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FIGHTS ATHLETE'S FOOT

Your Dolge Service Man will gladly help you plan a campaign to combat Athlete's Foot.

A must on any control program is Alta-Co Powder, foot tub fungicide that kills all the different species commonly found in Athlete's Foot. In less than a minute it kills fungi and their hardy spores.

Alta-Co Powder stays stable in solution and does not lose power in storage. Check of the strength can be made at a glance with the inexpensive Alta-Co Tester, and Alta-Co Powder added to compensate for drip-in from showers. It's easy on the towels, too—doesn't damage them.

Dolge has worked with schools and universities throughout the country on preventative plans. Ask your Dolge Service Man to help you—or write today for descriptive booklet on control of Athlete's Foot.

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ALTA-CO POWDER

Texas High School Coaches Association Textbook \$4.00 Volume VI

Lectures given at Texas Coaching School, August 7-11, 1944

Jeff Cravath, University of Southern California—The T Formation

Bobbie Dodd, Georgia Tech—The Single Wing-Back Formation

Del Morgan, Texas Tech—Line Play

Blair Cherry, University of Texas—Backfield Play

Jewell Wallace, High School, San Angelo, Texas—Organization and Handling of High School Football Problems

Stanley Thomas, Sunset High School, Dallas, Texas—Organization and Handling of High School Basketball

Texas High School Coaches Association Textbook, \$5.00

With a supplement of the lectures given at the Tulsa Coaching School, Tulsa, Oklahoma, August 1-4, 1944

Maurice (Skip) Palrang, Boys Town, Nebraska—T Formation

Homer Norton, Texas A. & M.—Double and Triple Wing

J. O. (Buddy) Brothers, University of Tulsa—The Kicking Game

W. S. (Mike) Milligan, University of Tulsa—Line Play

Henry Frnka, University of Tulsa—Tulsa's Offense

Dr. Eugene Lambert, University of Arkansas—Basketball

OTIS COFFEY, Pampa, Texas

The coach is spending his time on the defensive men, primarily instilling in them good defensive teamwork and pointing out constantly the weakness and the strength of the defensive play as it progresses from scrimmage to scrimmage.

The fourth stage five on five (Diagram 4). Here we have the defensive situation as it should be with five offensive men met by five defensive opponents. These game drills follow all former regulations, and should always follow, and never precede those of the first, second and third stages of defensive drill. The five-man defensive teams should have no trouble in stopping their five-man offense in these practice drills. Each of the defensive men specifies a certain opponent for whose movements he will be personally responsible during these regular game situations. These defensive men are taught to slide and trade and switch, so there will be no excuse for permitting an offensive opponent to score because he shook his opponent loose.

The same ratio that has been used in five trials at the basket is used in this drill. The defense should many times shut the offensive team out without a basket because three defensive men played five, heretofore, and it should be an easy matter now to hook up the five defensive men into a well-knit organization that should many times turn the offensive back without a single goal in five trials.

In Diagram 5 the cut-back of the defensive forwards is emphasized. The moment that the ball passes a defensive forward, this player should angle back into the area into which the ball was passed and make a one-two pass near impossible. You will note that the offensive guard is handling the ball, has just passed it to his own right forward, and has cut into the basket for a pass. The cut-back of the defensive forward has thwarted this and the other defensive men have shifted accordingly. This is concerted and intelligent defensive headwork and footwork.

The Practical Uses of the Inside Screen

(Continued from page 17)

there is doubt as to who committed the foul, where both men were in motion, the greater responsibility rests on the screener. A running screen which is a part of the continuity of movement of the offense must be coached to avoid contact because of the danger of fouls and the subsequent danger of the team being thrown off stride. A fast-moving weave will have more contact than one with a more desirable and moderate tempo. The running screen might be described as a mental block in that the defensive player chooses to avoid the path of the screener and thereby avoid the danger of being blocked away from his opponents. The main use of the running screen has been partly explained in this paragraph. Its general aim is to establish a movement of players which improves passing and ball control, thereby increasing the effectiveness of the offense. While the defense is engaged in shifting, scissoring, or avoiding the screen, it is in that specific situation that the offense gains a momentary advantage. This situation opens up passing lanes and cutting lanes that were not present before. In order to

take full advantage of this fleeting opportunity, it is imperative that the players be well schooled in the basic fundamental of ball-handling and passing. Players must be taught expert use of peripheral vision because of the necessity of seeing and recognizing the openings created by the ever-changing positions on defense. These openings occur during the execution of the screen and not afterward, hence the importance of doing two or three things simultaneously. The running-screen game may be a "bull-in-the-China-shop party" or it may be a beautiful exhibition of scientific basketball.

One of the best methods of teaching the running screen is to set up the exact game condition in a five-versus-five drill. Things to be stressed in this drill would be finding the right cadence and tempo for the movement, as well as developing the poise and skills necessary to make the most of the screen opportunities. The illustration at the beginning of this article and Diagram 9 show situations in the execution of the running screen.

Development and Strategy of Team Defense in Basketball

(Continued from page 24)

side. The diagrams show how the defense plays their men as the ball moves around the court.

In Diagram 3, the ball is held by X2. O5, O4 and O2 play their men quite close. O1 plays his man loose and O3 floats well

back toward the keyhole. Thus O3 zones the keyhole and is ready to stop any offensive man who cuts clear into this area. This floater on the weak side is our key man in stopping a particularly dangerous pivot player.