October 2, Luov Mr. Minter E. Brown, Supt. Anthony Public Schools Anthony, Kansas Dear Mr. Brown: Thank you for your letter of September 28, to Dr. Allen advising of your interest in his game "Goal-Hi". We are not quite ready to make shipment of equipment at this writing inasmuch as we are now engaged in tooling up for quantity production of this single piece of apparatus required to play the game. However, we would welcome your order at this time for shipment within the next four to six weeks. You may be interested in knowing that considerable publicity has been scheduled in support of the new game, which appears to be destined to sweep the country as the popular all-season, indoor and outdoor game for boys and girls, and men and women. For example, the Athletic Journal has a large article scheduled for an early issue of that paper, and other publications have requested complete information. Paramount News has taken 1200 ft. of film of the new game, and this news reel is scheduled for release at an early date. By placing your order with us at this time, you would enjoy the distinction of being the first High School in your community - and possibly the first in the United States - to play Goal-Hi. For one of the movable type of official Goal-Hi standards, our No. 907, that is equipped with a circular base and consequently can be rolled from one location to another (used indoor as well as outdoor) and also equipped with the special height adjustment feature that enables the basket to be easily raised or lowered, to 8', 9', or 10' heights, without the use of any tools, we quote you a special net-to-schools price of \$29.50 delivered to your nearest freight station. For Model No. 917, which is identical to the above except that the circular base is eliminated and the pipe upright supporting the basket is fitted with a special base flange for anchoring in concrete (this model is for permanent installation in one out-of-doors location), we quote a net price of \$22.50 delivered to your nearest freight station.