

**POTTED
GOLF**

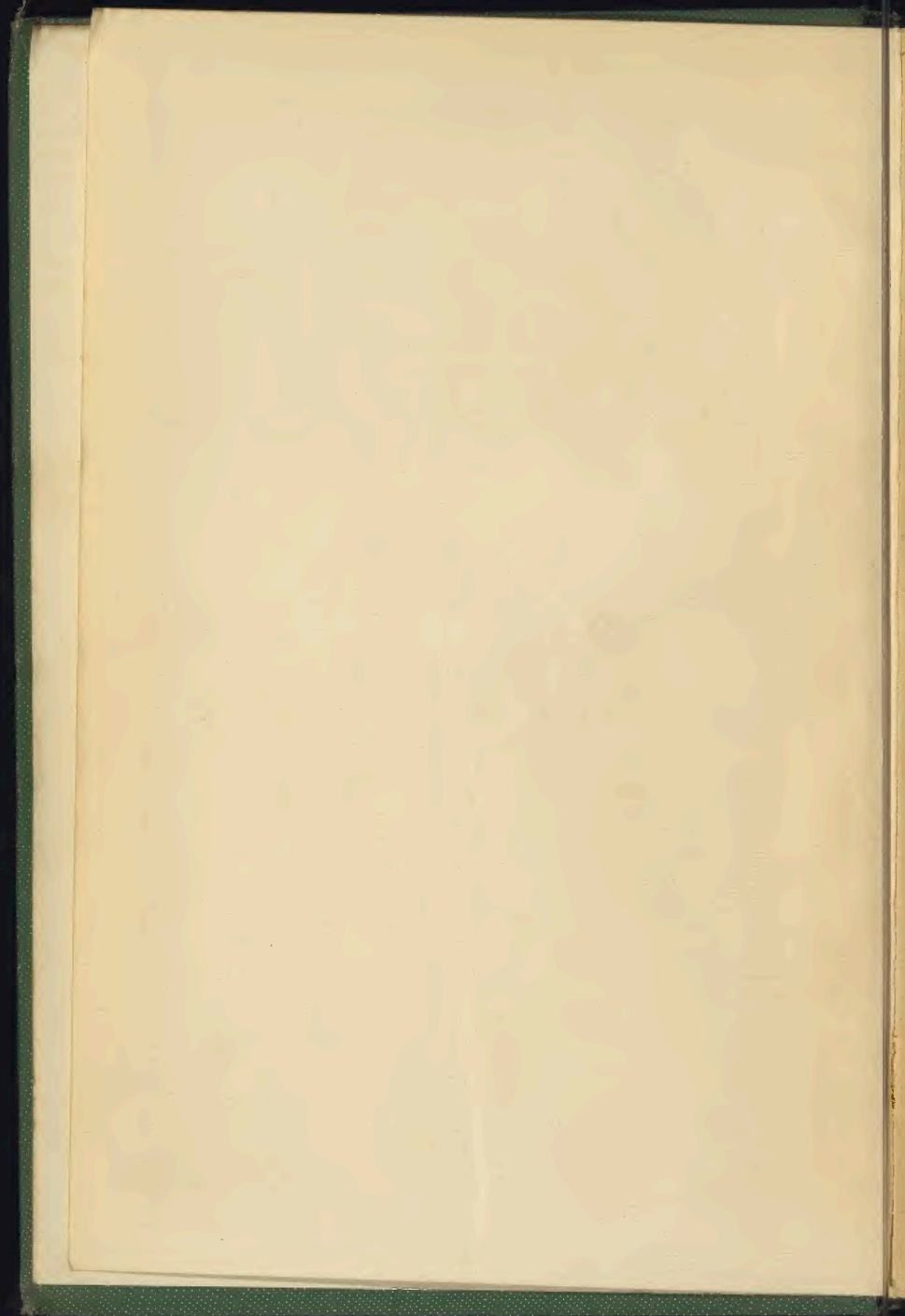
J164.f

National Library of Scotland

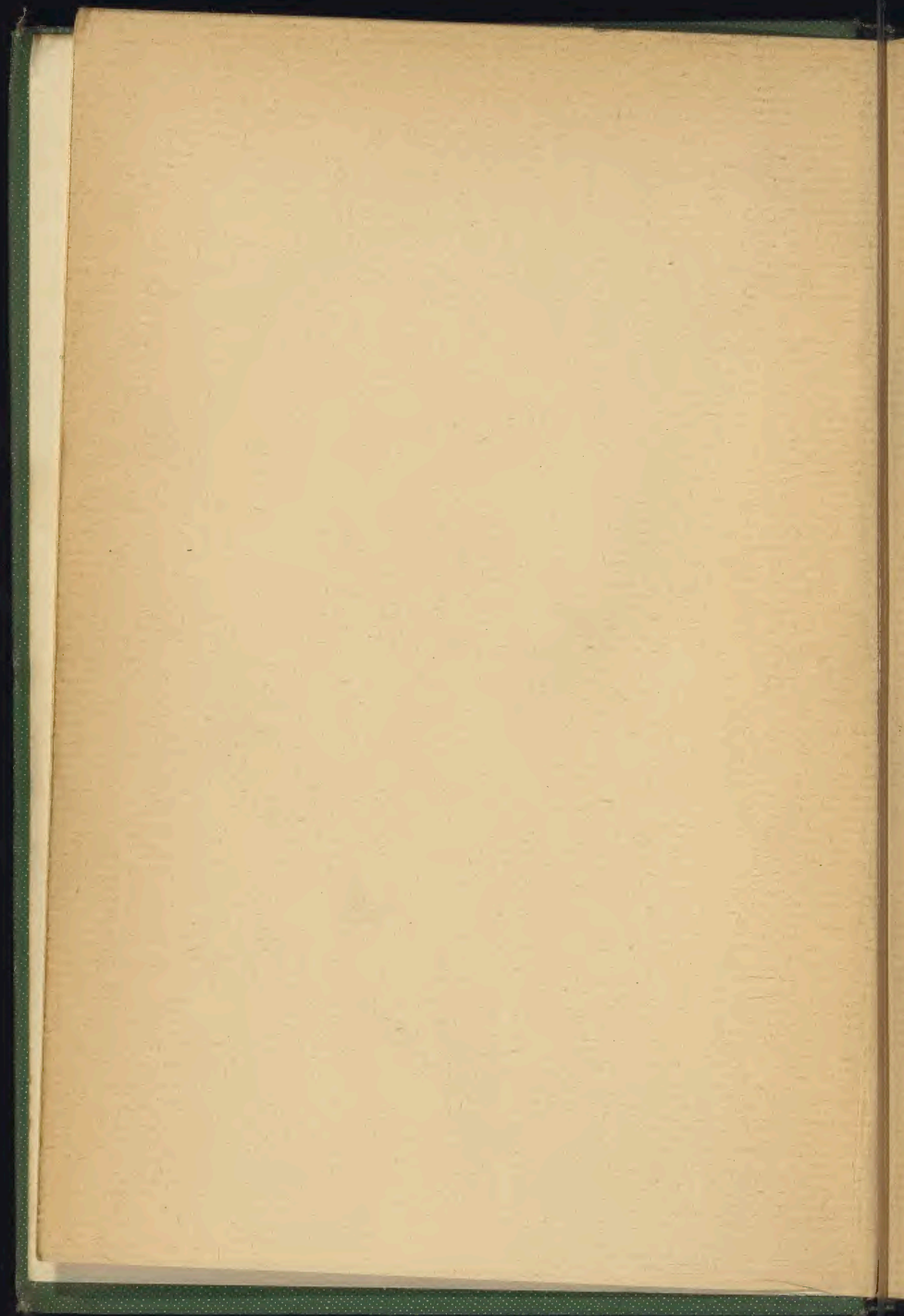


B000443071





POTTED GOLF.



X

POTTED GOLF



BY

HARRY FULFORD,

*Professional to the Bradford Golf Club,
Contributor to "Golfing," &c.*

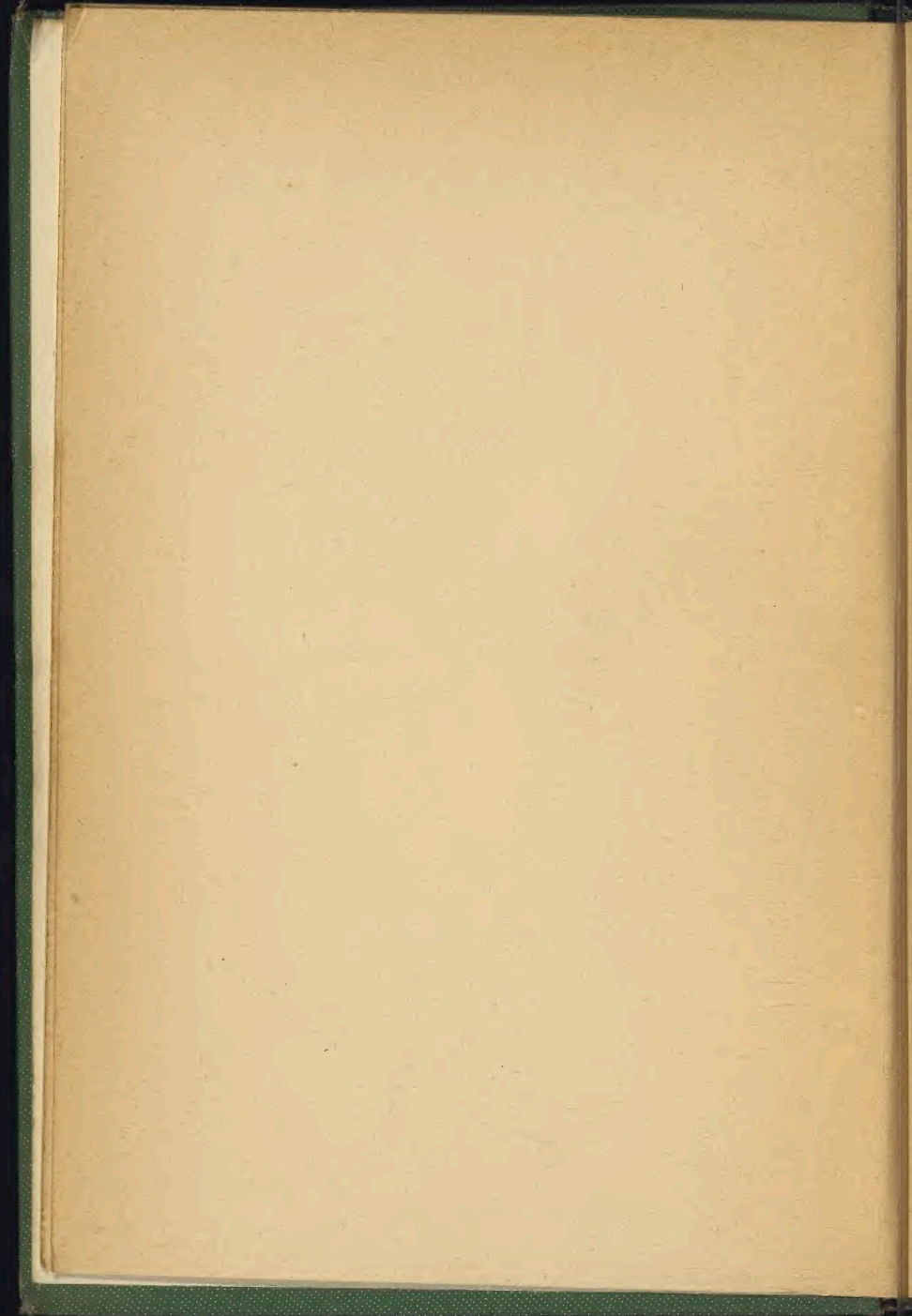
WITH SIXTEEN
ILLUSTRATIONS.

Glasgow:

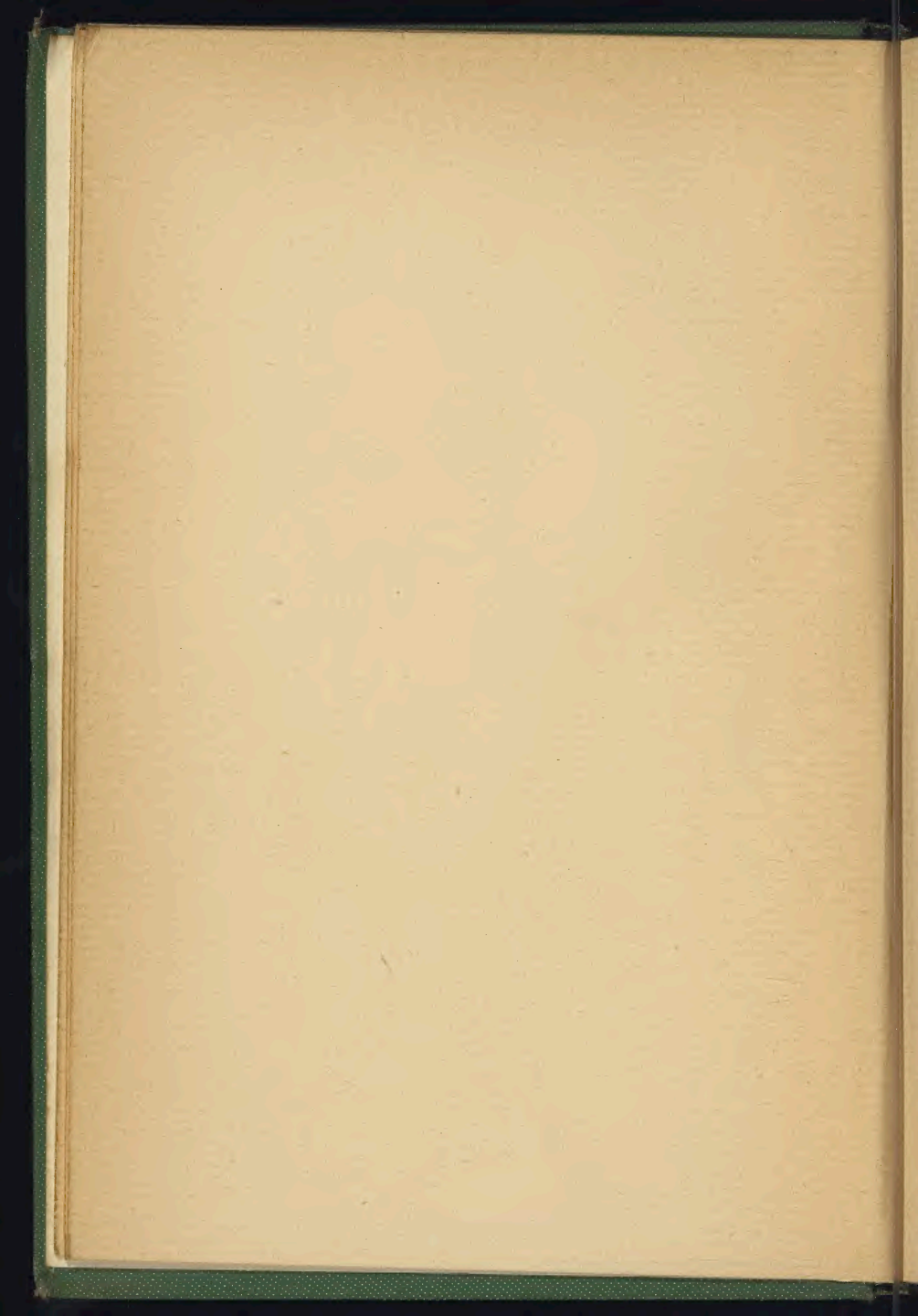
DALROSS, LIMITED, 82 MITCHELL STREET.

1910.





This little book of instruction owes its origin to Mr Arthur Grime, himself a writer on golf in the "Yorkshire Post," "Baily's Magazine," and elsewhere. He suggested the idea, and I have had the advantage of his advice in working it out.



PREFACE.

(By J. H. TAYLOR, Open Champion 1894,
1895, 1900, 1909.)

MY friend, Harry Fulford, has asked me to become sponsor in the introduction of his book to the public. In other words, I have to act as surety that what he has to say therein is well and truly written, coming from a full knowledge of the game. I have no hesitation in acceding. Fulford and I were boys together at Westward Ho! We learned our golf on the same links—the links for which, I think, we have a deeper affection the further our boyhood recedes. He joined me after I was appointed to the Winchester club, and remained with me at Wimbledon and Richmond for some years before entering upon the travels which eventually led him to Hawksworth, the capital course in Yorkshire of the Bradford club. From my personal knowledge of his play, from his weekly contributions to the golfing Press, and from our uninterrupted intimacy in friend-

ship, I can say that Fulford knows the game through and through. Nobody is better qualified than he to write a handbook which shall be of service to beginners.

In another place I have warned aspirants to golf honours against the erroneous idea that, armed with a text-book and the necessary clubs, he is quite capable of teaching himself how the game is best to be played. This is not inconsistent with advising that same aspirant to read a good text-book. Have I not written one myself? The text-book can inform him on the general principles of the game, and on a good many of its details, but it cannot supervise him; it cannot ensure that he is applying these principles most advantageously. Without supervision he will contract bad habits that, even when he becomes aware of them, will be most difficult to shake off, and may exercise an evil influence on his game for the rest of his playing days. Therefore, I would urge that after the novice has let Fulford's chapters soak into his mind, he should seek the services of a competent instructor, who will mould his style. There are some strokes—the putt, in particular—which neither instructor nor text-book can teach; every new-comer must thresh it out for himself; but text-book and instructor combined will lay the best sort of ground-work

on which a person naturally equipped for golf can build up a good and enduring style.

To the beginner I would say: Reason the thing out for yourself. It is of no use learning the game as a parrot learns to talk. You must know the why and the wherefore of each shot. You must know precisely what it is you are trying to do, and you must concentrate on doing it. Think out the means before desiring the ends, and don't go thoughtlessly blundering along in the hope that you will alight by accident on the result you want. First, then, I would say, "Concentrate."

In the second place, I would earnestly advise the beginner to preserve a high ideal. Don't be satisfied with any stroke unless it is perfect. What is of still greater importance, don't accept a stroke as being a good one if in its execution you have deviated ever so little from the way you intended it should be played. Better far to fail in playing a stroke properly than to gain a temporary advantage (it can only be temporary) by accepting a good result from imperfect means.

There should be no compromise. Either a stroke is a good one or a bad one. It is good if it is played, or if it is *attempted* to be played, in the right way. It is bad if it

is inoculated with the germ of falseness of attack. Let the beginner decide resolutely that he will not be satisfied with half measures.

If this sounds idealistic, my reply is that the higher your aims the better for your game. A man's sins in golf inevitably find him out. The day of reckoning may be deferred, but sooner or later it will come. In the meantime, development has been stopped, and when, on account of those sins, his game breaks down, the offender has to go a long way back, and start all over again.

I am entirely with Mr John L. Low when he says—as he often has done—that there is pleasure in the knowledge of having played a stroke correctly, regardless of how the ball finishes. If the game is learned in this spirit, I am convinced the return, in pleasure and in skill, will be tenfold.

H. TAYLOR.

CONTENTS.

CHAP.		PAGE
I.	GOLF, THE GAME OF GAMES ...	1
II.	THE SELECTION OF CLUBS ...	8
III.	METHODS OF PRACTICE ...	17
IV.	THE GRIP ...	23
V.	WOODEN CLUB PLAY ...	29
VI.	THE CLEEK ...	44
VII.	THE IRON ...	52
VIII.	MASHIE APPROACH SHOTS ...	56
IX.	THE RUNNING-UP SHOT ...	64
X.	PLAY FROM BUNKERS ...	71
XI.	PUTTING ...	74
XII.	THE STYMIE ...	82
XIII.	SOME COMMON FAULTS ...	89
XIV.	LEARN THE RULES ...	97
	RULES OF GOLF.	101
	ETIQUETTE OF GOLF.	147

LIST OF ILLUSTRATIONS.

	PAGE
BRAID'S GRIP (NO. 1)	23
BRAID'S GRIP (NO. 2)	25
TAYLOR'S GRIP (NO. 1)	27
TAYLOR'S GRIP (NO. 2)	29
HERD'S GRIP (NO. 1)	31
HERD'S GRIP (NO. 2)	33
STANCE FOR DRIVE	35
FINISH OF DRIVE	37
STANCE FOR DRIVE AGAINST WIND ...	41
SWING FOR FULL IRON	53
FINISH FOR FULL IRON	55
CORRECT STANCE FOR MASHIE PITCH ...	57
RUNNING-UP SHOT: FINISH OF STROKE	65
ONE CAUSE OF SLICING	93
CAUSE OF PULLING	95
CAUSE OF SOCKETTING	97

POTTED GOLF.

o o

CHAPTER I.

Golf, the Game of Games.

LET me jump into my subject, as it were, over the back of the past. The man who takes keenly to golf—and unless he takes keenly to it, he had better put it from him—should desire to know something of its history. It is what he owes to the game of games, and he will be all the better as a clubman and as an opponent if he is acquainted with its traditions, and endeavours to live up to them. These traditions, so far as we can follow them through somewhat misty pages of history, are that golf has always been a game for gentlemen.

Potted Golf.

and infancy of golf as we know of the infancy and manhood of Shakespeare. The historians are divided into two schools. Mr Horace Hutchinson, whose clubs I had the honour to carry at Westward Ho! more years back than even I care to remember, on the whole inclines to the view that it came from Holland. In plenty of Dutch pictures, and on Dutch tiles, mediaeval golfers are shown at play, but it is always, I believe, on snow or ice. With them golf was essentially a winter game, and of a different form than ours. Mr Hutchinson quotes, in support of the theory that Scotland took the game from Holland, the well-known protective measure to which King James VI. appended his signature on August 5, 1618. This provided that to prevent "no small quantitie of gold and silver" being "transported zeirlie out of his hienes kingdome of Scotland for bying of golf ballis," a monopoly of the manufacture of balls was granted to one James Melvill, who must, however, "exceed not the pryce of four schillingis money

Potted Golf.

of this realme, for everie ane of the saidis golf ballis as the pryce thairof." That declaration was aimed against Holland, whose clubs and balls we certainly seem to have copied.

Opposed to Mr Hutchinson is Mr Garden Smith, who has written voluminously on the game. Mr Smith asserts there is no evidence that the Dutch ever played on dry land, and he contends that the golf that we know has a much greater resemblance to the ancient French game of *jeu de mail*, which is still played in the South of France. I like the sturdy insularity with which Mr Smith upholds his proposition that golf may, indeed, be a game of our own invention. Why, he says, there is no trace of Dutch influence on anything Scottish, and it is just as probable that Holland borrowed the form of her golf clubs from Scotland as that Scotland borrowed from her! Moreover, he has discovered an old Dutch poem in which a "Kolfer" is described as using a "Schottse cleik," or Scottish club. There is a doubt, he admits, as to who

Potted Golf.

our golfing ancestors really were, and at that we shall have to leave the subject. What is indisputable is that in this country Scotland has been the nursery of the game, and St Andrews the shrine to which for many years past golfing pilgrims have turned their footsteps. From 1552, when Archbishop Hamilton ratified the rights of the citizens of St Andrews to play on the land fronting the seashore, the history of golf is an open book for everyone to read. Before that—well, Mr Andrew Lang long ago resigned the ambition of being the “Gibbon of Golf.” He said that the research was too great; “a young man must do it, and he will be so ancient before he finishes the toil that he will scarce see the flag on the short hole at St Andrews from the tee.”

If the reader has the time and the disposition, after this very cursory review of the early history of the game, to prosecute the subject further he should read the “Badminton” volume (edited by Mr Hutchinson), the late Mr H. S. C. Everard’s “His-

Potted Golf.

tory of the Royal and Ancient Golf Club, St Andrews, from 1754—1900," the Rev. John Kerr's "The Golf Book of East Lothian," and "The Chronicles of the Blackheath Golfers," by Mr W. E. Hughes.

Potted Golf.

CHAPTER II.

The Selection of Clubs.

PROVIDING you begin early enough, any sort of a butt-ended stick that can be swung will do. Harry Vardon commenced with a thorn stick on to the end of which was wedged a chunk of wood shaped from a piece of oak. That was his driver. But he was not out of his teens at the time, and it served its purpose insomuch that with it he learned to swing correctly, and laid the foundations for that style which was afterwards to be the admiration of golfers everywhere. Golf is learned intuitively at that early age. You, my dear reader, will have to acquire it by slow, though not necessarily painful, steps.

First, then, enlist the services of a friend who is a good player and can size

Potted Golf.

up your wants. He will be guided nearly as much by your preferences as by his knowledge of what he thinks you will require. That is to say, he will, if you are not of robust physique, stop you from selecting a stiff shafted driver, which you would not have strength to use effectively; he will advise against a club that may be too long for you, or, if you are tall, with a good reach, against one that may be too short. But if you like the feel of a club that in general respects is fitted to your wants, he will tell you to exercise your preference—much as a man does in selecting a billiard cue from a full rack.

If there is not such a friend handy, trust your club professional. Even if you do as some people I know, and practise in your paddock or on adjacent fields before joining a club, there is no reason why you should not consult the nearest professional club-maker. He will welcome you, and he will do his best for you. If he is worth his salt, a few hundreds of novices have already passed through

Potted Golf.

his hands. If you can afford it, the quickest way to learn golf is to take a series of lessons from the professional. For the first lesson or so he will, should you desire it, lend you some clubs, and from the manner in which you use these, he will decide how to make your full equipment. In any case, with expert advice you cannot get far wrong.

For your own self-respect, however, don't enter a professional golfer's workshop and exclaim didactically, as did one novice in my experience, "I want a set of clubs. The heads of the wooden clubs must be either of apple or beech, the shafts either of lemon or lancewood. They must have a little feel at the bottom of the shaft. The colour of the heads must be white, not stained, and the heads of the irons must be hand forged." He had been reading an out-of-date book. Beech and apple are seldom used in these days, and it is quite unnecessary to preserve the club-head white. The idea that the wood is stained to hide knots or flaws is entirely unworthy ;

Potted Golf.

and the only gleam of wisdom in this man's utterance was the request for hand-forged irons.

You may or you may not know persimmon or dogwood if you see it. Anyway, the heads of your wooden clubs should be made of one or the other, and makers of repute use nothing else. It does not matter if the heads are stained dark ; you can have them a light shade if you prefer ; this is entirely a matter of fancy. I recommend a medium length of face. Fashions in clubs are subject to change. We have the era of the long-faced club, gradually modified until a short and deep-faced club is in vogue ; then the tendency is to revert, and so history repeats itself. Harry Vardon fancies the short-faced club. James Braid thinks the evolution of the last-named was carried to excess, and my friend J. H. Taylor expresses his preference for the medium, which is characteristic of him. The present fashion is for a club with more hitting surface, and, so long as this is not carried to the extremity of the long,

Potted Golf.

curly-faced wooden clubs of Philp's day, I approve of it.

Most of my working days have been spent in making clubs and playing with them, and the following advice is born of experience. Select a club the shaft of which gives a little when you swing it. And see that the shaft is not dead, but steely. You can test this by pressing the head against the ground. The shaft will give, if it is a good one, and spring back when the pressure is released. If it is a lifeless shaft, you will be left with a dog-legged club in your hand. The shaft of the brasseys should be slightly stiffer than that of the driver. It will have heavier work, seeing that it may be used for shots in which it will be necessary to "take turf," and a supple shaft is thus a source of danger.

The driver and the brasseys should be of the same length. It is usual, I know, to make the brasseys an inch shorter than the driver, but you don't see this difference exemplified in the bags of the leading professionals. Why should it be shorter? For the drive

Potted Golf.

the ball is generally teed up, and is therefore nearer the player (supposing the same stance is taken) than in the case of a brasse shot. For a player of ordinary stature the length of these two clubs should be 42 inches, measured from the sole to the end of the shaft. Don't bother about Dreadnoughts, which are whippy clubs with big heads, at this stage. They suit a few of the "cracks," but by no means all. Only a player who times his strokes with remarkable accuracy can use them. It will be time enough to experiment with them after you are confident of hitting a straight ball with clubs that are much easier to handle.

Besides the driver and the brasse you will require a cleek, an iron, a mashie and a putter. These four last-named clubs have iron heads of varying degrees of loft, and the less the loft, or angle at which the face slopes back, the further can a ball be driven from a favourable lie. There should be some "give" in the shaft of the cleek, though not much, and some men like a mid-iron of some suppleness. The

Potted Golf.

novice will control the direction of the ball better if his iron has a fairly rigid shaft ; and he should certainly see that the mashie, which has many purposes, from rescuing a ball from a bad lie to pitching it on the green from a comparatively short distance, has no "give."

If you have predilections for a wry-necked mashie, which is supposed to be an antidote for the grievous disease known as socketting, smother them, for the Royal and Ancient Club, the supreme authority on the game, has declared them illegal. My advice is to learn with clubs of the regulation pattern. They are good enough for the greatest players of your day, and they are good enough for you if you have the patience to master them. Patent clubs are not a short cut to proficiency. So leave the wry-necked, the Schnectady and all the tribe of mallet-headed putters, and the endless variety of ingeniously-contrived implements severely alone, and keep to the legitimate and long-established clubs. For a player who is of medium height—

Potted Golf.

about 5 feet 9 inches—clubs of the following lengths will be suitable.

Driver	42 inches from sole.
Brassey	Do.
Cleek	39 inches.
Iron	38 inches.
Mashie	
Putter	

To these you will, in course of time, desire to add a niblick, a bludgeon-like club stoutly made and well-laid back in order to rescue the ball from hazards; possibly a driving mashie which is just about as powerful as the cleek, but is shorter in the head; and, maybe, a spoon, for use instead of a cleek. After many years you may have acquired a set of clubs, the loss of any one of which would be as distracting as the loss of your best friend. Mr Harold Hilton, for example, has a spoon that to him is worth its weight in the best Kimberley diamonds; and Mr J. E. Laidlay has a putting cleek, the loss of which would set all Scotland Yard in motion. This is the depth of affection which a golfer of long ex-

Potted Golf.

perience lavishes upon his old and faithful servants.

A final word, then—take care of your clubs. See that the shafts are well rubbed with a dry cloth after you have played a round in the rain. Opinions vary about treating them occasionally with oil. A drop, rubbed in with the palm of the hand, will help to preserve the wood, but oil can be dispensed with if you tell the professional to renew the varnish periodically, and if you protect the clubs with a hood (affixed to the bag) in wet weather, and see that they are rubbed down with a cloth after the round.

CHAPTER III.

Methods of Practice.

GOLF is a great disciplinary force. If you intend to play, you must obey. The first thing to recognise is that there is no royal way to the scratch mark. Make up your mind that you must practise. Take every available opportunity of practising, and skill in great or lesser measure, according to your physical endowments and your temperament, will inevitably follow. Let me give you three illustrations of what practice has done. Everybody who knows the foremost golfers knows that Mr J. E. Laidlay can use a mashie as well as any amateur, and far better than most. Mr H. G. Hutchinson revealed the secret of it. "All his golfing life," he wrote of Mr Laidlay, "wherever its chances have taken him, he has always

Potted Golf.

had a care to provide himself with a garden, in which he can lay out a cunning little course of nine holes or so for practice at the short mashie strokes at which he excels."

I don't recommend the garden for practising mashie shots until you have got over the worst stage of your turf-cutting proclivities, but I do recommend the single-mindedness which Mr Laidlay has exemplified. Many people were surprised to hear that the Hon. F. S. Jackson was a first-rate golfer, with a handicap something lower than scratch, even before he had finished with county cricket. His friends did not share this surprise. They knew the man's indomitable perseverance. Mr Jackson believes in the virtues of practice. If, in playing a match, his game develops a fault, he takes the earliest chance of retiring to a secluded corner of the course and "having it out" with the refractory club. If the mashie is not doing everything it ought reasonably to do for a man who is amply good enough for first-class golf, he continues playing mashie shots until

Potted Golf.

the behaviour of the club is to his liking. The man who practises golf on these lines cannot be kept back for long. Mr E. A. Lassen, who startled the quidnuncs by winning the Amateur Championship in 1908, is another example of what practice and stern resolve can do. He woos golf assiduously, and his wooing is constant. If, in the course of a round, he is "held up" by couples in front, he is pitching or putting an imaginary ball; when other men are in the club-house smoking the pipe of peace, he is on the practice putting-green, making fresh overtures to the goddess who so often directs his putts in big matches.

Practice, then, is essential to everybody. Most of all must the beginner practice. Some ardent souls, still only on distant nodding terms with the game, are horribly disappointed if they go to the golf course and fail to find an opponent. Why repine? Improve the shining hour! Take out two or three clubs and a supply of balls, preferably old ones. If your pocket runs to it, ask for a caddie so

Potted Golf.

that he may save your time by retrieving the balls. It is said that Mr Balfour punched balls out of a bunker for a week to improve his niblick play. I don't believe it, but there is a lot to be said for keeping at one club until you know its possibilities and peculiarities. You can play round the course alone, and get good practise. If there are few players about, you can have a couple of drives from every tee, and practise pitch shots and putting to your heart's content. This is valuable because your acquaintance with the course will thus become more intimate. You cannot know greens too well—I mean their peculiarities of surface and their irregularities, all of which sometimes make difficult the path to the hole.

So I would especially impress upon all golfers, whether novices or of average skill—and these are the preponderating class—that it is criminal to waste time in the club-house on a fine day when an opponent is not in sight. Practise! Practise!! Practise!!! I know a man who practised for a twelve-

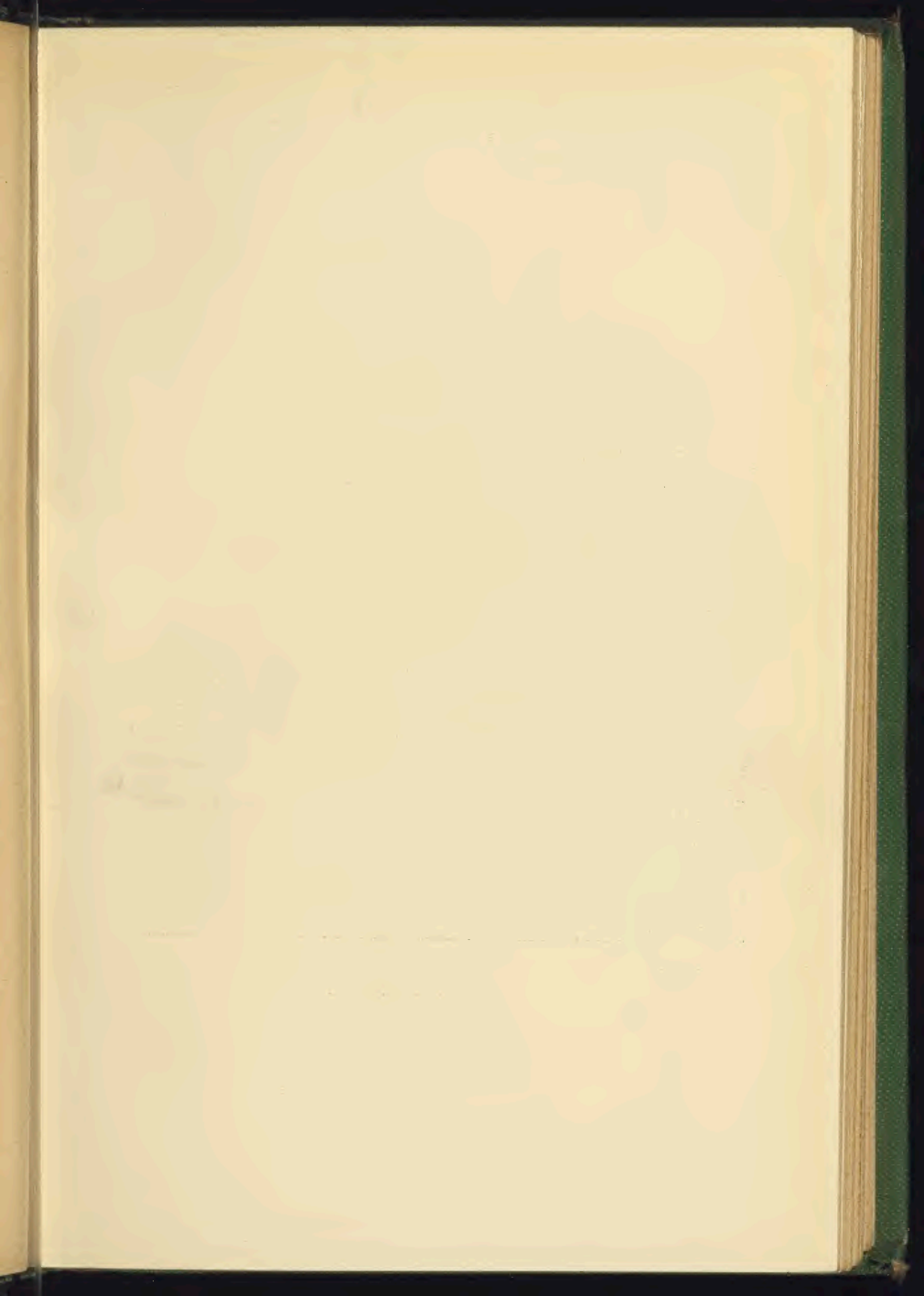
Potted Golf

month in a field behind his house before he joined a golf club. His reason was that "he was not going to make himself a thundering nuisance to men who could play." He called me in to direct his efforts, and I am bound to say that when eventually he joined a good club he had less difficulty in finding partners or opponents than if he had gone there absolutely fresh to the game. Such a self-denying ordinance is not necessary, but the principle is commendable. Where a good player has only one half day a week to give to golf he is nearer perfection than most if he will, whenever demanded, give it to a foozler who can offer him no sort of a game in return. But he does not mind, when a plentitude of time permits, giving the novice a game, and there is more good nature shown in this respect than some of the cynics would have us believe.

The net in the garden, the captive ball, the nightly swings in your bedroom before seeking sleep, the putting on the lawn, are all good in their respective ways. Is it always remembered,

Potted Golf.

however, that except in putting the results of strokes so taken can never be seen? What is the use of practice swings if you are swinging wrongly? I have lately seen a captive ball apparatus that registers the length of a drive. But it won't register the amount of slice or pull, or say whether the flight of the ball would have been high or low. The best method of practice is that which enables you to see if your strokes are being played correctly. You can only judge by results. And if satisfactory results are shy in coming, the novice should spend a shilling or two on the club's professional, who will be able to detect at a glance the bad habit he is cultivating.



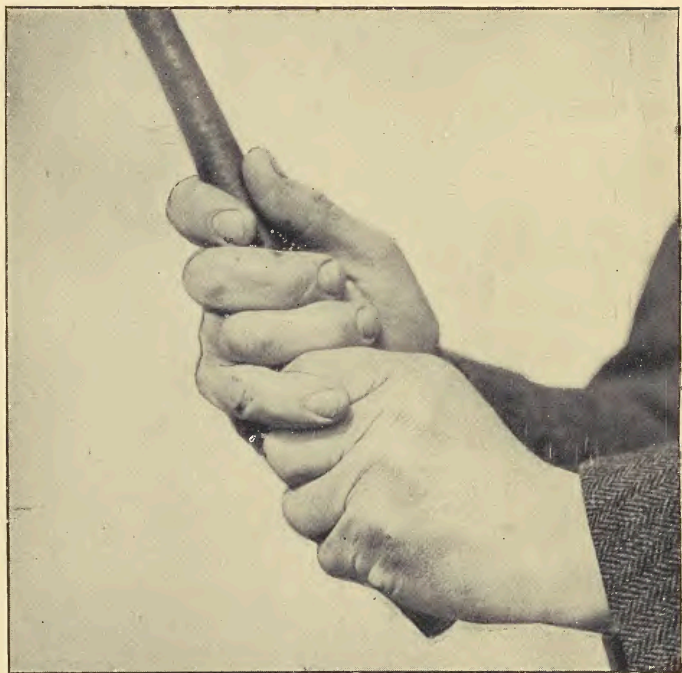


Photo by

BRAID'S GRIP. NO. 1.

Montague Dizon.

CHAPTER IV.

The Grip.

THERE are two ways of gripping a golf club. Most instructors in the past used to advise the novice to adopt the grip in which each hand works independently of the other. They were doubtful whether the ordinary pair of hands is suited for what is known as the overlapping, or interlocking, grip, and they decided to err, if to err at all, on the side of safety. Personally, I have not the slightest doubt which is the better grip. This is the overlapping one, and if I do not use it myself in all shots, it is because of a slight deformity of the thumb joints, whereby I cannot "overlap" when taking a full swing. For a mashie shot I do "overlap," and I am convinced that the overlapping or interlocking grip

Potted Golf.

is well within the capacity of most people. The theory usually advanced is that the overlapping grip, in which the right hand is literally joined on to the left, requires for its effective use long and strong fingers, and, particularly for iron shots, strong wrists. I do not agree. The stronger a man's hands and wrists, of course, and the stronger the presumptive evidence that, given many other qualities, he will rise to be a "class" player. But among my own pupils I have seen men with delicately-formed hands and puny wrists make rapid strides after abandoning the ordinary grip for the overlapping one, and I am absolutely of opinion that the advantages gained by the hands working in unison, and especially of the power of the right hand being kept in check, far outweigh the disadvantages which are supposed to apply in the case of these pupils.

With the ordinary grip, each hand clasping the club independently, the pressure on the left hand is from the middle of the palm cross-wise to the





Photo by

BRAID'S GRIP. NO. 2.

Montague Dixon

Potted Golf.

lower joint of the little finger ; on the right hand the pressure is across the top of the palm, at the base of the fingers. There are plenty of good players using this grip who can make the hands work in unison. But I think there are very many more who, because of the difficulty of controlling the right hand, owe to it their frequent attacks of pulling, and topping, and the rest of it. Despite all that has been said and written on the subject, I adhere to the old belief that in golf the left hand is the chief factor. Photographs of the grip used by Taylor, Braid and Vardon, show unmistakably that in each case the left hand is master, and I submit that each hand more properly fulfils its function when, like these eminent professionals, the player uses the interlocking grip. When using the ordinary grip there is always a tendency to grip too tight with the right hand in the backward swing, and this has a cramping effect.

With the overlapping grip the club is held and controlled mainly by the fingers, in itself a gain. The left

Potted Golf.

thumb rests on the shaft, the nail pointing down to the head of the club, and the palm of the right hand envelops this thumb, the little finger of the right hand curling over the forefinger. There are variations of the overlapping grip. Vardon stretches his right thumb round the shaft, while Braid rests his against the side of the club. These difficulties, however, are so small as to be negligible, and so long as the main principle of the grip is observed the player may make such minor departures as best suit him. Some people hook the little finger of the right hand under and round the forefinger of the left hand. This is an interlocking grip which demands strong fingers. It certainly has advantages, especially in automatically enforcing that the club shall be securely held, and might be experimented with by a man accustomed to the overlapping grip, but I should be chary about recommending its universal adoption.

Not very long ago the overlapping grip was almost exclusively confined



1848

1849

1850

1851

1852

1853

1854

1855

1856

1857

1858

1859

1860



Photo by

TAYLOR'S GRIP. NO. 1.

Montague Dixon.

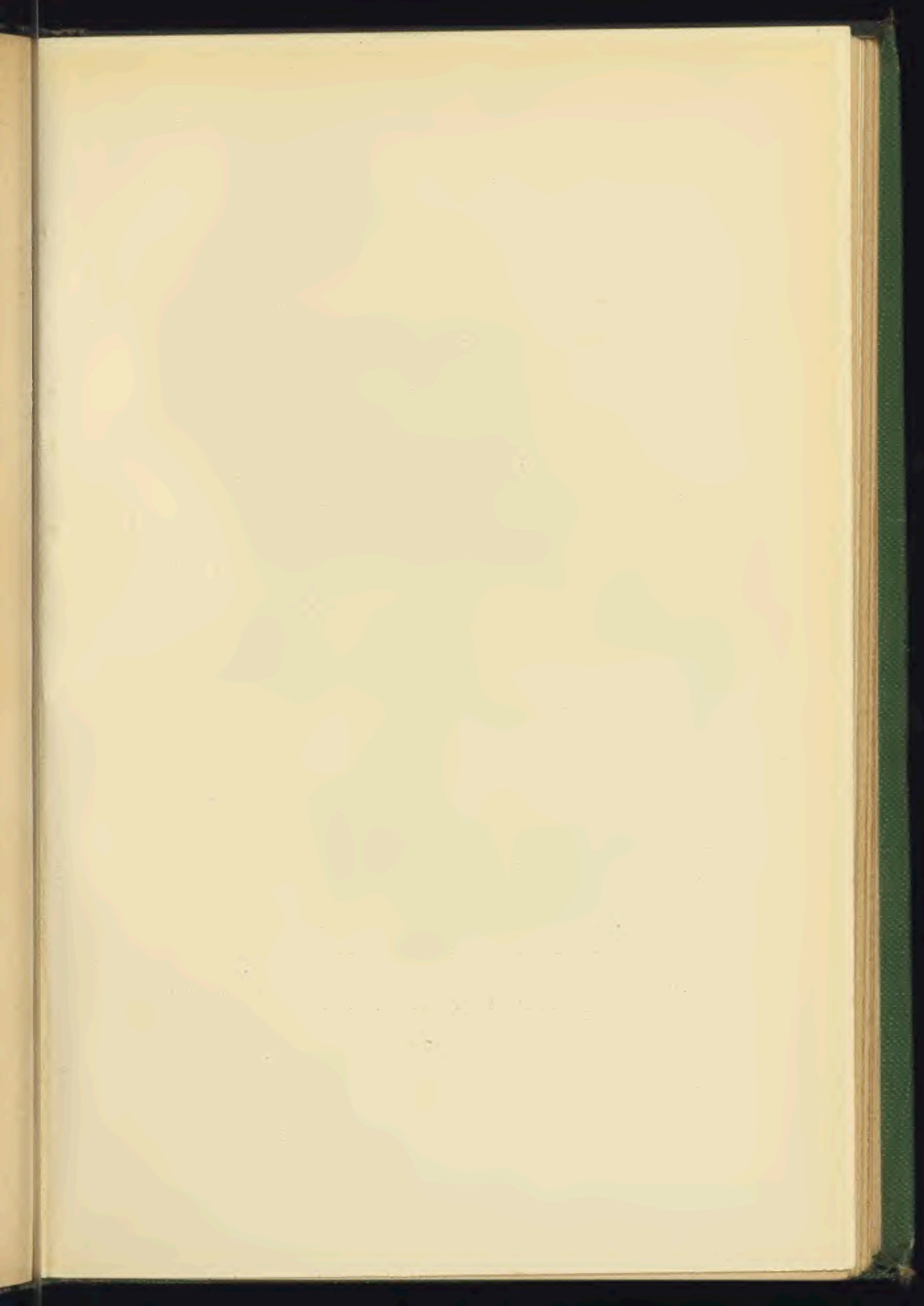
Potted Golf.

to professionals. Mr J. E. Laidlay, I believe, was an exception, and it is open to debate whether he, or Taylor, or Vardon, invented it. I know that Vardon claims to have thought it out for himself. But I know also that Taylor has been using it all the years that I have known him, and probably, if we could push investigation sufficiently far back we should find that one of the stalwarts of old, when there were exciting money games on the ancient Scottish courses, knew all about its merits. Nowadays, amateur players are taking to it in such numbers that I foresee the time when the overlapping grip will be universal, and it is certainly significant that in the University match of 1910, this was found to be the grip adopted by a majority of the young players engaged.

Before leaving this subject, I would advise the learner to preserve the happy mean in the position of his hands on the leather part of the shaft. Grip neither too high nor too low. You will soon know when the club is nicely balanced in your hands, and you will

Potted Golf.

be guided by that. That leather-covered part is called the "grip" of the club. Rubber-grips are sometimes used, but unless a cotton glove is worn the hands cannot retain grasp of them in wet weather. More than one good player who has taken to rubber "grips" because his hands have been knocked up has missed winning an important competition through rain coming on, and making the "grips" slippery. There's nothing like leather for "grips," and I prefer the real stuff, after it has been in use a day or two to the so-called American leather which is frequently recommended.



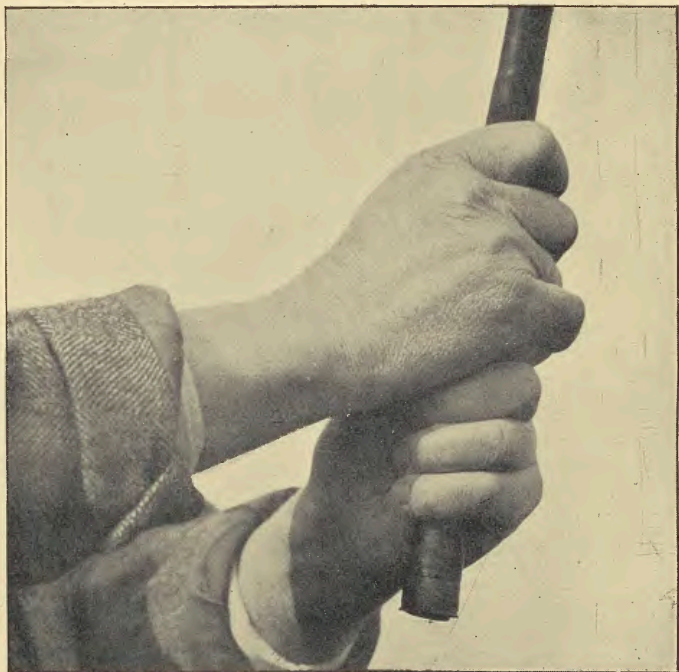


Photo by

TAYLOR'S GRIP. NO. 2.

Montague Dixon

CHAPTER V.

Wooden Club Play.

WHEN a man takes his place on the tee for the first time, it is usually with very mingled feelings. The ball looks so very, very small. The driver which has been placed in his hands feels of all possible implements the most unsuitable for hitting the ball. He knows, as he prepares for the shot, that he looks clumsy. Confidence has deserted him. He would much rather that there was nobody near to witness what he feels sure will be the failure of his attempt.

There are not many new-comers to golf who have the over-weening self-confidence of the man who got a long and straight iron shot—the first he had tried—at a one-shot hole where every part of the green was plainly visible from the tee. The ball pitched on the

Potted Golf.

green, rolled gently up to the flag, and dropped in. Meanwhile, the novice was anxiously watching it, and when the ball finally disappeared from view he exclaimed, "By Jove, I was afraid!" "Afraid of what?" said his friend and mentor, who was preparing to applaud. "Afraid I had missed it!" was the response.

My experience is that the man who comes to a golf course for his first lesson very rarely hits the ball until he has made several attempts, and that from the beginning he is painfully conscious of his shortcomings. My object in retailing this is to assure the novice that no matter how wild his strokes may be, whether he misses the ball or hits it away to square leg, nobody will laugh at him. With few exceptions every man Jack of us has gone through the same mortifying experience. Those few, of whom I have to acknowledge myself one, were born, almost literally, with golf clubs in their hands. If you were accustomed to swinging an old driver in the earliest days you can remember, a certain

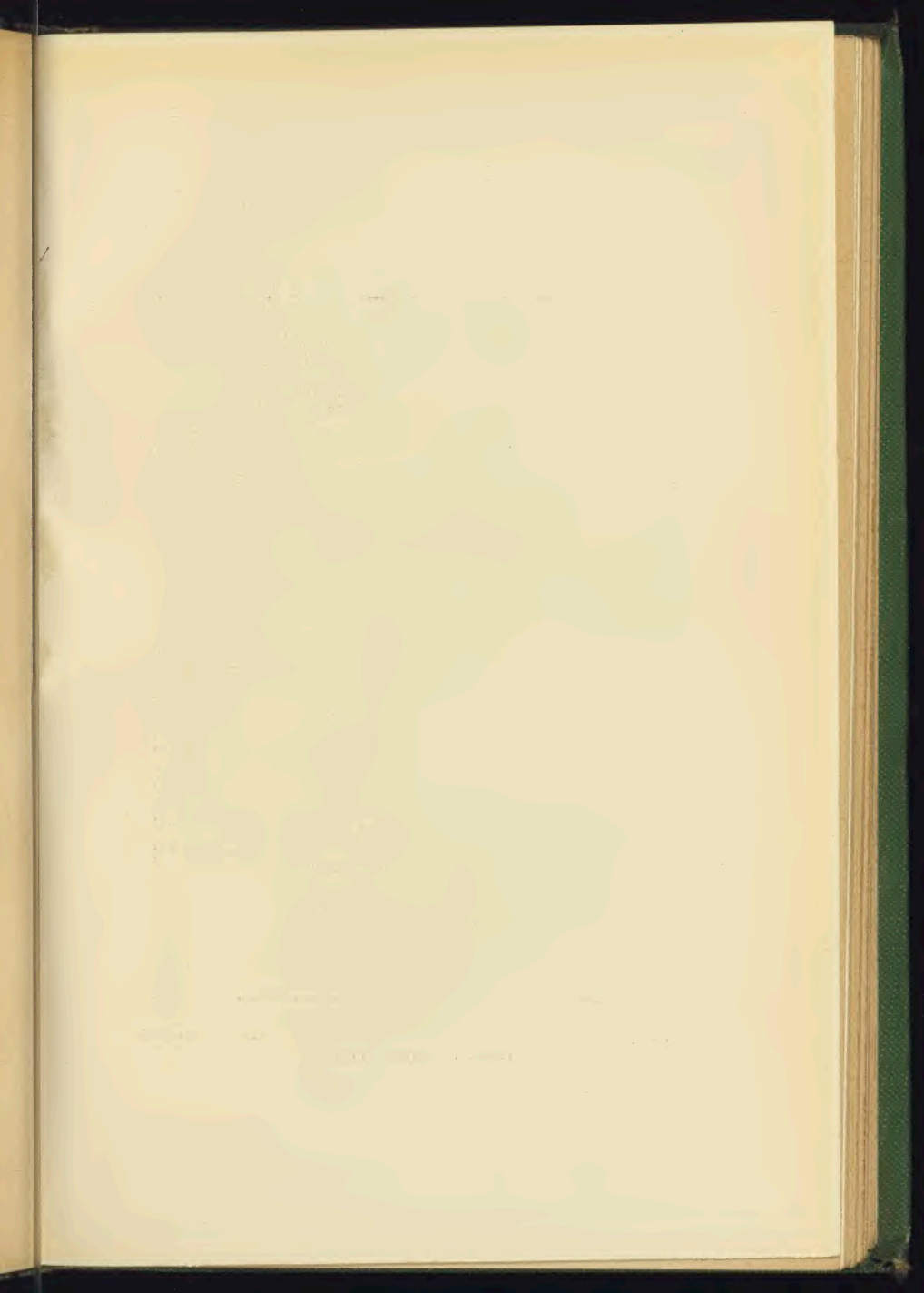




Photo by

HERDS GRIP. NO. 1.

Montague Dixon

Potted Golf.

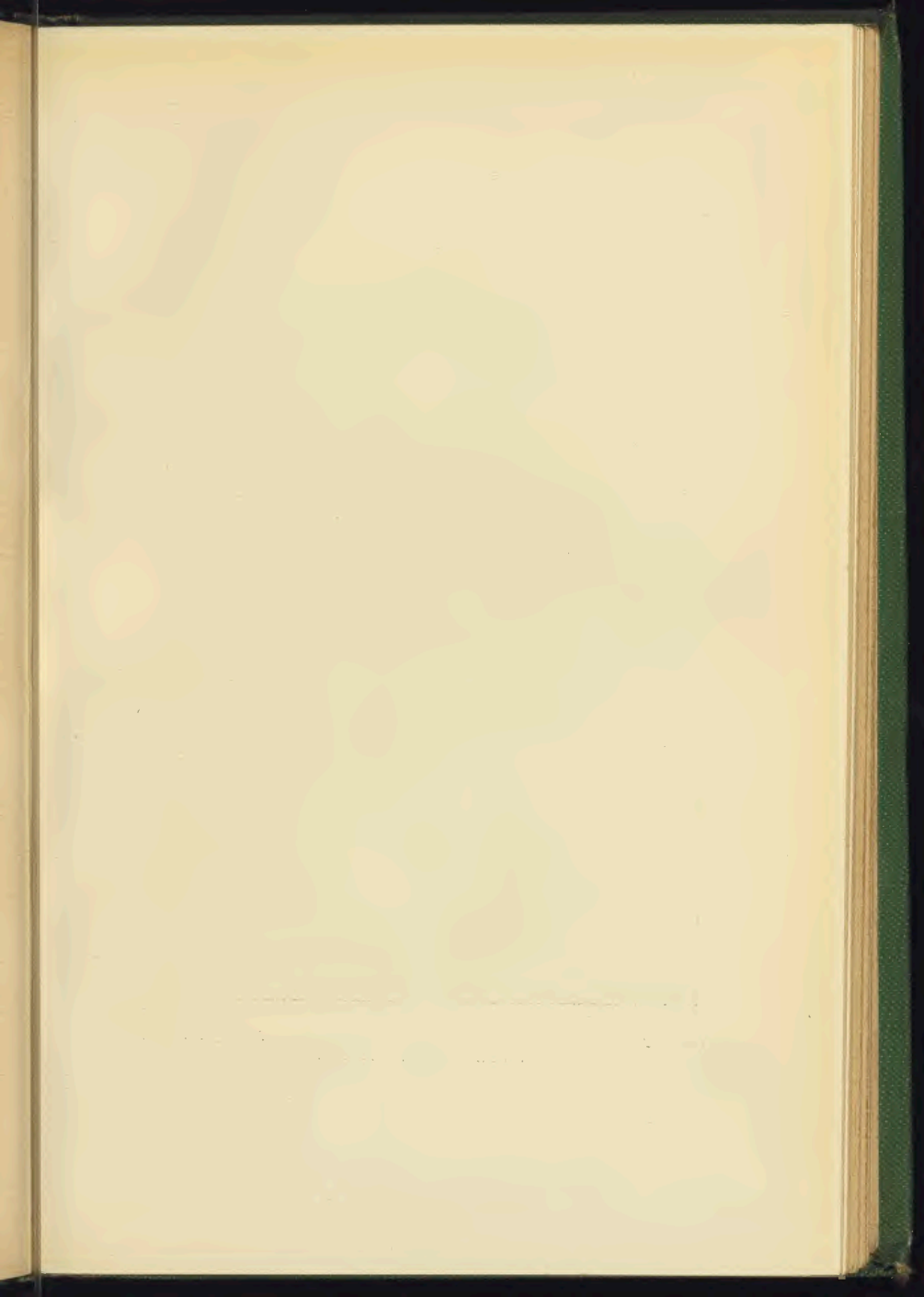
freeness of style will remain with you to the last. But I know something of the struggles in their golfing novitiate of men who now are on the scratch and plus marks, and I know the sympathy and the good-humoured tolerance with which they look upon recruits to the game. Therefore don't be afraid to practise driving from the first tee when it is unoccupied, and don't take notice, when you start in a match, of couples who may be waiting their turn. If you fozzle, they know they are at least subject to the same fault (for the best of us fozzle at times), and they will think nothing about it.

To be able to drive a straight ball is nowadays all important. In former days, when cross-bunkers were the chief hazards on most inland courses, a man could hit a fairly high but totally inaccurate ball, and yet escape punishment, except, perhaps, having to play his second shot out of tussocking grass. All this is altered. I don't say that there is not still plenty of latitude on some courses. But the era of the pot-bunker has arrived. The modern

Potted Golf.

course, brought bang-up-to-date, is sprinkled with "pots"—holes circular, oblong, crescent-shaped, etc., dug to catch errant balls. They are in the middle of the fairway, at the sides of the fairway, flanking the green, hiding behind it, everywhere causing the player first to choose the direction his ball should take, and then to play it accurately in the line of his choice.

Golf-architects design holes so that you must play from the tee in such a manner that, in the case of a two-shot hole, the green shall be "opened up" for your second shot. This is to say, if you drive a good ball to a certain point, your second shot will be a comparatively easy one, with no hazards to clear. If, on the other hand, your drive is weak and crooked, there will be a formidable mound, very awkwardly placed at the side of the green, to clear, or a series of pot-bunkers waiting to trap a second shot that is not dropped over them to a nicety. The straight driver always had an advantage in golf. Under modern con-



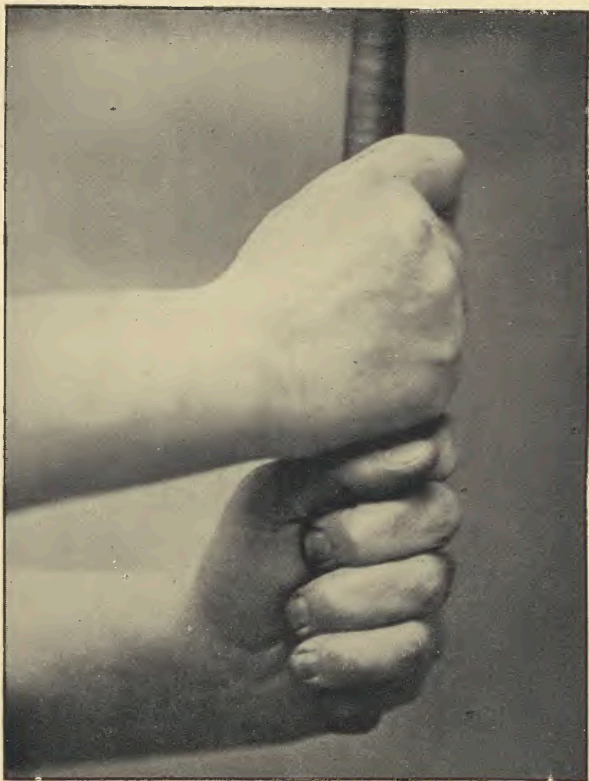


Photo by

HERD'S GRIP. NO. 2.

Montague Dixon.

Potted Golf.

ditions that advantage is increased tremendously.

Therefore strive for straightness rather than for length. The long driver loses more than he gains if for every tremendous tee shot straight down the course he puts two in the rough. The motto in golf is "Far and sure," and it is precious little use being far unless at the same time you are sure.

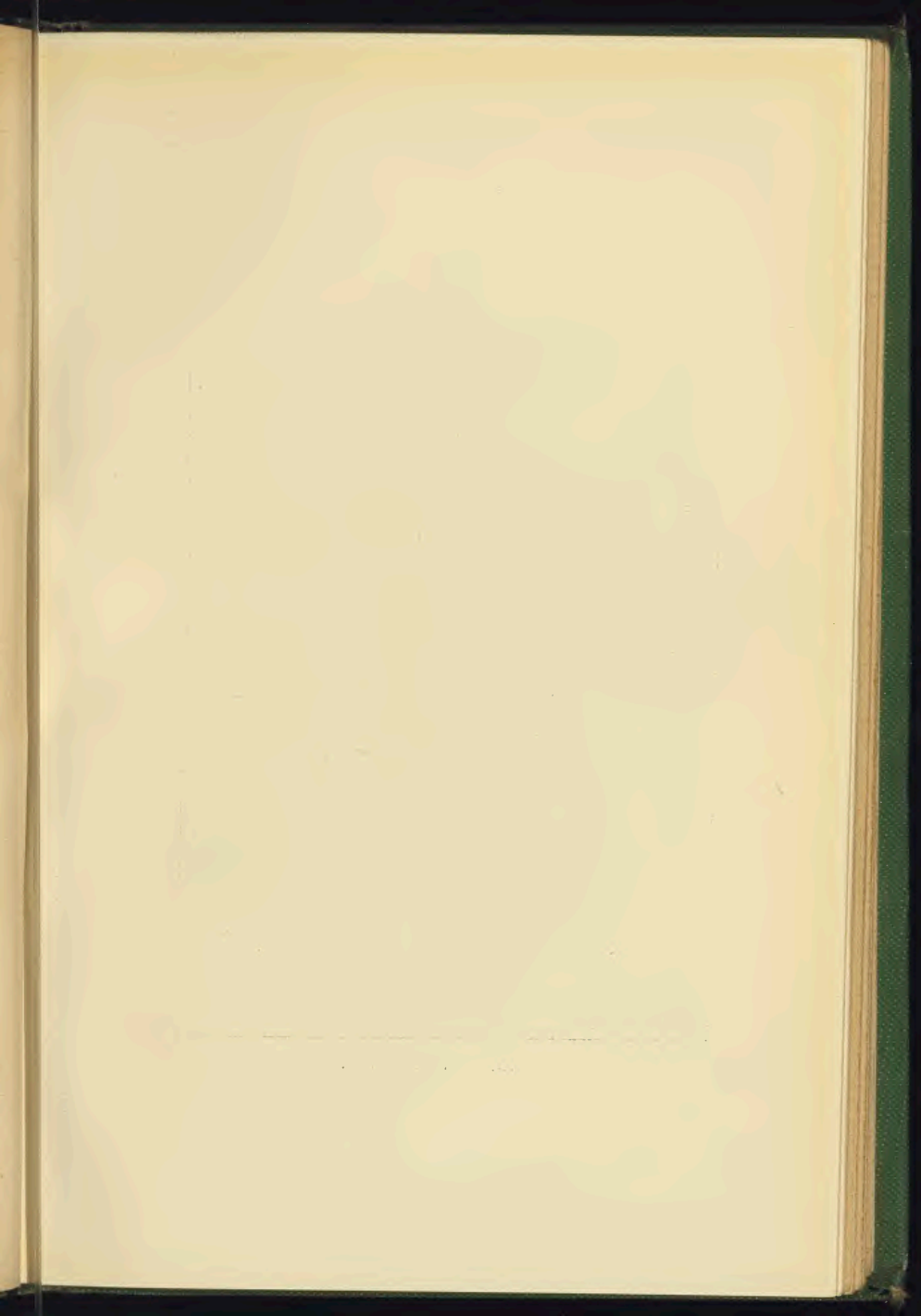
THE STANCE AND THE SWING.

The stance is the term given to the position which you have assumed in readiness to hit the ball. It is well to say here that I advocate for most shots what is called the open stance. There are exceptions, and these I shall mention in due course. The open stance is that in which the body is slightly on the skew when considered in relation to the ball. Suppose you mark a line, pointing in the direction of the hole, and place the ball at a point midway on that line. When you address the ball your left foot will be a

Potted Golf.

little in advance of the ball, but seven to eight inches further from the line than will be your right foot. The accompanying illustration will show what I mean. In the square stance, by contrast, the feet will be equi-distant from the line, and the ball will be midway between the two. The difference, to my mind, is not so much in the disposition of the weight of the body, as in the greater facility with which the open stance permits of the arms being brought forward in completion of the stroke. This bringing forward of the arms is called the "follow-through," and the follow-through is important in all strokes where distance is required. With the open stance, as you will quickly see on experiment, the body is in an easy position for the arms to swing quickly through, and for the weight of the body to follow them.

The arms do the work, and must be allowed to do it, but the body plays some part in the stroke. You will notice that in the plate showing the completion of the swing the body has





STANCE FOR DRIVE.

Potted Golf.

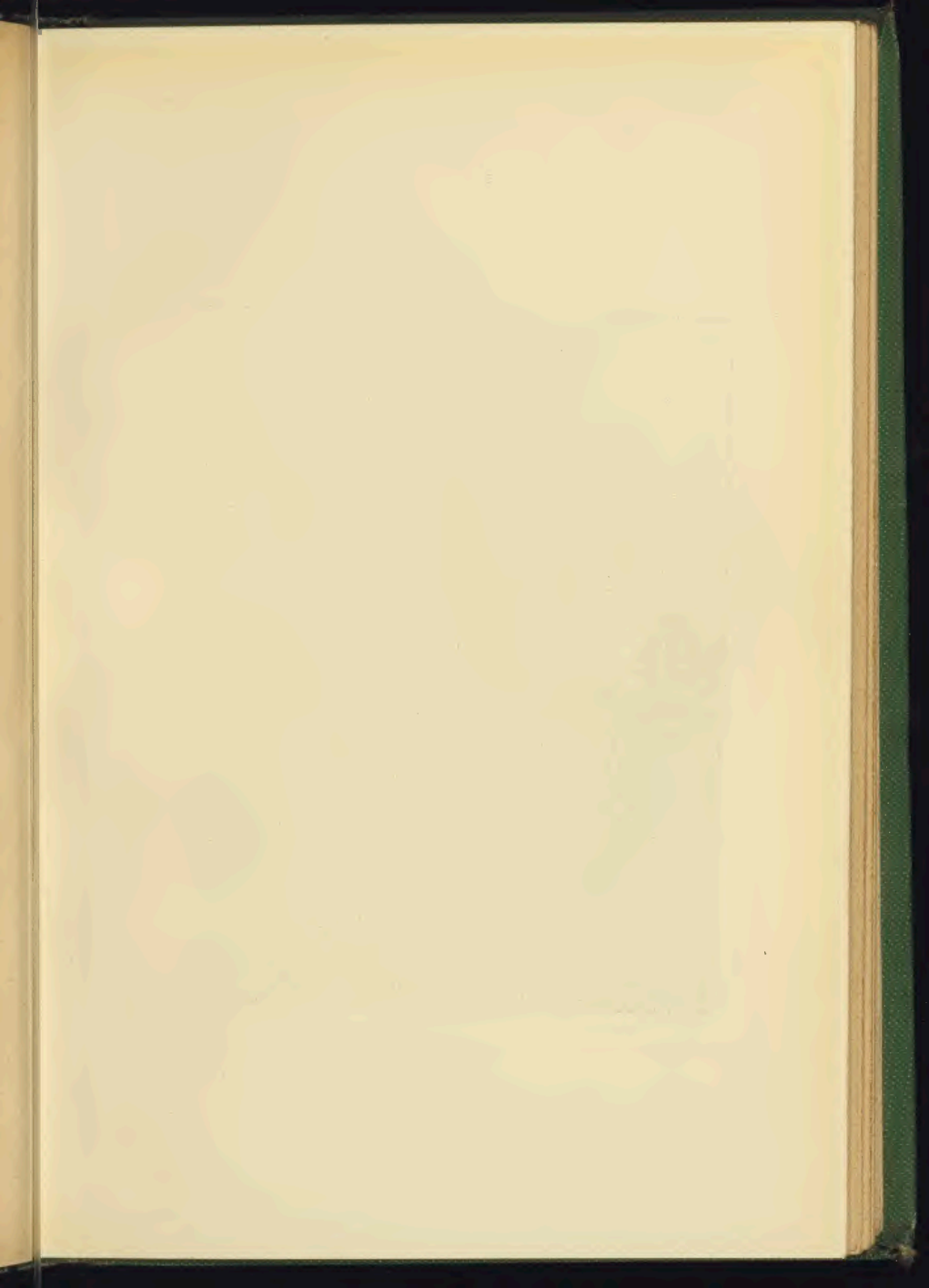
turned until the right shoulder faces the line of drive, and the weight of the body has been transferred to the left foot. That weight has gone, in the transference, towards re-inforcing the strength with which the swing has been made. As the club has been taken slowly back, the body has pivoted from the waist, the left knee knuckling inwards, and the pressure on the left foot being concentrated on the inside half of the ball of the foot, or in the region of the big toe joint. Then, as the club is brought down with a swish, everything is released. You unwind yourself, so to speak, with a force that contracts the body again at the completion of the stroke.

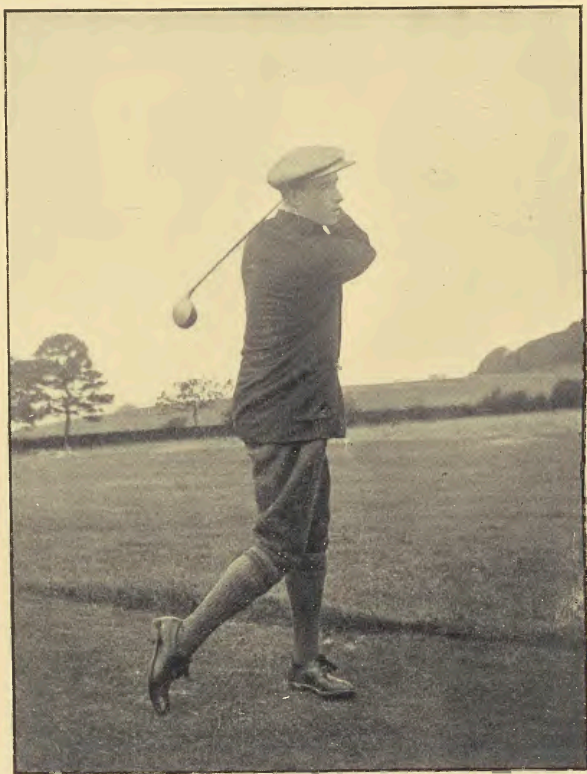
It is particularly necessary to guard against letting the body come forward in advance of the ball. In all body movements, in every stroke, the head must not be moved. As the body pivots, the position of the head should be unchanged. If it is changed, then the likelihood is that the stroke will be a failure. There are exceptions; some

Potted Golf.

men outrage all the canons of the game and yet play decently; but you may take it from me that in nine cases out of ten to sway is fatal. So also with the body movement. Every separate action must be in strict time. If you swing back quickly, the probability is that all through the stroke you will, as it were, be in advance of time. The arms must come through first, then quickly after them, pushing them on, so to speak, the body.

Now let us take the stroke with more detail from the beginning. You have taken your stance — the open one. Your grip is the overlapping one. You can tell if you are the proper distance from the ball by allowing the face of the driver to rest against it. If the end of the shaft just touches your left knee when the leg is slightly bent, the distance is approximately correct. Keep the face of the driver straight. I have frequently noticed players turn the nose of the club in, thinking that this is a remedy for slicing. It is nothing of the kind. The cause of





FINISH OF DRIVE.

Potted Golf.

slicing is in the swing, and particularly, as I explain in the chapter on faults, in drawing the arms in as the club meets the ball. In addressing the ball see that your hands are not in advance of the club-head.

The old axiom, "Slow back," ought ever to be kept in mind. Remember that the club-head will return to the ball in precisely the plane in which it was taken back. Therefore don't swing perpendicularly, which will cause the club to get too much under the ball and sky it. You must endeavour to keep the ball low, so that it will travel, and the club should be taken back flatly, or along the ground, though not touching it, until the swing lifts it clear. In this backward swing the right elbow should be kept tucked in. If it is raised, one of several things may happen. You may overswing, the shaft of the club touching your shoulder, which is usually disastrous. Or, with still greater probability, the contraction of the arm will make itself clear on the downward swing, when the ball will be sliced.

Potted Golf.

PLAYING FOR THE PULL OR SLICE.

No doubt you will have heard of players who can produce a slice or a hook at will, according to the force and direction of the wind, and, like most people who want to run before they can crawl, you will desire to know how it is done. Well, the peril be upon your own head. There is no doubt that, as Mr John L. Low has said, the ability to drive at will with a hook, or "draw," as he prefers to call it, is a great blessing. Whether the wind is favourable or unfavourable, you can often make use of it, in combination with this special stroke, to put a few yards on your drive. But I think I remember reading an article by Mr Harold Hilton, who is one of the greatest exponents of playing for the "draw," in which he strongly advised those who envied him his skill in this particular not to strain in pursuit of it. It is good advice. If you can play a straight shot into the wind, and if nine times out of ten you make a horrible mess of things when you play for the pull, I

Potted Golf.

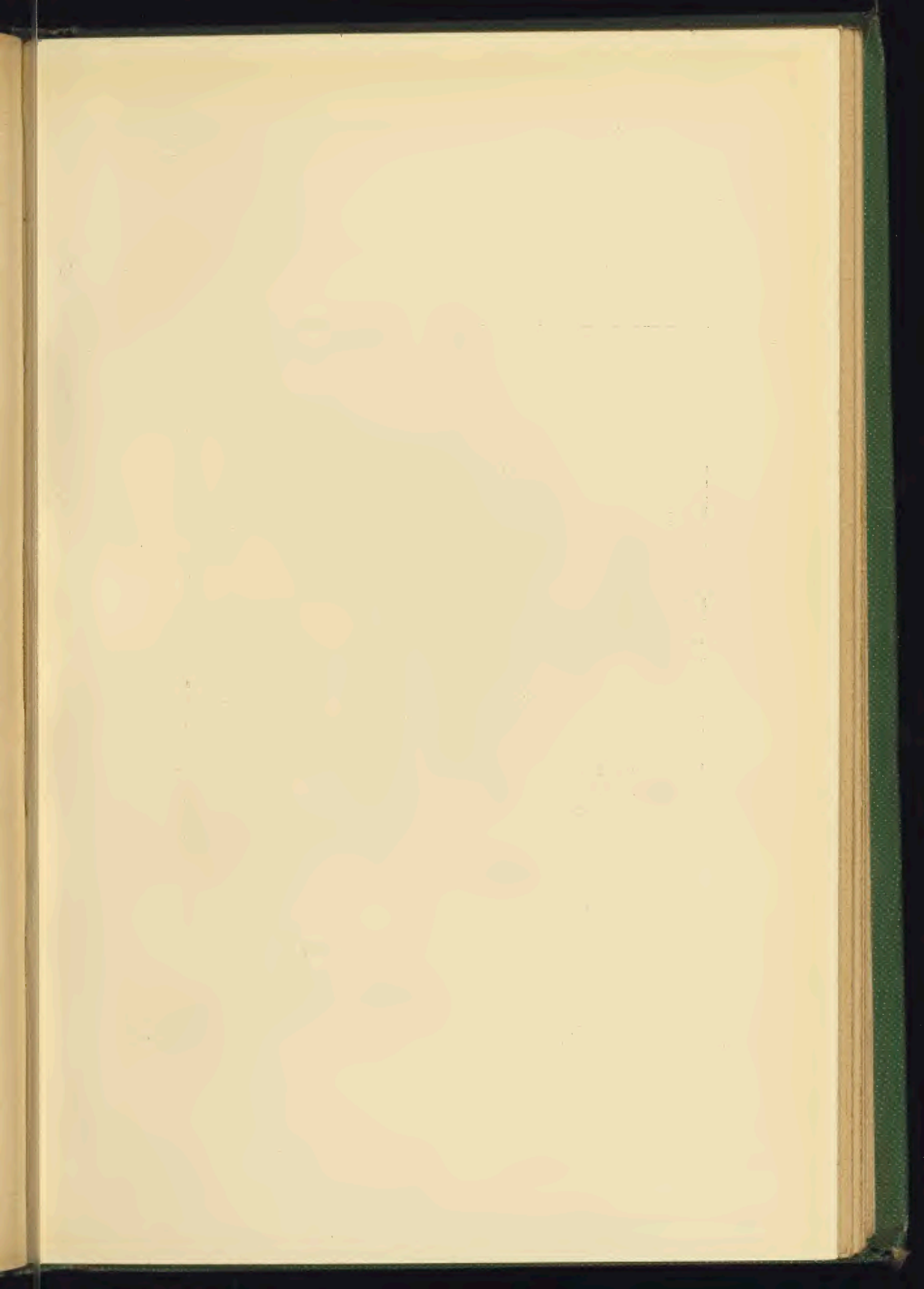
should say emphatically, Keep to your straight shots, for they will pay you best. Still, I am aware you will want to know how the pull and the slice are commanded at will, and, with the hope that the reader will not attempt them until he has mastered the essential strokes of the game, in all obedience I give the information.

It is the easiest thing in the world to slice, as some thousands of novices have quickly discovered for themselves. The man who persistently slices, and cannot rid himself of the habit, is the most miserable person who golfs, and I have an idea that most of the good people who buy and read this book will be more grateful for the hints in a later chapter on how to cure a slice than for instruction on how to secure one. The slice is useful, however, when it is necessary to get the ball quickly into the air—as from immediately behind a high bunker ; or when it is necessary, for one out of several reasons, to circumvent awkward hazards in the close vicinity of the green. In this latter case it must be re-

Potted Golf.

membered that a sliced ball, if played well into the wind, does not run. Mr Hilton sets up the hypothetical case of a short hole of 160 or 170 yards, guarded by a bunker across the course and nasty hazards on the left. There is a cross wind to negotiate, coming from the right. What is the shot? He says a wooden club shot, sliced into the eye of the wind; the ball will curve round and then it will fall dead. That is playing golf with your head. By the same token, however, you can play a lower shot, with slice on it, that will have some run in a strong and suitable wind; and, indeed, the possibilities are many.

To slice at will, exaggerate the open stance. Let the left foot be withdrawn still further from the ball. The grip should be changed but little, and the change should be limited to turning the right hand so that more of the fingers is visible on the upper surface of the shaft. The backward swing will be more vertical than usual, and as the club returns it will almost of necessity hit the ball a slanting blow. For the





STANCE FOR DRIVE AGAINST WIND: WEIGHT ALL ON LEFT FOOT.

Potted Golf.

pull, which is still more useful, and is habitually cultivated by some of the very best players among us, the stance must be decidedly square. The left foot is advanced, and the ball brought nearer the right foot. A horizontal swing is now the desideratum, and the right hand must be turned over so that more of the knuckles is visible, and the right shoulder must be kept high. Some men are natural "hookers"; that is, unconsciously they have developed the habit of driving a ball that swerves out to the left, and then comes in again, and they make allowance for it. I don't know that they reap any advantage in the long run over the man who drives a straight ball, and who can play into the wind when he desires to take advantage of it, but the fact cannot be ignored—some of the natural "hookers" are in the first flight of players.

HOW TO USE THE BRASSEY.

The directions for using the brassey do not differ fundamentally from those

Potted Golf.

for the driver. I have already said there is no reason why the brasseys should be shorter in length than the driver, while I would add that on occasion you will require to get down more to your ball through the green than when you are on the tee. It is a good plan to address the ball for a brassy shot about an inch or so behind it. The essence of the shot is to pick the ball up cleanly, and as a general rule this means getting under the ball. In watching the leading professionals you will probably have noticed that they invariably take a divot with every brassy stroke. Indeed, I know one club where the head greenkeeper was horribly perturbed when the great Triumvirate played round his course. He watched with growing indignation the substantial divot that was taken with every stroke, and then exploded before the captain of the club with the remark that "he didn't call this golf; it was sheer and criminal destruction."

This notwithstanding, don't hesitate to cut through the turf with your brassy, and don't be afraid of breaking

Potted Golf.

your club. The brass sole is to facilitate this cutting operation. If the ball has what is commonly known as a downward lie, stand so that it is nearer the right foot, when the club will come down more sharply upon it. Get your weight into the stroke ; and again I say, don't be nervous about the club.

Potted Golf.

CHAPTER VI.

The Cleek.

THE cleek is the most powerful iron club in your bag, and capable of infinite service. Therefore determine to master it. I would warn the beginner against listening to golfers who decry the cleek. Some men who can put up a first-class game don't use it habitually for considerations arising out of their style of play. Their prejudices and preferences have to be respected. But the bulk of the people who carry a driving mashie instead of a cleek do so because they started their golfing career with the mistaken idea that the cleek is an extraordinarily difficult club to use, one, in fact, beyond their capacity. They never persevered with it, and so to every friend whom they introduce to the game they advise a driving mashie. Dismiss all such talk from your mind. Buy a cleek

Potted Golf.

and stick to it ; don't be discouraged because at first you scloff more shots than you hit sweetly and truly ; and in after times, when you have come to appreciate its points, I think you will be grateful for the advice.

The driving mashie has a deeper face than the cleek, the depth increasing from heel to toe. It is also slightly more lofted. The theory is that the extra depth of face and the greater loft make it an easier club to handle than the cleek. Harry Vardon believed that once. He pinned his faith to the driving mashie, and, for a time, did great things with it. Then a day came when the club failed him. Try as he would he could not bend it to his will, and he went back to the cleek, and has kept to it ever since. Braid has never harboured the heresy. He is a master of the cleek ; knows all that it can do, and, moreover, can make it do it. Read what he says in " Advanced Golf " :—

Some people say that it is a difficult club to employ with success, and such difficulty as exists

Potted Golf.

is generally most pronounced in a golfer's early days. When he gets a little farther on in the game there is sometimes a tendency to discard the cleek altogether, and the excuse is made that its employment is not necessary to a good game. This is wrong. For anything approaching to a perfect game of golf the cleek is quite one of the most necessary clubs, for there are shots to be done with it that are not within the capability of any other, and the sooner an ambitious player makes up his mind that he has got to master the cleek, the better for his game. Moreover, it is a club the command of which gives the greatest pleasure to the player, and for my own part I must confess to a great liking for my cleek.

J. H. Taylor admits the usefulness of the driving mashie, with its shorter head, where the lie of the ball prevents the longer head of the cleek from getting down to it, but for the rest he is a cleek man. So is Mr John Ball, one

Potted Golf.

of the best amateur players in the history of the game, and as universally beloved for his fine sporting qualities as the late Lieut. F. G. Tait was. I could produce much more testimony to the same effect if it were necessary, but I hope you are convinced: The cleek is your club, and you can master it if you will.

The guiding principle in the use of all iron clubs applies with particular force to the cleek. Don't, if you can help it, take a full shot with it. Where the ball is slightly cupped, and the green is a long way off, and you dare not take a brasse, there may be some justification in going all out for it. This admission is only made, however, on the theory that desperate diseases require desperate remedies. Probably the safer course would still be a three-quarter swing, making up for loss of distance by accuracy of direction. It is a safe working rule never to play up to the full strength of your irons. For instance, your ball is lying a sufficient distance from the green to make it necessary that, if you select the mashie

Potted Golf.

for the shot, you must take a full swing. In such a case I should say the mid-iron, commonly known as the iron, should be played. Only you would take a shortened swing, and, by doing so, would have more control of the ball. Similarly with the iron. Rather than take a full shot with the iron, I would prefer a spared shot with the cleek. The reason is that if you take a full swing the margin for inaccuracies is greatly extended. Take half-a-dozen balls out on the course. Compare your full mashie shots with your shots with the same club in which your swing is shortened. These latter shots will be in the aggregate more accurately played. This principle applies through to the brasseys, which, if the lie is suitable, should be played in preference to a forcing shot off the cleek.

After this somewhat lengthy preamble, the actual directions for playing the cleek may appear meagre. The club is used for several shots, each having special characteristics. I don't pretend to give the whole art of golf

Potted Golf.

in this little book, and I should be doing the learner a disservice if I led him to believe that there is any royal road to golf. But I can give him the general principles governing the use of each club, and, having mastered these, he can develop his game, if he has time and patience, at will. The ordinary cleek shot, where there is a clear course to the green, and no wind to hold back the ball, is easily described. The ball will be midway between the two feet; the stance is the open one, the weight of the body being equally distributed, such a stance, in fact, as will enable the arms to be taken easily through. Grip tightly. Keep the club under command as you take it back, and in pivoting be sure that only the body and the left leg move, not the head. Keep the wrists flexible, and the whole action of arms and body should be perfectly free. Be sure that you follow through, and that you get well down to the ball.

The push stroke with the cleek is more difficult to play, and should not be attempted until the ordinary shot has been cultivated with more or less

Potted Golf.

success. This is perhaps one of the most valuable strokes in golf, and I have heard experts say that no man is of scratch rank who cannot do it. This is the stroke in which the essential is distance. You want to keep the ball above the ground as long as possible, and, when it pitches, to run as far as possible. It is, in especial, a wind-cheating shot. In this case the ball will be nearer the right foot, and the weight of the body will rest a little more on the left foot. What is required is that the ball will not soar and so lose its length. This can only be done in one way. It is by causing the impact to take place before the club has reached its lowest point on the downward swing. The descending blow is on the upper three quarters of the ball, but the face of the club travels forward on grazing the turf, and the swing is completed in the normal manner.

It is not unusual to see Braid, who is perhaps the chief exponent of the shot, take a divot three inches in advance of the point where the ball

Potted Golf.

originally lay. The trajectory is low, and the push-stroke up wind brings joy to the heart of every man who brings it off. Contrary to the practice in the ordinary cleek shot, the wrists will be rigid. As the face of the club reaches the ball, the right wrist will be slightly turned over. There has been considerable controversy as to whether the right wrist turns in playing for a pull. I don't think there can be two opinions about it turning in the push stroke. From the stance and from the rigidity of the wrists it is, indeed, inevitable, and the player need not be anxious to secure this turning, for, if he play the shot correctly, the wrists will turn as a matter of course.

Again I would say, stick at the cleek until you master it. The club will do more for you than baffle (a well-laid back wooden club) or driving mashie, which are useful at times in themselves but should not be taken as substitutes.

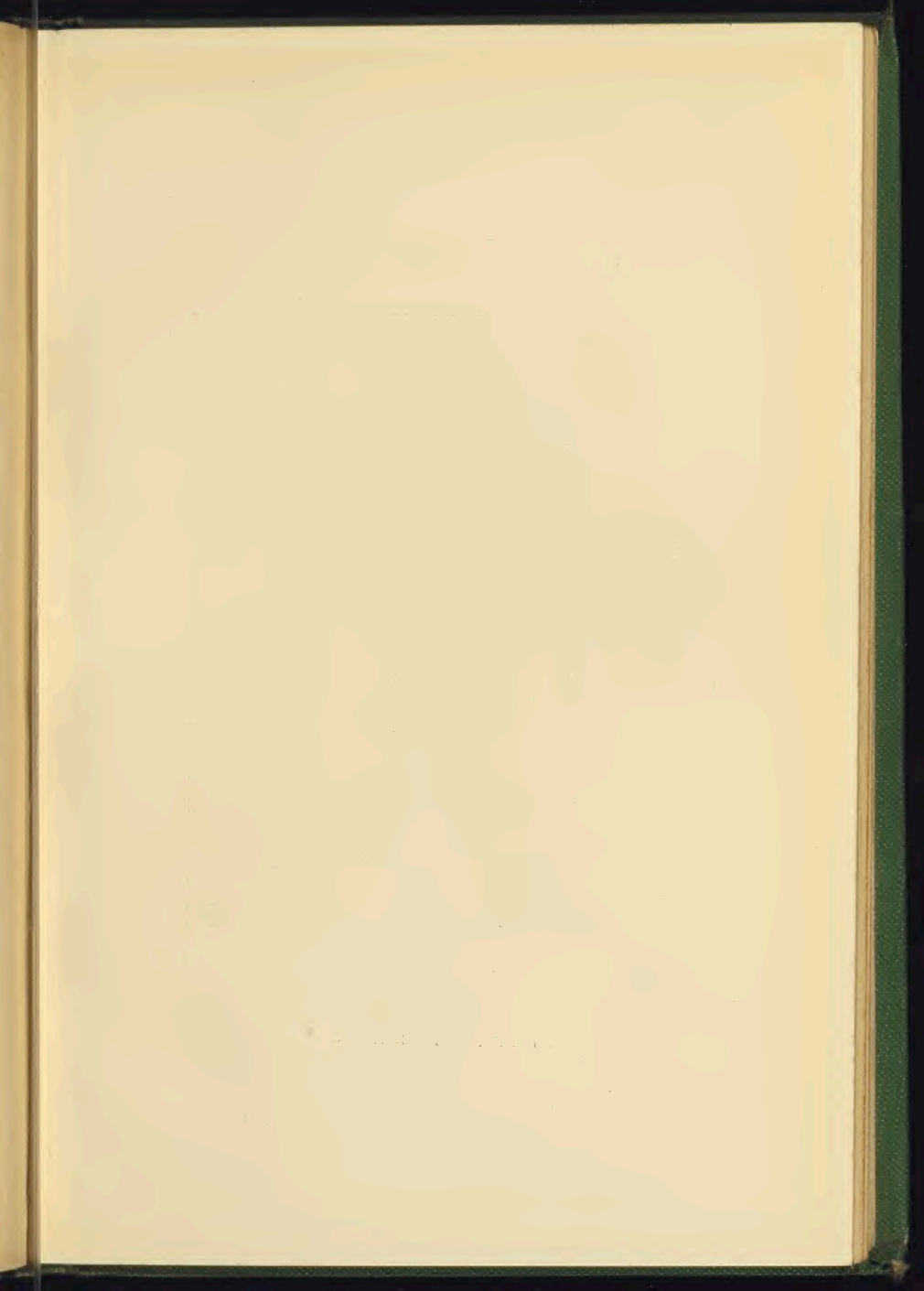
Potted Golf.

CHAPTER VII.

The Iron.

BY your iron play shall you be known. You may drive a ball from the tee as far as Mr Edward Blackwell, who is a giant of a man famous for his tremendous swiping, and always be as straight as, say, Taylor at his best. You may putt like an angel. But if you cannot use your iron, your golf will be detected for the poor thing it is. There is infinite variety in the purposes to which the club may be put, and some of these I propose to discuss.

Being a beginner, you will take your iron to a ball that is not lying well when you want to get distance, and you are afraid you cannot get it up with a straighter-faced iron club or with a wooden club. This is something worth bearing in mind : make sure of hitting a ball with an indifferent lie 150 yards rather than fozzling it with a brasseys or a cleek. The range of the iron is from 150 to 160 yards. Some players can





SWING FOR FULL IRON.

Potted Golf.

get a ball off the iron longer than this, but, as I have already said, a golden rule in iron-club play generally is never to play, except under exceptional conditions, a forcing shot up to the fullest power of the club. Vardon, for instance, says much better a flick with the iron than a thump with the mashie ; and, rather than go hammer and tongs with the iron when you have to hit the ball against the wind, you had much better take the cleek or the driving iron, and play an easy shot.

Perhaps the most important thing to remember is, Don't take a full swing with the iron. Check the backward swing at the three-quarter distance, and then be sure that you follow through. The loft on the club makes it exceedingly difficult to secure a straight shot if a full swing is taken. Moreover, a full swing does not always give the length that is sought. For the club describes a sharper curve, and the ball is not given that low trajectory by which it will still have momentum when it pitches. In other words, a full shot with an iron usually means a high shot, and a high shot, unless it is wanted to

Potted Golf.

clear a tree, represents wasted energy.

Let the stance be open, with the ball nearer the right foot than the left. Stand easily to the ball. Some years ago, when iron clubs first superseded the array of intermediate wooden clubs of our forefathers, it was usual to address the ball with the arms fully extended. Every good iron player of the present day addresses the ball with his arms fairly close to the body. The position looks cramped as compared with the old style, but we have to judge by results, and because better direction is obtained with it, without any noteworthy sacrifice of length, this is the position I recommend to you. Let the blade of the club be slightly turned out, and don't grip too low down ; if there is a couple of inches to spare above your left hand, the probability is that the club will not be properly balanced.

Don't be afraid to take turf. You will probably have noticed that nearly every really good player takes a divot when he plays with an iron club. This means that he is getting under the ball, and experience has taught that in thus firmly playing the shot there is less risk of pull-



FINISH OF FULL IRON.



Potted Golf.

ing or slicing. It is bad for the course, but not so bad as it looks if you will replace the divots. I was once playing with Braid when the greenkeeper remarked that if he had known the big Scotsman took such divots he would have arranged for one of his subordinates to follow us with a barrowload of soil.

At this stage, play straight for the hole. Wait until you are master of your clubs before trying for a pull or a slice to circumvent bunkers or cheat the wind. You will do more pulling and slicing than you desire as it is.

You will find the iron useful in many ways. When the ball is lying well in a pot bunker, and you have length to make up, the club can be taken with profit. If you have to approach a green under the branches of trees (having strayed from the path) you can run the ball up with an iron, and for running approaches it is very frequently used. Indeed, has not Vardon stated that he seldom uses a mashie until he is within eighty yards of the hole? But I will deal with the running-up shot in another chapter.

Potted Golf.

CHAPTER VIII.

Mashie Approach Shots.

WHILE the mashie is, especially on inland courses, usually the club selected for a short approach shot to the green, there is no standardisation of practice on this point. If your ball is lying well, and there is a clear way to the flag, you can play it up to the hole with almost any iron club in your bag. But the circumstances under which an approach shot has to be played, and by that I mean a shot of anything up to 100 yards, vary greatly. This is the meaning of what a well-known player wrote some years ago: "The character of our approaches must be determined mainly by the peculiarities of the green over which we are playing." For instance, supposing a clear course to the flag, there is a great difference in





CORRECT STANCE FOR MASHIE PITCH.

Potted Golf.

the stroke you should play on a firm seaside course and that you would play under like circumstances on a soft inland course. On the hard seaside course you would run your shot. That is to say, you would give your ball only a short pitch, and make it run along the ground to the hole. On soft, holding ground, you would pitch it boldly to the green, knowing that it would not run far after dropping. This boldly pitched shot, especially when some "cut" has been given the ball to pull it up dead, is frequently known as "the poached-egg shot." It is very dear to the heart of those who can bring it off, but at the risk of offending these good people I must say the success is more often due to the softness of the ground than the "cut" which is alleged to have been given the ball.

Mr John L. Low thinks that the first thing in teaching a man approach play is to tell him what the ball has to do, and let him try his own way of working out the problem. This is good advice if the pupil will give the necessary study to the one shot, noting how he

Potted Golf.

plays each stroke, and exactly what are its results. But we who have scores of beginners through our hands every year know that they will not concentrate their endeavours in this way. They want to sally forth at the very first opportunity with a full set of clubs, and plough their way determinedly from the first hole to the last. The beginner will have eventually to work out the problem for himself, but I think we can help him.

First, then, I would say that he must learn to hit the ball cleanly with the mashie, independently of the style of shots with which the club is subsequently to be employed. The face of the mashie is well laid back in order that the ball may be lofted. There is no necessity to contort the body to loft the ball ; trust to the club. I see some players dropping the right knee and shoulder in the downward stroke under the mistaken idea that thereby the club will be assisted to get under the ball. Others address the ball in a manner that reminds me of " Jessop at the wicket." If you drop the right

Potted Golf.

shoulder it is odds that a topped shot follows, for the club will have found its lowest level several inches behind the ball, and will be much too far on its upward journey when eventually it does hit the ball. Don't cultivate an exaggerated crouch. It is the St Andrews way, I know, to get well down to the ball, but the beginner who models himself on that style usually raises his body when in the act of striking.

Having learned to loft the ball with the mashie, it is well to remember that the club should not be used for shots beyond 100 yards, and that a full swing should not be taken with it. For a shot up to 100 yards, stand with the left foot about sixteen inches behind the right, the position of the feet in relation to the ball being as in the accompanying illustration. This shows the ball to be in a line with the left heel. It is what is known as the open stance. Be firm on your feet; that is, get your heels well down; and grip the club tightly with both hands. You may have to cut through

Potted Golf.

turf in order to get the ball up. If you grip tightly you will take that divot without feeling it, and the head of the club will not be deflected. But if you relax the grip in the slightest the shot will be spoilt, and you may get a nasty jar. In addressing the ball keep the right elbow close to the body. No doubt you will feel cramped at first, but greater accuracy is thus obtained than by having the arms stretched away from the body. Turn the face of the club out slightly. If the club is given what appears to be the natural lie, it will be difficult to avoid pulling the ball. Slope the face a little more and better direction will be secured, and a good deal of cut can be given the ball.

The weight of the body should be mainly on the right leg—I am supposing you want to pitch boldly up to the green. Change the weight to the left leg, and the ball should have a lower trajectory, and run well forward after it pitches. If, after following these directions, you socket the shot—that is, the ball is hit with the socket of the

Potted Golf.

club and not with the flat hitting space—it is due to one of two causes. These are :—

(1) In the downward swing you have turned the left elbow out, thus deflecting the club from its proper course ; or

(2) You have lifted your head before the ball has left the club.

Watch carefully a first-class mashie player like J. H. Taylor, and you will see that his eye is glued to the ball until the stroke is played. Socketting is a common fault, and even the best amateur players have attacks of it. I know really good players who fear such an attack much more than they fear anything else on earth, so the beginner need not be unduly apprehensive if at first his mashie play is not all he would like it to be. If he sockets, the reason may be lifting the head prematurely, but it is more likely to be owing to that unfortunate turn of the left elbow. If golfers would assiduously apply themselves to curing what is certainly a curable fault, there

Potted Golf.

would be no occasion for those abominations, the socketless mashies:

Remember the old golfing saw—"There are no hazards in the air." So in case of doubt pitch your approaches well up, playing the stroke firmly and with confidence. Taylor always puts plenty of snap into his mashie shots, and you will often hear the "gallery" murmuring that "he is too far." But the ball that is pitched well up does not run, and though I do not suggest you will lay the ball near the pin with Taylor's deadly accuracy I do advise that you should give the ball a chance. In taking the club back let the wrists be fairly free ; at any rate, don't keep them rigid ; and don't let the plane of the club's course be low. The curve of the swing should be sharper than that of any other shot, so that the club may get well under the ball.

For the short approach of 30 yards or so, mark carefully where you want the ball to pitch, and play as close as you can to that spot. Wait until you are proficient before trying to put

Potted Golf.

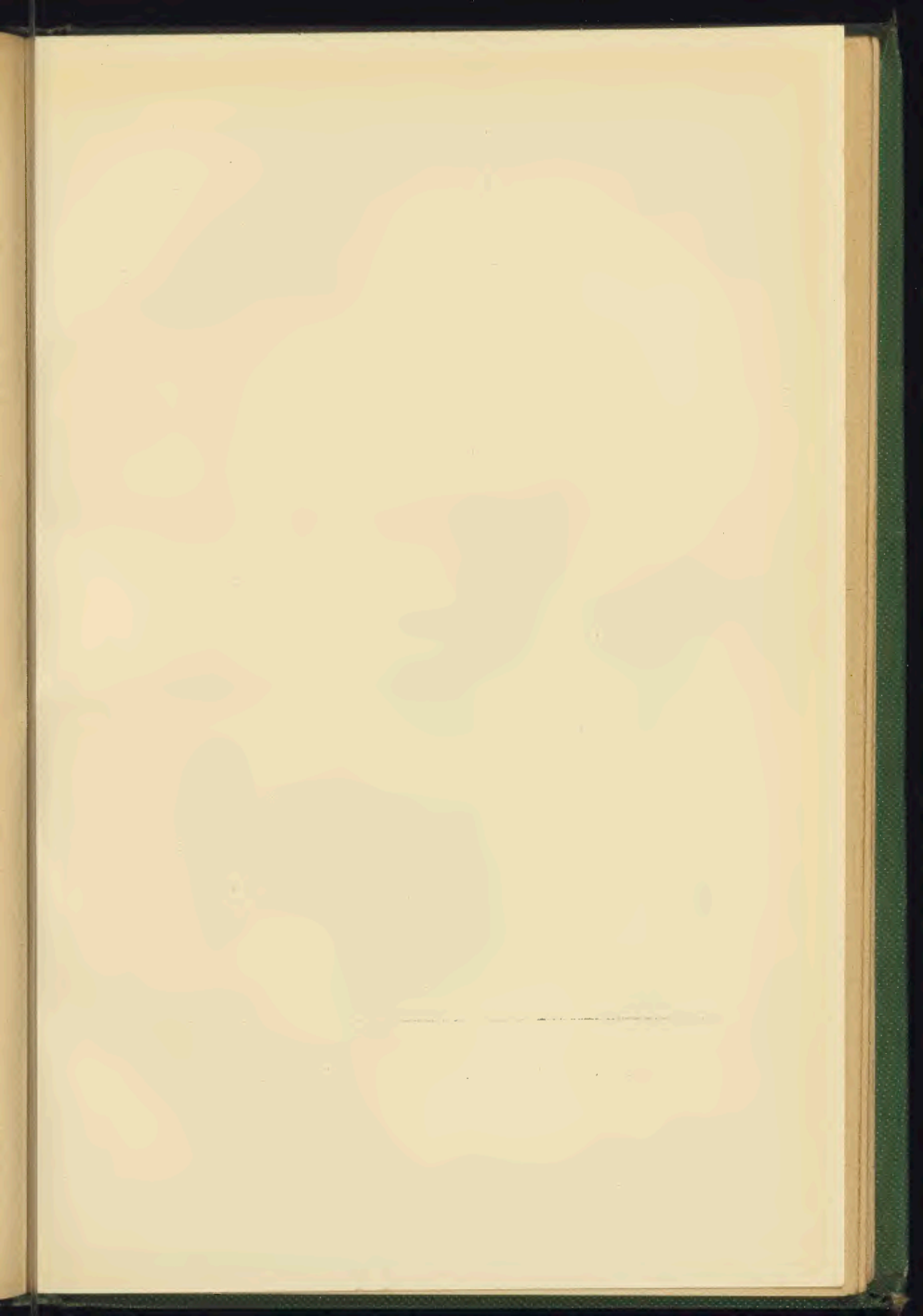
“ cut ” on the ball ; you can with much more profit play a straightforward and simple shot of pitching the ball so that it will run to the flag. So let the club go through, and be careful that at the finish of the stroke the head of the club is pointing to the pin.

Potted Golf.

CHAPTER IX.

The Running-Up Shot.

IN describing the uses to which the mashie is put I advised you to keep in mind the old axiom, "There are no hazards in the air," and I counselled you, in approaching, when in doubt to pitch the ball well up. There are occasions, however, when pitching is inadvisable. The course may be a hard, dry, seaside one, on which a ball travels as if the de'il were in it. Or there may be a strong adverse wind blowing. Or the hole may be on a slight plateau, with a very fiery green, and at the same time you may have the misfortune to have a cuppy lie. Under any of these circumstances, providing always that there is no hazard in the way, much the safer plan is not to pitch the ball but to run it up. Running up





RUNNING-UP SHOT : FINISH OF STROKE.

Potted Golf.

means a short pitch, with sufficient way on the ball to send it bounding to the green. The running-up shot is a wind-cheating shot. By keeping the ball close to the ground it escapes risk of being deflected from its course. If you play a pitching shot with a strong down wind, and the ground in the neighbourhood of the hole is undulating, it may on the rebound take a direction you little intended with a pace you little imagined. If you play a pitching shot into a strong wind you will give it an underspin that, under the influence of the wind, will cause it to rise so long as the spin lasts, and then it will come tumbling down to earth almost in a straight line—probably not half the distance you intended it should reach.

By all means cultivate the running-up shot. It is invaluable. Some of the finest players will always run a shot in preference to pitching it. I don't let my enthusiasm for it dominate me to that extent. Mr Low thinks it is easier to guess distance for a low shot than for a high one. "The

Potted Golf.

player," he says, "has not to take into account the arc which the ball will take in its flight ; he has only to think of the power necessary to send it in an almost straight line to the hole." Then he goes on to say that the late Lieutenant Tait, Andrew Kirkcaldy, Mr John Ball and Mr John Graham pitch to the edge of the good ground, and trust to the run to take the ball to the green. But you, my dear reader, are not Andrew Kirkcaldy, who is as well able to administer to the ball a blow of any given strength as to decide precisely what degree of strength any given shot calls for. The low shot is perhaps easier for the good player. I am sure it is more difficult for the novice. So lest anybody should have quoted to you Mr Low's encomiums of the running-up shot, I make haste to say, Learn to pitch first, and go on pitching your approaches where the conditions at all warrant it. The better you can pitch, the better you will play the running-up shot when this is required.

There is this to be said for the run-

Potted Golf.

ning-up shot—it generally makes for good direction. You may not hit the ball just as you intended. It may be half-topped, and scarcely leave the ground. But it will run, and very probably it will be straight. And if it finishes near the hole, depend upon it your opponent will have thoughts about “the luck of some people,” even if he does not express them. In any case, you may escape punishment for a deficient stroke.

Use the open stance. Stand well in front of the ball if you intend to run it up with the mashie. The ball should be in a line with the heel of the right foot. Let the hands be well forward as you address it. This will reduce the loft of the club. Keep the wrists stiff, and come well through with the left hand, so that the arms will be low down at the finish of the swing. At the finish of the swing, indeed, the arms should be extended, with the head of the club pointing to the direction of the hole. If these instructions are followed, the club will have a straight face as it hits the ball, which

Potted Golf.

will be given overspin, especially if hit with an ascending club, and immediately it pitches it will run forward.

It is important to remember that the body should not move when a running-up shot is played. Let the arms do the work. For a longer shot, in which run is wanted, perhaps to take the ball up-hill to a plateau green, some of the weight of the body will be put into the stroke, but that sparingly. The greater the use of the body in this stroke the wilder may be the results. I have frequently found that men who complain of not bringing off the running up shot are using the right arm too much. They force the stroke to get the distance, whereas there is no difficulty in getting length if the ball is hit properly. Give the ball the back of the left hand—that is the form of the good advice sometimes heard on the course. Be careful not to snap at it, and don't slacken the wrists, nor bend the right one in the downward swing. Snapping in this case means fozzling, and either of the other mis-

Potted Golf.

deeds means lofting the ball, which is just what you do not desire.

If an iron is used for the stroke it is unnecessary to stand so much in front of the ball. A half-shot off the iron, played low against the wind, is one of the prettiest shots in golf. And when you can play half shots with any club in your bag you will be among the elect, and your home will be decorated with a lot of silver trophies, the cleaning of which will be the bugbear of your wife's life.

If the ball is lying on a slope, giving a hanging lie, stand with your right foot in a line with the ball. This applies to all shots where the slope is so pronounced that a stance cannot be taken without a very unequal distribution of the body's weight on the two legs. My friend, Braid, says in such a case the ball should be near the left foot. To get it up, however, the club must come down on the ball quickly, digging under it ; and surely the risk of topping is accentuated the further the club has to travel down hill before it reaches the ball? This, however, is rather

Potted Golf.

outside the running-up shot, and deserves a chapter to itself. I do not propose to discuss it further, however, because the combined wisdom of all the golfers in Christendom will not avail anything more the man who has to play this most difficult of shots. He can only play it by swinging with scrupulous care, and by not wanting to get a terrific length from such a lie.

CHAPTER X.

Play from Bunkers.

INSTRUCTION is needed on how to escape from bunkers, and how to make the best use of a favourable lie in a bunker, as it is needed in other departments of the game. In the first place I would say, don't be rash! It may be that to save a hole you will have to go for the ball which is lying badly in a bunker, and trust to getting it out at the first time of asking. But more holes are lost by rashness in a bunker than are saved, and it is always worth while stopping to consider which is the best course—to play to the side, to play back, to screw the ball out, or to go at it all out. If you are "tucked up" at the base of a high bunker, there is usually no alternative to playing out at the side.

In playing out of sand with the niblick, it is essential to remember to hit well behind the ball. If the ball is lying well on the top of a smooth patch

Potted Golf.

of sand, and there is nothing high in front to clear, you may take an iron or a mashie, according to the distance you want to get, and with a steady and well-directed stroke you can lift the ball cleanly. If the ball is in a sandy hollow, entirely different tactics must be pursued. The niblick is the only club to use, and your object must be to cause an eruption of the sand which will vomit the ball forth. If you have seen a tournament on any well-known seaside course where there are huge bunkers, as the Cardinal at Prestwick and the Maiden at Sandwich, you will know what I mean. You have seen the player lunge at the sand with all his might ; there is a shower of sand, momentarily obscuring him, and from it emerges the ball. The stroke does not always come off ; in that self-same Cardinal I saw James Braid drop a couple of strokes the year he won the Open Championship at Prestwick, but in this case he was trying to reach the green, whereas if he had played for safety he would have got out at the first time of asking.

Potted Golf.

So, for niblick play in a bunker, grip tightly, see that your stance is firm, aim about an inch behind your ball, swing vertically so that the club will rise quickly under the ball, and try to carry the club through. Your stance should be taken so that the ball will be in a line with your left foot.

For a ball that is lying under a somewhat high bunker, and the state of the game requires you to do or die, a hazardous shot is as follows :—Stand with the body half-turned to the side of the bunker, with the right foot well in advance of the left. This is the natural position for slicing, and if you can contrive to pull the arms in, and thus accentuate the glancing passage of the club-face across the ball, the latter will rise sharply, and gratify you by clearing the bunker almost at a right angle. On a modernised course, peppered with pot bunkers, the novice should have plenty of opportunity for practice in hazards, and he can make up his mind that he will never be a great golfer unless he have this practice.

CHAPTER XI.

Putting.

IT has been said that really good putters are born, not made. Like many other aphorisms, it is false. Good putters can be made. Practice does it. There was a time when Braid, who even then was in the first flight of professional golfers, putted like a little child. Nobody would have credited him with inspiration from the golfing gods as he pursued his uncertain way on the green. But he has changed all that. How? By practice. What Braid may do, you may do, so don't be discouraged by early failures.

Perhaps this advice to have confidence will come better, however, after you have got through the first stages of your golfing novitiate. Most beginners think putting is the easiest

Potted Golf.

department of the game. They don't see why the ball should not be holed from a yard distant every time they care to try and do it. Disillusion comes later. With something of experience behind them, they find that the little putts are most productive of the agony of uncertainty. They don't go up to the ball, putter in hand, with quite the same cock-sureness, the "easiest-thing-in-the-world" kind of air, that they had when first asked to take a turn on the putting green.

It is essential to putt well, because matches are usually decided on the greens. Perhaps the importance of this branch of the game can be shown better in another way. A good player who is also a good putter will, taking an average of his games over several weeks, find that each round will average about 36 putts. When he takes fewer putts, and at the same time he is keeping up the quality of the other strokes in his bag, that man is getting near to beating records. A sequence of holes where three strokes are taken on the green means indifferent play.

Potted Golf.

But never to take more than two putts, and at every other hole or so to get down with a single putt—that way greatness lies.

If you ask me why there are first-class golfers who are notoriously indifferent putters, I cannot say. Vardon and Herd are often quoted as poor putters. This comes of the discomfort with which they survey the stroke before them. Vardon looks very much more ill at ease than he really is ; and if Alec Herd looks nervous when he is about to putt a short one, he can putt well enough to beat most men and to win the Open Championship. Temperament has a lot of do with consistently good putting. Sir Walter Simpson, who wrote so much good sense on the game, gave the very best advice to us all. We must have "patience, confidence, and unflagging attention." In other words, the genius of putting consists in the capacity to take pains.

There is no hard and fast rule as to how the ball should be puttcd, though there are one or two guiding principles

Potted Golf.

to which you should always recur in times of difficulty. Out of a score of players no two will stand alike. The clubs vary, the men vary still more; putters range from the old-fashioned piano leg, or wooden club, to weapons that look like the product of a drunken imagination; and there have been players so eccentric, so careless of the great traditions of the game, as to bring to the putting green the methods of the croquet lawn and the physical culture class. Thank goodness the mallet-headed putters have now been proscribed.

First study carefully (only don't keep the couple behind waiting) the contour of the ground between your ball and the hole. Decide upon the line your ball should take to the hole. Then take an easy stance, in which the weight of the body shall be evenly balanced on both legs. Be firm on your feet. For an approach putt, of 20 yards or so, you will probably get accurate direction, but fail to gauge the strength. The reason why the long putt is often held closer to the

Potted Golf.

correct line than the short one is that the player in the former case is more careful to hit the ball firmly, and to take the club through. Short putts are usually missed because the stroke is chopped—that is, the ball is, as it were, flabbily stabbed. The golden rule, whether for long or for short putts, is to take the club through. It is true you may putt well while chopping the stroke. But it will not be for long. Nemesis will overtake you for stopping the progress of the club so soon as you have struck the ball. Inevitably you will have a bad time.

Life-long friends have quarrelled over the much-vexed question of the merits of the flexible wrist and of the stiff wrist in putting. I belong to the flexible wrist school. There is no doubt as to which looks best. Mr John L. Low putts as prettily as any man I know, and he has a flexible wrist. Particularly for the long putt, keep the wrists loose. Grip the club firmly. There should be no movement of the head or the body, and, despite what is sometimes said to the

Potted Golf.

contrary, keep your eye on the ball. Be up. This is to say, make sure, if you can, that your ball will at least finish near the hole. There is nothing more exasperating in golf than time after time to see your ball stop short on the lip of the hole. Another inch, and there would have been a stroke saved. The best putters always give the ball a chance, on the principle that if it goes two feet too far this is no worse than being two feet short, while, given proper direction, there has been the possibility of holing out.

As to short putts, let the wrist be stiff. I do not emphasise this. It may be that you will like to use a flexible wrist with the short ones as with the long ones, and nobody can seriously quarrel with you. The late Mr Everard defined holing-out range as within about sixteen feet of the hole, and within that range, he said, flexion of wrist should cease. He added that many good putters did not agree with him, and that it is a matter of individual preference. Mr E. A. Lassen, the Yorkshireman who has held the Ama-

Potted Golf.

teur Championship, and is known everywhere as one of the very best of putters, holds strongly that for short putts there must be no movement of the wrist. So, in the absence of any individual preference to the contrary, keep your wrists stiff for the short ones.

Now a word on the club. My recommendation of a putting cleek is based on the fact that the face is slightly laid back, whereas that of the ordinary swan-neck pattern is straight. With a putting cleek a lot of drag can be given the ball. With drag you can counterbalance the keenness of a green. It is a debateable point whether the ball should be lofted slightly at the start, or should grip the ground all the way, but I don't think this matters much providing the ball has been struck truly. Some well-known players, including Mr J. E. Laidlay and Mr Ferrier Kerr, rejoice in the possession of old-fashioned driving cleeks which, after long years of service and much sand-papering, have worn exceedingly thin. They make the daintiest putters imaginable, with their flat lie, and the

Potted Golf.

slight hollow in the centre of the face, and the man who has one will not part with it for the same weight in gold.

Having got a well-balanced putter stick to it, and don't for ever be trying the patent putters of which nearly every week seems to bring forth one. Some men oscillate between an aluminium putter and a putting cleek, and will use both in the same match. Probably they would do just as well, and perhaps better, by sticking to one only.

In conclusion, study the line, keep your eye on the ball, hit firmly, follow through, and don't lift your head until the ball is well on its way to the hole.

Potted Golf.

CHAPTER XII.

The Stymie.

THERE is perhaps nothing in golf more hotly discussed than the stymie. We are divided into two schools. The one wishes to retain the stymie as an ancient and cherished institution of a venerable game. The other, revolutionaries all, political cut-throats, desperadoes of the deepest dye, wants to abolish it. We discuss the subject periodically, and "we come out by the same door as in we went." I think the last word on the stymie has been said by the man who wanted to know where our excuses are coming from if this old and legitimate one goes by the board.

Our opponent interposes his ball on the green between our own and the hole. There is always a chance, unless

Potted Golf.

his ball is literally on the lip of the hole, of getting down, either by pitching over the obstructing ball, or by getting round it by utilising whatever "borrow" the green may show. If we hole out, and win, or snatch a half, we are pleased with our prowess. If the shot does not come off, what better consolation can there be for the rest of the round than to reflect that the beastly stymie made all the difference?

The whys and the wherefores of the stymie shall not be reviewed here. It is sufficient to say that stymies are recognised by the ruling authority as an integral part of the game. It is perfectly open for two men, playing a friendly match, to decide that stymies shall not be played. But it is highly improper for a player antagonistic to them to press his objection on an opponent who would prefer to stick to the pure and unemasculated game. If there is the slightest demur to waiving the stymie, acquiescence should immediately be made, for it does not lie with every new-comer to tamper with an ancient game whose forms and

Potted Golf.

rules still satisfy so many people as legitimate and just.

Play the stymie, then. If, sometimes, it does injustice, remember that over the number of rounds you will play in any one year it will cause precious little inequality. This is, however, dangerous, because controversial, ground. The only stymie which leaves you exceedingly little chance of holing out is when one ball rests, as I have said, on the lip, and the other is, say, three feet away. It is almost impossible to loft your ball so that it will clear the obstruction and drop into the hole. With a strong wind blowing against you it might be possible so to play the stroke that the ball would be held up above the hole, and then drop perpendicularly, as does a ball driven high into the teeth of a big wind. Failing that, the flight of the ball must take the usual arc, and you will see the improbability of such a curve being obtained as would pass your ball over the other and yet ensure it being caught by the hole.

There is always the danger, of course,

Potted Golf.

of knocking your opponent's ball in, and thus giving him the hole, and as for the run-through shot which many billiard-players try to adopt to golf, believe me the odds are about a hundred to one against. I have only seen it once brought off. Those who try it are usually without much experience of the game. And yet if you ask me what shot you should play under such circumstances, with your opponent on the lip of the hole, and no borrow to help you, I am at a loss for an answer other than "Pitch it."

The case is different if the obstructing ball is, say, nine inches from the hole and your own ball is a foot behind the obstructing ball, with a perfectly level surface to putt over. It is always well worth while examining carefully the ground round about the hole to see if there is any borrow. If there is not, take out your mashie as if you are accustomed to pitch over a stymie as a daily matter of course. Look confident, if you don't feel it. Grip with the fingers, for it is a delicate stroke, and you will play it better if you feel

Potted Golf.

the ball on the face of the club. Stand so that the ball will be in a line with the heel of your right foot, and so that you will be well up to your work. Then take the club back slowly and very near to the surface of the green. Bring it forward smartly, and, as the ball is lifted, let the club continue forward along the ground. If the shot is successful, your ball will jump the other, and either run or pitch into the hole. The wrists should be held stiffly, and, as for mashie pitches generally, you must turn the nose of the club out slightly. A hint that I have occasionally given to pupils with satisfactory results is to rest the right forearm on the thigh. This gives steadiness and confidence, and does not impair the stroke.

Where both balls are close up to the hole, and the shot has to be pitched, you will aim to pitch into the hole. If you live long enough, and play enough, you will one day pitch into the hole and see the ball bounce out again. That will be the time to summon your philosophy, and to assure yourself

Potted Golf.

that it will be all the same a hundred years hence. A stymie with both balls close together, but some distance from the hole, can always be played confidently. It is all a question of strength and direction, and these delicate little pitches are delightful to play. For every variety of pitch shot on the green it is essential to get under the ball. To top it means that it will scoot far beyond the hole ; and yet more shots of this class are topped than are lofted.

Most greens of modern construction are more or less undulating, and stymies are consequently more often met by putting than by lofting. It is not difficult to make a ball curl from left to right when there is a slope, be it ever so gentle, to help. This is equivalent to putting slice on the ball. As the face of the putter comes in contact with the ball, the striker's arms must be drawn in, and the required spin will be given. I admit, however, that it is quite another matter to put on the contrary spin, and make the ball draw in from right to left. In the act of striking, the arms are pushed outwards,

Potted Golf.

or away from the body. Every player who has tried these shots must at some time or another have been astonished at the help a very slight slope, plus the "work" got on the ball, has been in getting round what looked like a hopeless stymie. Once get the knack of doing these little pitches cleanly, and these circumnavigatory movements with a reasonable measure of success, and you will laugh the anti-stymie people to scorn.

CHAPTER XIII.

Some Common Faults.

EVEN Jove nods. No matter how expert you may in time become, the likelihood is that your game will occasionally develop flaws. The plus man has an attack of topping, or socketting, or pulling, or slicing, just as you have. It is not so accentuated in his case, but it is much more irritating to him; and if you see the crack man of your club with half-a-dozen balls down in a quiet corner near the club-house you will know he is bent on eradicating some defect in his play. There is nothing like practice of this kind for the man who has struck a bad patch. If he is patient and persevering he will make up his quarrel with the recalcitrant club, and in due time go on his way rejoicing.

Potted Golf.

Here are some common faults and their causes :—

TOPPING.

This is the commonest of all faults. From top to bottom, we are all subject to it, though in varying degrees. In seeking for the cause of persistent topping, first make certain that you are keeping your eye on the ball. If you are lifting your head too soon, being anxious to see how the shot fares, a foundered ball is the invariable result. This anxiety to see the result of the shot is more often associated with the mashie than with a wooden club. But for all shots the golden rule is, "Head down, eye on the ball." If you are observing this rule in its entirety, and the fault still proclaims itself, get a friend to watch you. Probably you are raising your shoulders in the downward swing. This comes about through crouching over the ball when addressing it. The man who crouches realises as he takes the club back that he is not swinging easily. To get power he raises himself as the club returns, per-

Potted Golf.

haps thinking also that he is in danger of getting too much under the ball. And as he straightens his body he overdoes it, and a topped shot follows.

Another cause (and a very frequent one) is dropping the right shoulder. The result of this is that in swinging forward the club reaches its lowest level several inches behind the ball, and is rising rapidly when it reaches the ball. If the sole of the club hits the ground near the ball, and the head glances forward so that the upper half of the ball is struck an ascending blow, the shot may still be a fairly effective one. For the overspin will carry the ball forward smartly so soon as it pitches, and your opponent will exclaim, "That's a runner!" All the same, dropping the right shoulder is a prolific source of evil. If you are satisfied that you are doing none of these things, and the fault is still there, notice to what extent, and how, you are pivoting. Rising too much on the left toe when taking back the club, and failing to get back to the proper level in time for the delivery of the blow,

Potted Golf.

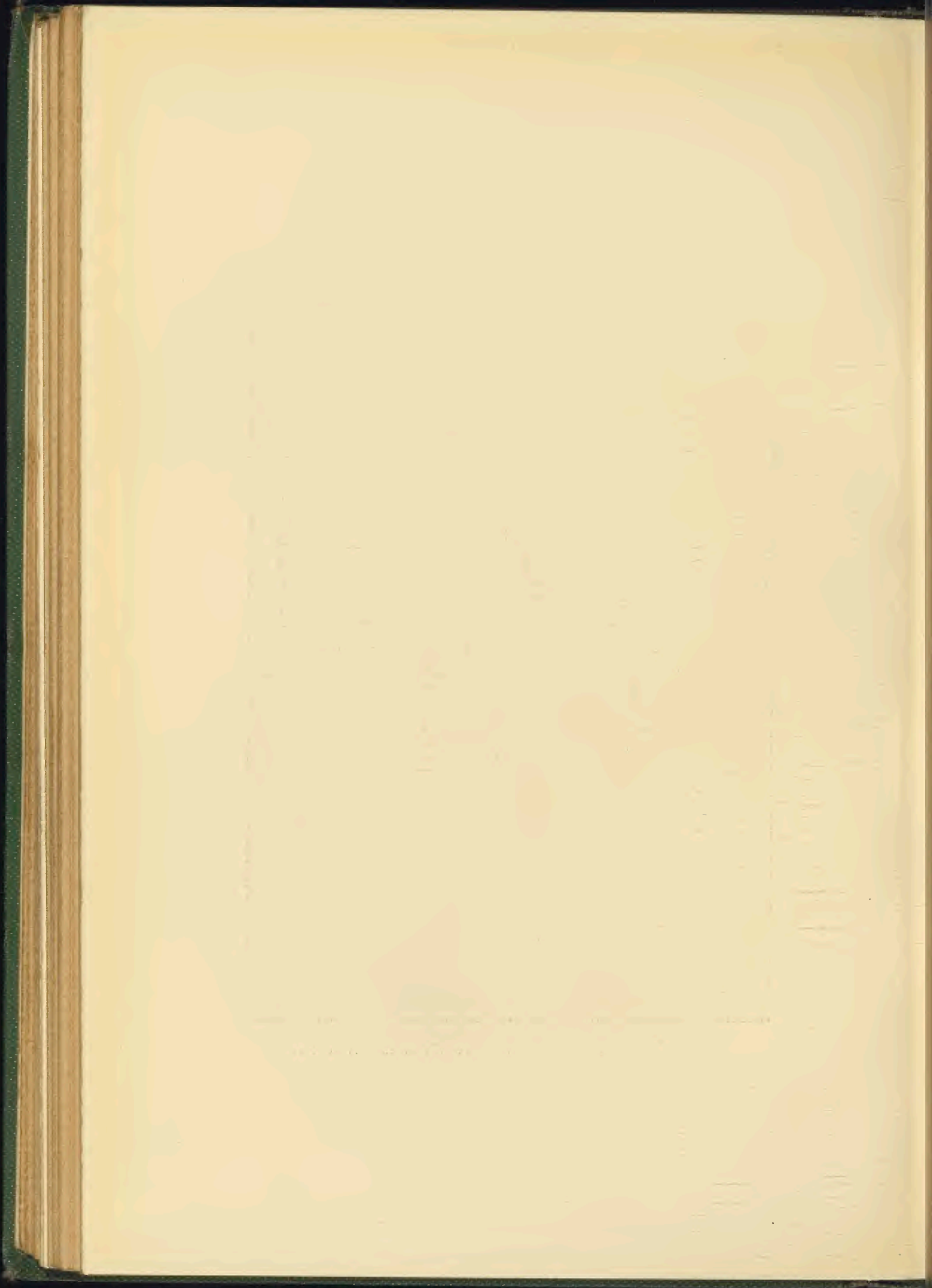
will bring about a topped drive. And that, I think, exhausts the subject.

SLICING.

This is the most persistent ill that afflicts the beginner. There is common agreement as to the cause. At the moment of the club's impact with the ball the arms are being drawn in. Thus, the face of the club is drawn across the ball. The ball is made to spin from left to right, and, just as Professor Tait showed years ago from his analogy of the upper part of a revolving wheel moving faster through the air than the lower part, the atmosphere offers most resistance to the spin on the left side. The trend of the ball is consequently to the right, where there is least resistance, and so we have the slice. The habitual slicer will do best to consult a professional, who will diagnose the disease fully by watching every detail of his stance and swing. Generally, the swing is at fault. The club will return along the path by which it is taken up, and if, by allowing the



ONE CAUSE OF SLICING : RIGHT ELBOW OUT.



Potted Golf.

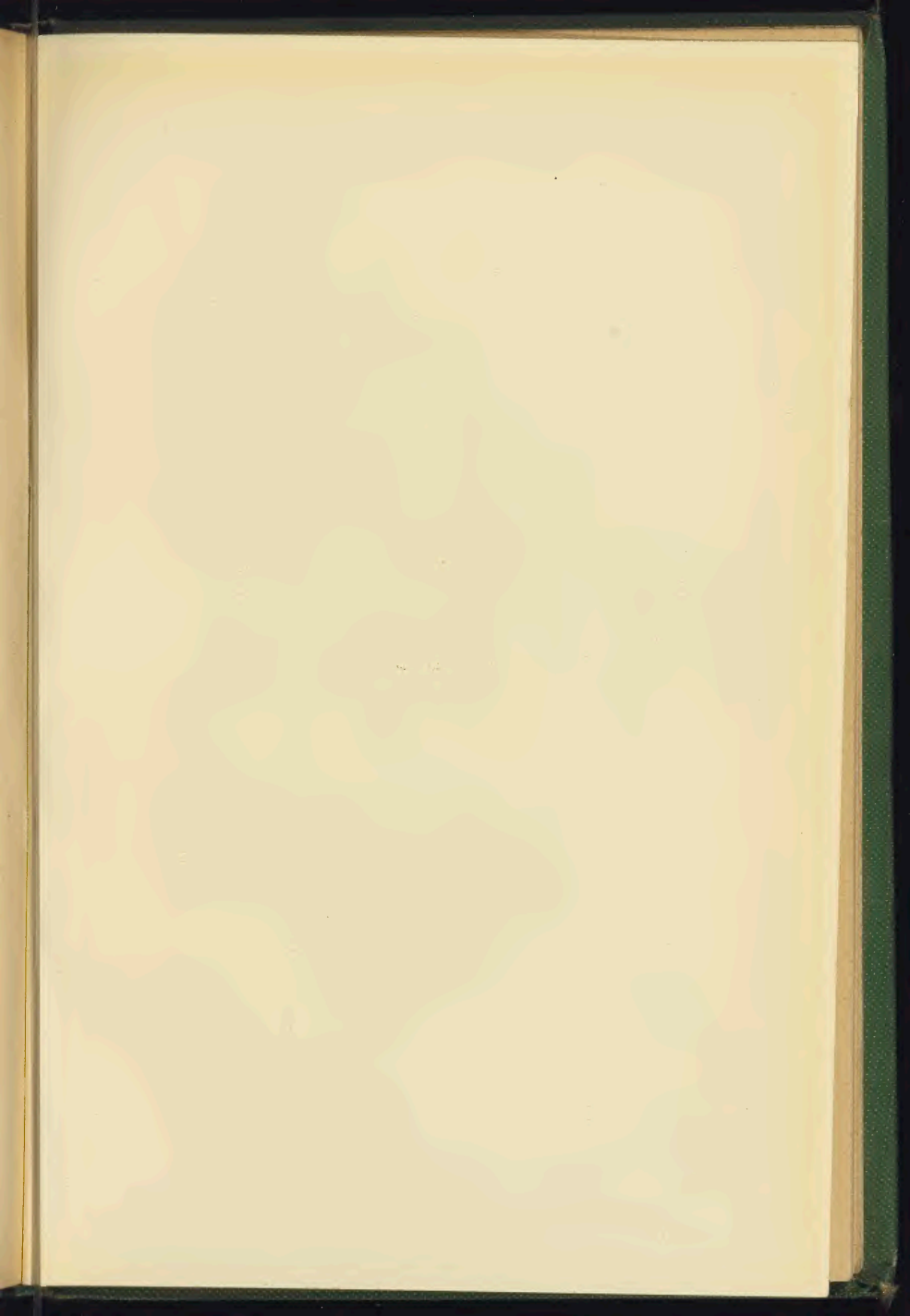
right elbow to project, instead of keeping it well at the side, the club is taken back in too sharp a curve, it will, on the return, be travelling towards the left foot as it meets the ball. The slicer should cultivate a flat swing—that is, take the club back in a broader curve. He must not take it high above the shoulder, and he must endeavour to follow through as far as he can in the direction the ball should take.

PULLING.

It is not often complaints are heard under this head. A pulled ball is usually a long ball, and if it is not pulled too egregiously, or into mischief, the player is inclined to regard the advantages as outweighing the disadvantages. Some of the best-known men habitually play for the pull. Mr Harold Hilton is one. Braid is another. There has been some controversy as to the cause of the pull, which is the converse of the slice; that is to say, the spin of the ball is in the contrary direction, right to left. So many men desire

Potted Golf.

to be able to pull at command that the treatment of this question hardly comes under the heading of faults. Yet a man who is pulling when he least wants to is in a plight almost as grievous as that of the slicer ; so I may the double purpose serve by showing how it is produced. The theory that a pulled ball is most frequently due to the right wrist being turned over at the moment of impact of club and ball has been hotly attacked of late times. Nevertheless I believe in it. Mr Hilton says that when he plays for the pull he turns the wrist over, and Braid said the same thing in one of his earlier books. If he omitted to say so in his "Advanced Golf," I do not think it is because his opinion has changed. The unintentional puller is perhaps doing other things in combination. Perhaps he is standing with his right foot too far back, and with his weight well on the left leg. These are two points usually noted by the man who pulls at will. I would furthermore remind the beginner that the body should not be twisted too much. You will perhaps





CAUSE OF PULLING : RIGHT HAND TURNED OVER LEFT.

Potted Golf.

have seen photographs of men who at the finish of a drive are dreadfully contorted. They may do a brilliant round occasionally, but their play in general is wild. J. H. Taylor is solid on his feet, and is far from being doubled up on completing a full swing. Keep your left shoulder facing the hole as long as you can in swinging. The pull at will and the slice at will are useful shots, but a straight ball is the one for you to drive, and you must concentrate at this stage all your energies on that.

SOCKETTING.

I have said something under this head in the chapter on mashie play. It will be useful, perhaps, here to repeat that patent, swan-necked clubs are not a remedy. Socketting, or hitting the ball off the shank, is caused by the club being pushed outwards across the intended line of flight. The club should be brought across the body towards the left foot, and if the stance is open, as described in the chapter on

Potted Golf.

mashie play, socketting need not be feared.

DUFFING.

If the ball is duffed, by which is meant that the club has got too much underneath it, the reason is probably that the right knee and shoulder are lowered in the downward swing. Novices duff because they do not realise that the straight face of a driver will cause the ball to soar by reason of the angle in which it is brought on to the ball ; they want to lift the ball, and by departing from the orthodox swing they bring disaster upon themselves.

There are other faults, such as loss of temper, thoughtlessness, inconsiderateness, etc. The remedy for loss of temper is to request your opponent or your partner to kick you well should you throw a club after the ball. And I hope he will comply with the request.





CAUSE OF SOCKETTING : LEFT ELBOW OUT.

CHAPTER XIV.

Learn the Rules!

IN the hope that by having them handy the reader of this book will deign to look at the rules, I append the rules of golf which, after revision by the Royal and Ancient Golf Club of St Andrews, came into force 1st January, 1909. Every golfer should know the rules. But every golfer does not know them, and I would be safe in betting that if I could set an examination paper before the members of any given club not 50 per cent. would gain full marks. If you play in competitions it is your moral duty to know the rules, so that you may not unwillingly take advantage of your competitors. The man who takes a sweepstake when (even if it is through ignorance) he has not counted penalty strokes that are by the rules provided,

Potted Golf.

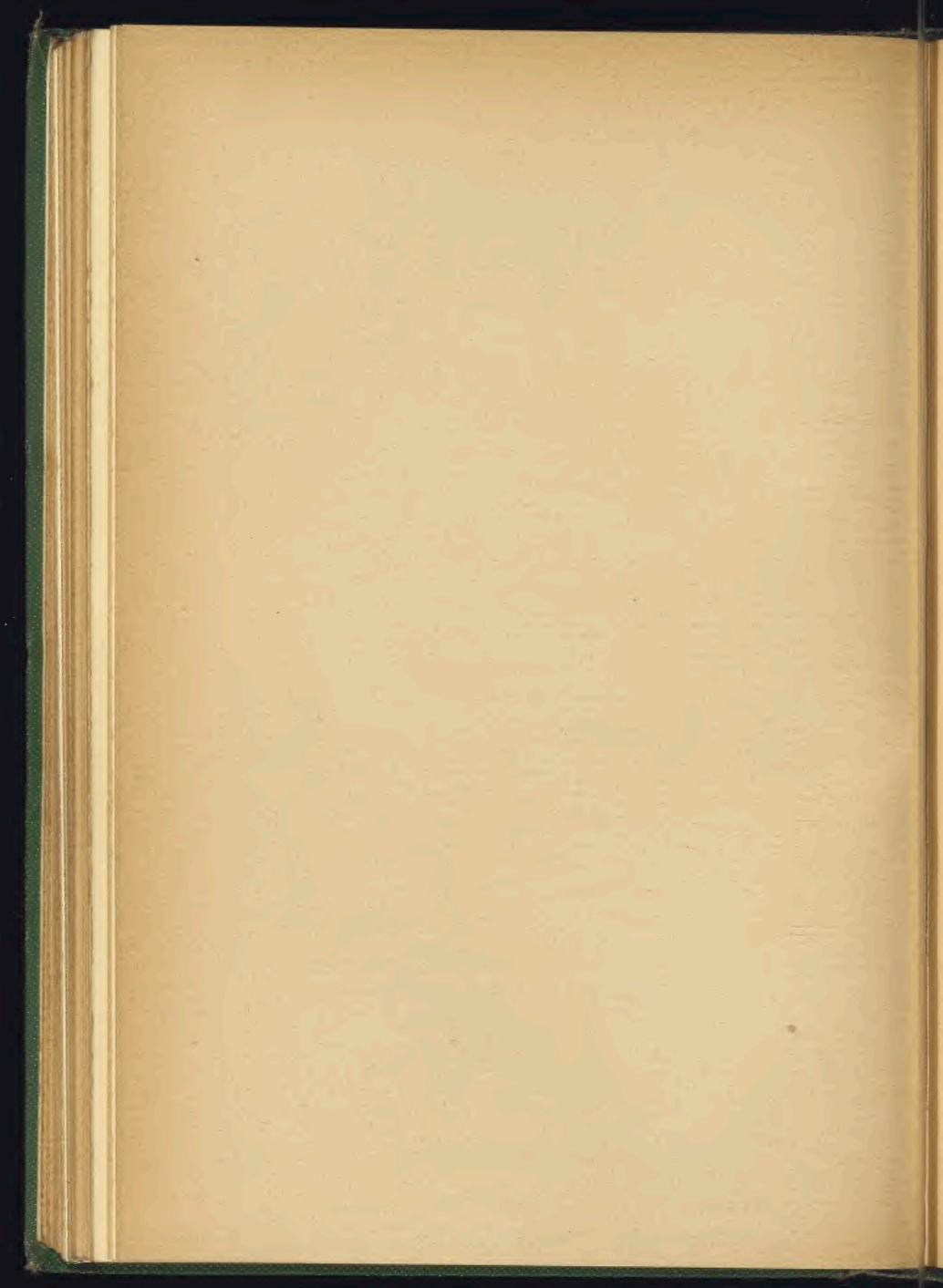
is only one step removed from the man who cheats at cards.

It is especially important to the beginner's peace of mind that he should make himself conversant with the etiquette of the game. I would in particular remind him that when merely practising alone he has no standing on the green—that is to say, he must without request allow any duly constituted match to pass through. Nothing irritates seasoned players more than to have to send a caddie forward to a single player who won't get out of the way, to inform him that according to the rules he must let them pass. But stay! I had forgotten that other potent source of irritation—the practice of a couple who, on losing a ball, wave for the match following them to come through, and before this match can reach them, find the ball and go on without more ado. Having once asked the succeeding match to come through, it is incumbent upon you to let it through. This is invariable.

A third point of importance is not

Potted Golf.

to play, either from the tee or anywhere, until the couple in front are out of range. It is not merely that the risk from accidents will thus be lessened. Some players are "put off," as they express it, by very trifling things, and if a ball alights near to them as they are in the act of taking a stroke they are apt to fozzle that stroke—and they will not feel kindly disposed to you. So don't press the couple in front of you, and, should you lose your ball, with as little delay as possible invite the couple behind you to pass on. These are small matters, but they make for harmony on a busy course.



RULES OF GOLF.



DEFINITIONS.

Side.

1. A "side" consists either of one player or of two players. If one player play against another, the match is called a "single." If two play against two, each side playing one ball, the match is called "a foursome." If one play against two playing one ball between them, the match is called "a threesome."

Advice.

2. "Advice" is any counsel or suggestion which could influence a player in determining the line of play, in the choice of a club, or in the method of making a stroke.

Course.

3. The "Course" is the whole area within which play is permitted; more particularly, it is the ground between the holes which is specially prepared for play.



Rules of Golf.

Teeing-Ground.

4. The "teeing-ground" is the starting place for a hole. The front of each teeing-ground shall be indicated by two marks placed in a line as nearly as possible at right angles to the line of play, and the teeing-ground shall include a rectangular space of the depth of two club lengths directly behind the line indicated by the two marks.

Through the Green.

5. "Through the green" is all ground on which play is permitted, except hazards and the putting-green of the hole that is being played.

Hazard.

6. A "hazard" is any bunker, water (except casual water), sand, path, road, ditch, bush, or rushes. Sand blown on to the grass, or sprinkled on the course for its preservation, bare patches, sheep-tracks, snow, and ice are not hazards.

Casual Water.

7. "Casual water" is any temporary accumulation of water (whether caused by rain-fall, flooding, or otherwise) which is not one of the ordinary and recognised hazards of the course.

Rules of Golf.

Out of Bounds.

8. "Out of bounds" is all ground on which play is prohibited.

Ball, When out of Bounds.

9. A ball is "out of bounds" when the greater part of it lies within a prohibited area.

Putting-Green.

10. The "putting-green" is all ground, except hazards, within twenty yards of the hole.

Hole.

11. The "hole" shall be $4\frac{1}{4}$ inches in diameter, and at least 4 inches deep. If a metal lining be used, it shall be sunk below the lip of the hole and its outer diameter shall not exceed $4\frac{1}{4}$ inches.

Loose Impediments.

12. The term "loose impediments" denotes any obstructions not fixed or growing, and includes dung, worm-casts, mole-hills, snow, and ice.

Stroke.

13. A "stroke" is the forward movement of the club made with the intention of striking the ball, or any contact between the head of the club and the ball resulting in movement of the ball, except in the case of a ball accidentally knocked off a tee (Rule 2 (1)).

Rules of Golf.

Penalty Stroke.

14. A "penalty stroke" is a stroke added to the score of a side under certain rules, and does not affect the rotation of play.

Honour.

15. The side which plays off first from a teeing-ground is said to have the "honour."

Teeing.

16. In "teeing," the ball may be placed on the ground, or on sand or other substance in order to raise it off the ground.

Addressing the Ball.

17. A player has "addressed the ball" when he has taken his stance and grounded his club, or, if in a hazard, when he has taken his stance preparatory to striking at the ball.

In Play.

18. A ball is "in play" as soon as the player has made a stroke at a teeing-ground, and it remains in play until holed out, except when lifted in accordance with the rules.

Ball Deemed to Move.

19. A ball is deemed to "move" if it leave its original position in the least degree; but it is not considered to "move" if it merely oscillate and come to rest in its original position.

Rules of Golf.

Ball, Lost.

20. A ball is "lost" if it be not found within five minutes after the search for it has begun.

Terms used in Reckoning Game.

21. The reckoning of 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."

A side is said to be "dormie" when it is as many holes up as there are holes remaining to be played.

Rules of Golf.

GENERAL AND THROUGH THE GREEN.

RULE 1.

Mode of Play.

1. The Game of Golf is played by two sides, each playing its own ball.

The game consists in each side playing a ball from a teeing-ground into a hole by successive strokes. The hole is won by the side which holes its ball in fewer strokes than the opposing side, except as otherwise provided for in the Rules.

The hole is halved if both sides hole out in the same number of strokes.

Conditions of Match.

2. A match consists of one round of the course 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.

A match is halved if each side win the same number of holes.

Rules of Golf.

Priority on the Course.

Matches constituted of singles, threesomes, or foursomes shall have precedence of and be entitled to pass any other kind of match.

A single player has no standing, and shall always give way to a match of any kind.

Any match playing a whole round shall be entitled to pass a match playing a shorter round.

If a match fail to keep its place on the green, and lose in distance more than one clear hole on the players in front, it may be passed, on request being made.

RULE 2.

On the Teeing-Ground.

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

A ball played from outside the limits of the teeing-ground, or played by a player when his opponent should have had the honour, may be at once recalled by the opposing side, and may be re-teed without penalty.

If a ball fall or be knocked off a tee by the player in addressing it, it may be re-teed without penalty; if the ball be struck when so moving, no penalty shall be incurred.

Rules of Golf.

The Honour.

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

The side which wins a hole shall take the honour at the next teeing-ground. If a hole has been halved, the side which had the honour at the previous teeing-ground shall retain it.

On beginning a new match, the winner of the long match in the previous round shall take the honour; if the previous long match was halved, the side which last won a hole shall take the honour.

RULE 3.

Order of Play in Threesome and Foursome.

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

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

RULE 4.

Asking Advice.

1. A player may not ask for nor willingly receive advice from anyone except his own caddie, his partner, or his partner's caddie.

Rules of Golf.

Advice from Forecaddie.

2. A player may employ a forecaddie, but may not receive advice from him.

Indicating Line of Play.

3. When playing through the green, or from a hazard, a player may have the line to the hole indicated to him, but no mark shall be placed nor shall anyone stand on the proposed line, in order to indicate it, while the stroke is being made.

The penalty for a breach of this Rule shall be the loss of the hole.

RULE 5.

Ball to be Fairly Struck at.

The ball must be fairly struck at with the head of the club, not pushed, scraped, nor spooned.

The penalty for a breach of this Rule shall be the loss of the hole.

RULE 6.

Ball Played Wherever it Lies.

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

Rules of Golf.

RULE 7.

The Ball Farther from Hole Played First.

When the balls are in play, the ball farther from the hole shall be played first. Through the green, or in a hazard, if a player play when his opponent should have played, 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.

RULE 8.

How to Drop a Ball.

A ball shall be dropped in the following manner :—The player himself shall drop it. He shall face the hole, stand erect, and drop the ball behind him over his shoulder.

The penalty for a breach of this Rule shall be the loss of the hole.

If, in the act of dropping, the ball touch the player, he shall incur no penalty, and, if it roll into a hazard, the player may re-drop the ball without penalty.

RULE 9.

Ball not to be Touched Except as Provided for in Rules.

1. A ball in play may not be touched before the hole is played out, except as provided for in the Rules.

Rules of Golf.

The penalty for a breach of this Rule shall be one stroke.

Ball not to be Touched Except in Addressing.

The player may, without penalty, touch his ball with his club in the act of addressing it, provided he does not move it.

Ball not to be Touched Except for Identification.

A ball in play may, with the opponent's consent, be lifted for the purpose of identification, but it must be carefully replaced.

Ball Moved by Opponent's Ball.

2. If the player's ball move the opponent's ball through the green or in a hazard, the opponent, if he choose, may drop a ball, without penalty, as near as possible to the place where his ball lay, but this must be done before another stroke is played by either side.

RULE 10.

Removal of Irregularities of Surface.

In playing through the green, irregularities of surface which could in any way affect the player's stroke shall not be removed nor pressed down by the player, his partner, or either of their caddies : a player is, however, always entitled to place his feet firmly on the ground when taking his stance.

Rules of Golf.

The penalty for a breach of this Rule shall be the loss of the hole.

RULE 11.

Removal of Obstructions.

Any flag-stick, guide-flag, movable guide-post, wheelbarrow, tool roller, grass-cutter, box, vehicle, or similar obstruction may be removed. A ball moved in removing such an obstruction shall be replaced without penalty. A ball lying on or touching such an obstruction, or lying on or touching clothes, or nets, or ground under repair or covered up or opened for the purpose of the upkeep of the course, or lying in one of the holes, or in a guide-flag hole, or in a hole made by the green-keeper, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer to the hole. A ball lifted in a hazard, under such circumstances, shall be dropped in the hazard.

RULE 12.

Removal of Loose Impediments.

1. Any loose impediment lying within a club length of the ball and not being in or touching a hazard, may be removed without penalty; if the ball move after any such loose impediment has been touched by the player, his

Rules of Golf.

partner, or either of their caddies, the player shall be deemed to have caused the ball to move and the penalty shall be one stroke.

2. A loose impediment lying more than a club length from the ball may not be moved under penalty of the loss of the hole, unless the loose impediment lie on the putting-green (see Rule 28 (1)).

Ball Accidentally Moved.

3. When a ball is in play, if a player, or his partner, or either of their caddies accidentally move his or their ball, or by touching anything cause it to move, the penalty shall be one stroke.

Ball Moving after Club Grounded.

4. If a ball in play move after the player has grounded his club in the act of addressing it, or, if a ball in play being in a hazard move after the player has taken his stance to play it, he shall be deemed to have caused it to move, and the penalty shall be one stroke.

Note.—If the player has lifted a loose impediment (see Rules 12 (1) and 28 (1)) and the ball has not moved until the player has grounded his club, he shall only be deemed to have caused the ball to move under Section 4 of this Rule, and the penalty shall be one stroke.

Rules of Golf.

RULE 13.

Playing a Moving Ball.

A player shall not play while his ball is moving, under the penalty of the loss of the hole except in the case of a teed ball (Rule 2), or a ball struck twice (Rule 14), or a ball in water (Rule 26). When the ball only begins to move while the player is making his backward or forward swing, he shall incur no penalty under this Rule, but he is not exempted from the provisions of Rule 12 (1) or Rule 28 (1) and of Rule 12 (3) and (4).

RULE 14.

Striking Ball Twice.

If a player, when making a stroke, strike the ball twice, the penalty shall be one stroke, but he shall incur no further penalty by reason of his having played while his ball was moving.

RULE 15.

Moving or Bending Fixed or Growing Objects.

Before striking at a ball in play, a player shall not move, bend, nor break anything fixed or growing, except so far as is necessary to enable him fairly to take his stance in addressing the ball, or in making his backward or forward

Rules of Golf.

swing. The club may only be grounded lightly, and not pressed on the ground.

The penalty for a breach of this Rule shall be the loss of the hole.

RULE 16.

Balls Within a Club Length of each other.

When the balls lie within a club length of each other through the green or in a hazard the ball lying nearer to the hole may, at the option of either the player or the opponent, be lifted until the other ball is played, and shall then be replaced as near as possible to the place where it lay.

If either ball be accidentally moved in complying with this Rule, no penalty shall be incurred, and the ball so moved shall be replaced.

If the lie of the lifted ball be altered in playing the other ball, the lifted ball may be placed as near as possible to the place where it lay and in a lie similar to that which it originally occupied.

RULE 17.

Moving Ball Stopped.

1. If a ball *in motion* be stopped or deflected by any agency outside the match, or by a fore-caddie, it is a rub of the green and the ball shall be played from the spot where it lies.

Rules of Golf.

Ball Lodging in Anything Moving.

2. If a ball lodge in *anything moving*, a ball shall be dropped, or if on the putting-green, placed, as near as possible, to the place where the object was when the ball lodged in it, without penalty.

Ball at Rest Displaced by Outside Agency.

3. If a ball *at rest* be displaced by any agency outside the match, except wind, the player shall drop a ball as near as possible to the place where it lay, without penalty; and if the ball be displaced on the putting-green, it shall be replaced without penalty.

RULE 18.

Ball Striking Opponent, etc.

If a player's ball strike, or be stopped, or be moved by an opponent or an opponent's caddie or clubs, the opponent shall lose the hole, except as provided for in Rule 22 (3) and Rule 33.

RULE 19.

Ball Striking the Player, etc.

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

Rules of Golf.

RULE 20.

Playing Opponent's Ball.

1. If a player play the opponent's ball his side shall lose the hole, unless :—

(a) The opponent then play the player's ball, in which case the penalty is cancelled, and the hole shall be played out with the balls thus exchanged.

(b) The mistake occur through wrong information given by an opponent or his caddie, in which case there shall be no penalty; if the mistake be discovered before the opponent has played, it shall be rectified by dropping a ball as near as possible to the place where the opponent's ball lay.

On the putting-green the ball shall be replaced.

Playing Ball Outside the Match.

2. If a player play a stroke with the ball of anyone not engaged in the match, and the mistake be discovered and intimated to his opponent before his opponent has played his next stroke, there shall be no penalty; if the mistake be not discovered and so intimated until after the opponent has played his next stroke, the player's side shall lose the hole.

Rules of Golf.

RULE 21.

Ball Lost.

If a ball be "lost," except in water, casual water, or out of bounds, the player's side shall lose the hole, unless it is afterwards discovered that the opponent's ball is also lost, when the hole shall be halved.

RULE 22.

Looking for Ball in Bent, etc.

1. If a ball lie in fog, bent, bushes, long grass, grass, or the like, only so much thereof shall be touched as will enable the player to find his ball.

In Sand.

2. If a ball be completely covered by sand, only so much thereof may be removed as will enable the player to see the top of the ball; if the ball be touched in removing the sand, no penalty shall be incurred.

Accidentally Moved by Opponent in Search.

3. If a player or his caddie when searching for an opponent's ball accidentally touch or move it, no penalty shall be incurred, and the ball, if moved, shall be replaced.

The penalty for a breach of this Rule shall be the loss of the hole.

Rules of Golf.

RULE 23.

Ball Out of Bounds.

1. If a ball lie out of bounds, the player shall play his next stroke as nearly as possible at the spot from which the ball which is out of bounds was played. If the ball was played out of bounds from the teeing-ground, the player may tee a ball from his next stroke; in every other case the ball shall be dropped.

Provisional Ball Played.

2. If a player after making a stroke be^ddoubtful whether his ball is out of bounds or not, he may play another ball as provided for in par. (1) of this Rule, but if it be discovered that the first ball is not out of bounds, it shall continue in play without penalty.

On reaching the place where the first ball is likely to be, if the player or his opponent be still in doubt, the player is not entitled to presume that the first ball is out of bounds till he has made a search of five minutes.

Ascertaining Location of Ball.

3. A player has the right at any time of ascertaining whether his opponent's ball is out of bounds or not before his opponent can compel him to continue his play.

Rules of Golf.

Standing Out of Bounds.

4. A player may stand out of bounds to play a ball lying within bounds.

RULE 24.

Ball Unfit for Play.

If a ball split into separate pieces, another ball may be dropped where any piece lies. 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.

HAZARDS AND CASUAL WATER.

RULE 25.

Conditions of Play in Hazards.

When a ball lies in or touches a hazard, nothing shall be done which can in any way 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 taking his stance ; (2) in addressing the ball, or in the backward or forward swing, any grass, bent, bush, or other growing substance, or the side of

Rules of Golf.

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 shall be replaced without penalty; (4) any loose impediment may be lifted from the putting-green; (5) the player shall be entitled to find his ball as provided for by Rule 22.

The penalty for a breach of this Rule shall be the loss of the hole.

RULE 26.

Ball Moving in Water.

When a ball is in water a player may, without penalty, strike at it while it is moving, but he must not delay to make his stroke in order to allow the wind or current to better the position of the ball, under penalty of the loss of the hole.

RULE 27.

Ball in Water Hazard.

1. If a ball lie or be lost in a recognised water hazard (whether the ball lie in water or not) or

In Casual Water in a Hazard,

the player may drop a ball under penalty of one stroke either (*a*) behind the hazard, keeping

Rules of Golf.

the spot at which the ball crossed the margin of the hazard between himself and the hole, or (b) in the hazard, keeping the spot at which the ball entered the water between himself and the hole.

Ball in Casual Water Through the Green.

2. If a ball lie or be lost in casual water through the green, the player may drop a ball, without penalty, within two club lengths of the margin, as near as possible to the spot where the ball lay, but not nearer to the hole.

If a ball when dropped roll into the water, it may be re-dropped without penalty.

Ball in Casual Water on the Putting-Green.

3. If a ball on the putting-green lie in casual water, or if casual water intervene between a ball lying on the putting-green and the hole, the ball may be played where it lies, or it may be lifted without penalty and placed by hand, either within two club lengths directly behind the spot from which the ball was lifted, or in the nearest position to that spot which is not nearer to the hole and which affords a putt to the hole without casual water intervening.

Rules of Golf.

Water Interfering with Stance.

4. A ball lying so near to casual water that the water intereferes with the player's stance may be treated as if it lay in casual water, under the preceding Sections of this Rule.

Want of Space to Drop.

5. If it be impossible from of want of space in which to play, or from any other cause, for a player to drop a ball in conformity with Sections (1) and (2) of this Rule, or to place it in conformity with Section (3), he shall "drop" or "place" as nearly as possible within the limits laid down in these Sections, but not nearer to the hole.

The penalty for a breach of this Rule shall be the loss of the hole.

PUTTING-GREEN.

RULE 28.

Removal of Loose Impediments.

1. Any loose impediment may be lifted from the putting-green, irrespective of the position of the player's ball. If the player's ball, when on the putting-green, 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 player shall be deemed to have caused it to move and the penalty shall be one stroke.

Rules of Golf.

Removal of Dung, etc.

2. Dung, wormcasts, snow, and ice may be scraped aside with a club, but the club must not be laid with more than its own weight upon the ground, nor must anything be pressed down either with the club or in any other way.

Touching Line of Putt.

3. The line of the putt must not be touched, except by placing the club immediately in front of the ball in the act of addressing it, and as above authorised.

The penalty for a breach of this Rule shall be the loss of the hole.

RULE 29.

Direction for Putting.

1. When the player's ball is on the putting-green, the player's caddie, his partner, or his partner's caddie may, before the stroke is played, point out a direction for putting, but in doing this they shall not touch the ground on the proposed line of the putt. No mark shall be placed anywhere on the putting-green.

Shielding Ball from Wind.

2. Any player or caddie engaged in the match may stand at the hole, but no player or

Rules of Golf.

caddie shall endeavour, by moving or otherwise, to influence the action of the wind upon the ball.

A player is, however, always entitled to send his own caddie to stand at the hole while he plays his stroke.

Either side may refuse to allow a person who is not engaged in the match to stand at the hole.

The penalty for a breach of this Rule shall be the loss of the hole.

RULE 30.

Opponent's Ball to be at Rest.

When the player's ball lies on the putting-green, he shall not play until the opponent's ball is at rest.

The penalty for a breach of this Rule shall be the loss of the hole.

RULE 31.

Ball Within Six Inches, Lifted.

1. When the balls lie within six inches of each other on the putting-green (the distance to be measured from their nearest points), the ball lying nearer to the hole may, at the option of either the player or the opponent, be lifted until the other ball is played, and the lifted ball shall then be replaced as near as possible to the place where it lay.

Rules of Golf.

If either ball be accidentally moved in complying with this Rule, no penalty shall be incurred, and the ball so moved shall be replaced.

Playing Out of Turn.

2. On the putting-green, if a player play when his opponent should have played, the stroke may be at once recalled by the opponent, and the ball replaced.

Note.—For a ball which is displaced on a putting-green, see Rule 17 (2) and (3).

For a player playing the opponent's ball on the putting-green, see Rule 20 (1).

Casual Water.

For casual water on a putting-green, see Rule 27 (3).

RULE 32.

Removal of Flag-Stick.

1. Either side is entitled to have the flag-stick removed when approaching the hole ; if a player's ball strike the flag-stick, which has been so removed by himself, or his partner, or either of their caddies, his side shall lose the hole.

If the ball rest against the flag-stick which is in the hole, the player shall be entitled to remove the flag-stick, and, if the ball fall into the hole, the player shall be deemed to have holed out at his last stroke.

Rules of Golf.

Displacing and Replacing of Balls.

2. If the player's ball knock the opponent's ball into the hole, the opponent shall be deemed to have holed out at his 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 by either side.

If the player's ball stop on the spot formerly occupied by the opponent's ball, and the opponent declare his intention to replace his ball, the player shall first play another stroke, after which the opponent shall replace and play his ball.

Ball on Lip of Hole.

3. If the player has holed out and the opponent then plays to the lip of the hole, the player may not knock the ball away, but the opponent, if asked, shall play his next stroke without delay.

If the opponent's ball lie on the lip of the hole, the player, after holing out, may knock the ball 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 the player neglect to knock away the opponent's ball, and

Rules of Golf.

it fall into the hole, the opponent shall be deemed to have holed out at his last stroke.

RULE 33.

Penalty of Loss of Hole Qualified by Half Previously Gained.

When a player has holed out and his opponent has been left with a stroke for the half, nothing that the player who has holed out can do shall deprive him of the half which he has already gained.

GENERAL PENALTY.

RULE 34.

Loss of the Hole.

Where no penalty for the breach of a Rule is stated, the penalty shall be the loss of the hole.

DISPUTES.

RULE 35.

Duties of Umpire or Referee.

An umpire or referee, when appointed, shall take cognisance of any breach of rule that he may observe, whether he be appealed to on the point or not.

Rules of Golf.

RULE 36.

Claims, When and How Made.

If a dispute arise on any point, a claim must be made before the players strike off from the next teeing-ground, or, in the case of the last hole of the round, before they leave the putting-green. The players have the right of determining to whom the point shall be referred, but should they not agree, either side may have it referred officially through the Secretary of the club 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 shall decide it by equity.

Rules of Golf.

SPECIAL RULES FOR MATCH PLAYING COMPETITIONS.

RULE 1.

On the putting-green, if the competitor whose ball is the nearer to the hole play first, his ball shall be at once replaced.

The penalty for a breach of this Rule shall be the disqualification of both competitors.

RULE 2.

A competitor shall not waive any penalty incurred by his opponent, under penalty of disqualification.

RULE 3.

Competitors shall not agree to exclude the operation of any Rule or Local Rule, under penalty of disqualification.

The Rules of Golf Committee recommends that players should not concede putts to their opponents.

Rules of Golf.

RULES FOR 3-BALL, BEST BALL AND 4-BALL MATCHES

DEFINITIONS.

1. When three players play against each other, each playing his own ball, the match is called a three-ball match.
2. When one player plays his ball against the best ball of two or more players, the match is called a best ball match.
3. When two players play their better ball against the better ball of two other players, the match is called a four-ball match.

GENERAL.

RULE 1.

Any player may have any ball in the match lifted or played, at the option of its owner, if he consider that it might interfere with or be of assistance to a player or side.

Rules of Golf.

RULE 2.

If a player's ball move any other ball in the match, the moved ball must be replaced as near as possible to the spot where it lay, without penalty.

RULE 3.

Through the green a player shall incur no penalty for playing when an opponent should have done so, and the stroke shall not be recalled.

On the putting-green the stroke may be recalled by an opponent, but no penalty shall be incurred.

THREE-BALL MATCHES.

RULE 4.

During a three-ball match if no player is entitled at a teeing-ground to claim the honour from both opponents, the same order of striking shall be followed as at the last teeing-ground.

RULE 5.

In a three-ball match if a player's ball strike or be stopped, or moved by an opponent or an opponent's caddie or clubs, that opponent shall lose the hole to the player. As regards the other opponent the occurrence shall be treated as a rub of the green.

Rules of Golf.

BEST BALL AND FOUR-BALL MATCHES.

RULE 6.

Balls belonging to the same side may be played in the order the side deems best.

RULE 7.

If a player's ball strike, or be stopped, or moved by an opponent, or an opponent's caddie or clubs, the opponent's side shall lose the hole.

RULE 8.

If a player's ball (the player being one of a side) strike, or be stopped by himself, or his partner, or either of their caddies or clubs, only that player shall be disqualified for that hole.

RULE 9.

If a player play a stroke with his partner's ball, and the mistake be discovered and intimated to the other side before an opponent has played another stroke, the player shall be disqualified for that hole, and his partner shall drop a ball as near as possible to the spot from which his ball was played, without penalty. If the mistake be not discovered till after the opponent has played a stroke, the player's side shall lose the hole.

Rules of Golf.

RULE 10.

In all other cases where a player would by the Rules of Golf incur the loss of the hole, he shall be disqualified for that hole, but the disqualification shall not apply to his partner.

Rules of Golf.

SPECIAL RULES FOR STROKE COMPETITIONS.

RULES FOR THE CONDUCT OF STROKE COMPETITIONS.

Committee Defined.

Wherever the word Committee is used in these Rules, it refers to the Committee in charge of the Competition.

RULE 1.

The Winner.

1. In Stroke Competitions the competitor who holes the stipulated round or rounds in the fewest strokes shall be the winner.

Order of Play.

2. Competitors shall play in couples; if from any cause there be a single competitor, the Committee shall either provide him with a player, or select a marker for him and allow him to compete alone.

The order and times of starting should, when possible, be determined by ballot.

Rules of Golf.

Order of Starting.

3. Competitors should strike off from the **first** tee in the order in which their names appear upon the starting list.

The Honour.

Thereafter the honour should be taken as in match play, but if a competitor by mistake play out of turn, no penalty shall be incurred, and the stroke cannot be recalled.

RULE 2.

Not to Discontinue Play in Bad Weather.

1. Competitors shall start in the order and at the times arranged by the Committee. They shall not discontinue play nor delay to start on account of bad weather or for any other reason whatever, except such as the Committee may consider satisfactory.

The penalty for a breach of this Rule shall be disqualification.

Course Unplayable.

2. If the Committee consider that the course is not in a playable condition, or that insufficient light renders the proper playing of the game impossible, it shall at any time have power to declare the day's play null and void.

Rules of Golf.

RULE 3.

Ties, How and When Decided.

If the lowest scores be made by two or more competitors, the tie or ties shall be decided by another round to be played on the same day; but if the Committee determine that this is inexpedient or impossible, it shall appoint a day and time for the decision of the tie or ties.

Should an uneven number of competitors tie, their names shall be drawn by ballot and placed upon a list; the competitors shall then play in couples in the order in which their names appear. The single competitor shall be provided for by the Committee either under Rule 1 (2), or by allowing three competitors to play together if their unanimous consent has been obtained.

RULE 4.

New Holes.

1. New holes should be made on the day on which Stroke Competitions begin.

Practice on Day of Competition.

2. On the day of the Competition, before starting, no competitor shall play on, or on to, any of the putting-greens, nor shall he intentionally play at any hole of the stipulated round which is within his reach, under penalty of disqualification.

Rules of Golf.

RULE 5.

The Scores, How Kept.

1. The score for each hole shall be kept by a marker or by each competitor noting the other's score. Should more than one marker keep a score, each shall sign the part of the score for which he is responsible. The scores should be called out after each hole. On completion of the stipulated round the card shall be signed by the person who has marked it, and the competitor shall see that it is handed in as soon as reasonably possible. The penalty for a breach of this Rule shall be disqualification.

Scoring cards should be issued with the date and the player's name entered on the card.

Marking and Addition of Scores.

2. Competitors must satisfy themselves before the cards are handed in that the scores for each hole are correctly marked, as no alteration can be made on any card after it has been returned. If it be found that a competitor has returned a score lower than that actually played, he shall be disqualified. For the additions of the scores marked the Committee shall be responsible.

Rules of Golf.

Committee to Decide Doubtful Penalties.

3. If, on the completion of the stipulated round, a player is doubtful whether he has incurred a penalty at any hole, he may enclose his scoring card with a written statement of the circumstances to the Committee, who shall decide what penalty, if any, has been incurred.

RULES FOR PLAY IN STROKE COMPETITIONS.

Advice.

RULE 6.

A competitor shall not ask for nor willingly receive advice from anyone except his caddie.

The penalty for a breach of this Rule shall be disqualification.

RULE 7.

Playing Outside Limits of Teeing-Ground.

If at any hole a competitor play his first stroke from outside the limits of the teeing-ground, he shall count that stroke, tee a ball, and play his second stroke from within these limits.

The penalty for a breach of this Rule shall be disqualification.

RULE 8.

Must Hole Out with Own Ball.

1. A competitor shall hole out with his own ball at every hole. The penalty for a breach of this Rule shall be disqualification.

Rules of Golf.

Playing Two Consecutive Strokes with Wrong Ball.

2. If a competitor play a stroke with a ball other than his own he shall incur no penalty provided he then play his own ball ; but if he play two consecutive strokes with a wrong ball, he shall be disqualified.

Exception in Hazards.

3. In a hazard, if a competitor play more than one stroke with a ball other than his own and the mistake be discovered before he has played a stroke with the wrong ball from outside the limits of the hazard, he shall incur no penalty provided he then play his own ball.

The penalty for a breach of this Rule shall be disqualification.

RULE 9.

Ball Striking the Player.

If a competitor's ball strike or be stopped by himself, his clubs, or his caddie, the penalty shall be one stroke, except as provided for in Stroke Rule 13 (1).

RULE 10.

Ball Striking or Moved by another Competitor.

1. If a competitor's ball strike or be stopped by another competitor, or his clubs, or his caddie, it is a rub of the green, and the ball shall be played

Rules of Golf.

from where it lies, except as provided for in Stroke Rule 13 (1). If a competitor's ball which is at rest be accidentally moved by another competitor, or his caddie, or his clubs, or his ball, or any outside agency except wind, it shall be replaced as near as possible to the spot where it lay.

The penalty for a breach of this rule shall be disqualification.

Allowed to Lift another Competitor's Ball.

2. A competitor may have any other player's ball played or lifted, at the option of its owner, if he find that it interferes with his stroke.

RULE 11.

Lifting Ball under Two-Stroke Penalty.

1. A ball may be lifted from any place on the course under penalty of two strokes. A ball so lifted shall be teed and played behind the place where it lay; if this be impossible, it shall be teed and played as near as possible to the place where it lay, but not nearer to the hole.

In preparing a tee as above authorised, the player is exempted from the restrictions imposed by Rule 15.

The penalty for a breach of this section of the Rule shall be disqualification.

Rules of Golf.

Lifting for Identification.

2. For the purpose of identification, a competitor may at any time lift and carefully replace his ball in the presence of the player with whom he is competing.

The penalty for a breach of this Section of the Rule shall be one stroke.

RULE 12.

Ball Lost.

If a ball be "lost" (except in water, casual water, or out of bounds) the competitor shall, whether he has played from "through the green" or from a hazard, return as near as possible to the spot from which the ball was struck, and there tee a ball under penalty of one stroke.

(Under this Rule a ball shall only be considered "lost" when it has not been found after a search of five minutes.)

RULE 13.

Play Within 20 Yards of Hole. Ball Striking Flag-Stick, etc.

1. When a competitor's ball lying within twenty yards of the hole is played and strikes either the flag-stick or the person standing at the hole, the penalty shall be two strokes.

Rules of Golf.

Ball Striking Fellow Competitor's Ball.

2. When both balls are on the putting-green, if a competitor's ball strike the ball of the player with whom he is competing, the competitor shall incur a penalty of one stroke, and the ball which was struck shall be at once replaced, see Stroke Rule 10 (1).

Nearer Ball may be lifted.

3. The competitor whose ball is the further from the hole may have the ball which is nearer to the hole lifted or played at the option of its owner. If the latter refuse to comply with this rule, when requested to do so, he shall be disqualified.

Ball nearer Hole of Assistance to Player.

4. If the competitor whose ball is the nearer to the hole consider that his ball might be of assistance to the player with whom he is competing, he should lift it or play first.

Ball Lifted when Player's Ball in Motion.

5. If the competitor whose ball is the nearer to the hole lift his ball while the player's ball is in motion, he shall incur a penalty of one stroke.

Rules of Golf.

Ball Lifted before Holed Out.

6. If a competitor or his caddie pick up his ball from the putting-green before it is holed out (except as provided for above), he shall, before he has struck off from the next tee, or, in the case of the last hole of the round, before he has left the putting-green, be permitted to replace the ball under penalty of two strokes.

RULE 14.

General Penalty.

Where in the Rules of Golf the penalty for the breach of any Rule is the loss of the hole, in Stroke Competitions the penalty shall be the loss of two strokes, except where otherwise provided for in these Special Rules.

RULE 15.

General Rule.

The Rules of Golf, so far as they are not at variance with these Special Rules, shall apply to Stroke Competitions.

RULE 16.

Disputes, How Decided.

If a dispute arise on any point it shall be decided by the Committee, whose decision shall be final, unless an appeal be made to the Rules of Golf Committee, as provided for in Rule 36.

RECOMMENDATIONS FOR
LOCAL RULES.

Special Hazards or Conditions.

When necessary, Local Rules should be made for such obstructions as trees, hedges, fixed seats, fences, gates, railways, and walls, for such difficulties as rabbit scrapes, hoof marks, and other damage caused to the course by animals, and for such local conditions as the existence of mud which may be held to interfere with proper playing of the game.

Ball, When "Dropped"; When "Placed."

When a ball is lifted under a Local Rule, as in the case of a ball lifted from a putting-green other than that of the hole which is being played, the Rules of Golf Committee recommends that if it is to be played from "through the green," it should be *dropped*; if it is to be played on the putting-green of the hole that is being played, it should be *placed*.

Rules of Golf.

FORM AND MAKE OF GOLF CLUBS.

The Rules of Golf Committee intimates that it will not sanction any substantial departure from the traditional and accepted form and make of golf clubs, which, in its opinion, consist of a plain shaft and a head which does not contain any mechanical contrivance, such as springs.

Rules of Golf.

ETIQUETTE OF GOLF.

1. No one should stand close to or directly behind the ball, move, or talk, when a player is making a stroke.

On the putting-green no one should stand beyond the hole in the line of a player's stroke.

2. The player who has the honour should be allowed to play before his opponent tees his ball.

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

5. Players looking for a lost ball should allow other matches coming up to pass them; they should signal to the players following them to pass, and having given such a signal, they should not continue their play until these players have passed and are out of reach.

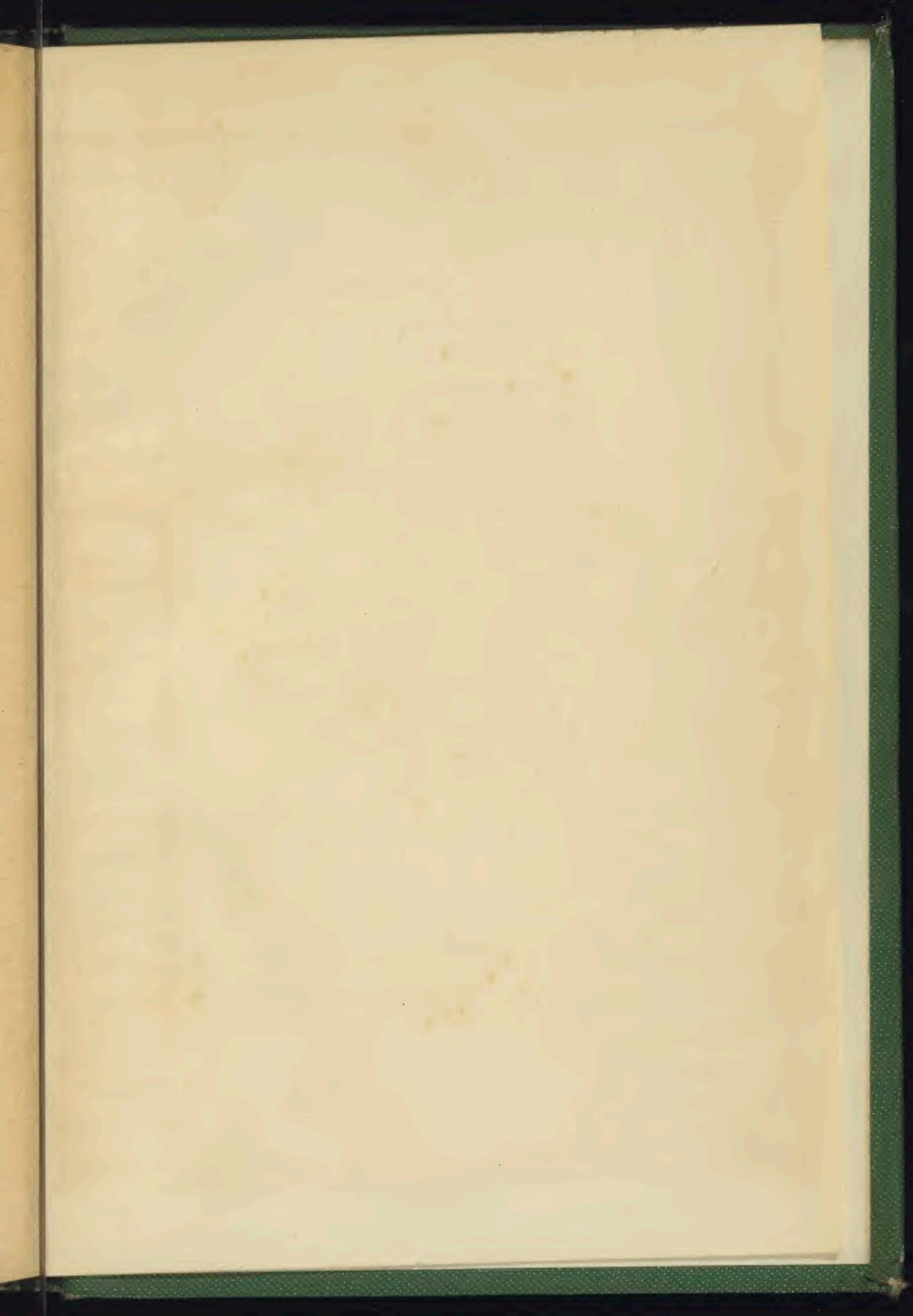
Rules of Golf.

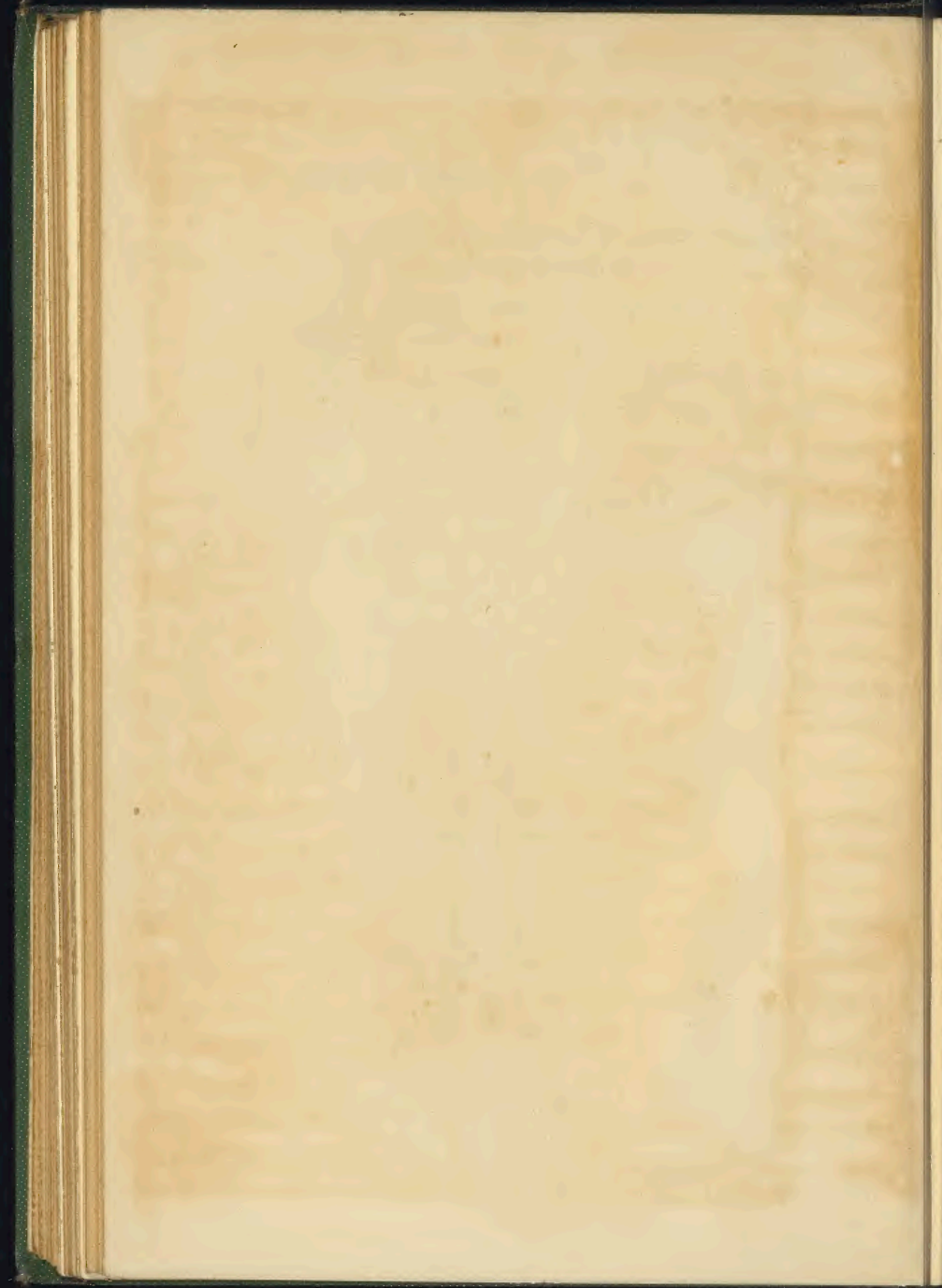
6. Turf cut or displaced by a player should be at once replaced and pressed down with the foot.

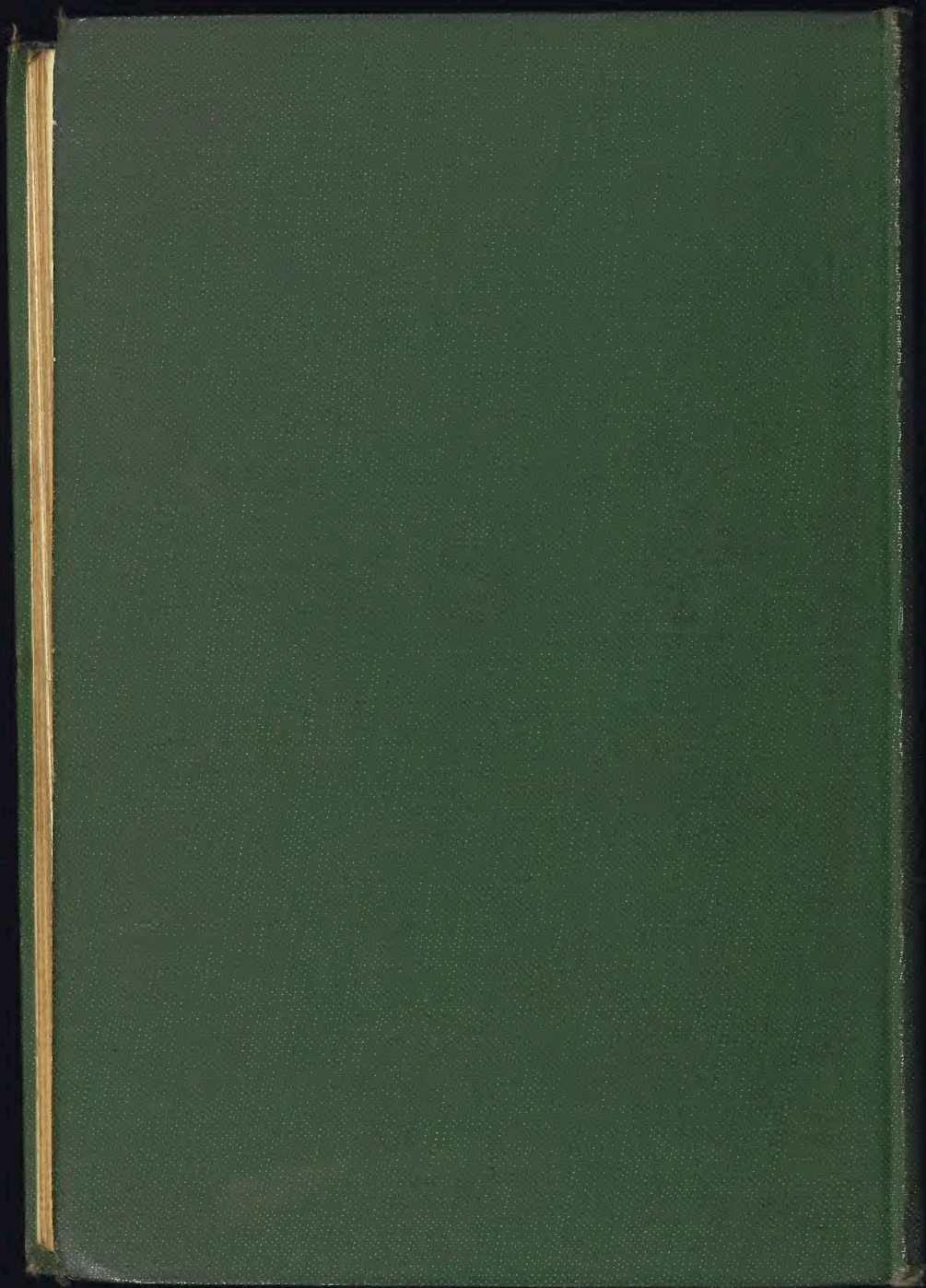
7. A player should carefully fill up all holes made by himself in a bunker.

8. Players should see that their caddies do not injure the holes by standing close to them when the ground is soft.

9. A player who has incurred a penalty stroke should intimate the fact to his opponent as soon as possible.







colorchecker CLASSIC



x-rite