

TABLE III

Compares the Forwards, Centers and Guards in their strenuous activity A -- Individual cases from regular season, a county tournament, State District and State Regional tournaments and B -- those in the State Class "A" tournament of Kansas.

Positions	Number of Player	Quarters				Total for Entire Game
		I	II	III	IV	
A Forwards	24	2' 14.3"	2' 31.4"	2' 25.7"	2' 20"	9' 35.2"
B Forwards	32	2' 8.5"	2' 5.5"	2' 10"	2' 23.8"	8' 44"
A Centers	22	2' 23.8"	2' 23.9"	2' 28.9"	2' 38"	9' 54.6"
B Centers	16	1' 55.9"	1' 50.3"	1' 57.8"	2' 12"	7' 56"
A Guards	23	1' 58.3"	2' 2.8"	2' 14.2"	2' 24.4"	8' 39.7"
B Guards	32	1' 38.5"	1' 34.3"	1' 41.3"	1' 52.3"	6' 46.4"

Brief conclusions from the above findings

1. In high school basketball games as much time is consumed for intermissions and interruptions as for actual play.
2. That high school players' hyper-strenuous activity averages 2 minutes and 1.6 seconds to 2 minutes and 17.2 seconds per quarter. In other words the players' strenuous activity is but  $\frac{1}{4}$  of the actual playing time and only  $\frac{1}{8}$  of the total elapsed time of the game.
3. In conclusion this writer does not believe that the average high school player is hurt physically where he must pass an examination by a physician before he can participate in athletic contests, mainly in basketball with the elimination of the center jump.