"THE TRIC OF BASKETBALL"

ANNX: Tonight, The Department of Physical Education of the University of Kansas, with the cooperation of the K-Club, brings you the dramatized story of basketball, as told by its inventor, Dr. James Naismith, of the University. Characters in the dramatic scenes will be portrayed by members of the K-Club, the organization of lettermen of the athletic department.

MUSIC: NBC 209 E FADE

ANNX: And here is your narrator, Dr. Naismith, inventor of basketball.

NARRATOR: Good evening, friends. We are going to re-create a few scenes from the history of basketball, showing its development from a YMCA sport to a world-wide popular form of recreation. The story of basketball goes back to the fall of 1891.

Springfield, Mass. (START FADING) At a faculty meeting, Dr. Gulick, the director of the college, is speaking.

GULICK: (Fading in) Gentlemen.....It is a serious problem which we face! We're getting nowhere, now that the football season is over. (Murmur of voices)

VOICE 1: Dr. Gulick....We've tried our level best! The mob of boys
you assigned us is the most unruly group I've ever seen.

The whole point of our trouble is....They've gotten fed up
with continual gymnastics during the cold season. It's too
long a time between football and baseball periods. And we
have no suitable indoor sport.

VOICE 2: Mr. Williams is right, doctor. We've tried indoor football, but it's not practical. It's too rough. And the football boys don't go for the lighter games...Like lacrosse..and soccer: They're losing interest.

GULICK: (Quiets undertone with gavel) Well...Gentlemen...Bear with it a while longer, please! Meanwhile, I've an idea that might be developed. (Pause) If there's no other business, we'll adjourn the meeting until next week. (Noise) Mr.

Naismith..If you have a moment, I'd like to speak with you.

NAI: Why, certainly, sir. (Noise Fades)

GULICK: Jim I'm going to assign that class of boys to you.

You've been pretty good at devising new forms of recreation.

NAI: Well, sir.... I don't know how well I'd be able to handle