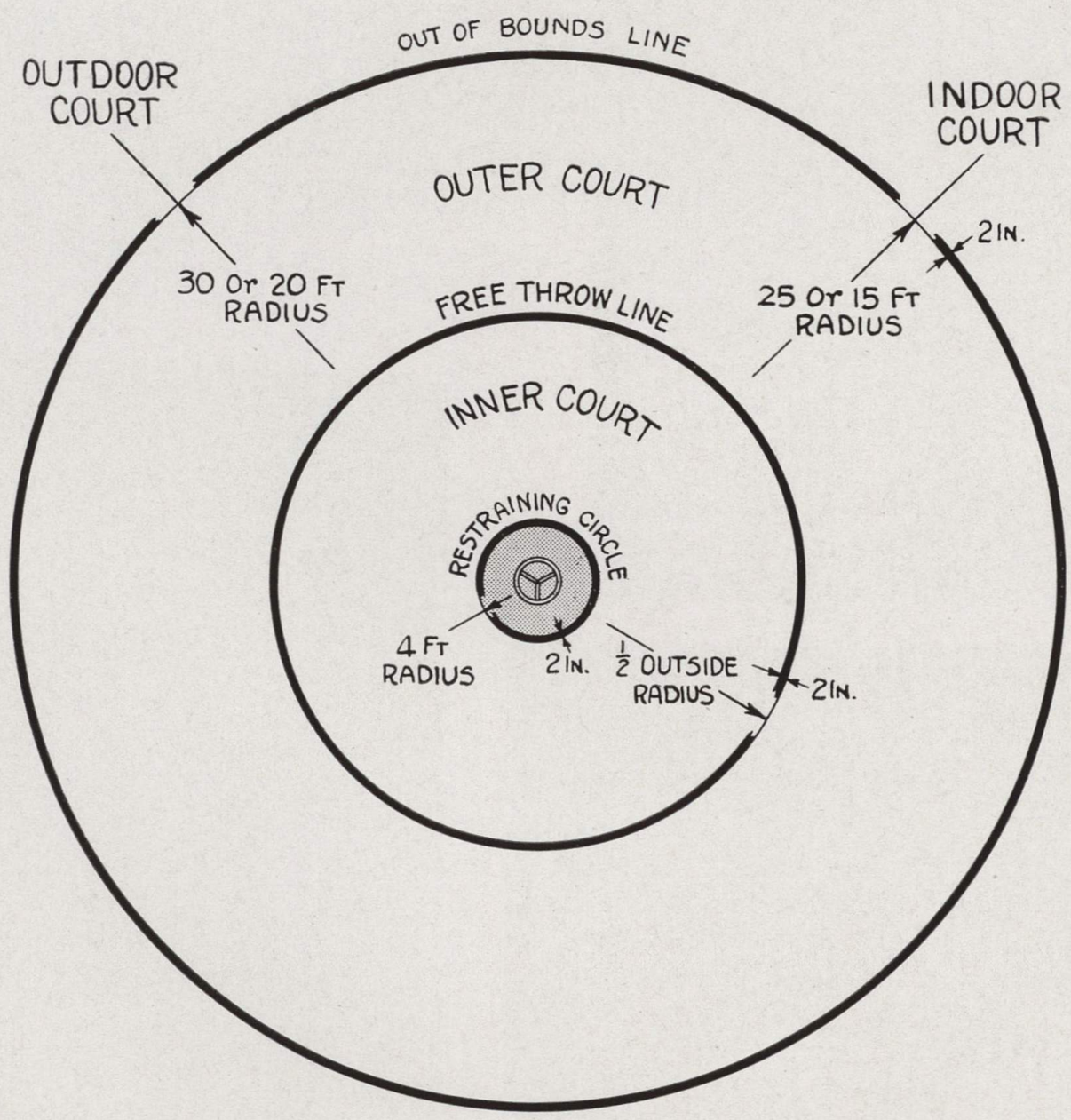
of

FRED MEDART MANUFACTURING CO.

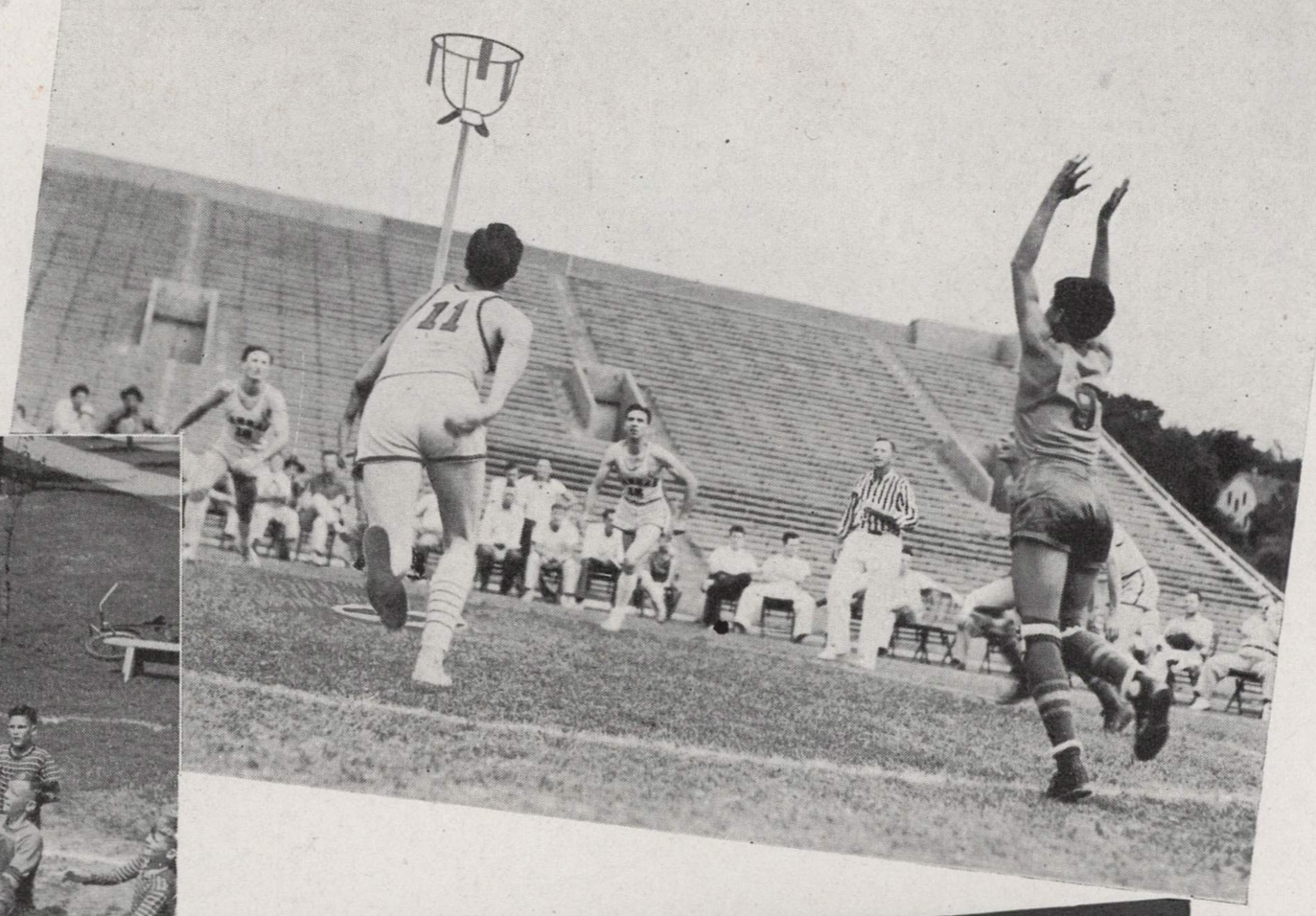
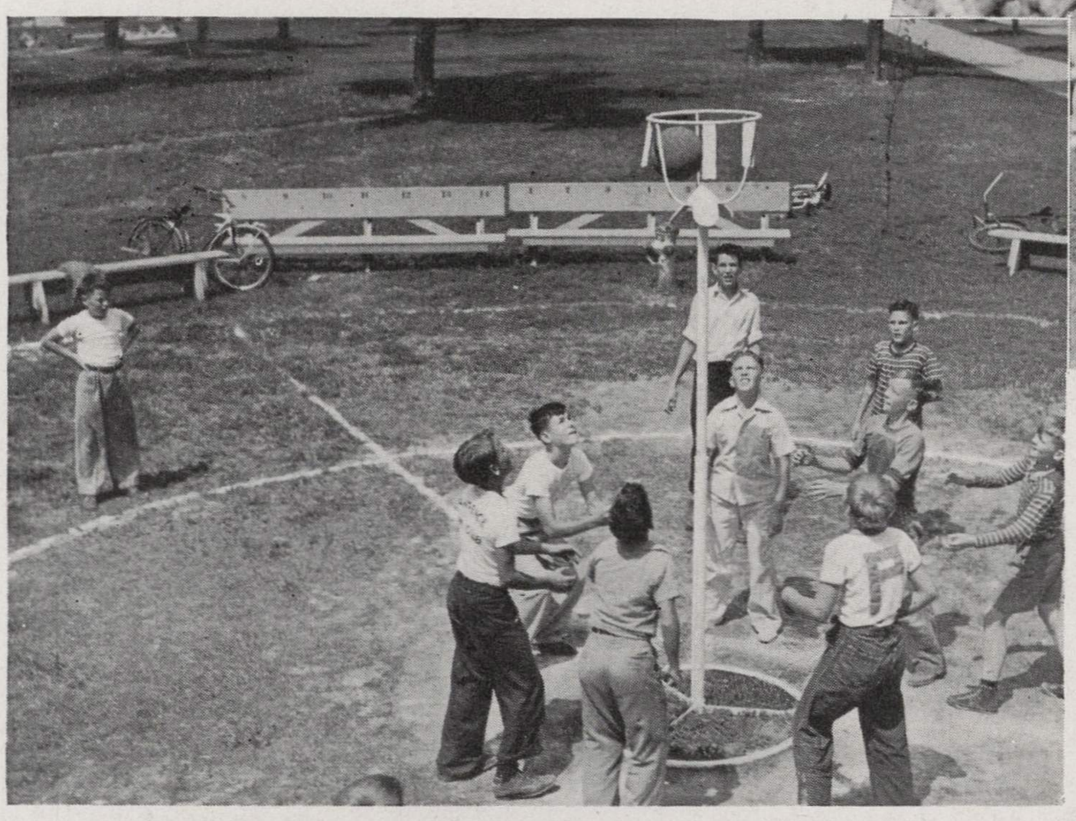
Manufacturers of Sport, Health and Recreation Equipment...Since 1873

POTOMAC AND DEKALB STS. » » » ST. LOUIS, MO.

DIAGRAM OF GOAL-HI COURT



Suggested Dimensions may be altered to conform to local space restrictions without sacrifice of fun, interest or exercise value . . .

Goal-Hi may be played as a strictly formal game as provided for in the Official Rules Book — but, as an **informal play-game,** with large teams participating, the value of Goal-Hi indoors in the gymnasium, or out-of-doors on the playground, increases immeasurably . . . .

FOR HEALTH AND
FUN AND EXERCISE
—PLAY GOAL-HI
ALL YEAR 'ROUND...