

## CALIFORNIA STATE SCIENCE FAIR 2011 PROJECT SUMMARY

| Name(s)   | Project Number                 |
|---|--------------------------------|
| Nikole Erickson; Alicia Springer  |                                |
|   |                                |
|   | 31403                          |
| Project Title   |                                |
| And the Winner Is!  |                                |
|   |                                |
| Objectives/Goals Abstract   |                                |
| If a basketball or football team is winning at half time, then the majority of  | the cams will win the game     |
| overall.<br>Methods/Materials   |                                |
| Two thousand and fifty-six basketball and football game scores were collected   | ted and the second and fourth  |
| quarter scores were examined. Eight hundred and seven of these scores we  | re high school games (413      |
| basketball, 394 football), 1,131 were college games (600 basketball, 46 football), and 118 were   |                                |
| professional level games (58 basketball, 60 football). The scores were found  | In scorebooks provided by      |
| coaches, or were obtained from reliable online sources (espired com and maxpreps.com). The 2nd and 4th quarter scores of each game were compared to determine if the teams winning at half time won the games |                                |
| overall. The scores were placed into either one of two rategories; the 1s ca  | tegory consisted of games in   |
| which the team winning at half time won the overall game (win win sames)  | ), and the 2nd category        |
| consisted of games in which the team losing at half time won the overall ga   | me (lose-win games). Games     |
| in which the two teams were tied at half-time were excluded because of the  | nature of this project.        |
| Percentages of each of the categories were calculated, and graphs were made   | le to illustrate the collected |
| data.   |                                |
| Results   | ware estagorized as win win    |
| Out of the 2,056 basketball and football game scores collected, 1,734 games were categorized as win-win games, and 322 games were categorized as loss win games. Eighty-four percent of the total number of   |                                |
| games were win-win games and 16% were lose-win games. High school games accounted for 34% of the  |                                |
| win-win games, college games accounted for 45% and professional games accounted for 5%.   |                                |
| Conclusions/Discussion  |                                |
| Overall, the data did support the hypothesis. Bigby-four percent of the total numbers of games were   |                                |
| games in which the teams winning at pair time won the entire game. This 84% included 357 high school  |                                |
| basketball games, 348 high school football games, 551 college basketball games, 384 college football  |                                |
| games, 42 professional basketball games, and 52 professional football games. Sixteen percent of the total   |                                |
| number of games did not fall under this category. This is important when considering whether basketball and football games need to have four quarters, or rather just two quarters. Because 16% is still a    |                                |
| significant number, it is probable that basketball and football games will continue to have four quarters.  |                                |
|   | nunde to nuve rour quarters.   |
|   |                                |
| Summary Statement   |                                |
| A comparison of 2nd and 4th quarter scores for high school, college, and professional level basketball and  |                                |
| football games.   |                                |
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| Help Received   |                                |
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