

Dr. Forrest C. Allen  
University of Kansas  
Lawrence, Kansas

June 27, 1941

Mr. John E. Blackstone  
Captain, Infantry  
3rd Division, Morale Officer  
Hunter Liggett Military Reservation  
APO #3, King City, California

Dear Captain Blackstone:-

Your inquiry of June 17 in which you requested the official rules for the game Goal-Hi has been directed to our attention by Dr. Forrest C. Allen of the University of Kansas, and under separate cover we will forward the Official Goal-Hi Rules Book and the modified Goal-Hi Rules folder accompanied by our catalog illustrating, pricing and describing this type of equipment.

Goal-Hi is a mass play-game that is very similar in nature to Basketball and allows for mass play because of the fact that it is played on a circular court varied dimensions around a single standard or basket. No special ball is required to play Goal-Hi any regulation basketball may be used. The same piece of equipment may be used both indoors and out-of-doors because the standard is equipped with a circular iron base which enables it to be readily moved from place to place.

Since the game Goal-Hi has been on the market, thousands of standards have been sold to high schools, and colleges throughout the United States and with the initiation of our present defense program, Goal-Hi equipment has found a definite place for itself in army and navy recreation programs.

As Dr. Allen pointed out in his letter of the 25th. Several Goal-Hi standards were sent to the naval air training station at Pensacola, and were given immediate approval by Gene Tunney. We feel sure that Goal-Hi will fit very nicely into your camp athletic program and we would of course be very glad to place your order for this equipment.

We also manufacture other items of athletic, recreational, and health equipment and if you would be interested in receiving our general literature on these items we would be glad to forward the same at your request.

Yours very truly,

FRED MEDART MANUFACTURING CO.

F. Medart:rls

Merchandising Division