Athletics.

made but four first downs. State played good fast football. The condition of the field alone prevented State from rolling up twenty points. The line-up was as follows:

STATE. POSITIONS. DICKINSON. Cummingsleft endRaub Arbuthnotleft tackleSeeley, Harman JunkCore		=	
Arbuthnotleft tackleSeeley, Harman JunkCore			
Arbuthnotleft tackleSeeley, Harman JunkCore	Cummings	left end	Raub
JunkCore	Arbuthuot	left tackle	Seeley, Harman
	Junk	left guard	Core
SweetCaptain, Ammerman	Sweet		aptain, Ammerman
DodgeDecker	Dodge	right guard	Decker
SchollSeeley	Scholl	right tackle	Seeley
MilesWilliam	Miles	right end	William
Hewitt, CaptainquarterbackCannon			
Bennett, Dean left half back Stewart	Bennett, Dean	left half back	Stewart
WhitworthShiffer	Whitworth	right half back	Shiffer
SmithCarlan, Stanton	Smith	fullback	Carlan, Stanton
Score-State 12, Dickinson0. Touchdowns-Scholl 2, Smith	Score—State 1	2, Dickinson0. Touchdown	s-Scholl 2, Smith
2. Referee-Young, Cornell. Umpire-Dunbar, Lafayette. Lines-			
men-Ray, Dickinson; Saunders, State.			

State Reserves 11-Lock Haven Normal 0.

On Thanksgiving Day Stitt took his team, the State Reserves, to Lock Haven to play the team from the Lock Haven Normal.

The Normal boys had made quite an improvement in their team work since their appearance here early in the season when they were decisively beaten 39-5.

The State boys put up a good strong game as has been characteristic of them the entire season.

Normal lost the toss and kicked off to the Reserves. Steady plunges by Keefer and Hertzler through the line and a dandy run by Decker carried it to the Normal's twentyfive yard line where they were forced to kick. Though the Lock Haven boys tried hard they could make no impression on the Reserves' line and Robinson punted to Elder on the Reserves' twenty-five yard line. Here Thompson got in a brilliant run. This coupled with several good, gainy line plunges brought the ball nearer the line until Thompson carried it over for a touchdown. The attempt at goal failed, State Reserves 5—Lock Haven Normal 0.