

BOARD OF EDUCATION

CLEVELAND, OHIO

DEPARTMENT
OF
INSTRUCTION

October 3, 1938

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

Dear Phog:

At our basketball rules interpretation meetings held at Cleveland and McDonald, we have had coaches, officials, directors of programs (like St. John and Meanwell), and just straight-forward rules interpretation meetings carried on by local officials and coaches. For this year, we would like to attempt to have something else developed in our meetings.

We would like to get hold of an official who knows the rules and enforces them properly, but who at the same time would be willing to discuss, from the officials' standpoint, the ethical situations surrounding the basketball game. By that, I mean this. What types and kinds of reactions should the players have, in order that the basketball game may go forward with the least amount of interference? How and why should the coaches act in certain cases, and possibly lastly, what can be done to control spectator participation in the game?

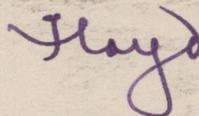
Of late years, one seldom sees anything happen on the floor between players that leads to trouble following games. However, frequently, there is trouble following games, brought about by the over-exuberance of some synthetic alumni of one or the other of the institutions competing.

In other words, I should like to have some one come in who would be thoroughly competent to discuss the ethics of the situation, from a very practical viewpoint. Naturally, we want some one who knows the rules, who can talk well, and who has a good sense of humor. Have you any one in mind who could do this? If you do, I will appreciate receiving his name and address.

At the same time, can you think of any one who has some very recent and good motion pictures on basketball? If you can, I would be glad to be tipped off in that regard.

With personal regards and many thanks for your help, I am

Sincerely yours



Floyd A. Rowe, Directing Supervisor
Bureau of Physical Welfare

FAR:McG