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GOLF

BY JAMES DWIGHT.



OVERMAN WHEEL COMPANY,

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BOSTON.

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LOS ANGELES.

PORTLAND, ORE.

GOLF.

A Handbook for Beginners.

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Preface.

The author of this little book wishes to disclaim any intention of posing as an authority on Golf.

He is simply attempting to explain the way in which Golf is played, and to put in a few words, for the convenience of beginners, what little he has learned of the principles of the game.

Description of the Game.

The game of Golf is played by two persons each of whom has a small hard ball, which it is his object to put into a number of holes in the ground in as few strokes as possible. The holes may be 80 yards apart or 500 or any distance between the two. They are $4\frac{1}{4}$ inches in diameter and deep enough to prevent the ball from jumping out should it once get in.

The balls are of hard gutta percha about $1\frac{1}{2}$ inches in diameter.

The implements used to strike the balls are called Clubs and are of various shapes and sizes; some of wood and some of iron with wooden handles. Of these I shall speak later.

LINKS.

The grounds on which the game is played are called Links. Links may consist of almost any kind of land provided it be suf-

ficiently open. The Links or course consists of three parts, (1) The Teeing Ground, (2) The Putting Green, (3) The Green.

1. *Teeing Ground.*—The Teeing Ground is a platform of earth sodded, slanting slightly upward from back to front, on which the first stroke must be made. In playing this first stroke the player is allowed to place his ball on a little mound of sand or earth so that he can hit it to the best advantage. This is called "teeing" the ball.

After the first or "tee" shot the ball must never be touched again except in an actual stroke till it is in the hole. Then it is taken out and teed again for the first stroke for the next hole.

2. *Putting Green.*—The Putting Green is a space of ground sodded and rolled as carefully as possible so that the ball may run truly on it. In the middle of it is the hole.

Sometimes the Putting Green joins the rest of the course imperceptibly and sometimes it is raised so that the ball will not run up on to it easily but must be sent into the air and made to drop out on the green nearly dead.

3. *The Green.*—The Green is the rest of

the course from the teeing grounds to the putting greens excepting Hazards. The idea of the game is to have a smooth wide track from hole to hole, so that a player can have an easy passage provided he keeps the right line. Should he go to one side, he need expect no good fortune; he may find his ball in woods, swamps, etc., or he may not succeed in finding it at all. But it would not be well to have the whole course smooth. It would be all alike and therefore uninteresting. For this reason advantage is taken of the natural obstructions, such as walls, brooks, hedges, roads, etc., to make the game more difficult. There should be at least one obstacle in front of each hole, and in cases where such do not exist artificial ones are made of banks of earth with a ditch in front. These obstacles are called "Hazards," as is also any broken ground, rushes, bushes, and in fact anything except the smooth green of the course.

It may be asked what difference it makes if a place is called a hazard or not. It makes a difference in two ways. Before playing a stroke a player rests the head of his club on the ground behind the ball to

take aim, also he may kick up any hank or stone that is within a club's length of his ball provided that it is lying loose upon the ground. When the ball is in a hazard a player is not allowed to touch or move anything, no matter if it be the ground, bushes, or anything else, except in placing the feet firmly on the ground. The hazards give variety to the game.

Flags or standards with round disks are stuck in the holes to show their position and are taken out, when the players get on to the putting green.

CLUBS.

To attempt an exact description of clubs would be a waste of time. One must see them to understand what they are like. A few words, however, seem in place as to the number of clubs necessary for good play and the number of others that can be carried for exceptional cases.

1. We must have a wooden Driver for the tee shot.

2. A Brassy for use in cases where the ball lies well on top of the turf so that it can be hit fairly, to use the Golf term is in a

"good lie," and when as long a stroke as possible is desired.

3. A Cleek for rather shorter distances, or when the lie is not quite so good. A good brassy stroke may be called from 140 to 180 yards. An equally good cleek stroke would be from 100 to 140 yards.

4. A Loftier or a Mashie. Most people, I fancy, prefer the loftier. Its use is to kick the ball out of holes in the ground or rough places or to "loft" the ball over an obstruction. It is often used also to approach the hole when within 40 to 80 yards.

5. Last, an iron Putter, which is used to roll the ball into the holes, when the putting green has been reached. In all strokes except the put the ball is supposed to fly through the air, both because it will go farther and because the length of its flight can be more easily controlled.

The above clubs are really necessary for the game, *i. e.*, Driver, Brassy, Cleek, Loftier, and Putter. I should myself take a mashie instead of a loftier if I could have but one.

The Niblick is a strong club with a small round, heavy head, used to get the ball out

of ruts or from between stones, etc. On some links it is absolutely necessary, on others it is seldom needed. It is a good thing to carry two lofters, one for long work, the other for short. Last, many players use a wooden putter especially for long puts. The wooden putter was formerly universal, but now the iron one is much the more used.

Choice of Clubs.—Do not get your first set of clubs by your own judgment. Nor is it wise to trust too much to the dealer. The temptation is strong to get rid of clubs which older players will not buy. Get some player to go with you and help you to choose. I should not buy many clubs at once. Get a wooden driver. You have got to learn to drive, and you may as well get to work at once. Next you need a cleek. You want to be able to make a good straight cleek shot, say of 120 yards. Then a loftier or a mashie. I should choose the mashie. If you can learn to use it well you will have no trouble with the loftier afterward. Last, an iron putter; you may come to prefer wooden putters later but you had better begin with an iron one.

BALLS.

Choose as far as possible the largest balls. They will not fly as far as small ones, but they fly more steadily, are easier to control, and, last of all, much easier to put with. Old ball, *i. e.*, balls that have been made a long time, are much better than new ones. The best thing that you can do is to buy as many as you can afford and put them away for use in the future.

For matches you will of course use new balls, but for practice, especially when alone, it is no bad idea to have a dozen or more old balls so that you can practice one stroke over and over again.

As the balls get dirty, soap and a brush will clean them fairly well. When they get too black for that, you can paint them yourself without much trouble. If you want them to dry very quickly, mix some shellac with the paint. Red balls are used in playing on snow; but in almost all other cases white is the best color.

We now come to the different strokes and the way to make them. It would be useless for most beginners to go out on to the links and to try to go round them without

some preliminary practice. If you belong to some club which keeps a professional greenkeeper, get him to give you some lessons so that you may start in the right way as far as possible. Very probably you cannot get such teaching. If not, get the best local player you can find to show you how the strokes are made and watch him carefully and try to imitate him. In all probability he will lead you into some bad habits, but it is the best you can do. In the meantime you can check his instruction by studying the best books on the game. Golf in the Badminton series and Sir Walter Simpson's book are the most important. The newspaper "Golf" contains some excellent articles by "Coach."

Let us take the strokes in order. You must learn them all to play well, though you will always play some of them better than others and use them oftener than you should. You should learn each stroke more or less by itself. There is no use in making one bad drive and then following it with a worse cleek shot and so on till eventually you find a hole near. Start with your driving and work at it till you are sure that you can hit

the ball, and until you can drive it 100 yards or so tolerably straight. Then set to work with the cleek. *If you prefer, you can take the cleek first and the driver later, but don't mix the different strokes at first.*

THE DRIVE.

Tee your ball carefully and do not tee it high; a small tee is better than a high one, say $\frac{1}{4}$ of an inch. Be careful that the ground falls away behind your ball so that there may be no danger that your club will be interfered with in its swing. To make a tee properly, take a little sand and make it into a little mound and press it down smooth with the palm of the hand so that the ball will rest on top of it and not in it. A very little sand in front of the ball makes a great difference in its flight.

Take your stand at such a distance from the ball that with the heel of the club behind the ball the end of the handle will just reach your left knee as you stand upright. This is a rough and ready way of measuring. It cannot be accurate because the distance from the ball must depend on the "lie" of your club. If this has a low lie, *i. e.*, if the

head is put on to the handle at a very obtuse angle you must be farther away from the ball than if it is more upright. This matter of the lie of the driver is a very difficult one. In a general way, a short man needs a low lying driver and a tall man a more upright one. The flatter the lie the longer the driver that you can use. You must work the matter out for yourself unless you have some one unusually competent to advise you. I can only suggest that your driver should not be very upright and neither very long nor very short.

Fig. 1 is taken from the Badminton series and gives Mr. Horace Hutchinson's views on the best position to assume for driving. It will be seen that the left foot is farther forward than the right and that the ball is not equally distant from the two feet but is nearer the left. You cannot do better than to imitate this position. It represents, I fancy, the general method of driving. The distance between the feet is given as 18 inches. Of course it varies with a man's height. If your straddle is too great you lose power, if too little you unsteady yourself and lose accuracy.

So much for rule. What is most important is that you should get into a comfortable position. You cannot drive well if you are cramped or if your feet are not firm on the ground. This is so important that you

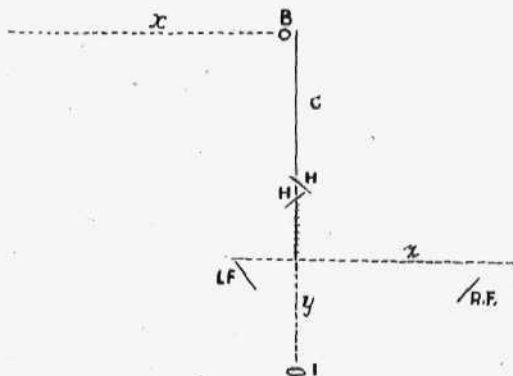


FIG. 1.—CORRECT POSITION OF FEET FOR THE DRIVE.
See page 12.

should not tee your ball anywhere and then place yourself at the proper distance from it, but place yourself first and move about till you get your feet in a position to suit you and then tee the ball at the proper distance from you.

Fig. 2 shows the position of the hands better than I can describe it. The backs of the hands should be uppermost, the thumbs down. Neither the thumb nor the forefinger should point down the shaft but should be bent round the handle. The hands should be as close together as possible. There should be also a difference in the hold of the two hands. The left hand should take a firm though not strained hold, but the right should be used more as a guide to the club than anything else. Of course to serve as a correct guide, the hold of the right hand must be steady but it should not be nearly as tight as with the left. The handle should rest in the fingers of the right hand rather than in the palm.

You have now got the ball teed and taken your stand with your club in your hands. Now you have got to hit the ball, but there are still some preliminaries to be gone through.

After addressing the ball, most players give the club a swift swing back and forth over the ball. This is the "Waggle." It is simply a preliminary flourish intended to show if everything is right. I suppose that

it is on account of my ignorance that I can see no advantage in it. On the other hand, some players take a full swing and a stroke at an imaginary line or a blade of grass, just before placing themselves for the drive. In this I have great belief, especially if you are just starting a round. It opens your shoulders and shows you if you are standing so that the club will just sweep the ground. If the swing goes wrong, try it again. If right, go back to your place again and play your stroke.

It should be clearly understood that the ideal drive is not a blow to the ball but a long, even, rapid swing. The club should be swung back above the right shoulder round the head, taking care that the shaft does not touch the shoulder. Bring the club back quietly without hurry, keeping the arms out from the body. The left heel will rise from the ground as the club gets well round. Some say that there should be a second's pause before the club starts on its return trip, some that there should be none. It seems to me certain that there should be no hurry in starting it or the result will be a jerk. The head of the club should just

sweep the ground before it reaches the ball, and passing as it were right through the ball should be allowed to go on till it has swung round behind the head. The right heel comes up at the end of the swing.

Such a swing is not easy to learn and I question if it can be acquired by one who has passed his first youth. A boy will pick it up easily enough by imitation. If you cannot get it do not spoil all your driving by trying for a full swing. I have seen men drive a clear 200 yards with no swing to speak of, simply by the cleanness of the stroke and the weight on the ball at just the right time.

The part of the drive that you will need most is the last part. No amount of preparatory swing will drive the ball any distance if the club is to be stopped as soon as it has touched the ball. On the other hand, if the club go through its full swing after hitting the ball, you will be surprised to see how long a drive you can make. Therefore don't bother about the length of your backward swing nor about rising on your left toe. Stand steady; don't try to hit very hard, and, above all, never take your

eye off the ball. From the moment that you address the ball never look at anything but the ball.

One or two last words. When you address the ball, be sure that your club lies flat on the ground, *i. e.*, that it is not tilted on its heel or its toe. Again, the longer the club's head swings truly in the line that the ball is to go the more the chance that it will hit the ball right.

OTHER STROKES.

So much for driving; a very important first step. It is the fashion to preach that driving does not win the game; that the short approaching and putting are more important. Perhaps they are, but, as somebody said, a long drive makes the putting a lot easier. If the hole is a short one a good drive will put you within easy approaching distance. What is a long drive? One hundred and eighty yards in a straight line is a beautiful drive. It is possible to go much farther, but a ball that will carry 160 yards in the air is good enough for anybody.

Let us suppose your drive made say 140 yards long and fairly straight. The hole is

still a long 200 yards away. Your business is to get on as much farther as you can. How much you can do depends on the position or "lie" of your ball. Remember that you must never touch it after the drive until you take it out of the hole. You find it lying fairly on the smooth sod. Here you can use the brassy. The brass sole will cut into the ground enough to let the center of the face of the club meet the ball.

As in the drive, you must make a true circle in the swing, and the circle dips a little into the ground as or just after the head of the club strikes the ball. A good brassy stroke will carry almost as far as a drive. The brassy is a very useful club especially if the holes are a long distance apart. On short links you may do without it.

If the lie should not be quite good enough for the brassy or if the hole is not quite as far away as a brassy stroke may travel, you should take the cleek. The cleek is the farthest driving iron club, but cannot drive as far as the brassy and should not be used instead of it when the lie is good.

The handle of the cleek is shorter and

stronger than that of the brassy and the iron head can cut through the ground as the head of a wooden club cannot. The stroke is necessarily more up and down than with the driver or brassy, but it must be the segment of a true circle to make a good stroke. This circle should dip into the ground and the club should take a piece of turf with it in the stroke. Be careful to carry the club all the way through if possible. You may hold the club more firmly than you did the driver but you must not strain at your grip.

In addressing the ball the head of the club should not lie perfectly flat on the ground but should be a little tilted on its heel. The knees should be a little bent and the ball more nearly halfway between the feet than in the drive.

Should your ball be in too bad a lie to use a cleek, should it be in a hole or cut, should there be a lump or "face" in front or some artificial obstruction like a wall, you must use some club that will get the ball out of the hole or over the obstruction. For such cases there is the loftier and the mashie. The main difference between the two is that



FIG. 3.—ADDRESSING THE BALL FOR THE DRIVE.
See page 14.

the mashie is smaller and more rounded. The mashie is perhaps the harder of the two to play with but there is no club better worth studying.

In fact, you have got to a part of the game that you must learn well to do any good. You may never learn to drive far nor very straight but still you can get along over the course; but you cannot get over a stone wall unless you can loft the ball properly. When you have learned that, there is no obstacle high enough to stop you.

We may consider lofting to be of two kinds. In the longer loft, from 80 to 100 yards, you use a rather heavy lofter, and make the stroke much as you would with a cleek. The ball, of course, rises more, does not travel as far, and rolls less when it strikes the ground. To my mind it is one of the easiest strokes to make fairly well, but to drop the ball on the putting green and make it stay there first at 100 and then at 80 yards is another matter. However, you must not expect too much as far off as that.

We now come to the second kind of lofting, using a lighter club with its face more

laid back. I prefer the mashie. Put your right foot forward, your left back, with the ball near the right foot. Stoop a good deal and address the ball very carefully. Make up your mind what the distance is that you want to go and do not glance at it when you should be looking at nothing but the ball. You do not need much swing before you hit the ball; the forearms and wrists will do all that you need. Cut straight down under the ball, taking a little earth with the stroke, and then carry the head of the club sharply up into the air in front. The club should be at least vertical at the end of the stroke. You should be able to make the ball drop almost dead. The ball can be made to stop still more suddenly by playing this stroke partly across the line in which the ball is to travel. It is like the underhand twist service in Lawn Tennis. The ball will run a little to the right when it falls. It is a stroke worth many hours' labor and many hours will it take to learn it.

Before leaving the subject of different clubs, I should speak of the niblick. It has a little round, heavy head, and a short, stiff handle. It is meant for rough work

only, such as getting the ball out of stones, ruts, etc. It is a good deal neglected in practice, and it is a mistake. It is a club that you must use when you are in trouble, and it will save you a great many strokes if you can learn to get out of trouble well.

As we have seen, the ball must never be touched from the time it leaves the tee till it reaches the hole. It may be in any sort of position and it must be played from the place where it lies. Unless the course is very smooth you will get a great many bad lies, because it is more natural for the ball to stop in a hole than perched up on a ridge or lump of earth. You have got to learn what club to use in each particular case. I only wish to point out one or two principles to guide you.

Do not try to make a long stroke out of a bad lie. You cannot do it. You will probably top the ball and get on no distance at all. Take a loftier or mashie and get on as far as you safely can, and pick a smooth place to light on, so that you may get a brassy stroke next time. If the lie is very bad, just get the ball out; don't try for anything more. Remember that the worse the

lie, the more carefully and quietly should the stroke be played. Moreover, if it is impossible to get as far as the hole in one stroke, there is no use in risking a total failure by striking as hard as you can. Go two-thirds of the way and get up next time.

If the ball is in a hazard, you must not bend nor break nor even touch anything, except that you can place your feet firmly on the ground. You cannot address the ball in the usual way for you are not allowed to touch the ground with your club, "sole it" in Golf parlance.

Apart from hazards, you meet with all kinds of lies. Some of them would be good enough in themselves but are made bad by some peculiarity of the ground near by. The ground may be sloping, or there may be a rise in front of or just behind the ball.

Mr. Hutchinson in the Badminton Series gives several of them, with directions for playing each one. I cannot do better than to quote his instructions without going into the reasons. The subject is too difficult a one for a beginner.

1. "In a cuppy lie. Swing down and nip in between the cup and the ball. The club will bring up with more or less of a jerk after hitting the ball. Take no notice of that whatever. Swing evenly and just as if the club was to be carried all the way through."

2. "When the ball is lying on a slope so that the stroke must be made downhill. It seems impossible to get under the ball and lift it, but it can be done. Take a club with the face well laid back, and swing as if on level ground. The club will lift the ball."

3. "With the ball lying on a slope facing you, the swing must be very free or you will pull the ball."

4. "With the ball lying downhill away from you, the direction is very difficult to get right, therefore swing very quietly and do not make a violent stroke."

I can only add that the main point for a beginner to learn is when to use the brassy, when the iron, etc.; also how much of a stroke it is wise for him to attempt to make from a given lie.

APPROACHING.

Approaching begins when the ball is less than a full stroke from the hole, and you are therefore not trying to get as far as you can.

I shall not attempt to explain the delicate differences between the three-quarter shot, the half shot, etc. You can hardly learn them from a book. Moreover, to play these strokes correctly you must have mastered the full driving swing.

There are many ways of approaching the hole; the best seems to me to be with the loftier or mashie. I prefer the latter. It may be set down as a rule that every hole should be guarded by some sort of a bunker. It is clear then that you cannot approach a hole along the ground, and must therefore use a lofting stroke.

This stroke you can play in two ways. You can loft the ball far enough to cross the bunker, and then let it run along the ground up to the hole. Or (and especially if you are near the hole with the bunker in front of you) you can use the high loft with cut, and drop the ball dead near the hole. I do not think that this is as difficult

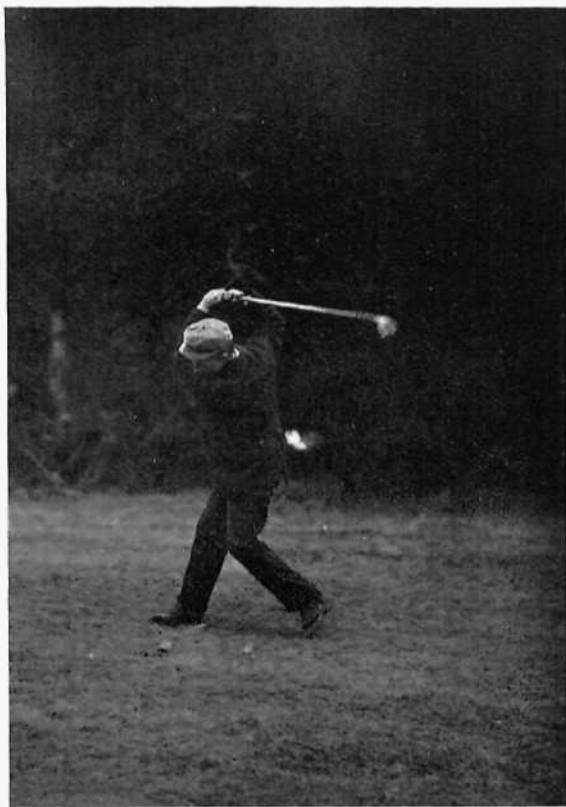


FIG. 4.--THE DRIVE. THE TOP OF THE SWING.
See page 16.

a stroke as it is represented. It needs lots of practice and will repay any amount of time spent on it. You can use it if there is a bunker before you, and you can use it all the better if there is none. It is only when the ground is very hard that you will have trouble, because your club should take a little earth with the stroke.

Suppose that there is no bunker in front of the hole, and that the putting green mixes with the rest of the green, or is a little raised above it. You can now get up in several ways. As before, by lofting. Or you may take your cleek, and by a sharp little stroke drive the ball from one to three or four feet in the air and carry it over any rough ground that may lie between you and the putting green and then let it run up to the hole. Again, you can take a wooden putter, which will carry better than an iron one, and play directly on the hole. Last, you can take your iron putter if you are not far off, and the ground is very smooth.

In any case, play hard enough to reach the hole. You cannot get in unless you get far enough. On the other hand, you may

very well get in even if your ball would have rolled ten yards more.

If you play the cut lofting stroke, try to drop a little to the left of the hole.

PUTTING.

You have now got into the putting green with the hole in the center, and into that hole you must get with as little loss of time as may be. In a rough way you want to go in in two strokes from the edge of the green. The first point is to go far enough. Try to put on force enough to go two or three feet beyond the hole. The direction is fairly easy to get when you are a good way off, but when you are only 18 inches to 3 feet from the hole, it is wonderful how easily you can get off the line. The reason is very simple. You try to play very gently so as not to go too far and you do not hit the ball truly.

To remedy this, practice swinging your putter back and forth, making it travel in a straight line to and from the hole.

Next, do not play to dribble into the hole. Make a good fair stroke, and the ball is much more likely to roll straight into

the middle of the hole. If it does so it will go in even if hit very hard. More holes are lost by funky putting than in any other way.

As to taking aim. You are not allowed to make any mark on the ground, nor to place foot or hand or club on the line of your put. It must be done by the eye alone. Go behind your ball and look at the lay of the ground. You may find a slope to right or left of the hole which will force you to aim to one side. Go round to the other side of the hole, and see if the green looks the same from that side. A good deal of fuss, you may say, but well worth while.

There are two ways of aiming. One at the hole itself; the other way is to select some blade of grass 18 inches or so in front of your ball and aim to pass over that blade. In that case you take no further notice of the hole except as regards the strength of your put, about which you should make up your mind before you really take aim.

Try both ways carefully, not changing from one to the other, but giving each a good long trial.

Try also both wooden and iron putter, and see which suits you best. When you have once made up your mind, try no further experiments. Putting is a very elusive art.

THE GAME.

We must start once more at the beginning and see how the game is played; no longer as a matter of making strokes, but as regards the relations between you and your partner and the laws of the game.

There are two distinct ways of playing Golf: one by holes called Match play; the other by strokes called Medal play.

In the former case, whichever player gets into the first hole in the fewest strokes wins the hole. If both players take the same number of strokes, the hole is said to be "halved" and counts for neither.

Whoever wins the most holes in one or more rounds wins the match, or, to put it more correctly, when one player is more holes ahead, or "up" as it is called, than there are holes left to play he wins, and the remaining holes are not played. For instance, if a player is four holes ahead, and

there are only three left to play, he is said to win "by four up and three to play."

If the round ends evenly, the match is continued till one player wins another hole, and with it the match.

You and your opponent settle which shall drive off first, have the "Honor" as it is called. While your opponent drives, stand well out of his way, in such a position that you shall not catch his eye and distract his attention. It is not proper to tee your ball till he has driven off, *i. e.*, if it is his turn first.

If you drive first, you must not rush off after your ball. Watch it closely, and mark the spot as accurately as you can, then wait until your opponent has driven and go along together. You do not play alternately, but the player whose ball is farthest from the hole plays. Thus, after the drive, the player whose ball has gone the shortest distance "plays the odd." If his ball goes on farther towards the hole than the other ball (yours we will say) you "play the like." If his second shot does not go as far as your first, he plays "two more." Then you in turn play "one off two," etc.

The advantage is that the two players can go along together, and watch each other's shots without going forward to one ball, and then coming back to the other.

When I speak of watching each other I mean it merely as a matter of interest in the stroke and not to prevent cheating. Golf has to be a game of honor. It is so easy to cheat that there is no use in playing unless you can trust your adversary.

Be very careful about your score. It is a very serious matter to get the reputation of not counting all your strokes. Remember one or two points especially. A ball must not be pushed. It must be struck fairly.

If you touch your ball so that it changes its position in the slightest degree it is a stroke. Call it at once and score it. Don't leave your opponent to call your attention to it, or, still worse, to say nothing at the time, but to tell the story afterwards.

If your ball is in a hazard you must not pick up nor move any branch, stone, or anything else, except in placing your feet on the ground or in the actual stroke under the penalty of losing the hole.



FIG. 5.—THE DRIVE. THE END OF THE SWING.
See page 17.

If not in a hazard you can pick up anything lying loose on the ground within a club's length of your ball.

When your opponent is putting, keep out of his way and keep still.

You are allowed to pick up leaves that may be lying on the putting green and to brush the grass gently with the back of the hand across the line of your put. If you make any mark on the putting green or stamp down the ground, you lose the hole.

The player who wins the hole has the "Honor," *i. e.*, drives off first for the next hole. If the hole is halved, the player who drove first for that hole drives first for the next hole.

Medal play differs from Match play in several important respects.

The object is to make the round in as few strokes as possible. It is used in cases where there are a number of contestants for a prize or championship. The players go round in pairs, but it is only for convenience. Each player is playing against the whole field and not against his partner alone.

In Match play a lost ball loses the hole,

but in Medal play a player can drop another ball at the same place at which he played the last stroke and lose one extra stroke.

Moreover, if a player is in a hazard or in any difficulty he can take his ball out and tee it behind the hazard at a cost of two extra strokes. In Match play he must play the ball from the place where it lies.

It should be said that different clubs have different ground rules allowing the ball to be taken out of certain places with or without a penalty.

There is much room for judgment when your ball is in a hazard as to taking it out or not. If you can certainly get out and get on a few yards it is a gain, but remember that you may fail to get out or you may get a bad lie and two strokes may be used for little or nothing, while if you can take your ball out and tee it you ought to be able to make a long stroke.

Take another case. You are lying a few feet from a wall. You probably can get over, but the ground is rough on the other side, and you are likely to get a bad lie. Pick some place back of you where the

ground is smooth and if possible high and play the ball back there. Then you can make a long stroke over the wall.

LAYING OUT LINKS.

It should be clearly understood that links vary greatly in length as well as in the character of the ground. There is no definite distance between the holes.

If you possibly can, get some competent person to lay out the course for you. It is hardly likely that a beginner can take all advantage of the different natural hazards, etc.

The distance between the holes must vary according as open places occur with some hazard in front. As to distance an average of 300 yards makes a good long course. Some of the holes should be 400 to 450 yards apart, and one short hole of 100 to 120 yards.

St. Andrews Laws.

1. The Game of Golf is played by two or more sides, each playing its own ball. A side may consist of one or more persons.

2. The game consists in each side playing a ball from a tee into a hole by successive strokes, and the hole is won by the side holing its ball in the fewest strokes, except as otherwise provided for in the rules. If two sides hole out in the same number of strokes, the hole is halved.

3. The teeing ground shall be indicated by two marks placed in a line at right angles to the course, and the player shall not tee in front of, nor on either side of, these marks, nor more than two club lengths behind them. A ball played from outside the limits of the teeing ground, as thus defined, may be recalled by the opposite side.

The holes shall be $4\frac{1}{4}$ inches in diameter, and at least 4 inches deep.

4. The ball must be fairly struck at, and not pushed, scraped or spooned, under penalty of the loss of the hole. Any movement of the club which is intended to strike the ball is a stroke.

5. The game commences by each side playing a ball from the first teeing ground. In a match with two or more on a side, the partners shall strike off alternately from the tees, and shall strike alternately during the play of the hole.

The players who are to strike against each other shall be named at starting, and shall continue in the same order during the match.

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

In case of failure to agree, it shall be settled by lot or toss which side shall have the option of leading.

6. If a player shall play when his partner should have done so, his side shall lose the hole, except in the case of the tee shot, when the stroke may be recalled at the option of the opponents.

7. The side winning a hole shall lead in starting for the next hole, and may recall

the opponent's stroke should he play out of order. This privilege is called the "honor." On starting for a new match, the winner of the long match in the previous round is entitled to the "honor." Should the first match have been halved, the winner of the last hole gained is entitled to the "honor."

8. One round of the Links—generally 18 holes—is a match, unless otherwise agreed upon. The match is won by the side which gets more holes ahead than there remain holes to be played, or by the side winning the last hole when the match was all even at the second last hole. If both sides have won the same number, it is a halved match.

9. After the balls are struck from the tee, the ball farthest from the hole to which the parties are playing shall be played first, except as otherwise provided for in the rules. Should the wrong side play first, the opponent may recall the stroke before his side has played.

10. Unless with the opponent's consent, a ball struck from the tee shall not be changed, touched, or moved before the hole is played out, under the penalty of one



FIG. 6.—HIGH APPROACH SHOT WITH MASHIE.
BEFORE THE STROKE.
See page 24.

stroke, except as otherwise provided for in the rules.

11. In playing through the green, all *loose* impediments, within a club's length of a ball which is not lying in or touching a hazard, may be removed, but loose impediments which are more than a club's length from the ball shall not be removed under the penalty of one stroke.

12. Before striking at the ball, 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, and in soling his club to address the ball, under the penalty of the loss of the hole, except as provided for in Rule 18.

13. A ball stuck fast in wet ground or sand may be taken out and replaced loosely in the hole which it has made.

14. When a ball lies in or touches a hazard, the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, except that the player may place his feet firmly on the ground for the purpose of addressing the ball, under the penalty of the loss of the hole.

15. A "hazard" shall be any bunker of whatever nature : water, sand, loose earth, mole hills, paths, roads or railways, whins, bushes, rushes, rabbit scrapes, fences, ditches, or anything which is not the ordinary green of the course, except sand blown on to the grass by wind, or sprinkled on grass for the preservation of the Links, or snow or ice, or bare patches on the course.

16. A player or a player's caddie shall not press down or remove any irregularities of surface near the ball, except at the teeing ground, under the penalty of the loss of the hole.

17. If any vessel, wheelbarrow, tool, roller, grass-cutter, box, or other similar obstruction has been placed upon the course, such obstruction may be removed. A ball lying on or touching such obstruction, or on clothes, or nets, or on ground under repair or temporarily covered up or opened, may be lifted and dropped at the nearest point of the course, but a ball lifted in a hazard shall be dropped in the hazard. A ball lying in a golf hole or flag hole may be lifted and dropped not more than a club's length behind such hole.

18. When a ball is completely covered with fog, bent, whins, etc., only so much thereof shall be set aside as that the player shall have a view of his ball before he plays, whether in a line with the hole or otherwise.

19. When a ball is to be dropped, the player shall drop it. He shall front the hole, stand erect behind the hazard, keep the spot from which the ball was lifted (or in the case of running water the spot at which it entered) in a line between him and the hole, and drop the ball behind him from his head, standing as far behind the hazard as he may please.

20. When the balls in play lie within six inches of each other—measured from their nearest points—the ball nearer the hole shall be lifted until the other is played, and shall then be replaced as nearly as possible in its original position. Should the ball farther from the hole be accidentally moved in so doing, it shall be replaced. Should the lie of the lifted ball be altered by the opponent in playing, it may be placed in a lie near to, and as nearly as possible similar to, that from which it was lifted.

21. If the ball lie or be lost in water, the

player may drop a ball, under the penalty of one stroke.

22. Whatever happens by accident to a ball *in motion*, such as its being deflected or stopped by any agency outside the match, or by the forecaddie, is a "rub of the green," and the ball shall be played from where it lies. Should a ball lodge in anything moving, such ball, or, if it cannot be recovered, another ball, shall be dropped as nearly as possible at the spot where the object was when the ball lodged in it. But if a ball *at rest* be displaced by any agency outside the match, the player shall drop it or another ball as nearly as possible at the spot where it lay. On the putting green the ball may be replaced by hand.

23. If the player's ball strike, or be accidentally moved by an opponent, or an opponent's caddie or clubs, the opponent loses the hole.

24. If the player's ball strike, or be stopped by himself or his partner, or either of their caddies or clubs, or if, while in the act of playing, the player strike the ball twice, his side loses the hole.

25. If the player, when not making a

stroke, or his partner, or either of their caddies touch their side's ball, except at the tee, so as to move it, or by touching anything cause it to move, the penalty is one stroke.

26. A ball is considered to have been moved if it leave its original position in the least degree and stop in another; but if a player touch his ball and thereby cause it to oscillate, without causing it to leave its original position, it is not moved in the sense of Rule 25.

27. A player's side loses a stroke if he play the opponent's ball, unless (1) the opponent then play the player's ball, whereby the penalty is canceled, and the hole must be played out with the balls thus exchanged, or (2) the mistake occur through wrong information given by the opponent, in which case the mistake, if discovered before the opponent has played, must be rectified by placing a ball as nearly as possible where the opponent's ball lay.

If it be discovered before either side has struck off at the tee that one side has played out the previous hole with the ball of a party not engaged in the match, that side loses that hole.

28. If a ball be lost, the player's side loses the hole. A ball shall be held as lost if it be not found within five minutes after the search is begun.

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

30. The term "Putting Green" shall mean the ground within 20 yards of the hole, excepting hazards.

31. All loose impediments may be removed from the putting green, except the opponent's ball when at a greater distance from the player's than six inches.

32. In a match of three or more sides, a ball in any degree lying between the player and the hole must be lifted, or, if on the putting green, holed out.

33. When the ball is on the putting green, no mark shall be placed or line drawn as a guide. The line to the hole may be pointed out, but the person doing so may not touch the ground with the hand or club.

The player may have his own or his partner's caddie to stand at the hole, but none of the players or their caddies may

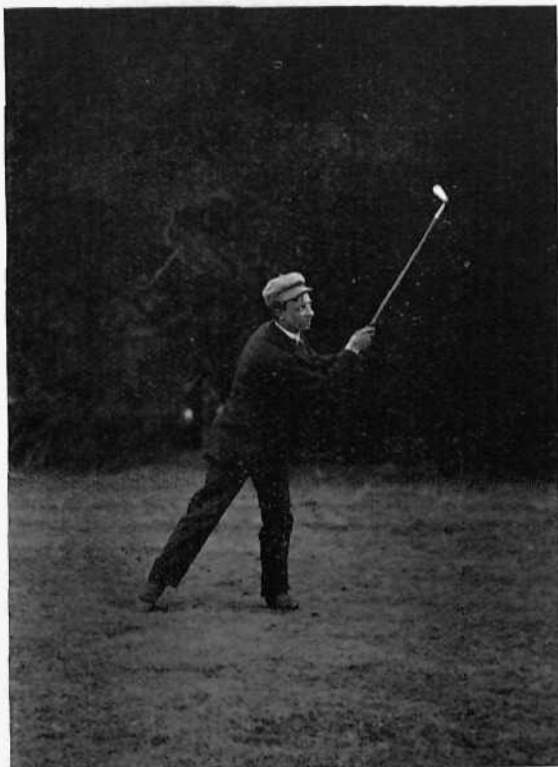


FIG. 7.—HIGH APPROACH SHOT WITH MASHIE.
AFTER THE STROKE.
See page 24.

move so as to shield the ball from, or expose it to, the wind.

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

34. The player, or his caddie, may remove (but not press down) sand, earth, worm casts or snow lying around the hole or on 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 to a side by an iron club, but the club must not be laid with more than its own weight upon the ground. The putting line must not be touched by club, hand, or foot, except as above authorized, or immediately in front of the ball in the act of addressing it, under the penalty of the loss of the hole.

35. 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 considered as holed out in the previous stroke.

36. A player shall not play until the opponent's ball shall have ceased to roll, un-

der the penalty of one stroke. Should the player's ball knock in the opponent's ball, the latter shall be counted as holed out in the previous stroke. If, in playing, the player's ball displace the opponent's ball, the opponent shall have the option of replacing it.

37. A player shall not ask for advice, nor be knowingly advised about the game by word, look, or gesture from anyone except his own caddie, or his partner or partner's caddie, under the penalty of the loss of the hole.

38. 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 unplayable, the player may change it, on intimating to his opponent his intention to do so.

39. A penalty stroke shall not be counted the stroke of a player, and shall not affect the rotation of play.

40. Should any dispute arise on any point, the players have the right of determining the party or parties to whom the dis-

pute shall be referred, but should they not agree, either party may refer it to the Green Committee of the Green where the dispute occurs, and their decision shall be final. Should the dispute not be covered by the Rules of Golf, the arbiters must decide it by equity.

Rules Governing Matches.

1. In Club competitions, the competitor doing the stipulated course in the fewest strokes shall be the winner.

2. If the lowest score be made by two or more competitors, the ties shall be decided by another round to be played either on the same or on any other day as the Captain, or, in his absence, the Secretary shall direct.

3. New holes shall be made for the Medal Round, and thereafter no member shall play any stroke on a putting green before competing.

4. The scores shall be kept by a special marker, or by the competitors noting each other's scores. The scores marked shall be checked at the finish of each hole. On completion of the course, the score of the player shall be signed by the person keeping the score and handed to the Secretary.

5. If a ball be lost, the player shall return as nearly as possible to the spot where the ball was struck, tee another ball, and lose a stroke. If the lost ball be found before he has struck the other ball, the first shall continue in play.

6. If the player's ball strike himself, or his clubs or caddie, or if, in the act of playing, the player strike the ball twice, the penalty shall be one stroke.

7. If a competitor's ball strike the other player, or his clubs or caddie, it is a "rub of the green," and the ball shall be played from where it lies.

8. A ball may, under a penalty of two strokes, be lifted out of a difficulty of any description, and be teed behind same.

9. All balls shall be holed out, and when play is on the putting green, the flag shall be removed, and the competitor whose ball is nearest the hole shall have the option of holing out first, or of lifting his ball, if it be in such a position that it might, if left, give an advantage to the other competitor. Throughout the green a competitor can have the other competitor's ball lifted, if he find that it interferes with his stroke.

10. A competitor may not play with a professional, and he may not receive advice from anyone but his caddie.

A forecaddie may be employed.

11. Competitors may not discontinue play because of bad weather.

12. The penalty for a breach of any rule shall be disqualification.

13. Any dispute regarding the play shall be determined by the Green Committee.

14. The ordinary Rules of Golf, so far as they are not at variance with these special rules, shall apply to medal play.



FIG. 8.—BEFORE THE PUT.
See page 33.

Etiquette of Golf.



The following customs belong to the established Etiquette of Golf and should be observed by all Golfers.

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

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

3. The player who leads from the tee should be allowed to play before his opponent tees his ball.

4. Players who have holed out should not try their puts over again when other players are following them.

5. Players looking for a lost ball must allow any other match coming up to pass them.

6. A party playing three or more balls must allow a two-ball match to pass them.

7. A party playing a shorter round must allow a two-ball match playing the whole round to pass them.

8. A player should not put at the hole when the flag is in it.

9. 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 the holes is kept by the terms: so many "holes up"—or "all even"—and so many "to play."

10. Turf cut or displaced by a stroke in playing should be at once replaced.

Constitution
OF THE
United States Golf Association.

ARTICLE I.

Name.

The name of this organization shall be
"THE UNITED STATES GOLF ASSOCIATION."

ARTICLE II.

Object.

The objects of this Association shall be to promote interest in the game of Golf; the protection of the mutual interests of its members; to establish and enforce uniformity in the rules of the game by creating a representative authority; its Executive Committee to be a Court of Reference as a final authority in matters of controversy, to establish a uniform system of handicapping, to decide on what links the Amateur and Open Championships shall be played.

ARTICLE III.

Members.

SEC. 1.—This Association shall consist of Associate and Allied Clubs.

SEC. 2.—The following clubs shall be Associate members:

1. Chicago Golf Club.
2. The Country Club, of Brookline, Mass.
3. Newport Golf Club.
4. St. Andrews Golf Club, of Yonkers, N. Y.
5. Shinnecock Hills Golf Club, of Southampton, L. I., and such other representative club or clubs as may hereafter be admitted as hereinafter provided.

SEC. 3.—Allied members shall be such regularly organized clubs in the United States as shall enter into an alliance with this Association as hereinafter provided.

ARTICLE IV.

Clubs Eligible.

SEC. 1.—Other Clubs eligible to be admitted to membership in the Association as Associate Clubs shall be any representative

clubs in an accessible part of the United States where the links, accommodations, constitution, and by-laws of the club are such as to make it nationally representative, and such clubs may be admitted on a four-fifths vote of the Executive Committee of the Association.

SEC. 2.—Any regularly organized Golf Club in the United States may at any time be admitted as an Allied Club by a two-thirds vote of the Executive Committee upon subscribing to and fulfilling the conditions of the Association Constitution and By-Laws.

ARTICLE V.

Annual Meetings.

SEC. 1.—The regular annual meeting of this Association shall be held on some day in February in each year at such time and place as may be designated by the President, thirty days' notice being given and published.

SEC. 2.—Each Associate Club of the Association shall have the right to be represented by two delegates duly authorized and their appointment certified to by their Club Secretary.

SEC. 3.—Each Allied Club shall have the right to be represented by one delegate, but he shall have no power to vote.

ARTICLE VI.

Elections.

SEC. 1.—At the annual meeting the Association shall elect from its Associate Clubs a President, two First Vice-Presidents, a Secretary, and a Treasurer.

SEC. 2.—The election of officers shall be by ballot at the annual meeting in each year. They shall be voted for separately and receive a majority of all the votes cast to entitle them to an election, and they shall continue in office one year, or until their successors be elected.

SEC. 3.—At any special or regular meeting of this Association, seven delegates shall constitute a quorum representing at least three Associate clubs.

ARTICLE VII.

Executive Committee.

SEC. 1.—The management of this Association shall be intrusted to an Executive Committee, consisting of the officers of the Association.

Quarterly Meetings.

SEC. 2.—Regular meetings of the Executive Committee shall be held at the time of the annual meeting, and, if necessary, quarterly thereafter on such dates as may be designated by the President, fourteen days' notice of which shall be given to members.

Special Meetings.

SEC. 3.—The President may call a special meeting of the Executive Committee of the Association at such time as he may deem expedient, and he shall call a special meeting of the Association upon the written request of three Associate clubs within fifteen days of the receipt of such request. At special meetings no other business shall be transacted than that for which they were called, and such business shall be specified in the call, which shall be sent out ten days previous to the time appointed for the meeting.

Proxies.

SEC. 4.—Proxies may be voted at all meetings of the Association.

Quorum of Executive Committee.

SEC. 5.—Three members shall constitute a quorum of the Executive Committee.

ARTICLE VIII.

SEC. 1.—The President shall preside at all meetings of this Association and of the Executive Committee.

A Vice-President shall in the absence of the President perform the duties of that office.

ARTICLE IX.

Secretary.

SEC. 1.—The Secretary shall keep records of all meetings of this Association and of the Executive Committee, and he shall issue calls for such meetings. He shall keep a roll of membership and take charge of all correspondence and papers belonging to the Association. In his absence, the Secretary *pro tem*, shall fulfill his duties.

Treasurer.

SEC. 2.—The Treasurer shall collect all moneys belonging to the Association and dispense the same under the direction of the Executive Committee.

He shall report in writing the state of finances when required by the Executive Committee, and at the annual meeting he shall present a written report showing all the receipts and expenditures during the year.



FIG. 9.—AFTER THE PUT.
See page 33.

ARTICLE X.

Application for Membership.

Applications for Associate and Allied membership shall be made in writing to the Secretary of the Association, accompanied by a copy of the Constitution and By-Laws of the Club making the application, a list of officers and a full year's dues, and an election shall be held at the next meeting of the Executive Committee, provided such application shall have been filed with the Secretary at least fourteen days previous to said election.

ARTICLE XI.

Obligations and Discipline.

SEC. 1.—The acceptance of membership in this Association shall bind each Club to abide by all the conditions of the Constitution, By-Laws, and Rules of this Association, and to accept and enforce all decisions of the Executive Committee within its jurisdiction.

SEC. 2.—Refusing or neglecting a strict and honorable compliance with the Constitution, By-Laws, or Rules of this Association, or with the decisions of the Executive Committee, shall render such Club or mem-

ber liable to suspension or expulsion by two-thirds vote of the Executive Committee, from whose decision an appeal may be taken to the delegates at the annual or special meeting.

SEC. 3.—No Club or member, however, shall be disqualified or deprived of any privilege without due notice and formal charges with specifications having been made, and an opportunity having been given to be heard in its or his own defense.

ARTICLE XII.

Dues and Expenses.

SEC. 1.—Each Associate Club shall pay to the Treasurer before the annual meeting \$100 annual dues.

SEC. 2.—Each Allied Club shall pay to the Treasurer before the annual meeting \$25 annual dues.

SEC. 3.—Failure to pay such dues within the prescribed time shall preclude delinquent Clubs from representation or voting at any meeting of the Association.

SEC. 4.—The receipts from dues shall be devoted to defraying the cost of Championship medals or other tokens, and for print-

ing and other necessary expenses incurred by the Executive Committee in the performance of their duties.

ARTICLE XIII.

Fiscal Year.

SEC. 1.—The fiscal year shall end on the 31st of December.

ARTICLE XIV.

Amendments.

SEC. 1.—Amendments to this Constitution may be made at any annual meeting by a vote of at least two-thirds of all the votes cast, providing twenty days' notice has been given all Associate and Allied members stating the proposed revision or amendment.

By-Laws

OF THE

United States Golf Association.

SEC. 1.—The following order of business shall be observed at the annual meeting of this Association:—

- (1) Roll call.
- (2) Reading minutes of previous meeting.
- (3) Secretary's report.
- (4) Treasurer's report.
- (5) Election of Officers and Committees.
- (6) General business.
- (7) Adjournment.

SEC. 2.—In the event of an appeal from an order of discipline imposed by the Executive Committee it must be heard at the next regular or special meeting of the Association, and any member or person who is proved, to the satisfaction of the Association, to have been guilty of fraudulent or discreditable conduct of any kind, may be declared ineligible to compete at any competition, suspended or expelled.

SEC. 3.—All complaints or disputes between Clubs of this Association shall be decided by those members of the Executive Committee who are in no way connected with the Clubs interested.

SEC. 4.—The President shall appoint such special committees as shall be found necessary.

SEC. 5.—The Executive Committee shall interpret the Rules of Golf.

SEC. 6.—The Amateur and Open Championship tournaments shall take place on the links of an Associate Club, in selecting which due consideration shall be given to accessibility, accommodations, and condition of course.

SEC. 7.—It shall be determined at the annual meeting each year, over which links the Championship prizes shall be contended for that year.

SEC. 8.—The Executive Committee may delegate the power of naming the time, and regulating the order, of starting and determining the handicap of players, to the Green Committee of the Club over whose grounds the Association competitions are played, and of appointing such other com-

mittees as are necessary to govern such a competition.

SEC. 9.—An Amateur Golfer shall be a golfer who has never made for sale golf clubs, balls, or any other article connected with the game; who has never carried clubs for hire after attaining the age of fifteen years, and who has not carried clubs for hire at any time within six years of the date on which the competition begins; who has never received any consideration for playing in a match or for giving lessons in the game, and who, for a period of five years prior to the first of September, 1890, has never contended for a money prize in any open competition.

SEC. 10.—Only persons members of clubs belonging to the Association can compete for the Amateur Championship, and competitors must enter for the competition through the Secretaries of their respective clubs, who, in sending in the names, shall be held to certify that the players are *bona fide* Amateur Golfers in terms of the foregoing definition.

SEC. 11.—In both the Amateur and Open Championship Golf competitions the en-

trance fee shall be \$5, and must be received by the Secretary of the Association not later than 6 p. m. one week previous to the opening of the competition.

SEC. 12.—The Amateur Golf Championship shall be played by holes. The Open Golf Championship shall be match play.

SEC. 13.—The competition shall be played in accordance with the Rules of Golf as adopted by the Royal and Ancient Golf Club of St. Andrews, Scotland, in 1891, with such special rules as are in force and published on the Green over which the competition takes place.

SEC. 14.—In the Amateur competition each game shall consist of one round of eighteen holes, with the exception of the last or final game, which shall be played on a separate day, and consist of thirty-six holes.

SEC. 15.—The draw shall take place three days before competition, and shall be conducted as follows: Depending on the number of entries, such number of byes shall be first drawn as shall, after the completion of the first round, leave 4, 8, 16, 32, or 64 players, and one draw shall decide

the order of play throughout the competition—those who have drawn byes being placed at the head of the list of winners of the first round, and taking their place in the second round in the order in which their names then stand.

SEC. 16.—In the event of a tie in any round, competitors shall continue to play on until one or the other shall have gained a hole, when the match shall be considered won.

SEC. 17.—The winner of the competition shall be the Champion Amateur Golfer for the year, and the trophy shall be held for that year by the Club from which the winner shall have entered. The winners shall receive, the first a gold medal, the second a silver medal, the third and fourth bronze medals.

SEC. 18.—All entries are subject to the approval of the Executive Committee of this Association.

SEC. 19.—All disputes shall be settled by the Executive Committee of this Association, whose decision shall be final.

SEC. 20.—It shall be incumbent upon clubs over whose Green the tournament is

held to admit all members of the Association as visitors, without payment during the tournament; also to bear the necessary incidental expenses.

SEC. 21.—Open Championship prizes shall be as follows:—

First: \$200 to the winner of the Championship, of which \$50 shall be expended on a gold medal, and \$150 given in money to a professional or in plate to an amateur golfer. The winner to have custody of the Championship cup, but he must, if required, give security for its safe keeping.

Second: \$100.

Third: \$50.

Fourth: \$25.

Fifth: \$10.

The last four prizes shall go to professionals only.

SEC. 22.—Any person paying his entrance money shall be considered thereby to have submitted himself to the Rules of the Association, both as to restrictions enjoined and penalties imposed. On these conditions alone he is entitled to enjoy all the advantages and privileges of the Association competition.

SEC. 23.—These By-Laws may be altered, amended, or suspended without notice, at any regular meeting of the Executive Committee, by two-thirds vote of the members present, or at any special meeting on notice given in the call for such meeting.

