

basketball *'70*

A BEHAVIOR MODIFICATION PROGRAM

PALAMA SETTLEMENT
810 N. VINEYARD BLVD.
HONOLULU, HAWAII 96817

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BASKETBALL '70

GOAL: To elevate each individual's skill one stanine level in his weakest area of academic achievement.

METHOD: Operant psychology.

Basketball is the reward.

Basketball practice has a requisite of twenty points each day.

Participants are pre-tested [using the Metropolitan Achievement Test (MAT)], to determine actual achievement levels.

Contingency managers (moderators), after assessing test scores and other pertinent data (behavioral needs, etc.), design schedules (menus) for each individual whereby he can obtain his points.

Points are given in high value, relative to the target--that is, an arithmetic weakness would produce high point value for work done in arithmetic, etc.

Work to earn points is designed and furnished by the Settlement.

Completion of the work is left to the participant's discretion. He may complete work at home, at the Settlement-maintained study hall, or at any place and time of his choice.

Rate of point-earning is optional. (He may earn 100 points at one study session, or twenty points each day for five days, or any other way he chooses.) But, he must have twenty points each day to practice.

At the conclusion of the project, a post-test [MAT] will be given, and the results compared with pre-test scores.

Family visits will be made to each participant's home.

Parents will be encouraged to actively participate, sharing training table rotation (food preparation), Booster Club participation, etc.

At the conclusion of the project, team awards will be presented, and the special honors, including "Mr. Basketball", will be announced.

STAFFING

Project Director.....Kenneth Ling
Project Designer.....Earlene Chambers
Behavior Modification Consultant.....Bob Omura
Social Welfare Development
and Research Institute
University of Hawaii
Learning Engineers: Ed Lau
Joyce Tanji
Contingency Managers: Dorothy Kim
Karel Ling
John Sharp
Ray Tanaka
Joyce Tanji
Karen West
Family Workers: Dorothy Kim
Karel Ling
Joyce Tanji
Bantam Head Coach.....Emory Holmes
Midget Team "A" Head Coach.....Ron Packer
Midget Team "B" Head Coach.....George Kim
Midget Team "B" Assistant Coach.....Leroy Piiohia
Cheerleading Coach.....Karel Ling
Pep Squad Coach.....Karen West
Training Table Coordinator.....Dorothy Kim
Training Table Consultant.....Kiyo Shishido
Training Table Staff: Bertha Maunupau
Rosalind Nakagawa
Violet Piiohia

BASKETBALL '70

THE GOAL: To increase each individual's skill one stanine level in his weakest area of academic achievement.

THE METHOD: Operant psychology.

THE REWARD: Basketball.

Another of the behavior Modification projects using operant psychology and the privilege of playing on a Palama Settlement team, Basketball '70, completed in mid-March, provided the most encouraging results of all the project series to date.

This program, ten weeks in duration, included thirty-nine (39) boys, ten to fifteen years of age, and fourteen (14) girls of the same age. A pre- and post-project testing of each participant, using the Metropolitan Achievement Test, was performed. The target for change was the basic academic skill in which the child scored his lowest achievement mark.

Staff personnel served as contingency managers for about eight youngsters each. The learning menus were made by the managers weekly, after consultation with the player, the learning engineers, and other staff. Points were assigned to the work according to the degree of difficulty of the skill to the person who was to accomplish the work, (as is done in scoring diving performance).

Each person was required to have twenty points per day to practice.

All work that could be done to earn points was prepared at the Settlement.

A minimum of 90% correct was required of all work before it could earn points.

A study hall was maintained at the Settlement three days a week, where work could be accomplished, but at which attendance was optional.

All participants were required to attend a training table session where high-protein dinner meals were served five days a week. The food preparation was done solely by volunteers--mostly parents and staff. Much support was given by private businessmen, who contributed many of the needed food supplies.

A contract agreeing to undergo the project until its completion, was signed by each team member.

Family visits were made to each home for the purpose of explaining the project to parents and encouraging their help.

The goal of the project was to increase the skill of each person in his weakest academic skill area.

Anti-social (deviant) behavior was reduced to a minimum. There were no police arrests during the project, although instances of curfew violation, fume-sniffing, etc., were prevalent in the histories of the participants.

It appears more certain that one common denominator for acceptable social behavior is the ability to perform adequately academically. Perhaps, the human dignity issue of self-esteem is the key here, and to the youngsters' success on the courts--Palama's Bantam team surged through the season, undefeated and untied, to capture the Oahu Pop Warner Basketball Championship.

BASKETBALL '70 ACADEMIC ACHIEVEMENT

In the following data, a stanine level of "5" indicates that the person is achieving at the average, required capacity for his age and grade level.

The aggregate stanine scores obtained in the first testing reveal that: (1) 92% of these youngsters were underachieving; and (2) only 8% were achieving at grade level.

The aggregate stanine scores obtained in the second testing (after ten weeks in the project), showed 83% underachieving and 17% achieving at grade level.

In the target skill (the weakest skill area), 72% of the participants increased their ability and knowledge an average of 1.4 stanine levels each.

Identity Of Child	Aggregate Stanines <u>1</u>	Aggregate Stanines <u>2</u>	Subject Attacked	Stanine Scores Obtained On Pre-Test	Stanine Scores Obtained On Post-Test	Achievement
1	1.6	2.3	Science	1.0	2.0	1.0
2	3.5	5.6	Science	2.5	7.0	4.5
3	1.6	2.7	English	1.2	2.7	1.5
4	4.8	4.9	Math	4.0	4.5	.5
5	4.2	4.2	Math	3.0	3.0	-
6	2.6	3.2	Science	2.0	4.0	2.0
7	5.0	5.2	Math	2.0	4.0	2.0
8	3.2					
9	8.2	8.9	Math	7.0	8.5	1.5
10	3.4	3.5	Math	2.0	3.0	1.0
11	3.8	4.5	Science	3.0	3.0	-
12	5.7	5.7	Social Studies	5.5	6.0	.5
13	4.7	5.1	Math	3.5	4.0	.5
14	3.0					
15	1.7	2.2	Math	1.0	1.0	-
16	4.1	4.1	Math	3.0	3.0	-
17			Social Studies	3.9	5.8	1.7
18	6.0	6.6	Math	4.0	6.0	2.0
19	4.3	5.0	Social Studies	4.0	5.0	1.0
20	2.4	2.4	Math	1.5	1.5	-
21	2.5	2.6	Math	1.0	1.5	.5

<u>Identity Of Child</u>	<u>Aggregate Stanines ₁</u>	<u>Aggregate Stanines ₂</u>	<u>Subject Attacked</u>	<u>Stanine Scores Obtained On Pre-Test</u>	<u>Stanine Scores Obtained On Post-Test</u>	<u>Achievement</u>
22	3.2	3.6	Math	2.5	4.0	1.5
23	3.5	4.3	Math	2.0	3.5	1.5
24	2.3	3.2	Science	1.0	5.0	4.0
25	5.5		Social Studies	4.0	6.0	2.0
26	5.5		Social Studies	3.0	6.7	3.7
27	4.7	4.9	Math	4.0	4.5	.5
28	3.8	4.3	Math	3.0	4.0	1.0
29	4.1	4.8	Science	3.0	5.0	2.0
30	4.1	4.8	Science	2.0	4.0	2.0
31	1.6	1.6	Math	.5	2.0	1.5
32						
33	2.4	2.4	Math	1.0	1.0	-
34	3.2	4.6	English	2.8	3.8	1.0
35	2.6	2.6	Math	1.0	2.5	1.5
36	4.0	4.6	Social Studies	2.0	5.5	3.5
37	2.9	4.1	Social Studies	2.3	4.3	2.0
38	3.9	4.3	Math	2.5	5.0	2.5
39	2.1	2.1	Math	1.0	1.0	-
40	3.7	3.7	Math	2.0	2.0	-
41	4.4	5.3	Math	2.0	3.5	1.5
42	2.4	2.9	Science	1.0	2.0	1.0
43	3.6	5.2	Social Studies	3.0	5.0	2.0
44	3.1	4.2	Math	2.5	4.0	1.5
45	2.4	2.4	Math	1.0	1.0	-
46	.6	1.4	Math	.5	.5	-
47	2.4	4.2	Science	2.5	5.0	2.5
48	2.8	2.8	Math	1.5	1.5	-
49	2.1	3.2	Math	1.0	3.0	2.0
50	2.1	2.1	Math	1.5	1.5	-

₁ Aggregate stanine scores obtained on pre-test.

₂ Aggregate stanine scores obtained on post-test.

...THE GAME...THE SEASON...THE BOYS...THE MEN...

as seen through the eyes of Bantam Head Coach Emory Holmes

PRE-SEASON

1. THE PRACTICES AT FIVE

THE BOYSANDGIRLS CAME QUICKLY AFTER SCHOOL.

STANDING IN KNOTS WITH BOOKS AND CUTTLEFISH BAGS,
THEY WOULD TALK AND WALK AND PAUSE,
EATING AS THEY PASSED AND PAUSED AWAY.

THE BOYS WOULD CROUCH LIKE CATS BEHIND THE SMACK AND KNOCKING
GAMEROOM BALLS AND,
SMIRKANDSNARL AND,
GOSSIP LIKE THE GIRLS AND,
DRAG THEIR STUFFY SHIRTTAILS OUT, OR PUFF
ON CIGARETTES AND COUGH
AND CURSE AND ALUGH AND STAGGER FROM THEIR JOKES
AND SIT AND BROOD AND WAIT AND WATCH
EACH OTHER AND THE GIRLS.

THE PRACTICE WAS AT FIVE.

* * *

The season began with the last two-and-a-half weeks of January. The bulk of this period was consumed in practice; we were to play one game.

There was a new headcoach--Emory Holmes, the former Midget coach--and new teamfaces. The first days were spent adjusting to the coach's peculiar ways and style. Many decided their talents could be better spent elsewhere.

The coach was not confident, and Athletic Director Kenneth Ling supplemented his occasional depressions with peptalks and coachingbooks with a modicum of success. The coach entered the season still shy in confidence but, on the whole, well-read.

* * *

THE SEASON

2. THE TWO'S AND THREE'S

The boys would come to practice an hour or so early. Some, who had already distinguished themselves in style and nickname, and faces and friends, would stand in crowds of two's and three's and speak on sports and school and laugh and walk outside and talk awhile or play ping-pong and comebackin and split in teams and quicklyplayagame--then, laugh and walk around and shoot some hoops and taunt the girls and take a drink or shoot somemore and laugh and wait for practicetime to start.

3. THE SHADOWS IN THE GYM

SOME OTHERS FROM THE PRIVATE SCHOOLS--OR WAYS--
WOULD COME ALONE, OR LATE
AND DRAG THEIR HEADS AND RARELY SMILE
AND SIT WITH SHADOWS IN THE GYM
AND READ AND RUB THEIR PALMS AND EYES
AS THEY WATCHED THE GIRLS AND WAITED
FOR THE PRACTICETIME TO START.

4. THE PAPER BLOWAWAY

We began the season with twenty athletes--on paper--who, with their papers, blew away, leaving us with twelve: Nick "Nickie" Arato, Dean Asao, Jeff "Buffy" Guerrero, James Hernandez, Henry Huihui, Darcy Inafuku, Waynard Irebaria, George Kim, Randy Nakagawa, Gary Nihipali, Greg Raguindin and Vernon Valeros.

* * *

Each practice was similar to its precedent, varying only in intensity and duration, but with special consideration to the strength of opposition. We employed a fastbreak, a press, full court and half court and some set plays, numbered one to five and called by numbers; however, as the season progressed, we found the creative "give and go's" more successful.

The boys loved to work; it made their victories sweeter.

* * *

...uh...uh...

Okay...okay...Let's take about five laps while Untak decides if he's sleepy or not, and you'd better be first, Untak!... Come on, Darcy; I know how fast you are...You too, Nickie... I thought you wanted to start--guess you were joking, huh?... James! I'm ashamed of you. I know what you can do...I'm watching you too, Dean, and I know your name now so you can't get away with a thing anymore...You too, Mr. Greg Raguindin... And George, if you don't get to the front'a that line, we'll take about twelve more, how's that? You too, Randy, wha'd ya think you are, a movie star or somethin'?...Don't answer that...You'll never get in shape like that, Buff, you'd better catch up with George and 'nem or we'll run about twenty for you...What'da ya think you're looking at, Gary? Remember, I don't want any of my centers to ever come in last. You wouldn't want to embarrass your ol' coach in front'a all these people, would you?...Henry! With those long legs, you should'a finished an hour ago...You guys make me wanna go home an' take a nap! How about two more laps so I won't fall asleep like Untak...Vernon, sit down. I get tired'a watching you lap these cats...Untak, George, remember, I want you guys one-two.

These monologues were very frequent and were a measure of team attitudes. The coach noticed that at the beginning of the season the more insecure, reluctant athletes would clump into lots at the end of the line during laps. The front of the line was usually laden with leaders and stars who would spin around the court with their eyes on their futures and coach. Each employed peculiarities, adjusting both pace and place to aptitudes and expectations.

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Greg. Latestarter. Began the season slight of stature and confidence and would run deep at the end of the pack with his head down and his eyes bent low and anxious. Started to increase his speed and pride as the season progressed, and he would lace through the shuffling groups of feet with his eyes and his face flushed fresh and laughing. A BUILDER AND A NATION.

Nickie. A self-styled trackman, would run alone and often last. His face was grave as if in anguish and his voice he lowered into a hush. He began behind and grasped the lead, gaining for himself a new face and string. A lover and THE THINKER.

Dean. The pouting, growling, ancient-looking child. Would lope in last with his forehead pinched into a scowl and his teeth girt into a wide rounded flashing chain. Would take-his-time and talkback sneering, laughing. Began to quicken his pace and smiles, his jeers and jokes and laughter. He began to try. He began to blossom and revive. THE QUESTER AND THE KNOWER.

Darcy. THE FOOTBALL PLAYER. The clumsy, feigning, needing child. Alone in a crowd of semi-friends and strangers. An outside friend of some. A mirror for the coach. A DOER AND A POUTER, too young among the youthful and angry, he would run in the lead with his football laurels and grins, but gradually decreased speed and interest. He viewed the coach as a stumblingblock; was often correct. Towards the season's end, he would fight for the lead and his pride. The pressure and the people.

Untak. The silent, whispering, sulking boy. Disliked the coach and his style. Very aware of his ability--unaware of his potential. Would pace his running for a lark. A gem. Allowed the coach to see his burst of smile and awesome skills. A young friend. THE LAUGHER.

James. The loner. A child of streets and hungers. A frightened orphan gypsy. A hapless Job of colors. A treasure and a sorrow. THE NEEDER. A failure of the dumbcoach with his weakness and his sports. THE REACHER.

- Vernon. A Spartan for Hawaii. A seldom-ever loser. An always for the target. The drowning ghetto victim. A giant on his haunches, he would run among the leaders. THE HERO.
- Buffy. The athlete. A performer. His baskets were for reasons. His running was a mission. His talents are a river. He would run according to the number of times his name was called. Someone to be depended on. THE RISER.
- Randy. A tortoise in a world of hares. A sun among mountains. (His needs escape counting.) He would run with his eyes upon the gymroof, finishing almost always, deadcenter. A genius. THE CARRIER OF POWERS.
- George. The leader. A conqueror in crisis. A bird of speedandpromise. Confident of his skill, towards season-end, he would often place dead last and laughing. A prophet. THE PROVER AND THE PULSEBEAT.
- Gary. A vital worker. The center and the pivot. A danger from the outside. This cautious Kam School prospect would glide from front to last and finish where he wished. THE TEACHER. A good soul.
- Henry. Easyrider. Crowd impressor. He is a fury, asleep. A boy of pride and shadows. Would run for angerandlove and finish where he would. A prisoner in your shackles, with his eyes upon the clock. THE BLEEDER.

* * *

Beautiful...Beautiful...Woke me right up...Aw'right now.
Aw'right...You guys tired now?

...uh...NO...
No...
...Yeah...
NO!...

...Wha'zat? WHO SAID 'YEAH'?

George Kim then slowly slipped his fingers on the sky.

...uh...I did.

The other boys, breathing noisily, bent their eyes on George in shock.

Sooo, you say you're tired...huh? Well, just for that, gi'me...uh...gi'me...Everybody, SID'DOWN!
TAK'A REST...

* * *

Practices usually lasted one hour and fifteen minutes, starting each afternoon at 4:45 and lasting, sometimes, somewhere around 6:00. The boys were inexhaustible workers. Insatiable listeners and learners. Improvers.

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The Bantams played eight games, all of which they won, and one post-season game, which they lost. The depth in the squad was amazing. The coach would substitute his men five at a time. Each was a champion. Shocking speed, point-blank accuracy and an impenetrable defense were trademarks.

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II. NIGHTGAMES

PRE-GAMES

1. THE CATHOLICS AND THE MASS

Each game began with a brief warm-up session. The boys would arrive with their long pants on and in their school shirts and their dress shirts, smiling. The coach would gather them where they could be found and herd them with their stuff (the game socks and the tennies), onto the outside court where they would coast into the johns and tear their street clothes off and, coming out in groups, they'd shoot around and talk and joke and boast of how they each could win the nearing game without their laughing, bragging teammates OR the coach.

CONCENTRATE, the coach would say, his fingers cupped around his mouth, AND DON'T GET BIG HEAD, 'EH?

The warm-ups were usually of 15 to 20 minutes' duration, after which the boys and balls and coach would stroll to the gym like catholics to their mass.

GAMETIME

2. THE PLAYSANDNAMES

Within a twisting wall of feet, flipflop and squealing on the court, the Bantams reeled beneath the heat of gametime--gleaming in white shorts and, at the sametime, tossing up their arms to hide the basket's red rust rim and stun their foes with fearanddoubt. They pushed their fingers on the sky and barked their several playsandnames and flooded all the gym in shouts.

3. THE NERVOUS BENCH ABOVE

They'd whizz like seagulls on the fly to reach a parent's fondling stare and, goodfriends beaming from the stands beside their teammates' nervous bench, above the blind ref's ugly eyes and, the smallkids giggling at themselves. Their sweat they bartered for the care that drifted on them like a rain.

4. THE LIVES AROUND

With speed and care, they'd move to reach some mystic footfelt mark and pause. Their eyes in circles like the hoop and, brows in ripples like their shirts, with deepbreaths floating on the score beside the stands' low, wilting hum. The lives around them in a haze, their young hearts rapping in the voice that called out symbols, brash and clear, the voice a rapture on their minds, their minds in vaults with hopeandfear, the vaults a tempest and a doubt, but, the, at last, the feel is right and the ball is balanced on the whim and the leather answers to the tips and dives off graceful with the air as the crowd leaps, blessing it in flight with its easy arc-ing to the rim, and they watch its spinning, blurring curves as it hushes the basket in a "swish".

* * *

HALF-TIME

The boys would circle, as a team, on the farside of the gym.

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Now listen: you guys're blowin' my mind...Randy, take that shot more--that cat can't cover you under th' rim; you're too fast for him--and watch your fouls...Buffy, use your bankshot and hook--you're dangerous with those shots...

Good defense, Gary, but remember...the hook and, Gary, take the shot! Great job, Untak, that's a way ta hustle. Keep it up, that's what I wanna see from you guards...Okay, Vernon? You've got to work the ball more to the left--we never go to the left, every team inna league knows it... And take your shot from the top of the key--you can sink it, man, you can sink it...

Nick, what's wrong out there? You tired?...you tired, Nick?... Come on, Nick, we need you at your best...Greg, there are four--count'em--four other people on the team; try pass'em the ball sometimes...okay? But don't stop shooting, and keep that hustle up...

Darcy, this is not the Heavyweight Championship...this is basketball, and we don't need anymore fouls from you and, Darcy... try shoot some, huh?...Gary, Buffy and Henry!!! Get the rebound, so we might as well have target practice...

Henry! You've just gotta be more aggressive on those boards. They should never get a rebound. That cat can't jump over your kneecaps; and will ya take the shot? You should be dunkin'...

James, relax, you're trying too hard...relax, concentrate, and what are ya afraid of? That basket won't bite. Take the shot, it's free. We need ya, James...

Okay, Dean, you're hot tonight and really hustling out there; now you know you can hit...How about scoring about 50, huh?...

Now, George, I want you starting our the second half at the top. Now I want you to make sure everyone gets a shot and that the big men get the ball and don't let 'em get lazy or I'm takin' you out, okay?...

Hey, you guys! Call some plays, huh? And talk it up!

Okay, George, now you know you can hit, so take it when you feel it...okay...any questions?...Okay. The same team that started except, Dean, I want you playing that rightside forward...any questions?...How'da you guys feel?

...good...

...good...

Okay...okay. Now, remember, the team that wants it here (tapping his head), gets it, okay? Now remember, James, Darcy, Randy, youguys, NO MORE FOULS. Now, go to the half court press, to see what they do; and if ya get tired, you're comin' out, understand? You know how hard it is to sit on the bench, so give your teammates a chance to play some...OK? OK?... EVERYBODYIN!!! (Thirteen hands convene into one thick-handed hub.) Gooooooooooooo Palama--OK, le's go!

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During these military half-time,talks, the boys would share their attentions with the ground, the stands (cheerleaders), and coach. They'd watch the girls like the fox watched grapes, their mouths in slack from the spell, their tennies digging at the court, with every tongue confused, asleep, and longing.

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5. THE KITTENS AND THEIR COURT

THE GIRLS WOULD SLINK LIKE KITTENS ON
THE COURT WITH ALL THEIR LURES AND SHYNESS
OUT. THEY'D WAVE THEIR POMPOMS, LIKE A WAND OR
SEA, IN BUSHY CIRCLES ALL AROUND AND
LEAN THEIR FACES IN THEIR RANKS AND MARCH
ACCORDING TO THE BEAT, THEIR SLENDER BODIES
IN THE LINES WITH BLUSHING FACES. PALAMA
LADIES, THEY'D MOVE ON MUSIC AND A MAT AND
MAKE THE CROWDS SIT STILL AND PLEASED AND
THE BOYS WOULD WATCH WITH THEIR SECRETE EYES AND
WITH IMPLIED ALOOFNESS, CONFINED AND TEASED.

6. THE HONOR OF THE GAME

The second half is where the boys would shine. They'd blend their faces in a group and bind their minds on one grave thought and then coaxing eachother with their words, they'd clap their hands at brave cliches (retold so often at the gym), and then the first-team, hot and fresh, would crack the clamor with their frowns and take the court with deep resolve and with their tennies tapping like a heart, all their faces searching for the ref's, and fingers shaking at the hands of foes, in honor of the game...Then, back again above the shouts with muscles leaning in a stance, the five would await the ref's quick pitch as the crowds united into a gasp and the ball was pressed upon the sky with footfalls clattering through they gym.

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KAHALUU - 27

Good game. Exceptional speedandhustle. Half court press.
High scorers: Gary, 10; Randy, 9. PALAMA - 36.

MOILIILI - 35

Emotional and exciting game for three quarters. Irate Moiliili fan threatened scorekeeper with her wrath and parasol; another fan challenged the Palama coach. High scorer: Randy, 14. PALAMA - 43.

KAINALU - 41

First use of full court press. Quick game. Palama out ran 'em. Big men shine. Top scorers: Gary, 14; Buffy, 12; Randy, 11. PALAMA - 46.

KAIMUKI - 33

Excellent game. Kaimuki previously undefeated. Full and half court press. Palama clicked after a slow start. Top scorers: Buffy, 10; Randy, 8; George, 8; Vernon, 8. PALAMA - 41.

McCULLY - 33

Palama ice cold. Drastic case of underestimation. A cliff-hanger, big-headed from Kaimuki, Palama almost got their just desserts from this "junk?" team. High scorer: Randy, 11. PALAMA - 36.

PUNCHEOWL - 43

Near-perfect game; few mistakes. Too much speed and a defense like a vice destroyed a crumbling Punchbowl team. No contest; a sad game. High scorers: Vernon, 17; Randy, 13; Buffy, 12; Untak, 12; George, 8; Gary, 7. PALAMA - 76.

KANEOHE - 29

Grudge game. Unbelievable efforts. Tremendous hustle. Littlemen superb. An impenetrable, awesome, crippling defense. (No points scored by opposition in the whole third quarter and two minutes into the fourth.) Fastbreak, the speed's a light. Game of our season. Top scorers: Randy, 16; George, 9. PALAMA - 46.

ALIAMANU - 33

Top scorers: Vernon, 11; Randy, 9; Untak, 8; Gary, 8. PALAMA - 41.

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7. ONE-MAN DRAMA

...And with the smiles of eyes upon them and the swooning crowds around them, with the cheering girls and pompoms and the urgent bench and players and the scoreboard's yellow colors, with swishing balls and buzzers and dribbling guards and forwards shouting:

"ONE" and
 "TWO" and
 "HANDSUP" as they rushed and passed
 and pressed them, they would hustle, shout and volley
 like one man instead of many, and the coach would
 smile in silence with his team, and men upon it--
 but their futures is the drama...and the game...
 Can you see the boys within them?

8. JESUSCHRIST, WHAT'D YA THINK?

The coach would stride barefooted onto the brightwood squeaking court with his face down and his blacktrunks on. At midcourt, he would lift his head...

...BANTAMSUP! he'd shout, and the gym would quake with the slapping rush of shoesandfeet and he would swing his fingers out shouting-----COUNT'EM! and the boys would pause, then fly like cannonballs around the court with their tennies clapping like thunder and the gymfloor slapping like a drum.

They would end their laps (usually four) with their heads leaning as if in prayer and their chests drumming and their mouths shifting in low and breathless wafts of psalms.

GI'ME...uh...THREE LINES

and the hands would sail up with twelve voices asserting loudly:

Here's one! Behind George, Darcy! STRAIGHTENUP, you guys! Gi'me th' ball, Dean! Hurry up, you guys!

O.K....DRIBBLING. BOTH HANDS, REMEMBER...

and they would roar down the court like rabbits flushed and gunned, with their eyes tense and hostile and their brows wrinkled gravely as their teammates praised and pleaded.

Thats'a way, Vernon, both hands, both hands...

Thats'a way, Gary...Run...

Hurry up, Randy. Thats'a way...

PAU...Against the wall...GI'ME THREE LINES, the coach would shriek, his fingers stabbing in the air, and the boys would press into lines with huffs and sighs and smiles convening into gasps of happywoe.

JESUSCHRIST, WHAT'D YA THINK THIS IS, UNTAK? YOU MUST BE SLEEPY...YOU SLEEPY, UNTAK?

BANTAMS' WIN-LOSS GAME RECORD

1970 SEASON

	<u>Palama's Score</u>	<u>Opponent's Score</u>
Palama versus Kahaluu	36	27
Palama versus Moiliili	43	35
Palama versus Kainalu	46	41
Palama versus Kaimuki	41	33
Palama versus McCully	36	33
Palama versus Punchbowl	76	43
Palama versus Kaneche	46	29
Palama versus Aliamanu	41	33

MIDGET "A" TEAM'S WIN-LOSS GAME RECORD

1970 SEASON

<u>Game</u>	<u>Palama's Score</u>	<u>Opponent's Score</u>
Palama versus Kapiolani	28	26
Palama versus Kainalu	24	15
Palama versus Pearl City	39	17
Palama versus Kaimuki	24	11
Palama versus Kahaluu	27	25
Palama versus Moanalua	29	38
Palama versus Kapahulu	20	27

MIDGET "B" TEAM'S WIN-LOSS GAME RECORD

1970 SEASON

<u>Game</u>	<u>Palama's Score</u>	<u>Opponent's Score</u>
Palama versus Kalakaua	25	39
Palama versus Moiliili	33	21
Palama versus Waianae	14	30
Palama versus Kapiolani	26	17
Palama versus Aiea	26	42
Palama versus Aliamanu	21	29
Palama versus Kahaluu	31	11

THE BANTAMS' MAUI TRIP

In keeping with the guidelines of "Basketball '70", the Bantam "Scorpions", along with the cheerleading squad, engaged in a game on Maui with Baldwin High School's Junior Varsity team.

The "Scorpions" upheld their fine playing although going down to defeat.

The trip in itself was a rewarding experience and provided the youngsters an opportunity to see that the hard work that they had gone through during the season was both rewarding and meaningful.

The cooperation of the people on Maui was most encouraging. Our stay in fair Maui was first class. The ability of the youngsters to handle a trip such as this was indeed superb. Moderating their behavior was no problem as leaders in the groups took on the responsibility of caring for one another.

The trip, in my estimation, provided the youngsters a reward which they had earned and also an opportunity to respond to a new environment and experience success.

THE BANQUET

The climactic Banquet for Basketball, 1970, was held at the Ranch House M's, on March 21st. One hundred forty (140) parents, players, staff and volunteers, jammed the Banquet Room for a roaring night of music by the "Classics", buffet-style dinner, and an awards presentation.

The most refreshing and enjoyable program was emceed by Mr. Kenneth Ling. The program consisted of a review of the project, specifically recognizing the kitchen volunteers, awards to the coaches and team members, climaxed by presentations of specific individual awards.

Presentation of awards to the Bantam team was made by Coach Emory Holmes, via a tape recorder. In general, the total program ran more smoothly and was better arranged than in previous years. The usual anti-climactic event of volunteer recognition was switched to the beginning of the program where it should be given full attention to those who deserved it.

In conclusion, a most sincere thanks should be extended to the following people who contributed to the success of our banquet: Mrs. Diana Paekukui, Mrs. Becky Packer, Miss Lyn Hale, Mr. Kenneth Ling, Mrs. Dorothy Kim, Mr. Ray Tanaka and his Classics, and Mr. Jim Swenson.

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Mr. August Yee
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Mr. Cecil Heftel
KGMB-TV

Mr. Stanley Doucette
School Lunch Services
Department of Education

Love's Bakery

Mr. Stanley Onosaki
Star Supermarket

Mr. Ernest Okasaki
Foodland - Kalihi

Mr. Neil Sutherland
Foodland - Kapiolani

Mr. Bob Basso
KHON-TV

Mr. Jim Hackleman
The Honolulu Star-Bulletin

Mr. Rodney Ohira
The Honolulu Star-Bulletin

Mr. Tom Hopkins
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Mr. Norman Hundo
Maui Palms Hotel

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Mr. Norman Asao

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