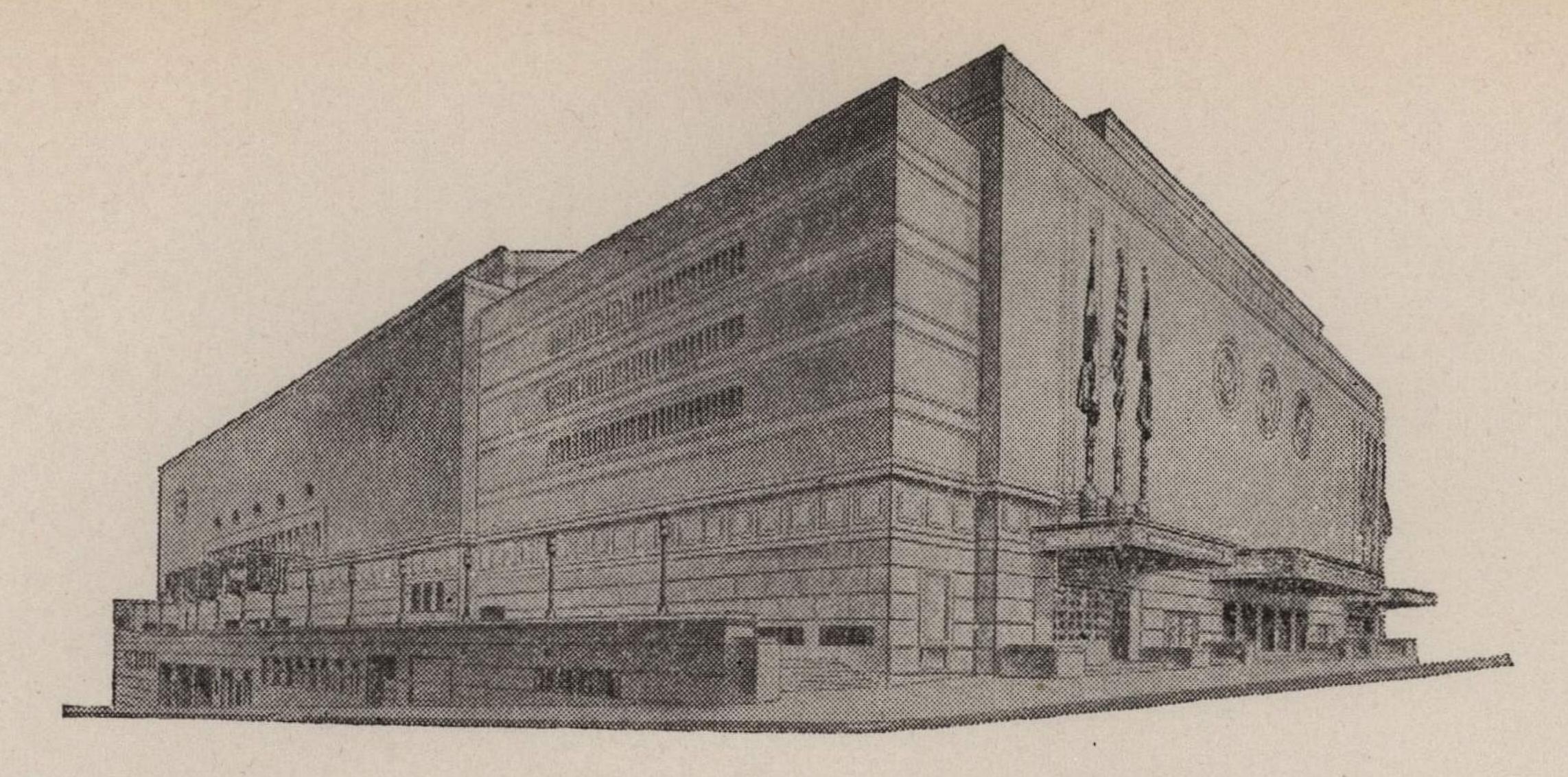
FRED G. BUFFE
Chairman
JOHN C. GROVER
Vice-Chairman
H. E. BONING, JR.
Secretary
BARNEY L. ALLIS
HARRY M. GAMBREL
R. CROSBY KEMPER
FRED M. LEE
DORMAN H. O'LEARY
HARRY H. WELSH, JR.



MAIN ARENA
12,000 seating capacity

MUSIC HALL
2,572 seating capacity

LITTLE THEATRE
600 seating capacity

EXHIBITION HALL
120,000 square feet

COMMITTEE ROOMS (23)
seating capacities 25 to 500

MUNICIPAL AUDITORIUM

KANSAS CITY, MISSOURI

LOUIS G. LOWER, Director C. B. HOFF, Ass't Director

January 20,1943.

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

Dear "Phog":

Several weeks ago you advised me it would be necessary for K.U. to play the Great Lakes Basketball team as the first game on the night of January 30th in order to permit the Great Lakes team to catch a train by ll:p.m. for Chicago. I am quite sure that this arrangement would result in a considerable loss at the Box Office since this game will be the feature game that evening and our basketball fans are in the habit of getting here to see about half of the first game and all of the last game. Since gas rationing many of our fans are still attending the games, but they use a somewhat slower mode of transportation.

I have called the Santa Fe office and have learned from them that the train that is scheduled to leave at 11:p.m. but has not left Kansas City during the past two weeks earlier than midnight and in some cases 1:A.M. Certainly, it is unlikely that railroad schedules will be improved; as a matter of fact, they are getting worse due to the increasing number of people that they are asked to handle and a volume of baggage.

The second game of this double header can be finished by 10:45 at the latest and if we have cabs ready to take the Great Lakes Team to the station they should be able to make it in plenty of time to catch their train. Would you feel like passing this information on to the Great Lakes coach with the suggestion that the games be reversed on the evening of January 30th.

Sincerely yours,

Louis G. Lower, Director.

LGL: EH

