

a sharp lookout at crossings, near crowds, and especially in streets where children are playing in the road or on the sidewalks. The latter are apt to run out into the street in the excitement of play. Don't get out of patience if, in a spirit of mischief, they throw things at the car, or apparently, try to cross in front of it. It is aggravating, but it is better to stop than to take chances. If something happens the public will be against you, no matter how innocent you are in the matter.

6. In driving over country roads, use judgment as to speed. Never drive fast unless you can overlook the road for a considerable distance ahead of you, and unless it is absolutely free of obstructions in the shape of man or beast. By no means exceed the speed allowed for the location. In meeting a horse-drawn vehicle remember that country horses are not usually broken to automobiles. Slow down in passing, especially if their driver gives a sign to that effect. If the animals appear much frightened, stop your engine until the vehicle has passed you. Be considerate as to animals on the road, and if you happen to inadvertently kill or maim one try to find its owner. Don't run away. Car numbers are easily read, and it is much cheaper and more convenient to settle amicably on the spot than to be cited to court. Remember this maxim too in case of collisions where the damage extends only to material.

7. In case of accident to human beings, resulting in injuries or fatalities, whether caused by your own carelessness or not, show kindness and utmost consideration. Act as a man should act. Don't shirk responsibility. Give your name and address willingly to the interested parties, but be careful to establish the responsibility for the accident, there and then, by witnesses if you are not at fault. In any case, show humanity, and drive the injured to where he can get quickest medical aid. Consideration and kindness will always act as a mitigating circumstance when it comes to a jury trial. Brutality is a boomerang.

8. Stop at the first sign given by a police official, and don't get into a heated argument with him, even if you have the right on your side. A little politeness often saves trouble and fines.

9. Carry insurance against damage to your car, as well as against financial loss resulting from damage suits of any nature arising from motor accidents. There are companies making a specialty of such insurance. Under no conditions, however, allow the fact that you are insured to operate against due care in driving your car and the general observation of the hints given above.

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## POLO AND SOME FAMOUS PLAYERS.

BY

J. J. McNAMARA, POLO AND AUTOMOBILE EDITOR, "BOSTON HERALD."

**P**OLO is a man's game, as in order to play it successfully the highest development of the very best qualities in ideal manhood are absolutely necessary in addition to the skill required in playing individual positions and helping out in team work; and another important point is horsemanship, without which no man can win laurels on a polo field.

Some of the qualities required of the player are a lively, active brain which can size up a situation instantaneously, and judgment of a superior nature also forms a prominent part in the make-up of your high-class polo player. An eye for the game which must be as true as that of a court tennis player is essential, a spirit of unselfishness must also be cultivated, and besides physical courage and endurance are not the least important factors in the make-up of the gentleman whose fancy turns to the most attractive game in the realm of outdoor sport. The riding is unlike the style taught by the riding master for the park bridle path or the seat used for hunting or racing. In polo the riding must come by second nature, and the man and the



horse must work together in perfect harmony or golden opportunities will be lost. It is a game of constant activity, and any man who has ever played it will tell you that there is nothing just like it for pleasure and recreation.

As in other branches of sport the best players in America, or in the world for that matter, are men who grew up in the game, or who learned how to ride when they were young. This is particularly true of such well-known players as Foxhall Keene, John E. Cowdin, Harry Payne Whitney, Lawrence Waterbury, J. M. Waterbury Jr., W. Cameron Forbes, Allan Forbes, R. G. Shaw 2d, R. L. Agassiz, Thomas Hitchcock Jr., D. Milburn, Rene La Montagne Jr., Maxwell Norman, and other prominent polo players who learned to ride in their teens and subsequently took up polo. Of course there are exceptions to every rule, and a case in point of a man, who did not begin to ride until long after he was out of college, and who developed into a first-class polo player, is that of Joshua Crane. He had all of the other necessary qualifications, and in the early days of his polo experience his riding was the chief handicap against him. There is one thing, however, which prevents polo from becoming as popular as other forms of sport, and that is the money it takes to play it.

The chief expense is ponies, which cost anywhere from \$300 to \$1000, or higher, and as a man must have at least four good ponies, it can readily be seen that polo is not a poor man's game. George Gould recognized the desirable qualities of the game, and in bringing up his sons he reckoned that if polo was a good thing for men it likewise contained valuable opportunities for training the youthful mind in the right direction as a part of the general education of his sons. With this object in view Jay and Kingdon Gould began playing in matches when they were 12 and 13 years old on their home grounds at Georgian Court, and later on they appeared in regular tournament games on the Polo Association circuit. Both of the boys were quick to learn the good points of play from the elders with whom they were associated and they developed rapidly in skill and knowledge of the game, and mounted on the very best of ponies they were able to bring their superb horsemanship into effect in winning trophies. These two boys had a perfect understanding and a definite course of action to pursue in every game in which they played, and their skill in this direction was of the same general nature as that which characterized the playing of the famous Waterbury brothers, who were also brought up on horseback, so to speak. There is a valuable lesson in the experience of these Gould boys in sport at an early age. Kingdon Gould is now a student at Columbia University, and he gives every promise of rounding into a man who will some day be eminently qualified to sit in Wall Street and direct the great industrial and railroad affairs of the Gould family. He still keeps up his interest in polo and other games, for which ample provision is made at Georgian Court. Jay Gould is not only a high-class polo player, but he has already won



fame as a boy that few men ever attain in the difficult game of court tennis. He began playing the latter game about the time he took up polo and he performed the unprecedented task of winning the court tennis championship of the United States at the age of 17 years, and then went abroad for the world's championship, in which event he was the runner up.

Jay Gould to-day is a fine type of healthy, young, vigorous manhood, and when he is through with his studies he will be all the better equipped for the serious task in life on account of his early training in athletics.

#### AMERICAN POLO PLAYING RULES.

##### *Ground.*

1. The ground should be about 900 feet long by 450 feet wide, with a ten-inch guard from end to end on the sides only.

##### *Goal Posts.*

2. The goal posts shall be 24 feet apart, at least ten feet high, and light enough to break if collided with.

##### *Balls and Mallets.*

3. The ball shall be of wood, with no other covering than white paint, 3 1-8 inches in diameter, and not exceeding 5 ounces in weight.

Mallets shall be such as are approved by the Committee.

##### *Ponies.*

4. The height of ponies shall not exceed 14.2.

Ponies aged five (5) years and upward may be measured and registered for life; ponies under five (5) years may be registered for the current season only. Any member of the Committee may measure ponies not his own and issue certificates of registry. He shall determine the age of the pony. The Committee may by vote appoint one or more official measurers, who shall have all the powers hereby given the Committee in respect to the measurement of ponies and the issue of certificates.

##### *Periods.*

5. *A.* In match games between pairs there shall be two periods of fifteen (15) minutes each actual play.

*B.* In match games between teams of three (3) there shall be three (3) periods of fifteen (15) minutes each actual play.

Under *A* and *B* two (2) minutes shall be allowed after each goal, and intervals of five (5) minutes between periods, unless otherwise agreed.

*C.* In match games between teams of four (4) there shall be four (4) periods of fifteen (15) minutes each actual play. Two (2) minutes shall be allowed after each goal, and intervals of seven (7) minutes between periods, unless otherwise agreed.

Under *A*, *B*, and *C*, time between goals and delays shall not be counted as actual play.

##### *Eligibility.*

6. A member of a club which is a member of the Polo Association shall not play any match games with or against any club which is not a member of the Association, nor shall any player play on the team of any club of which he is not a member, except on written consent of the Committee, and the approval of the captains of the teams entered.

7. A player shall be handicapped with but one club at a time.

8. A player shall not play for the same prize on more than one team or pair.

Any player in his first tournament events shall be handicapped at not less than two goals and shall so continue until changed by the Committee.

##### *Entries.*

9. Entries for tournament events shall be made in writing, naming the probable players and substitutes, and be accompanied by an entrance fee of ten (10) dollars for each player, which is to be returned if the team plays, otherwise it is forfeited to the Association. Entries absolutely close on the day announced. No conditional entries shall be received.

The entrance fee for Championship events shall be one hundred (100) dollars for each team.

##### *Drawings.*

10. The drawings for all tournaments shall be made under the Bagnall-Wilde system. (This consists of playing a preliminary round to reduce the



number of contesting teams to two, four, eight, or sixteen, thus eliminating the bye at once, and putting all contestants on the same footing.

*Uniform.*

11. Captains shall not allow members of their teams to appear in the game otherwise than in Club uniform.

*Colors.*

12. The Polo Association colors are white and dark blue.

*Championship.*

13. A. There shall be a Senior and a Junior Championship tournament, the latter immediately preceding the former. The Senior Championship shall be open to teams without limit of handicap. The Junior Championship shall be open to teams whose aggregate handicap does not exceed twenty (20) goals, but this limit is simply to define the class, and all games in both classes shall be played without handicap.

No player with a higher handicap than five (5) goals on May 15 shall compete in the Junior Championship.

The handicap governing eligibility to Junior Championship teams shall be that in force May 15 of the year in which the championship events take place.

B. The winner of the Junior Championship events shall have the privilege of making a post entry for the Senior Championship events.

C. Except as provided in Section B a player shall not be allowed to play in both classes.

D. In both classes the Championship may be won by default, but in such case no individual trophies shall be added.

E. In all Championship events, a player shall not represent a club with which he is not handicapped, and a player shall not be handicapped with more than one club at a time. Every player in the Association shall elect with what club he will be handicapped, and the Committee shall be notified in writing prior to the fifteenth day of May in each season.

F. No player shall be eligible to play for his Club in Championship events unless he has played on at least six (6) different days during the current year on the club ground in practice games or in matches.

FIELD RULES.

*Field Captain.*

1. There shall be a field captain for each team, who shall have the direction of positions and plays of his men. He shall have the sole right to discuss with the Referee questions arising during the game and to enter protests with the Referee, provided that a player fouled may claim the foul. Other players shall testify only when requested by the Referee.

*Referee.*

2. The two captains shall agree upon a Referee, whose decision shall be final in regard to all questions of actual play, but as regards eligibility of players, handicaps, and interpretation of the General Rules, an appeal may be made by either captain to the Committee, whose decision shall be final.

*Disqualification of Ponies.*

3. Any pony may be protested on the field under General Rule 4 (if possible, before play begins), by the field captain of the side against which the pony is offered to be played. Unless a certificate of registry under said Rule 4 is then produced the Referee shall forthwith measure the pony and decide the protest. If sustained, the pony shall be ruled off the field for the match.

The Referee shall exclude from the game any dangerous or vicious pony.

*Timer and Scorer.*

4. The captains shall agree upon a timer and a scorer, who shall perform their duties under the direction of the Referee.

*Goal Judges.*

5. The home captain shall appoint two goal judges, acceptable to the visiting captain, each of whom shall give testimony to the Referee, at the latter's request, in respect to goals and other plays near his goal, but the referee shall make all decisions.

*Substitute.*

6. Each team should have a substitute in readiness to play in case of accident or disqualification.

*Clear Field.*

7. Only players and Referee shall be allowed upon the ground during the progress of the game.

*Choice of Ends.*

8. The choice of ends shall be determined by the toss of a coin between the field captains.



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### *Change of End.*

9. Ends shall be changed after every goal.

### *Throw-In.*

10. The game begins when the ball is thrown in by the Referee between the contestants, who shall each be on his own side of the middle line.

11. After an interval, the Referee shall throw in the ball when the proper signal is given by the timer, whether all the players are lined up or not.

### *Goal.*

12. A goal is made when the ball goes over and clear of the line between the goal posts, or above the top of the goal posts between centre lines.

### *Safety.*

13. Whenever a player, either accidentally or intentionally, gives the ball an impetus with his mallet which carries the ball over the goal line he is defending, and it touches nothing except the goal post or the ground after leaving his mallet, it shall be deemed a safety.

### *Score.*

14. (a) A goal counts one.  
(b) A safety counts minus one-quarter.  
(c) A foul counts minus one-half.

The side wins which is credited with the largest score at the end of the match.

### *Time Limit.*

15. When the time limit of any period (except the last) expires, the signal shall be given, but the game shall continue until the ball goes out of bounds or a goal is made. Such overtime in any period shall be deducted from the playing time of the succeeding period. When the time limit of the last period is reached, the signal shall be given and the game shall then cease with the ball in its position at the moment of the signal.

16. If a goal is made when any fraction of time remains to be played the game shall continue.

17. When the ball is out of bounds, and the limit of time expires before it is put in play, the period ends.

### *Tie.*

18. In event of a tie at the end of the last period, the game shall continue (after the usual interval between periods) until a goal or safety is made or a foul is penalized.

### *Out of Bounds.*

19. When the ball crosses a side line it is out of bounds, and shall be put in play by the Referee throwing it between the contestants (lined up as at the beginning of the game) toward the middle of the field, and parallel to the goal lines, at the point where it went over the boards. He shall throw from outside the side boards.

### *Knock-In.*

20. When the ball crosses an end line it is out of bounds, and the side defending the goal at that end is entitled to a knock-in, the ball being placed on the line at the point which it crossed, but in no case nearer than ten (10) feet to the goal posts or to the side boards.

21. A ball must be over and clear of the line to be out.

22. When a player having the knock-in causes delay, the Referee may throw a ball on the field and call play. No opponent shall come within fifty (50) feet of the ball, when placed for a knock-in, until the same has been hit by a mallet. As soon as the ball is touched by a mallet after being placed for a knock-in, it is in play, and subject to the rules of play.

### *Player Substituted.*

23. When a player is replaced by a substitute he cannot return to the team the same day, except to take the place of a player who is disabled or disqualified.

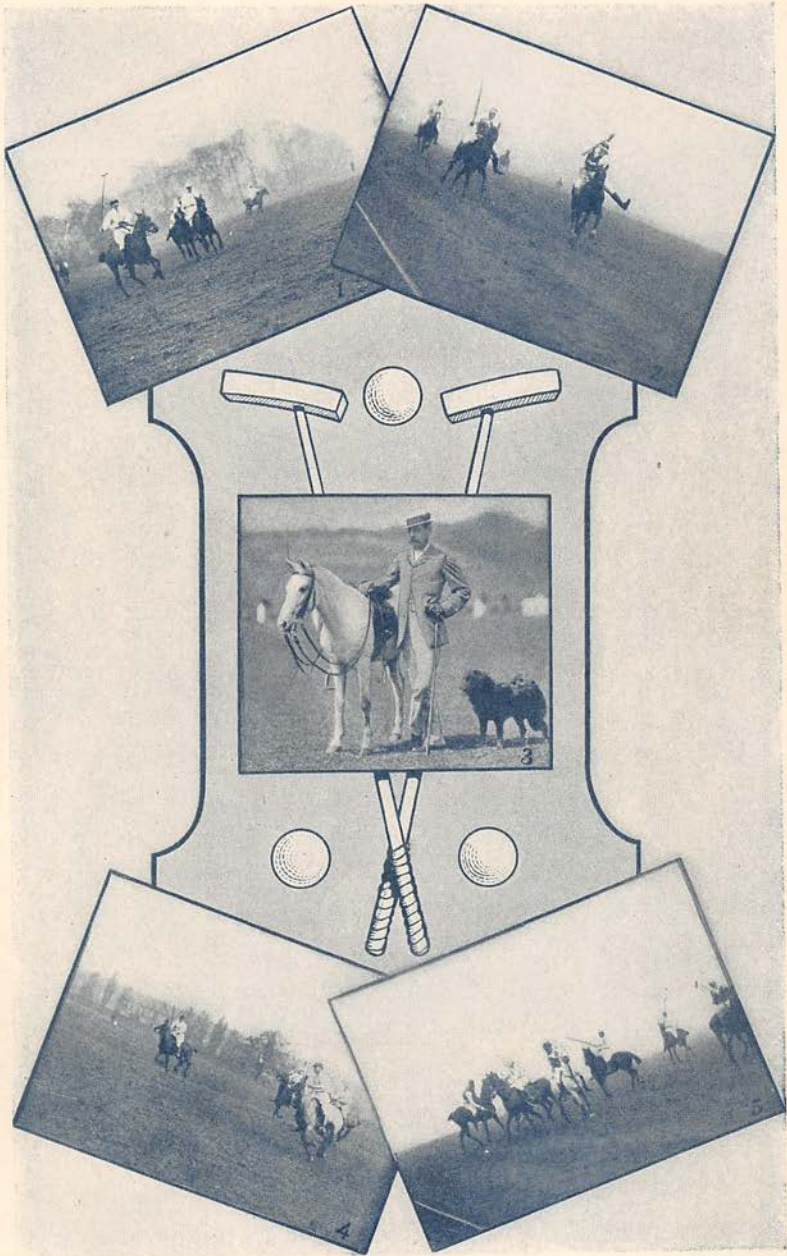
### *Handicap.*

24. When a change of players takes place after the game has begun, the handicap of the man having the highest number of goals shall be counted.

### *Fouls.*

25. The Referee shall declare any violation of Rules 27, 28, 29, and 30 a foul, when seen by him, without waiting to have it claimed; or, when not seen, upon evidence satisfactory to him. He may suspend the player committing the foul for the match, but he shall also allow the usual penalty of one-half goal.

26. In case of repeated or wilful violation of said rules, especially by conduct dangerous to the safety of other players, the Referee shall suspend the player guilty thereof for the match.





A decorative border consisting of a repeating pattern of stylized floral or scrollwork motifs, forming a rectangular frame around the text.

POLO

1. Polo at Ranelagh, America vs. Old Cantabs. Getting ready for a back-hander.
2. A Race for the Ball.
3. James Gordon Bennett and his polo pony.
4. America vs. Old Cantabs at Ranelagh. A clever bit when circling.
5. A "throw in" between the Americans and Hurlingham teams.

*Courtesy of the Boston Herald by permission*

27. In case of a player being disabled by a foul so that he is unable to continue, the side which has been fouled shall have the option, instead of providing a substitute, to designate the player on the opposite side whose handicap is nearest above that of the disabled player, and the former shall thereupon retire from the game. This penalty shall be in addition to those hereinbefore provided, and the game shall continue with each side reduced by the above withdrawals.

*Dangerous Riding.*

28. Careless or dangerous horsemanship or a lack of consideration for the safety of others is forbidden.

The following are examples of riding prohibited under this rule:

(a) Bumping at an angle dangerous to a player or to his pony.

(b) Zigzagging in front of another player riding at a gallop.

(c) Pulling across or over a pony's forelegs in such a manner as to risk tripping the pony.

*Right of Way.*

29. A. The right of way is given to the player who has last hit the ball or to the player who has entered safely on the line of the ball between it and the last hitter, or (as against players not in possession of the ball) to the player who is following nearer than any other player the line of direction of the ball.

*Crossing.*

B. A player shall not cross the player having the right of way, except at an unquestionably safe distance; nor shall he pull up in front of the latter unless he is far enough ahead to give the latter unquestionably enough time to pull up also; nor shall he pull up *across* the latter on any consideration whatsoever.

*Meeting.*

30. Whenever two players are riding in opposite directions for the ball, each shall leave the ball on his off side.

*Other Prohibitions.*

31. A. A player shall not strike an adversary or his pony with the hands or mallet, or strike the ball when dismounted.

B. A player shall not interpose his mallet to interfere with an opponent's stroke.

C. A player shall not put his mallet over his adversary's pony either in front or behind.

D. A player shall not seize with the hand, strike or push with the head, hand, arm, or elbow, but a player may push with his shoulder, provided the elbow is kept close to his side.

E. A player requiring a mallet, pony, or assistance from an outside person, during the game shall ride to the end or side lines to procure it. No person shall come on the field to assist him.

F. A player shall not hold the ball in his hand, arm, or lap, nor shall he kick or hit the ball with any part of his person. He may, however, block the ball with any part of his person or with his pony.

*Fines.*

32. The Referee shall also have the power to impose a fine (the amount to be determined by the Committee) on any team or member of a team failing to appear within reasonable time of the hour named for the events for which they have entered, or for any misconduct or violation of the rules during the progress of the game, and shall report the same in writing to the Committee for enforcement.

*Penalty.*

33. The Referee may at his discretion award a penalty of half a goal for any violation of Field Rules not covered by Rule 24.

*Suspension of Play.*

34. A. When a foul is allowed by the Referee, he may or may not stop the game, according to his judgment as to the advantage gained or lost by the foul.

*Accident.*

B. In case of an accident to a player or to a pony, or to a pony's gear, which in the opinion of the Referee involves danger to a player, he shall stop the game. It shall not be stopped for a broken or lost mallet, stirrup leather, curb chain, or martingale (unless liable to trip a pony).

*Broken Ball.*

C. When a ball is broken or trodden into the ground in a manner to be unserviceable, in the opinion of the Referee, or when it strikes the Referee or his pony so as in his opinion to affect the game seriously, he shall stop the game, and may substitute another ball by throwing it toward the middle of the field between the players at the point where the event occurred.

*Change of Ponies.*

D. In the case of ten (10) minutes' continuous play, the Referee shall stop



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the game for a change of ponies as soon thereafter as the ball goes out of bounds. Not exceeding two (2) minutes shall be allowed for this purpose.

*Other Cause.*

*E.* The Referee may suspend the game for any other reasonable cause.

*Time Lost.*

*F.* Time lost under paragraphs *A, B, C, D,* and *E* shall not be counted as actual play.

*Referee's Whistle.*

35. In all the above cases the play is not suspended until the Referee's whistle blows, but the game shall be considered stopped at the time the event occurred. The ball, when placed again in play, shall be thrown by the Referee toward the middle of the field at the point at which the ball was when the event occasioning the suspension of the game occurred.

*Failure to Finish.*

36. In the event of a game being stopped by darkness, or for any cause which prevents a finish the same day, it shall be resumed at the point at which it stopped, as to score and position of the ball, at the earliest convenient time, unless settled otherwise by agreement between the captains.

### AMERICAN RULES OF WATER POLO.

1. The ball shall be the regulation white rubber Association Football, No. 3, not less than 8 inches nor more than 9 inches in diameter.

2. The goals shall be spaces 4 feet long and 12 inches wide, marked "Goal" in large letters. One shall be placed at either end of the tank, 18 inches above the water line, equally distant from either side.

3. To score a goal the ball must be touched by the ball in the hand of an opposing player, and the greatest number of goals shall count game.

4. The ball shall always be kept on or as near the surface of the water as possible, and shall never be intentionally carried under water. No goal shall be allowed when scored by under-water play.

5. The contesting teams shall consist of six a side, with one reserve man, who can take the place of one of his side in case of disablement only and receive prize if on winning side.

6. Time of play shall be eight (8) minutes actual play each way, and five (5) minutes rest at half time.

7. The captains shall be playing members of teams they represent, and shall toss for choice of ends of tank. The ends shall be changed at half time.

8. The referee shall throw the ball in the centre of the tank, and the start for the ball shall be made only at the sound of the whistle.

9. The ball going out of the tank, it shall be returned to the place it was thrown from, and given to the opposing team.

10. No player is allowed to interfere with an opponent unless such opponent is in actual contact with the ball, or within 4 feet of it.

11. A mark shall be made 4 feet from each goal on the side of the tank and a line drawn across. No player shall come within his opponent's goal line until the ball is put in play within it.

The goal keepers of the side are alone exempt from this rule.

It shall be an off-side play to cross the line ahead of the ball, and it shall be within the power of the referee to decide in such case whether the goal be fairly made or not.

12. Upon a goal being gained, the opposite team shall go to their own end of the tank and the ball shall be thrown by the referee into the centre on play being resumed, but time so occupied shall not be counted as in time of play.

13. Each team shall have two judges, one at each goal line, who, upon goal being made, shall notify the referee, who shall blow a whistle and announce the same. In case the goal judges disagree the referee shall decide whether a goal be fairly made or not.

14. The referee shall decide all fouls, and if, in his opinion, a player commits a foul, he shall caution the team for the first offence, and for the second the player making it shall be ordered out of the water, remaining out until a goal has been scored.

15. The time occupied by disputes shall not be reckoned as in the time of play.

16. When a ball is within the goal line, the goal keepers shall not be allowed any artificial support other than the bottom of the tank.

17. *Fouls*—It shall be a foul to tackle an opponent if he does not hold the ball, or is not within four feet of it. It shall be a foul to hold a player by any part of his costume. Unnecessarily rough play shall, within the discrimination of the referee, be considered a foul. It shall be a foul to push off from ends or sides of tank, or to touch them except for the purpose of resting.

18. In case of a foul: After the team making the foul has been cautioned by the referee, if the same team shall again offend, the referee may punish said team by giving a goal to the opposing side.

19. The officials shall consist of one referee, two timekeepers, four goal judges, and one scorer.