

GOLF—CHARACTERISTICS AND STYLE.

BY

HON. R. H. LYTTETLTON.

GOLF is a game for individuals, but not for a side. No golfer ever became first-rate who did not begin the game early. The boy, however, should learn not at school, but in the holidays. He can learn how to swing and get a true and good style, and having got this it will do him no harm to put the game aside for a time; and in the meanwhile play the games suitable for youths, where self is kept under, and the interests of the side and comradeship prevail—rowing, football, and cricket.

Golfers of the old school scorn the idea that golf is a game for middle age and old age. If the question is sifted to the bottom, it may readily be said that inasmuch as golf can be played by men and women to really an advanced age, it is a game for age as opposed to youth. Rowing, football, hockey, and polo are really for the period of life that ends at thirty. Cricket in moderation may go on to forty, but golf may be played in foursomes, and one round a day style, by men as long as they can walk. The drives become shorter and the handicap gets longer; but as the famous old St. Andrews player, Tom Morris, and the late Mr. Whyte Melville show, you can play to eighty years of age if lumbago and rheumatism, and active disease which, of course, prevents everything, do not interfere. Golf is a very great game on account of its elasticity. The youth may play it in such a way that it becomes a test of physical endurance that only youth can stand; but the old and comparatively feeble can also play it, and play it well, with intense enjoyment, because the game adapts itself to practically every physical condition. I know no other outdoor game of which this can be said. There are men who play country cricket after fifty years of age, but they are very few in number, and to field out all day in hot weather at that age is weariness and a burden. Here is one of the reasons why golf has been taken to with a vigor and force that certainly is the most astonishing feature in the history of games that I have any experience of at all.

I have said that nobody can become a really first-rate golfer who has not begun the game early in life. I believe this to be absolutely true; but it is equally true that a very respectable skill can be acquired by men whose eye and muscles are attuned to games, if they have never handled a club till thirty years old. Mr. Charles Hutchings of Holylake, I believe, began when he was well over thirty years of age, and he became good enough to win a St. Andrews medal, but this is a very exceptional case, and I dare believe that Mr. Hutchings himself would admit that he could not be put quite in the same class with Messrs. Ball, Laidlay, Tait, and Hutchinson.

From "Out-Door Games—Cricket and Golf," London, J. M. Dent & Co.,

One reason why a moderate and more than fair skill is possible to the golfer who begins late is that quickness and agility of eye are not indispensable qualities for the game any more than are rapidity and suppleness of limb. The golfer is never obliged to run or jump, and he has not to stoop to an inordinate extent. In one sense it is a game of repose; to hit a ball ninety or a hundred times in two hours may be said to be a somewhat leisurely performance. Some of the strokes are given with scarcely an effort, such as all puts and little quarter shots. An analysis of the game will prove that a fair player will only have to put forth his full strength on an average about thirty-six times during a round, or twice per hole, a first-rate player less. Vardon and Mr. Tait, I suppose, only find a minority of holes where it is necessary to do more than a full shot, and then a three-quarter or half shot, and some holes they can drive off the tee with a half-swing. An inferior player wastes a superhuman amount of muscle with singularly little result of distance, though often the ball goes a long way, but off the line. The worse, however, a player is, the greater is the effort; he is often in bunkers and the niblick has generally to be wielded with all the force at his command; playing a hole of over 300 yards and fozzling one or more strokes cost the bad player far more exertion than Vardon has to expend at the same hole. But every player, good, bad, indifferent, will find that the hitting of the ball is what gives the fatigue and makes the exercise. You will find the difference at once if you walk round and follow a match, when the distance covered is exactly the same as that traversed by the players; the players will be more or less fatigued, the spectator not at all.

Another charm of golf to the beginner of thirty years of age "which leads him to pursue the game with the ardor of youth" is in the fact he can progress and improve. This would be impossible in cricket, for even slight progress would be out of the question. At golf, however, I believe it to be quite possible to improve your game till you get to fifty, whilst from fifty to sixty you may not go back even if you do not go forward. From sixty onwards you can find refuge in foursomes as long as you can walk and lumbago and rheumatism are absent. Nobody will really get enthusiastic about any game or pursuit where the element of progress is impossible. The sportsman whose shooting deteriorates gradually but surely, will transfer his license to his son; the cricketer who cannot raise ten runs, and whose function is watching his own side from the tent and his opponent under a hot sun and fielding out, will give up the game and become a spectator. But improvement at golf is quite within the reach of many, because agility and quickness are not requisite, but rather the reverse. This element of progress is a highly important feature, and largely accounts for the popularity of the game.

As years go on, a man's golf undergoes changes. A player's stance has to be altered gradually when his rapidly-changing figure makes

a view of his feet not always easy. When younger he prided himself on the length of his drive, but golf provides compensation for the very material abbreviation that inevitably comes to the drive of the middle-aged. Experience is the great thing in all games, but in none more than in golf. The older player frequently finds that it is impossible to improve with the irons and putters if he deteriorates with the driver and brassie. Nothing appears to me to be more true than that to win a match the short game must be good. I have watched several great matches and read about them also, and in nine cases out of ten the man who puts well is the man who wins. I do not say that this is always the case. Vardon, for instance, seems to me to be no better than several others in putting and lifting shots, but he wins his matches by his steady long drive, and by the still more tremendous length of his second shot through the green, and the consequence is that Vardon is always playing the like on the putting-green. But the histories of matches are very much the same. A was short in his approach put, and took three to hole out; B, on the contrary, laid a long put dead and won the hole. It seems to me that the compensation an older player gets from his younger rival is in the fact that the older man plays with greater steadiness on the putting-green, and this superiority takes away all the advantage that is gained by greater length in the drives. The golfer who, when on the green, is always down in two strokes except when he is down in one, is the player who wins matches.

The game of golf should be played in a sportsmanlike and in a gentlemanly manner. One drawback to the game is that, on the whole, more than any other game, it seems to attract a great many who fail to come up to the ideal in either of these respects. Some of the rules seem to be drawn as if this was recognized to be the fact. Two men, both gentlemen, play a friendly game, and it would not occur to either of them to pay any attention to some of these absurd rules. Others play and angry discussion arises as to moving a bit of grass that may be growing, and therefore cannot be moved; or one man claims the hole because his opponent has pressed down the turf with his knuckles. In a high wind the ball moves before the player has touched it with his club, but after he has addressed it, this counts a stroke against the unfortunate player. These are instances of what I call absurd and pettifogging, low-attorney sort of rules. It would be far better that the rule about brushing the green lightly with the hand on the line of the put were abolished altogether. If there are players who take a mean advantage and flatten down a lump when they should only be brushing away loose bits of dust or stones, such players had better be provided for if such a thing can be brought about without hardship to the sportsmanlike golfers. The benefit to the putter of brushing away dust or small stones is, in my opinion, infinitesimal. Greens are kept in good order by the greenkeeper, so let every player take his chance of the green, and make it unlawful to

brush away dust or remove what is not growing, and the swindler will be defeated.

The whole question of rules in games is interesting. Some rules there must always be, but if the game is to be played in a right spirit the fewer there are the better. At golf there are so many rules which seem to be both pedantic and absurd that in a friendly game they are quietly ignored. Nobody of proper feeling will claim a hole because his opponent's caddie has sheltered the ball from the wind with his body, or because the ball has been moved by the wind after the player has put himself in a certain attitude, though he has no more touched it than he has the moon. Golf, indeed, has come to be so much hedged round by rules that these defeat their own object, and by respectable people are ignored. It always appears to me that rules of any game should be such that it is to the advantage of the game that they should be enforced always and by everybody. Whist, for instance, has a code of rules that seem to be so reasonable that they are all of them enforced, and nobody who insists on the letter of the law at whist is thought the worse of, or guilty of sharp practice. But at golf such is not the case, and the man who exacts extreme penalties is a gentleman who is generally to be found searching in vain for an opponent.

At cricket you may play against any eleven, and you may enjoy your game. But golf is a painful game when played against an opponent of a certain type. The sulky player who is moody and never smiles, the fierce-tempered man who makes you miserable while he curses his caddie who has not the right of reply, the man who seems to be caring for nothing except for his own welfare and is barely civil to you, and, lastly, the man with a total absence of humor. I am quite aware of the fact that in Scotland it is generally the practice not to talk or utter a sound during any part of the game. I can only say on this point that a game is a game, and if a reasonable amount of cheerful conversation can be indulged in without injury to the play so much the better.

When everything has been said, however, the fact remains that golf is a splendid game, and has, moreover, a charm impossible to describe or exaggerate. Why this is, what it consists of, is not easy to say. In the first place there is the glorious sensation of making a true hit. This is not only true of the drive. There is a right or wrong way of hitting a yard put. The right way is bliss, the wrong purgatory. Of course the pleasure of the long drive or second shot through the green gives as fine an emotion as is possible for any sinner to receive on this earth, but there is satisfaction to be got out of every true hit of whatever length.

Then there is the charm of scenery, though I admit that to many the game is so engrossing that if eighteen holes could be found in the Desert of Sahara as good as at North Berwick, some would as soon play on one as the other. Lastly, there is the indescribable

charm of uncertainty. You cannot in golf ever be quite certain how the ball will lie except on the tee and putting-green. You experience during your walk of 150 yards to the ball alternate feelings of hope and fear, hope that the ball is lying on a smooth place and easy to hit, fear that it is in a cup or has a lump behind it. There is also the uncertainty that has a twinge of agony about it, and that is the question how you are going to hit it; even the best players fizzle sometimes. Without uncertainty there is no really first-class game where a ball is concerned; and to the charm of a fine hit, picturesque scenery, and uncertainty, the charm of companionship has still to be added. Nobody can wonder that golf has added to the gaiety of nations.

RULES OF GOLF.

AS ADOPTED BY THE UNITED STATES GOLF ASSOCIATION WITH THE RULINGS AND INTERPRETATIONS MADE BY THAT BODY.

RULE 1.—DEFINITIONS: (a) The game of golf is played by sides, each playing its own ball. A side consists either of one or of two players. If one player play against another, the match is called "a single." If two play against two, it is called "a foursome." A single player may play against two, when the match is called a "threesome," or three players may play against each other, each playing his own ball, when the match is called "a three-ball match."

"Match play" is decided by the number of holes won.

"Medal play" is decided by the aggregate number of strokes.

"Col. Bogey" is an imaginary opponent, against whose arbitrary score each competitor plays by holes; otherwise bogey competitions are governed by the special rules for stroke competitions, except that a competitor loses the hole:

When his ball is lost;

When his ball is not played where it lies, except as otherwise provided for in the rules.

(b) The game consists in each side playing a ball from a teeing ground into a hole by successive strokes, and the hole is won by the side which holes its ball in fewer strokes than the opposite side, except as otherwise provided for in the rules. If the sides hole out in the same number of strokes, the hole is halved. In competitions:

In match play, when two competitors have halved their match, they shall continue playing hole by hole till one or the other shall have won a hole, which shall determine the winner of the match.

Should the match play competition be a handicap, the competitors must decide the tie by playing either one hole, three or five more holes, according to the manner in which the handicap ceded falls upon certain holes so as to make the extra holes a fairly proportionate representation of the round.

In medal play, when two or more competitors are tied, the winner shall be determined by another round of the course; except that by-laws 15 and 19 of the United States Golf Association provide that, in case of ties for the 16th place in the amateur championship medal rounds, or the eighth place in the women's championship medal rounds, respectively, the contestants so tied shall continue to play until one or the other shall have gained a lead by strokes, the hole or holes to be played out.

(c) The teeing-ground shall be indicated by two marks placed in a line, as nearly as possible at right angles to the course.

The hole shall be 4 1/4 inches in diameter, and at least 4 inches deep.

(d) The term "putting-green" shall mean all ground within 20 yards of the hole, except hazards.

(e) A "hazard" shall be any bunker, water (except casual water), sand, path, road, railway, whin, bush, rushes, rabbit scrape, fence, or ditch. Sand blown on to the grass, or sprinkled on the course for its preservation, bare patches, snow, and ice are not hazards. Permanent grass within a hazard shall not be considered part of the hazard.

(f) The term "through the green" shall mean all parts of the course except "hazards" and the putting-green which is being played to.

(g) The term "out of bounds" shall mean any place outside the defined or recognized boundaries of the course.

(h) "Casual water" shall mean any temporary accumulation of water (whether caused by rainfall or otherwise) which is not one of the ordinary and recognized hazards of the course.

(i) A ball shall be "in play" as soon as the player has made a stroke at the teeing-ground in each hole, and shall remain in play until holed out, except when lifted in accordance with the Rules.

(j) A ball shall be considered to have "moved" only if it leave its original position in the least degree, and stop in another; but if it merely oscillate, without finally leaving its original position, it shall not be considered to have "moved."

(k) A ball shall be considered "lost" if it be not found within five minutes after the search for it is begun.

(l) A "match" shall consist of one round of the links, unless it be otherwise agreed.

A match is won by the side which is leading by a number of holes greater than the number of holes remaining to be played. If each side win the same number of holes, the match is halved.

(m) A "stroke" shall be any movement of the ball caused by the player, except as provided for in rule 4, or any downward movement of the club made with the intention of striking the ball.

(n) A "penalty stroke" is a stroke added to the score of a side under certain rules, and shall not affect the rotation of play.

(o) The privilege of playing first from the teeing-ground is called "the honor."

(p) "Addressing the ball" shall mean that a player has taken up his position and grounded his club, or if in a hazard, that he has taken up his position preparatory to striking the ball.

(q) The reckoning of the strokes is kept by the terms—"the odd," "two more," "three more," etc., and "one off three," "one off two," "the like." The reckoning of holes is kept by the terms—so many "holes up," or "all even," and so many "to play."

RULE 2.—A match begins by each side playing a ball from the first teeing-ground.

The player who shall play first on each side shall be named by his own side.

The option of taking the honor at the first teeing-ground shall be decided, if necessary, by lot.

A ball played from in front of, or outside of, or more than two club lengths behind the two marks indicating the teeing-ground, or played by a player when his opponent should have had the honor, may be at once recalled by the opposite side, and may be re-tee'd.

The side which wins a hole shall have the honor at the next teeing-ground. If a hole has been halved the side which had the honor at the last teeing-ground shall again have the honor.

On beginning a new match the winner of the long match in the previous round shall have the honor, or if the previous match was halved the side which last won a hole shall have the honor.

Penalty for playing a ball outside of the limits of teeing-ground:

In match play, the ball may be at once recalled by the opponent, no stroke being counted for the misplay.

In medal play, disqualification.

Penalty for leading off the tee out of turn:

In match play, the ball may be at once recalled by the opponent, no stroke being counted for the misplay.

In medal play, no penalty—but it is customary in medal play to observe the honor.

RULE 3.—A player shall not play while his ball is moving, under the penalty of the loss of the hole. But if the ball begin to move while the player is making his upward or downward swing he shall incur no penalty, except as provided for in rules 10, 18, and 27, and a stroke lost under rule 27 shall not in these circumstances be counted as a stroke of the player.

Penalty for playing a moving ball (except at the tee):

In match play, loss of the hole.

In medal play, two strokes.

But if the ball move while the player is making his upward or downward swing a penalty is only incurred if the player is deemed to have caused it to move, under rules 10 and 18, by moving or touching any loose impediment, or under rule 27, by grounding his club, or in a hazard, by taking his stand to play it, in which cases the penalty shall be:

In match play, one stroke.

In medal play, one stroke.

RULE 4.—If the ball fall or be knocked off the tee in addressing it, no penalty shall be incurred, and it may be replaced, and if struck when moving no penalty shall be incurred.

RULE 5.—In a threesome or foursome the partners shall strike off alternately from the teeing-grounds, and shall strike alternately during the play of the hole.

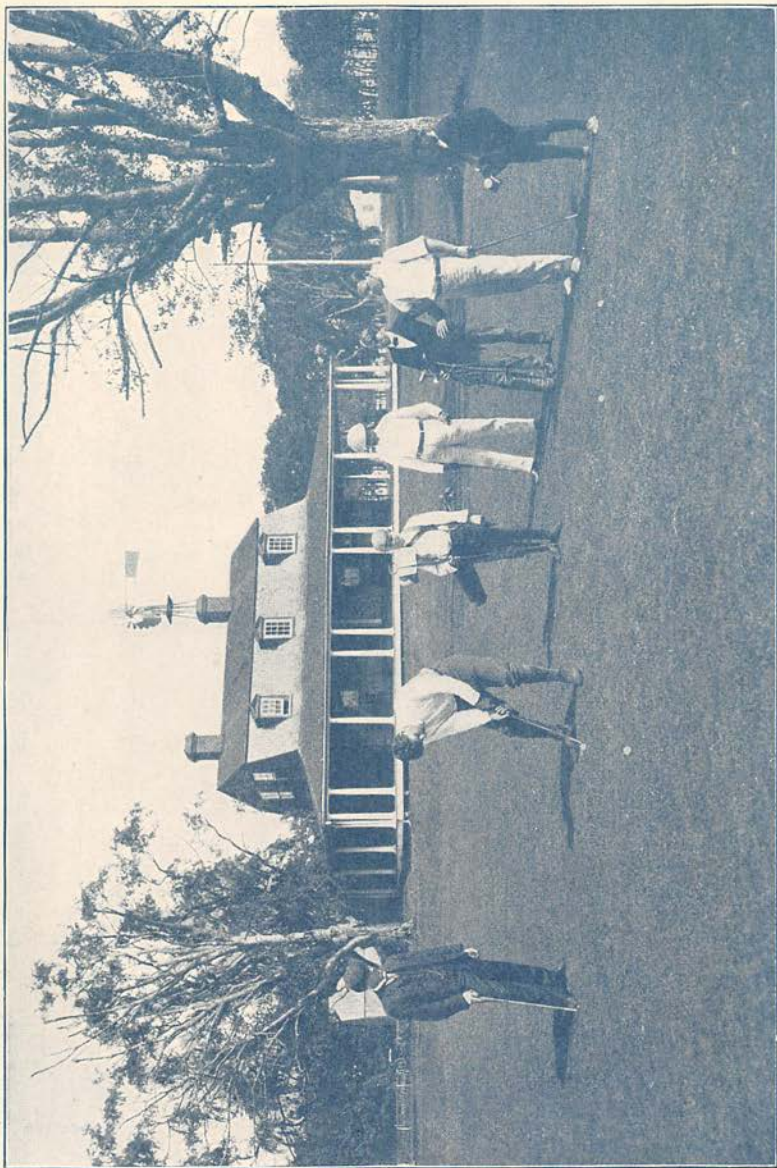
If a player play when his partner should have done so, his side shall lose the hole.

Penalty:

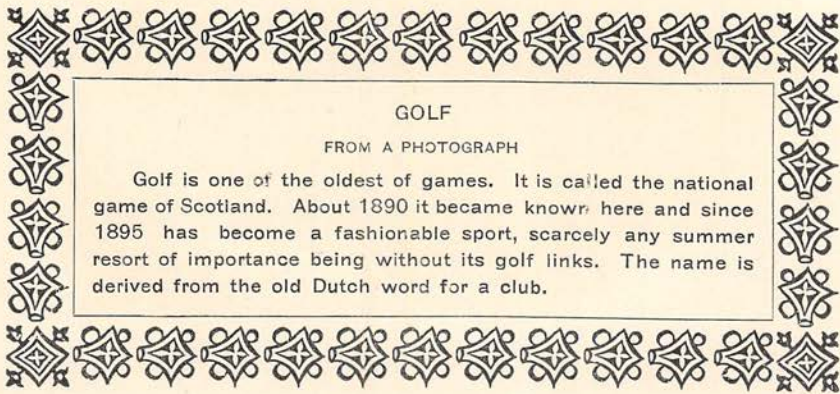
In match play, loss of the hole.

In medal play, two strokes.

RULE 6.—When the balls are in play, the ball farthest from the hole which the players are approaching shall be played first, except as otherwise provided for in the rules. If a player play when his opponent should have done so, the opponent may at once recall the stroke. A ball so recalled shall be dropped as near as possible to the place where it lay, without penalty.



Copyright 1905 by Detroit Pub. Co.



GOLF

FROM A PHOTOGRAPH

Golf is one of the oldest of games. It is called the national game of Scotland. About 1890 it became known here and since 1895 has become a fashionable sport, scarcely any summer resort of importance being without its golf links. The name is derived from the old Dutch word for a club.

"Otherwise provided for" in rule 32, and medal rule 11.

Penalty for playing out of turn:

In match play, ball may be at once recalled by the opponent, no stroke being counted for the misplay.

In medal play, no penalty—the ball may not be recalled.

RULE 7.—The ball must be fairly struck at, not pushed, scraped or spooned, under penalty of the loss of the hole.

Penalty:

In match play, loss of the hole.

In medal play, two strokes.

RULE 8.—A ball must be played wherever it lies or the hole be given up, except as otherwise provided for in the rules.

"Otherwise provided for" in rules 9, 11, 13, 15, 17, 22, 23, 28, 31, 32, 34.

Penalty:

In match play, loss of the hole.

In medal play, two strokes, except otherwise provided for in medal rules 6, 8, 9, 10, 11.

RULE 9.—Unless with the opponent's consent, a ball in play shall not be moved or touched before the hole is played out, under penalty of one stroke, except as otherwise provided for in the rules. But the player may touch his ball with his club in the act of addressing it without penalty.

If the player's ball move the opponent's ball through the green, the opponent, if he choose, may drop a ball (without penalty) as near as possible to the place where it lay, but this must be done before another stroke is played.

"Otherwise provided for" in rules 11, 13, 15, 17, 22, 23, 28, 31, 32, 34, and medal rules 6, 8, 9, 10, 11.

Penalty:

In match play, for moving or touching, one stroke.

In medal play, one stroke.

If a competitor's ball be displaced by another competitor's ball it must be replaced, or its owner shall be disqualified.

RULE 10.—Any loose impediment (not being in or touching a hazard) which is within a club length of the ball may be removed. If the player's ball move after any such loose impediment has been touched by the player, his partner, or either of their caddies, the penalty shall be one stroke. If any loose impediment (not being on the putting-green) which is more than a club length from the ball be removed, the penalty shall be the loss of the hole.

Penalty for ball moved (not in hazard) after removing loose impediment within club length of the ball:

In match play, one stroke.

In medal play, one stroke.

Throughout the green, for removing loose impediment more than a club length from the ball:

In match play, loss of the hole.

In medal play, two strokes.

RULE 11.—Any vessel, wheelbarrow, tool, roller, grass cutter, box, or similar obstruction may be removed. If a ball be moved in so doing, it may be replaced without penalty. A ball lying on or touching such obstruction, or on clothes, nets, or ground under repair or covered up or opened for the purpose of the upkeep of the links, may be lifted and dropped without penalty, as near as possible to the place where it lay, but not nearer the hole. A ball lifted in a hazard, under such circumstances, shall be dropped in the hazard.

A ball lying in a golf hole or flag hole, or in a hole made by the greenkeeper, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer the hole.

"As near as possible" shall mean within a club length.

If a ball lie on or within a club length of a drain cover, water pipe, or hydrant, it may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer the hole.

RULE 12.—Before striking at a ball in play, the player shall not move, bend, or break anything fixed or growing near the ball, except in the act of placing his feet on the ground for the purpose of addressing the ball, in soling his club to address the ball, and in his upward or downward swing, under penalty of the loss of the hole, except as otherwise provided for in the rules.

"Otherwise provided for" in rules 11, 13, 30.

Penalty:

In match play, loss of the hole.

In medal play, two strokes.

RULE 13.—When a ball lies in or touches a hazard, nothing shall be done to improve its lie; the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, subject to the following exceptions: (1) The player may place his feet firmly on the ground for the purpose of addressing the ball; (2) In addressing the ball, or in the upward or downward swing, any grass, bent, whin, or other growing substance, or the side of a bunker, wall, paling, or other immovable obstacle may be touched; (3) Steps or planks placed in a hazard by the green committee for access to or egress from such hazard may be removed, and if a ball be moved in so doing, it may be replaced without penalty; (4) Any loose impediments may

130 SPORTS, PASTIMES, AND PHYSICAL TRAINING

be removed from the putting-green; (5) The player shall be entitled to find his ball as provided for by rule 30. The penalty for a breach of this rule shall be the loss of the hole.

Penalty:

In match play, loss of the hole.

In medal play, two strokes.

RULE 14.—A player or caddie shall not press down or remove any irregularities of surface near a ball in play. Dung, worm casts, or mole hills may be removed (but not pressed down) without penalty. The penalty for a breach of this rule shall be the loss of the hole.

Penalty:

In match play, loss of the hole.

In medal play, two strokes.

Pressing down the surface behind the ball by prolonged or forcible grounding of the club shall be deemed a breach of this rule.

RULE 15.—If a ball lie or be lost in water, the player may drop a ball, under penalty of one stroke. But if a ball lie or be lost (1) in casual water through the green, a ball may be dropped without penalty; (2) in water in a hazard, or in casual water in a hazard, a ball may be dropped behind the hazard, under penalty of one stroke; (3) in casual water on a putting-green, a ball may be placed by hand behind the water, without penalty.

Penalty:

In match play, one stroke.

In medal play, one stroke.

A ball lifted from a recognized water hazard may be dropped under a penalty of one stroke, even if the hazard be dry at the time.

If the water in a recognized water hazard overflow its usual boundaries the overflowed portion of the course shall be considered as part of the hazard, and not as casual water.

If a ball lie or be lost in casual water in a hazard, a ball may be dropped without penalty, behind the water, but in the hazard, keeping the spot, where it entered the water, in line to the hole.

RULE 16.—When a ball has to be dropped, the player himself shall drop it. He shall face the hole, stand erect behind the hazard or casual water, keep the spot from which the ball was lifted (or in the case of water or casual water, the spot at which it entered) in a line between himself and the hole, and drop the ball behind him from his head, standing as far behind the hazard or casual water as he may please. If it be impossible to drop the ball behind the hazard or casual water, it shall be dropped as near as possible to the place where it lay, but not nearer the hole. If the ball so dropped touch the player dropping it, there shall be no further penalty, and if the ball roll into a hazard, it may be re-dropped without further penalty.

Penalty for a ball not dropped in accordance with this rule:

In match play, the opponent may call for the player to drop again; if the request be not complied with the player shall lose the hole.

In medal play, the ball must be dropped again or the competitor disqualified.

RULE 17.—When the balls lie within six inches of each other on a putting-green, or within a club length of each other through the green or in a hazard (the distance to be measured from their nearest points), the ball nearer the hole may, at the option of either the player or the opponent, be lifted until the other is played, and shall then be replaced as near as possible to the place where it lay. If the ball farther from the hole be moved in so doing, or in measuring the distance, it shall be replaced without penalty. If the lie of the lifted ball be altered by the player in playing, the ball may be placed in a lie as nearly as possible similar to that from which it was lifted, but not nearer the hole.

RULE 18.—Any loose impediments may be removed from the putting-green, irrespective of the position of the player's ball. The opponent's ball may not be moved except as provided for by the immediately preceding rule. If the player's ball move after any loose impediment lying within six inches of it has been touched by the player, his partner, or either of their caddies, the penalty shall be one stroke.

Penalty:

In match play, one stroke.

In medal play, one stroke.

RULE 19.—When the ball is on the putting-green the player or his caddie may remove (but not press down) sand, earth, dung, worm casts, mole hills, snow, or ice lying round the hole or in the line of his put. This shall be done by brushing lightly with the hand only across the put and not along it. Dung may be removed by a club, but the club must not be laid with more than its own weight upon the ground. The line of the put must not be touched, except with the club immediately in front of the ball, in the act of addressing it, or as above authorized. The penalty for a breach of this rule is the loss of the hole.

Penalty:

In match play, loss of the hole.

In medal play, two strokes.

The "line of the put" does not extend beyond the hole.

The "player or his caddie" shall include his partner or his partner's caddie.

RULE 20.—When the ball is on the putting-green, no mark shall be placed, nor line drawn as a guide. The line of the put may be pointed out by the player's caddie, his partner, or his partner's caddie, but the person doing so must not touch the ground.

The player's caddie, his partner, or his partner's caddie, may stand at the hole, but no player nor caddie shall endeavor, by moving or otherwise, to influence the action of the wind upon the ball.

The penalty for a breach of this rule is the loss of the hole.

Penalty:

In match play, loss of the hole.

In medal play, two strokes.

RULE 21.—When on the putting-green, a player shall not play until the opponent's ball is at rest, under penalty of one stroke.

Penalty:

In match play, one stroke.

In medal play, one stroke.

RULE 22.—Either side is entitled to have the flag-stick removed when approaching the hole. If the ball rest against the flag-stick when in the hole, the player shall be entitled to remove the stick, and, if the ball fall in, it shall be deemed as having been holed out at the last stroke. If the player's ball knock in the opponent's ball, the latter shall be deemed as having been holed out at the last stroke. If the player's ball move the opponent's ball, the opponent, if he choose, may replace it, but this must be done before another stroke is played. If the player's ball stop on the spot formerly occupied by the opponent's ball, and the opponent declare his intention to replace, the player shall first play another stroke, after which the opponent shall replace and play his ball. If the opponent's ball lie on the edge of the hole, the player, after holing out, may knock it away, claiming the hole if holing at the like, and the half if holing at the odd, provided that the player's ball does not strike the opponent's ball and set it in motion. If after the player's ball is in the hole, the player neglect to knock away the opponent's ball, and it fall in also, the opponent shall be deemed to have holed out at his last stroke.

Penalty—If player's ball knock in the other ball:

In match play, the latter shall be counted as holed out in the last stroke.

In medal play, the latter must be replaced or its owner disqualified.

—If player's ball displace the other ball:

In match play, the other ball may be replaced at its owner's option, but this must be done before another stroke is played.

In medal play, the other ball must be replaced or its owner disqualified.

RULE 23.—If a ball in motion be stopped or deflected by any agency outside the match, or by the forecaddie, the ball must be played from where it lies, and the occurrence submitted to as a "rub of the green." If a ball lodge in anything moving, a ball shall be dropped as near as possible to the place where the object was when the ball lodged in it, without penalty. If a ball at rest be displaced by any agency outside the match, excepting wind, the player shall drop a ball as near as possible to the place where it lay, without penalty. On the putting-green the ball shall be replaced by hand, without penalty.

Ball at rest displaced:

In match play, must be dropped, or if on putting-green replaced, as near as possible to where it lay, or the hole shall be lost.

In medal play, must be replaced as near as possible to where it lay, or its owner must be disqualified.

RULE 24.—If the player's ball strike or be moved by an opponent or an opponent's caddie or clubs, the opponent shall lose the hole.

Penalty incurred:

In match play, loss of the hole.

In medal play, no penalty.

If the player's ball strike the other competitor or his caddie or clubs, it is a "rub of the green," and the ball shall be played from where it lies. If a player's ball at rest be moved by the other competitor or his caddie, the ball must be replaced or the player disqualified.

RULE 25.—If the player's ball strike or be stopped by himself or his partner, or either of their caddies or clubs, his side shall lose the hole.

Penalty:

In match play, loss of the hole.

In medal play, one stroke.

RULE 26.—If the player, when making a stroke, strike the ball twice, the penalty shall be one stroke.

Penalty:

In match play, one stroke.

In medal play, one stroke.

RULE 27.—If the player, when not intending to make a stroke, or his partner or either of their caddies, move his or their ball, or by touching anything cause it to move, when it is in play, the penalty shall be one stroke. If a ball in play move, after the player has grounded his club in the act of addressing it, or, when in a hazard, if he has taken up his stand to play it, he shall be deemed to have caused it to be moved, and shall lose a stroke, which shall be counted as a stroke of the player, except as provided in Rule 3.

132 SPORTS, PASTIMES, AND PHYSICAL TRAINING

Penalty for moving the ball or causing it to be moved as under rules 10 and 18 :

In match play, one stroke.

In medal play, one stroke.

RULE 28.—If a player play the opponent's ball, his side shall lose the hole, unless (1) the opponent then play the player's ball, whereby the penalty is cancelled, and the hole must be played out with the balls thus exchanged, or (2) the mistake occur through wrong information given by the opponent or his caddie, in which case there shall be no penalty, but the mistake, if discovered before the opponent has played, must be rectified by placing a ball as near as possible to the place where the opponent's ball lay.

If it be discovered before either side has struck off from the next teeing-ground (or, after playing the last hole in the match, before any of the players have left the green) that one side has played out the hole with the ball of a party not engaged in the match, that side shall lose that hole.

Penalty for breach of this rule :

First.—Playing the opponent's ball with exceptions (1) and (2) above noted in the rule :

In match play, loss of the hole.

In medal play, no penalty. The ball must be replaced.

Second.—Playing out with the ball of a party not engaged in the match :

In match play, if discovered before the next tee stroke, loss of the hole.

In medal play, the player must go back and play his own ball, or, not finding it, return as near as possible to the spot where it was last struck, tee another ball and lose a stroke (rule 6, medal play) or else be disqualified.

RULE 29.—If a ball be lost, except as otherwise provided for in the rules, the player's side shall lose the hole; but if both balls be lost the hole shall be considered halved.

"Otherwise provided for" in rules 15, 31.

Penalty for lost ball :

In match play, loss of the hole.

In medal play, the competitor must return as near as possible to the spot from which the lost ball was struck, tee a ball and lose a stroke.

RULE 30.—If a ball be lost in fog, bent, whins, long grass, or the like, only so much thereof shall be touched as will enable the player to find his ball. The penalty for a breach of this rule shall be the loss of the hole.

Penalty :

In match play, loss of the hole.

In medal play, two strokes.

RULE 31.—If a ball be driven out of bounds, a ball shall be dropped at the spot from which the stroke was played, under penalty of loss of the distance.

Penalty :

In match play, loss of the distance.

In medal play, loss of the distance.

RULE 32.—In a three-ball match, if a player consider that an opponent's ball on the putting-green might interfere with his stroke, he may require the opponent either to lift or hole out his ball at the opponent's discretion.

If an opponent consider (1) that his own ball, if left, might be of assistance to the player, he is entitled to lift it, or hole out at his discretion; or (2) that the ball of the other opponent might be of such assistance, he may require that it be either lifted or holed out at the other opponent's discretion.

RULE 33.—A player shall not ask for advice from any one except his own caddie, his partner, or his partner's caddie, nor shall he willingly be otherwise advised in any way whatever, under penalty of the loss of the hole.

In match play, loss of the hole.

In medal play, disqualification.

Penalty :

RULE 34.—If a ball split into separate pieces, another ball may be put down where the largest portion lies, or if two pieces are apparently of equal size, it may be put where either piece lies, at the option of the player. If a ball crack or become unfit for play, the player may change it, on intimating to his opponent his intention to do so. Mud adhering to a ball shall not be considered as making it unfit for play.

RULE 35.—If a dispute arise on any point, the players have the right of determining the party or parties to whom it shall be referred, but should they not agree, either side may refer it to the rules of golf committee, whose decision shall be final. If the point in dispute be not covered by the rules of golf, the arbiters must decide it by equity.

Such decisions may be finally referred to the executive committee of the United States Golf Association.

ETIQUETTE OF GOLF.

1. A single player has no standing and must always give way to a properly constituted match.

2. No player, caddie, or onlooker should move or talk during a stroke.

3. No player should play from the tee until the party in front have played their second strokes, and are out of range, nor play up to the putting-green till the party in front have holed out and moved away.

4. The player who has the honor should be allowed to play before his opponent tees his ball.
 5. Players who have holed out should not try their puts over again when other players are following them.
 6. Players looking for a lost ball must allow other matches coming up to pass them.
 7. On request being made, a three-ball match must allow a single, threesome or foursome to pass. Any match playing a whole round may claim the right to pass a match playing a shorter round.
 8. If a match fail to keep its place on the green, and lose in distance more than one clear hole on those in front, it may be passed, on request being made.
 9. Turf cut or displaced by a stroke should be at once replaced.
 10. A player should carefully fill up all holes made by himself in a bunker.
 11. It is the duty of an umpire or referee to take cognizance of any breach of rule that he may observe, whether he be appealed to on the point or not.
- The "etiquette of golf" shall be as binding upon players as the other rules of the game.

HANDBALL.

DESCRIPTION AND EXPLANATION.

A REGULATION court should be about sixty feet long, twenty-four and one-half feet wide, and thirty-five feet high in the front, tapering down to thirty-three feet at the back wall.

A brick wall about twelve inches in thickness and faced with marble makes the best front wall. Cement side walls are to be desired. The floor should be white pine boards, laid on beams ten inches apart. The back wall to be twelve feet high and of wood, back of which should be a gallery of about two hundred seating capacity.

An ace is when a server sends the ball to any part of the outer court beyond the ace line, and it is not returned to the front wall by an opponent. All balls must be recovered on the first bound after reaching the floor. That is, a ball can take the circuit of the four walls before it can be termed returnable. The service is considered to be very difficult when the ball, after hitting the front wall, takes in either of the side walls on a fly, bounds on the floor, and then comes off the back wall, or after hitting one side wall bounds from the floor to the back wall, and thence to the other side wall. The great trouble in recovering these balls is that the force of their flight is expended when they come in contact with the last wall, and, therefore, drop dead to the floor. If the ball is returned to the front wall the server must recover it, either on the fly or first bound; if he fails the hand is out, and his opponent becomes server. It is allowable to serve at either side of the court, but always within the two parallel lines. Stepping beyond the inner line twice in succession, or hitting either side wall, roof or floor before striking the front wall, or serving three short balls in succession, shall cause the loss of a hand.

A low sharp service that can be placed at a side angle of the court without any rise to the ball, or sent to the extreme outside corners, is particularly destructive. Then there are the "Scotch twist," a high service that sends the ball around the court in an irritating