

SOPHS BOW TO ANDOVER—59 TO 0

Men Fight Hard but Experience Favors Academy

Overweight and Outclassed Team Gives Exhibition
of Gameness—Kelley, Warner
and Rogers Star

Outweighed and hopelessly outclassed in every department of the game, Technology Sophomores fell before Andover Academy in the opening Engineer game of the season. The score, 59 to 0, tells its own story of the ease with which the Phillipeans carried the day on Brothers Field. It does not tell how fierce and spirited a fight was made against stupendous odds; how, though lacking much in experience, the men possessed everything in determination and gameness—that willingness to fight with everything in them when fighting was hopeless.

In the backfield Jiggs Rogers, quarterback and acting captain guided his team with credible skill. He did not carry the ball often, but was responsible for many of the Engineer gains. Al Warner, at right half, and A. Kelly, at half and fullback, both did their full share of ground gaining. End runs and line plunges by these two caused more than one Engineer first down. Intercepting a long Andover pass in the third quarter, Warner prevented another touchdown from being added to the Academy score.

On the line, Jewell at right end shone brightest for Tech. He was fast. He failed but once to turn in the end runs that came his way. His tackling was hard. He was a fighter, but all the men were fighters—from end to end. B. Kelly, playing at center for the first time in his life, did credible work.

The Game in Detail
The game was called at 3 o'clock. Technology won the toss and received, Rogers running the ball back to the 45 yard line. Two first downs followed in quick succession, then the Andover line stiffened. Kelly punted, Randall, receiving the ball directly in front of goal, returned the ball to the Andover 35 yard line. Jewell stopped an end run for a 2 yard loss, then Andover punted out of danger. A costly fumble, recovered by Shoop, Andover end, put the Engineers on the defensive on their own 30 yard line. A cross buck that drew the Soph ends in advanced the ball to within 5 yards of the goal. For a few seconds the line stiffened, then Sandberg broke through for the first Andover score. No goal was kicked.

Rogers kicked off. A fumble by Shoop as he was tackled gave Technology the ball in the middle of the field. Three yards were gained through line in as many downs. Phillips, Andover tackle, blocked Kelly's punt, which bounded towards the Engineer goal to be pounced on by an Andover end. Sandberg's 35 yard run around right end resulted in a touchdown. Again no goal was kicked.

Tweedy Makes 65 Yard Run
Tweedy received Technology's kick. Good interference put the Sophomore ends out. After 65 yards of fast running, dodging and twisting, the star Academy fullback crossed the Engineer line for the third Andover tally. This time Parisien kicked goal. Andover kicked. The Sophomores failed to gain. Rogers punted, Andover returning the ball in the middle of the field. End of first quarter. Score: Andover, 19; M.I.T. '26, 0.

Andover twice failed to gain through line. An incomplete pass was followed by a long punt. Rogers caught it on the 15 yard line and was tackled on the spot by the fast Andover ends. Technology immediately punted out of danger. Two long end runs and the Engineer goal. Randall carried the ball over and Andover kicked goal.

Andover Scores Again
Rogers returned Andover's kickoff to the 35 yard line. A fumble gave Andover the ball on the second play. They made one first down. The Technology line stiffened and Andover was twice thrown for a loss. An incomplete pass and an attempt for a field goal gave Technology the ball on their 25 yard line. The Engineers could not gain through line and a blocked kick looked like another touchdown, but an Andover man offside helped keep the score down and gave Technology the ball on their 40 yard line. The Andover line was impregnable. Another blocked punt was fortunately recovered by Welch, left end. The next one succeeded. Andover completed another long pass, Foote to Phillips, that resulted in a touchdown. Foote kicked goal.

Academy Completes Long Pass
Andover kicked. Jewell returning to the 35 yard line. Kelly broke through the line for a first down when the whistle blew. End of half. Score: Andover, 33; M. I. T. '26, 0.

Tweedy kicked for Andover. A fumble gave Andover the ball on Technology's 40 yard line. Another

long pass was completed, advancing the ball 35 yards. The Engineer line held for three downs, but on the fourth Sandberg broke through for another touchdown.

Kelly returned Andover's kick to the middle of the field. Warner went through the Andover line for a first down. After a fumble recovered by Kelly, Technology punted. Andover gained 10 yards on a pass, Randall to MacClellin. Tweedy broke through the line for another first down. After two incomplete passes, a dropkick from the 30 yard line failed and it was Technology's ball on their 20 yard line. They punted and Kelly recovered the ball on an Andover fumble. The third quarter ended with Technology in possession of the ball on the Andover 35 yard line. Score: Andover, 40; M. I. T. '26, 0.

Warner Intercepts Pass

Andover was again penalized for off-side, Technology getting first down. Kelly was thrown for a 10 yard loss. Tech punted, Andover returning to their 30 yard line. An intercepted pass by Warner placed the Engineers 36 yards from the Andover goal. Andover evaded up by intercepting a pass, and started a parade down the field that resulted in another touchdown, Phillips carrying the ball over after catching a long pass from Foote. No goal was kicked.

Andover again kicked, Warner return-

WITH THE SOPHS ON BROTHERS FIELD

Larry Shields, the Penn State miler, was at the game in the capacity of umpire.

The men who played should certainly be praised for the gameness that they showed. They had but few substitutes and men could not be taken out of the game when they should have been.

A. Kelly had to be knocked out three times before he was finally sent to the showers.

Twin brother B. Kelly played center. It was his first try at the position. He went in with but 10 minutes coaching on signals before the game. He did darn well, too.

Andover sure has the aerial game down pat. Six passes were completed, out of about twice that many attempts. Two of these resulted directly in touchdowns.

Page the regular center. Page half the whole team. If the men who doubled-crossed their teammates had showed up Andover would have had a good deal harder fight to win.

At Warner played the last few minutes of the game suffering from concussion. There was nobody to take his place. Two doctors saw him right after game and he is alright now, but can remember nothing of what happened after he was hurt.

The Andover management should be thanked for its generosity. Lending shoes, headguards, everything—they supplied every want of the Engineers but football players.

Jewell, a new man at end, puled off some mighty pretty tackles. It looks like he will appear in the regular line-up hereafter.

It was murder, fellows. But it does your heart good to learn that some of the Sophomores at least have the guts to get out and fight.

The Academy eleven held a big advantage in the punting. Randall's punts averaged fully ten yards greater distance than those of the Sophomore punter.

FROSH FOOTBALL LOSE TO GENERAL ELECTRICS

(Continued from Page 1)

a placement kick and failed. The half ended with the score 7 to 6 in favor of Lynn.

The third quarter opened with the original Lynn players on the field. Giles made a beautiful kick-off which was downed on the Lynn 20-yard line. This quarter was the most bitterly fought and the yearlings showed some good football. Cargile did especially well and carried the ball through the Lynn line for 15 and 20-yard gains.

Frosh Lose Chance by Fumbling
The '26 team had two touchdowns in sight during this quarter but let them slip out of their hands. It was Technology's ball on the 30-yard line and Captain Haertl gave the ball to Brown who fumbled. Luck played into the hands of the frosh for on the return play Crankshaw fumbled and it was Technology's ball on the Lynn 10-yard line. It looked like a sure touchdown for the Frosh, but another fumble lost them the opportunity. The ball was given to the right half back who dropped it and the Lynn team captured it. A long punt carried it out of the danger zone.

Muddy Field Hampers Players
The fourth quarter was slower than the preceding ones as the two teams had seen some rough going. The field was soggy from the recent rain and the ball was heavy. Red Earl went in again in spite of his ankle, hurt earlier in the game. He took Volante's place at guard while Burke was sent out again to replace Dwyer. The frosh line gave way several times and allowed the ball to come up to the 10-yards. There the G. E. team fumbled and the frosh had a chance to get out of danger. The play called for a kick but Burke chose to make a forward pass. Record intercepted the ball and carried it over the line for the second touchdown. Instead of kicking the goal, the Lynn quarter passed to Mackey, who downed the ball for the extra point.

Freshmen Have Good Players
Every man on the team showed ability and grit. Though outweighed, they did their best to hold their opponents. Arkansas, Cargile, and Brown were responsible for most of the frosh gains. Cargile is a fast runner and dodger and quick to find an opening. Volante played a good steady game at guard and was taken out only to give Earl another chance.

The two teams lined up as follows:
General Electric
Mackey l.e.
Wark, A. l.t.
Chaisson l.g.
Tratt c.
Pierce r.g.
Stevens r.t.
Record, O. r.e.
Wark, J. q.b.
Crankshaw l.h.b.
Record, C. r.h.b.
Buskey l.b.

M.I.T. '26
Earle Boyle
Franks Higgins
Brown Volante
Earle Small
Giles Haertl
Cline Cargile
Burke Dwyer

Umpire, Davis; referee, McGhee; head linesman, Ellis. Four 12-minute periods. Time, 2 hours, 5 minutes.

SOPH RELAY TEAM SHOWING UP WELL

Seven Men from Last Year's
Team Have Signed up
So Far

There are at the present time over 30 Sophomores out for the field day relay team, at least seven of whom were on the team that last year gave the class of 1925 a close race. The sprinters are rounding into shape, and present conditions indicate that they will be able to give a good account of themselves on field day.

Jones, who ran anchor man last year, has transferred to Harvard. This position on the team will be filled by Copley, who has shown himself to be one of the fastest Soph sprinters, although he did not come out for track until last Spring. Davidson, last year's freshman captain, is also on the squad, and is expected to help the Soph's chances. Judging from last spring's developments it seems probable that Manion will be lead-off. Other men who are experienced and should help the Sophs cop the event are Foster, Howlett, Howland, Heyser, Elmdorf and Samaha. Haskel, although new, has shown good promise. All in all, the second year men expect to furnish a speedy, well balanced team, and from the looks of the frosh material, they will need it.

From The SPORTS DESK

The cross country run held last Saturday little merited the name, it appeared to the casual spectator that Technology was holding a parade and it was seen that the Cambridge policeman eyed the 50 some budding runners with suspicion, —probably he was debating whether or not they should have a parade permit.

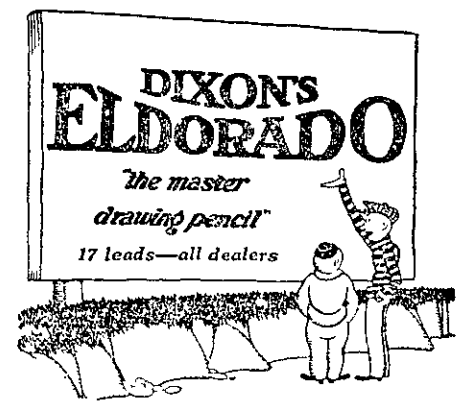
The duties of assistant track manager certainly are varied and many, little did the candidates think that one of the qualifications for assistant track manager was the ability to act as a traffic cop. But that was the duty that befell one assistant manager Saturday when the Engineer harriers were crossing the road at Cottage Farm Bridge,—and he did a very good job of it.

The new harrier course along the esplanade affords the spectators advantages (if he has a car) not offered by other courses. One of the obvious disadvantages of a cross country race is that it is mighty hard to see all of the race, but that trouble was done away with Saturday when Coach Connor and the cross country manager toured up and down the course in a flivver. Hence they saw the start, the turn, the finish, and any other part of the course they wished while the race was on.

Gubby Holt and the rest of the varsity men had a tough job on their hands in keeping their teams together. There was a tendency to spread out from bridge to bridge after the start.

The method of giving the time trials along the river will allow more student followers to see their team in action than when all trials were at Belmont. The better the backing the better a team does.

The man who was stationed at the stake at the turn of the course to check everyone who rounded the curve certainly was an engineer. He checked 47 men, coming in bunches and otherwise, with only one mistake.



Damon—
"What was the name of that pencil Professor Williams was recommending this morning?"

Pythias—
"Eldorado—my boy, Eldorado! Just think of a failed land of ease and happiness—where no one finks—where pencils are the magic sticks of achievement. Then you can never forget it."

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