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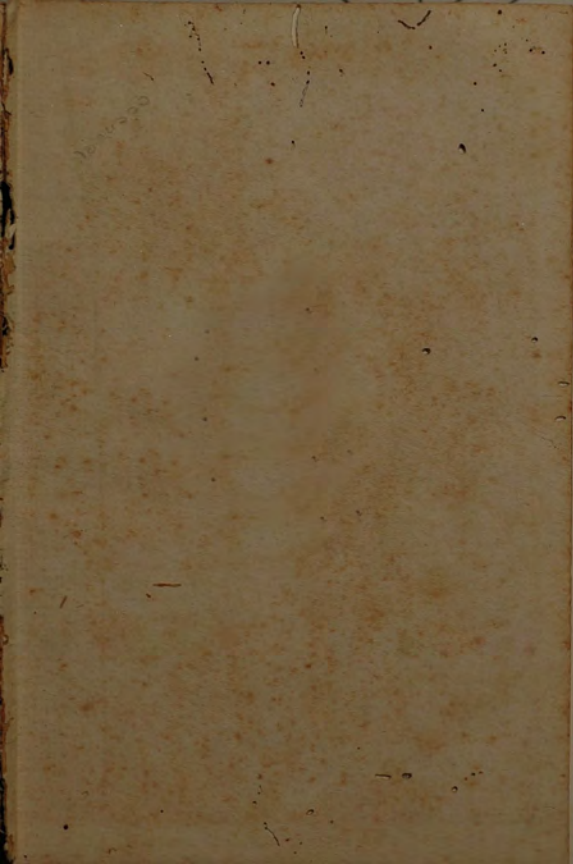
# ALL ABOUT GOLF

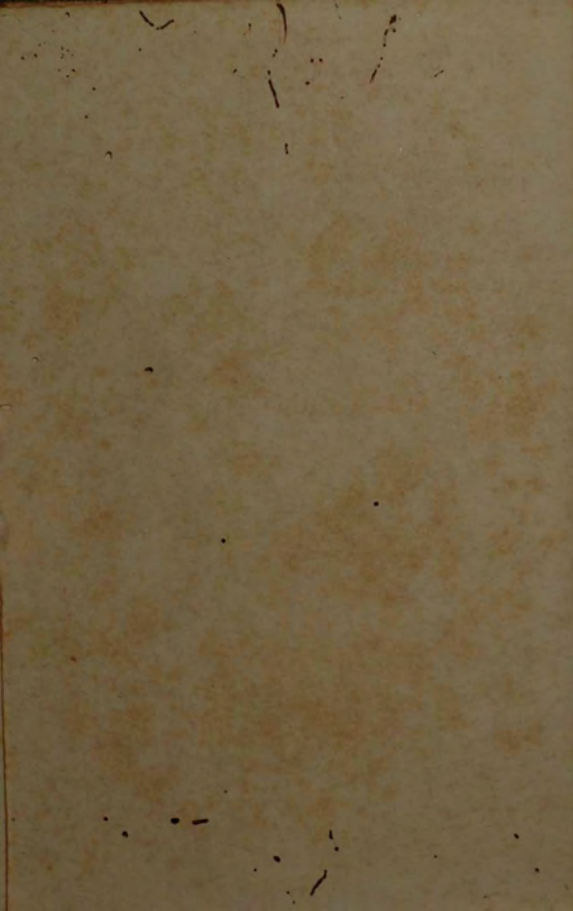


BERT SEYMOUR

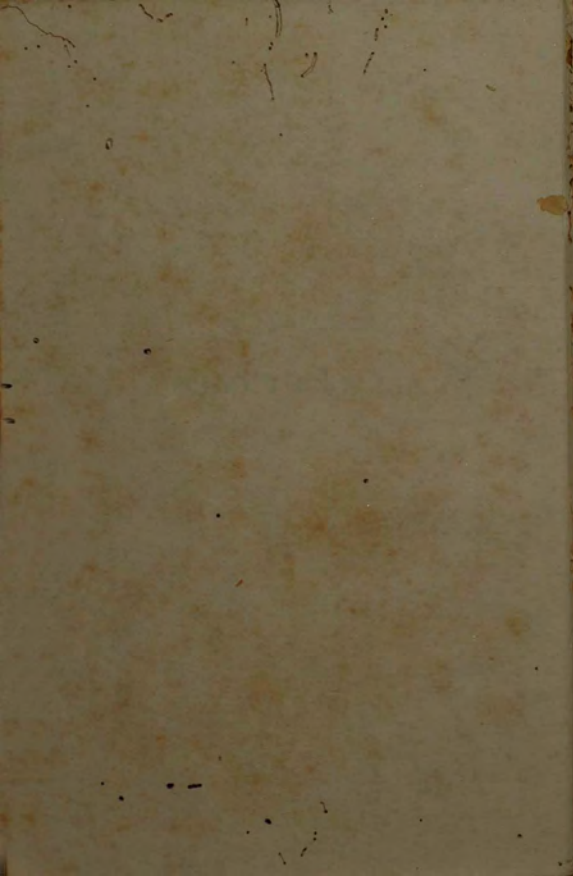


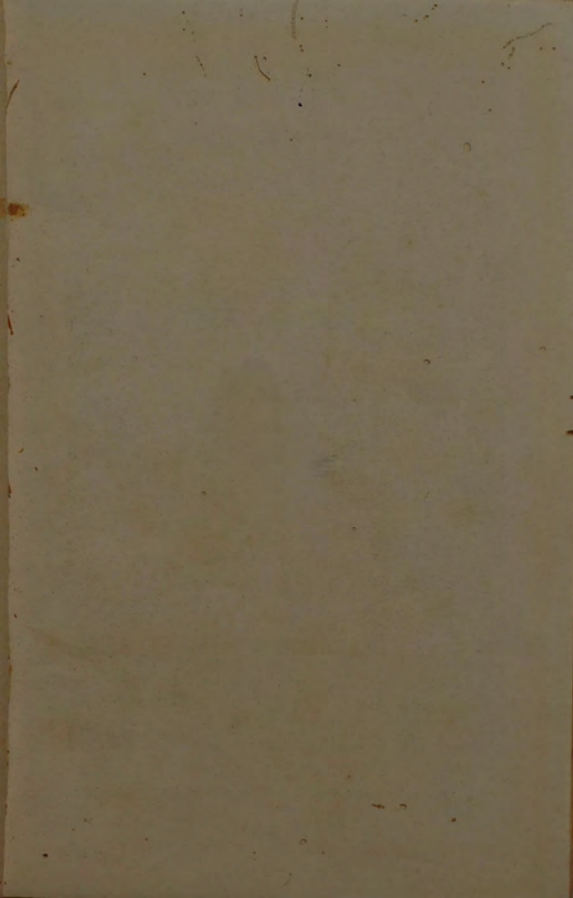
No. 52





ALL-ABOUT GOLF





## THE DRIVE



TOP OF SWING.

The club is horizontal, the eyes looking over the left shoulder at the ball, the left wrist falling into striking position under the shaft, the right elbow being slightly out from the body.



# ALL-ABOUT GOLF

HOW TO IMPROVE YOUR GAME

BY

BERT SEYMOUR

Winner of "The News of the World" Tournament, 1921  
and the Essex Championship Cup, 1922

Ward, Lock & Co., Ltd.

ILLUSTRATED BY 33 ACTION-PHOTOGRAPHS  
AND MANY DIAGRAMS

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## THE AUTHOR AND HIS BOOK

**B**ERT SEYMOUR ranks in the very forefront of the younger school of Golfers.

He won the *Croydon and District Professional Alliance Cup* in 1920, the *News of the World Tournament* in 1921, the *Essex Championship* in 1922, was Semi-finalist *Gleneagles Tournament* in 1923, and is undoubtedly a potential open champion. Not only is he a great golfer, but is in addition a very excellent and practical instructor, two qualities which professionals are not always able to combine.

This book will be found to be very pleasant reading, unlike the usual sporting manual crammed with technicalities and statistics, after having wearily ploughed through which in theory, the reader goes out on the links and vainly tries to put theory into practice, finding more often than not deterioration instead of improvement. In this book our author seems in very fact to take his readers out on the links with him, leading them step by step from the very rudiments of the game right up to the higher technicalities and perfection of style and finish which go to the making of a first-class golfer.

First he tells why the clubs are constructed as they are, and explains their various uses. He then shows how and when each club should be used, and points out the faults and difficulties most common among players, so that the reader may avoid from

the first the many pitfalls from which it is later so difficult to escape.

The work has been thoroughly and efficiently illustrated with action-photographs, for which Bert Seymour himself has posed, showing both *correct and incorrect* positions, so that the reader may turn to the many illustrations and see exactly how each shot should be produced, and also what faults to avoid.

The special diagrams on pages 43, 44 and 71, which show the actual stances used by Bert Seymour when playing with the various clubs, and which illustrate what part of the ball the club should actually strike, will, we believe, prove of exceptional value.

A special feature of this book is the part devoted to *Golf for Ladies*. This section touches on the minor points in which the woman's game differs, and gives valuable advice to lady players.

When Bert Seymour has shown how the various strokes should be produced—the technical side of the game—he then turns to the mental side and demonstrates how potent is the mind in golf and what may be accomplished by forcing the will to do its share in making the game not only better technically, but also a real joy and a very material recreation.

The Author wishes to express his indebtedness to Mr. Clyde Foster, the well-known golf critic, for his valuable co-operation in the compilation of this work.



## THE "DON'TS" OF GOLF

VERSIFIED BY CLYDE FOSTER

Don't lift your head until you've hit  
The ball and are quite done with it :  
Of golfing rules this is the best,  
It paves the way for all the rest.



Don't grip the club with fingers tight,  
But let your hold be sure and slight :  
Then only can the shot be true,  
When wrists are free to follow through.



Don't make the shot, or trust to chance,  
Till you have nicely squared your stance :  
The game is played with feet and hands,  
As every golfer understands.



Don't lunge upon the tee for length,  
Nine parts of golf is art, not strength :  
The longest, straightest shots are made  
When truly timed and smoothly played.

## THE "DON'TS" OF GOLF

Don't sway! Your troubles all begin  
With this unpardonable sin,  
Which ranks all other faults above,  
By making every shot a shove.



Don't press, but play your shots with ease,  
Flicking the wrists, bending the knees.  
Golf is a game, you need not knit  
Your brows when you are playing it.



Don't take your mind's-eye off the ball,  
But think of nothing else at all,  
Giving it a timely smack,  
Slick in the middle of the back.



Don't copy every style you see,  
But stick to one consistently.  
These laws observe and you will find  
The hands and clubs obey the mind.

## A PRELIMINARY CHAT

WHEN I take a pupil in hand for the first time, young or no longer young, I feel a certain responsibility, not unlike that of a builder when he is laying the foundations of a house. Sometimes I think that if pupils took as much care to follow my instructions as I take with them, their progress would be much quicker than it usually is.

The professional is always open to the temptation of impressing his own style upon the learner; and in doing this he may be making a serious mistake, because no two beginners are physically or mentally fitted alike for the game.

It might almost be said that hardly two professionals, if photographed during a round, would be seen to make their shots in the same way; that is to say, there would be differences in the grip, the stance, the length of the swing or the follow through. But good golfers have always one thing in common: they time each shot correctly and cause the head of the club to do the work.

Nothing is more embarrassing to a teacher of golf than to hear a pupil confess that he or she has been taking lessons from other professionals. This confession is frequently made as the learner bemoans his or her inability to make any headway.

I cannot prevent a pupil from going elsewhere for instruction, but I generally throw out the hint that it is a very unwise thing to do, as it leads to uncertainty and confusion. In the main, one professional makes as good a tutor as another, but a variety of professionals spells disaster.

In the course of this book I shall keep before my mind's eye, from the first to the last page, that golf is an art, and a very simple art too, which any ordinary person with a fair amount of patience, practice, and obedience to the teacher can acquire. I do not for a moment suggest that anybody could be found to be endowed with so great a natural aptitude for golf as to be able to come down to scratch in twelve months. Tens of thousands have failed to reach scratch even in twelve years.

Most likely the slowness of their progress is due largely to the neglect of tuition and the faithful observance of lessons given by a capable teacher.

I could tell of a gentleman who came to

me at the age of forty for rudimentary instruction, never having wielded a golf-club in his life, who yet played off a single figure handicap in one year and came down to scratch in four years. I do not know how many lessons he had from me, but I do know that for the first six months he played with no one else, and usually arranged to play with me at a time of the day when the course was clear. Sometimes he might arrange to come before breakfast in the quiet of a summer morning, and at other times we would have a few holes late in the evening. He set a room apart in his house for practice, clearing away obstacles that might be liable to damage as he swung the clubs.

"I object to being a duffer at anything a moment longer than I can help," said this enthusiastic gentleman; and he was seldom beaten during the first year by fellow members of his club. His idea was quietly and secretly to make some progress at golf before he set about playing in the ordinary way.

That gentleman, in my opinion, acted very wisely. He saved himself from those unhappy years through which others pass, who, for lack of an intelligent idea of the game, must trust more or less to luck or other contingencies for good rounds, and

## STANCES

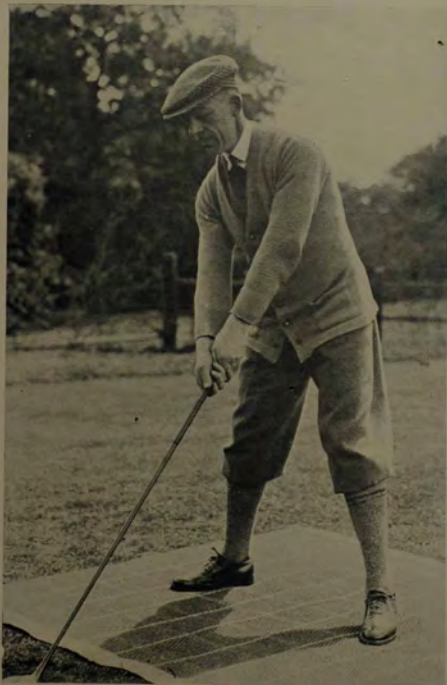


STANCE FOR SHOT WITH THE BRASSIE.  
Being only a shade nearer the ball than for shot with driver.



STANCE FOR SHOT WITH THE BAFFY.  
Being a more upright club, the ball is nearer than for a shot  
with brassie.

## THE DRIVE



ADDRESSING THE BALL.

Showing a practically square stance in addressing the ball for an "all out" drive.

the real pleasures of golf which come from satisfactory performances.

When I say that golf is a simple art, I point to the thousands of young players in different parts of the country who never had a lesson and—if I may say so—never needed one. Look at the caddies attached to any course as they stand swinging clubs in intervals of waiting for members to finish their lunch and resume their game. See how freely their young hands make the club-head fly through the spot where the imaginary ball lies; see how smoothly, without the semblance of a hitch, the right shoulder comes under the chin at the completion of the swing. These boys are object lessons in the simple art of golf. What they are doing is what the professional would like his pupil to do, but he knows that after the muscles have become set later in life, it is no easy matter to copy the caddies.

I never had a lesson in my life, except that I, as a boy, watched professionals and good golfers on every opportunity, although I fear I had not then the brains to apply all that could be learned in this way. The only course for me was to go on playing and discover for myself the secrets of the game. I fancy that nine out of every ten, if not all



the lot of us, professionals would make the same confession.

One of the questions much debated in golf is whether the drive is a hit or a sweep. It is a bit of both, but give the bigger bit to the sweep, if you are wise. Hitting is dangerous. You know this by experience.

Those who favour the hitting idea point to such players as Abe Mitchell and Ted Ray, both of whom are exceedingly long drivers. Ray hits the ball with all the might he can command. His hit, however, is only after all a very swift sweep. You might be standing a quarter of a mile away and hear the crack of the club-head on the ball, and the natural remark to make would be something relating to a mighty hit. Mitchell, too, hits the ball, but in his case the sweep of the club is even more easily observed.

So fast does the head fly through from two feet behind the ball that, even with the most rapid shutters and the most recent lenses, efforts to photograph this follow-through have been unsuccessful.

I have mentioned Ray and Mitchell, because these great players are generally spoken of whenever a discussion arises about hitting and sweeping. Yet is either of these as great a golfer as Harry Vardon was when

for ten years none could be compared with him? Or with J. H. Taylor in his prime? Could there be any doubt as to the manner in which Vardon and Taylor dispatched the ball from the tee? Did they not both sweep it away? Unquestionably, yes.

In my opinion these discussions serve no great purpose, because outstanding golfers like Ray, Mitchell, Vardon and Taylor bring to the game such an unusually large proportion of natural aptitude—amounting to a gift for golf—that ordinary players may look on and admire, but ought not to depress themselves with comparisons.

There is a way of playing golf which brings within everybody's reach a high degree of excellence beyond which they may or may not go; nor does it matter. What I want to do is to put you on those lines that make it possible for you to develop your golf to the fullest limit of your capacity; in other words, to enable you to play as well as, all things considered, *you* can.

I am not concerned to make you an amateur champion. That must be your affair. My object is to reveal the beautiful simplicity and charm of the game which will enable you to play it consistently well, in the manner that makes every round a tonic and a real joy.

CHAPTER I  
AT THE BEGINNING

Lessons

**W**HEN a man starts golf without a teacher, he is laying up trouble for himself in years to come.

Once a bad style is formed, it is difficult to shake off. A caddie may begin in his own way without very great risk of going far wrong; because he has the professional's example—and that of good amateurs—constantly before his eyes.

Every champion started young and came to the game naturally. With a grown-up beginner it is different. He must, if he wishes to be a golfer, take a course of lessons, if only to escape the trouble of unlearning most of his self-acquired knowledge. Sooner or later he will make the discovery that he cannot advance any further on the lines he has been following—the wrong lines in practically every case.

A tutor at the beginning saves years in the end.

### Style

The quality of a golfer can be seen at a glance from his style. The moment he swings a club, any proficient player will tell you what sort of a golfer he is. There is something in the manner of making every shot that gives a man's game away, so to speak. It is just that "something"—the right "something"—that I should like to impart at the beginning; before any mischief is done by the learner being left to himself to go astray.

Why should the beginner not avail himself of the experience of a professional, instead of resorting to self-help, a pretty helpless thing at the best? To neglect this timely instruction would be like dispensing with schools and schoolmasters, or colleges and professors, in the educational world.

I have heard a man say that nothing would please him better than to see his son a plus golfer. And I have daily seen that young man jeopardizing his chances of ever coming down to anything like scratch, by forming a hopelessly bad style for lack of proper tuition.

If you watch a succession of professionals driving from the first tee in a tournament, you cannot fail to notice that not one in

twenty will make a really bad shot, though some drives will be longer and straighter than others. Their accuracy is founded on style and their style inspires confidence. Golf has become second nature to them. If anything goes wrong, they know exactly how to put themselves right.

The golf drive involves no great expenditure of energy. There is, in fact, greater danger in hitting hard than in making the shot easily. The drive is a swing; a nice, well-timed smooth swing. But, of course, the club must be swung in the right way. It is here that the tutor's services are usually required.

### Equipment

Don't begin with "dud" clubs, or "dud" balls, thinking anything will do to start with. Begin well equipped and in earnest. Pay the game the respect due to it from the beginning.

Once I played with an amateur who put four balls in succession into a pond. "It doesn't matter," he said, "they were old balls. Good for your trade, Seymour." "Perhaps," I said, "but not good for your golf." I advised him to put down a new ball. He did so and carried the pond beautifully.

The new ball made him concentrate on the shot; the "dud" balls found the watery grave they deserved.

Let it be supposed that you have provided yourself with a few good clubs that feel to your liking; in other words, you begin by giving yourself a chance. There should be real pleasure in store for you very soon.

## CHAPTER II

### THE GARB OF GOLF

OLD prints show golfers playing in such fantastic attire as tightly-fitting red coats, cocked hats, buckled shoes, presumably without nails, and certainly without rubber soles. At a later period, as I have seen in hotels at St. Andrews, the Scottish nobility played in tall, very tall, hats and long-tailed frock-coats.

It is all very different to-day when the game of golf is played in every town and almost every village and hamlet in the country. The regulation garb now consists of knickerbockers, or plus fours, rubber-soled shoes, easy-fitting jackets, pleated at the back to give freedom to the shoulders, and capacious caps with broad peaks.

At Troon during the Open Championship, and later at Gleneagles, I think I could have counted on the fingers of one hand the professional or amateur competitors who played in long trousers. Among the few professionals I know who have resisted the plus

fours fashion are those players of the past—who are still great exponents of the game—Alexander Herd, James Braid and J. H. Taylor. I never saw any of these three in knicker-bockers.

But unquestionably the best garb for golf is that which is most popular to-day. I think a good deal of importance attaches to the way in which a player dresses for whatever sport he follows. Cricket without flannels would hardly be cricket, and golf if played in ordinary city attire would hardly be golf-like.

The free way in which a golfer swings his club necessitates his being dressed for the part. A tight-fitting jacket would be enough to put anyone off his game, because it would interfere with the freedom of the swing, and would certainly make the player feel uncomfortable.

At first one would think a belt more suitable than braces, but most people find the latter the better, since they give support to the shoulders.

Golf jackets have almost now become a universal fashion. Tens of thousands wear this jacket who never hit a golf ball. This may be taken as a testimonial to the general utility and comfort of the new style.

Neck gear is quite as important as head gear. A man would look as odd wearing a



butterfly collar at golf as with a bowler hat on his head. But apart from the look of things, it is the suitability that really matters. A bowler hat would come off fairly often during the exertions of a round. It might even be knocked off by the club in the act of making a full swing round the nape of the neck. A starched butterfly collar—well, there is no need to do more than mention it. Undoubtedly, the soft collar, or a roomy starched folding collar, is the most comfortable neck gear for the game.

Gloves are apt to interfere with the grip.

When courses are squelchy in winter time, it may be advisable to wear heavy boots, but at all other times shoes are best. They give freer play to the ankles, which are just about as important to the movement of the feet as wrists are to the use of the arms. When the ground is hard and dry rubber soles give a good footing, but when it is wet and soft nails in the soles answer best.

## CHAPTER III

### THE GOLF BAGFUL

#### Clubs and their Uses

A FULL bag of clubs would consist of driver, brassie, spoon, cleek, mid-iron, mashie, mashie-niblick, niblick, and putter. There are also push-irons, push-cleeks, jiggers, sammies, driving-irons and driving-mashies. Some professionals carry the lot and nearly break their caddies' backs.

The beginner, and even those who play quite well, would probably find the following six clubs sufficient: driver, spoon, iron, mashie, niblick, and putter.

#### Construction of Clubs

I have often thought that, if the bulk of golfers would study the construction of the club, they would be able to form a good idea of the kind of shot for which each club is adapted.

Only once at each hole is the golfer per-

mitted to build a tee and place the ball on it. For that shot the straight-faced driver is obviously intended, except at short holes where the iron or mashie may suffice.

Look at the face of each club; consider the loft on it; and it will at once appear what sort of shot may be expected of it; always provided the club is given a chance of doing its own work. I am aware that the golfer may use any club he pleases for any lie or distance. But, unless he pays respect to each club's natural function, I very much fear he will make many miscalculations and arrest the development of his game.

It makes one smile to hear strong men boast of the length they can get with the heavy mashie or the niblick, almost to the exclusion of the other iron clubs from the bag. That is not orthodox golf, and, in a general way, it is a very bad policy to pursue. The player who tries to obtain good results in this way will only occasionally do so. He is not likely to become a noted golfer, even among the members of his own club, though they will do him the honour of frequently remarking upon his colossal mashie and niblick shots. He is left to find whatever satisfaction there is in this form of lionizing.

Golf is the wonderful game it is because of the variety of clubs employed in the playing of it. Cricket is played with a bat, tennis with a racket, hockey with a stick, polo with a "stick" or mallet, croquet with a mallet, billiards with a cue, but golf with a bag of clubs, no two of which are alike, and all of which may be used in the playing of one round. Herein possibly consists the fascination of this wonderful game, that has spread over the world in my day, like no other game I can think of.

### "Under-Clubbing"

One of the most frequent injustices done to the game is that of picking-out a club to make a shot that lies beyond its power in your hands. This is commonly spoken of as "under-clubbing" yourself. You may have for an opponent someone who is particularly skilled in the use of the iron. The hole may be a bogey four, measuring four hundred yards, rather less or rather more. You have not out-driven him more than a yard or so. You are both on the fair way, with 180 or 190 yards to reach the green. He takes his heavy iron, and gets there. Emulation proves your undoing. Instead of taking the spoon or even the brassie—where the lie is suitable—

you shrug your shoulders in the determination to make the iron serve, as in the case of your opponent.

It is no fault of his that you have been misled. It is your fault that you did not bear in mind your own relationship to the clubs at your disposal. There goes your iron shot, staggering among the bunkers, and finishing up in the sand, short of the green. The spoon or the brassie would have taken you over these obstacles. And well you know it—when it is too late.

"Golfer, know thyself," is a very good maxim; and "Golfer, know thy clubs," is just about as good. I always say to myself—and wish I had fewer occasions for saying it—that hesitation regarding the club to use for any particular shot is fatal.

Many a time when about to change from one club to another, I go back to the club I fancied first, and, having by that act driven all doubt from my mind, invariably justify my decision. At this moment I can think of important occasions when, the changing of my mind, as between a mashie and a mashie-niblick, or an iron and a sammy, has cost me the loss of a hole.

A player should fix in his mind the values of all his clubs, and in that way escape the consequences of uncertainty.

I remember an old St. Andrews caddie almost losing his temper with me because, after he had handed me an iron club, I gave it back to him and told him I wanted the mashie. "You'll never get there with the mashie," he said. "It's no' the club to use, even if you can dae it." I insisted on having the mashie, but I did not "dae" it. I fancy, however, I should have done it, had he taken no exception to my choice, as the thought of his disapproval was present to my mind while making the shot.

To give the old caddie credit, he did not crow over the fact that my mashie shot fell short, as he said it would. Oh no! he was so genuinely sorry, that I made up my mind to let him have his own way with me henceforth.

These St. Andrews caddies live for you all the way round; they are delighted by your successes and dejected over your failures. This was a case of a caddie knowing the course better than the player. He had also been keeping a close eye upon my mashie and iron shots, with the result that he knew what I could do, and what I could not do, on the bewildering Old Course, better than I knew. I have heard champions attribute certain of their championships to the shrewd directions of their caddies.

### The Right Club in the Right Place

Not long ago, I did my golf some real harm by playing matches with ladies and gentlemen on the understanding that I should use the iron all the way. This was, to me, of course, in the nature of a handicap. It was astonishing how well I played with one club. More than once I completed the round in 72 strokes, under favourable weather conditions. This, however, was a long way worse than my record for West Essex, although it compared very well with my scores for some time afterwards. There was something unnatural about playing 18 holes with one club. In short, it was not golf.

One day about this time, Mr. W. A. Murray; the noted international amateur, while secretary of Romford, paid a visit to West Essex and went round the course in 66 strokes—a very brilliant performance. Speaking to me about my best round, I had to confess that only once had I beaten his 66. That was a few days previously when I did the round in 63, after a long and persistent series of struggles around 70—the result I think of playing so much with one club.

Double-figure golfers may often be seen taking their cleek or iron off the tee. They know it does not look well, but the reason

## THE DRIVE



THE UPWARD SWING.

Showing the beginning of swing. The left arm is going straight back and the left heel is just coming off the ground as the right leg stiffens.



THE DRIVE (Incorrect)



FAULTY STANCE.

Illustrating the ungainly swing caused by adopting the error of standing with the feet too wide apart.

they give is that they cannot use the driver or brassie.

### The Driver and the Brassie

In a different case, I am often asked how it happens that a man can use the brassie to his entire satisfaction but cannot pick a ball up with a driver, even off the tee. The two shots are made in much the same way, but the steeper face of the driver is apt to give the idea of greater difficulty. A succession of bad tee shots accentuates this, and many golfers are obliged in the end to abandon the driver and take the brassie off the tees. One's golf need not suffer very seriously from this, as the brassie, unless it be too much set back, is very nearly as effective as the driver, but it is not a satisfactory state of affairs, thus to abandon a driver on the tees, as that club, when properly wielded, produces the most gratifying results.

How then shall a man who can play his brassie well, but yet plays his driver badly, rectify matters and play both these clubs effectively? Fear of the driver, or lack of confidence in it, has more to do with this dilemma than anything else I can think of. If the player, so afflicted, could think hard enough, with the driver in his hand, that he

## THE DRIVER AND THE BRASSIE 33

actually held the brassie, and could then swing without changing his mind, nothing is more certain than that he would make a good tee shot. In this way confidence in the driver would be restored and his troubles would come to an end.

A case in point comes to my recollection. A single-figure player came to me saying he had lost the art of using the driver, and had to make tee shots with the brassie. I noticed that both these wooden clubs in his bag were out of my shop; the grips were alike, and the general appearance of the heads pretty similar. After playing a number of holes, I contrived to have the driver put into his hand on the tee, without his noticing what had been done. He hit such a fine ball that he turned to me and said, "There you are. What need have I for the driver, when I can get as far as that with the brassie?"

I took the club from him and turned up its sole, to let him see that there was no brass on it. You can imagine his amazement when he learned that he had been using the driver in the belief that it was the brassie. The lesson went straight home. His lost faith in the driver was restored, and from that day onwards, the brassie was allocated to its proper place in the game.

There is hardly any limit to the mental

aspect of golf ; except the limit placed upon it by the clubs. A player could not imagine he was using an iron with the niblick in his hand, but where clubs bear any close resemblance, the imagination may work wonders.

The sensible view to take of a bag of clubs is that each represents a scientific part of the game. You may be sure that they all owe their existence to necessity. One scratch man might play a round with four clubs against another scratch man, who uses a full kit. If the former should win one match in five on these terms, he will have done very well. Were I asked to drop one club from the regulation bagful, it would certainly not be the mashie-niblick. This club has earned its place in the bag most thoroughly. But you could not play a round with it.

### The Spoon

I sometimes hear the idea expressed that, just as the spoon has largely supplanted the cleek, so it will yet put the brassie out of the game. I do not think so. At the same time, one must admit that the spoon almost invariably inspires confidence, whereas—to a large number of golfers, anyhow—the brassie gives rise to apprehensions. That is no doubt the reason for the frequent request to have

the face of the brassie set back a little, thereby bringing it nearer the spoon.

But put the brassie in the hands of a master, like Vardon or Mitchell, and give Duncan and Herd the spoons of which they are the acknowledged masters, and I think it will be shown, that on long courses the position of the brassie is almost as firmly established as that of the driver itself.

### Iron Clubs

What a wonderful set of instruments golf clubs are! It may be said that each in its way is unique and indispensable. No sooner has one praised the merits of the driver, brassie and the spoon, than he comes to lavish similar praise upon the various clubs that form the iron department, the peculiarities and uses of which are set forth in future chapters.

What I have to say about the putter and putting, concerning which we hear so much in these days, I shall also hold over to another chapter, giving this vital part of the game the attention it deserves.

## CHAPTER IV

### THE GRIP

#### The "Over-lapping" Grip

I RECOMMEND you to grip the club in the way that is approved by nearly all professionals and leading amateurs—with the thumb of the left hand in the palm of the right hand, and the little finger of the right hand laid over the forefinger of the left hand. This is called the over-lapping grip. Harry Vardon is generally credited with its introduction. The object is to bring the two hands into a sort of clasp that causes them to work together and not against each other, as might happen when they are detached.

It is, however, true that great golfers could be named, mostly of the older school, who do not use the over-lapping grip. But they are not one in ten—I was going to say one in a hundred—to the "over-lappers." That is why I advise beginners to adopt the over-lapping at once, for good and all. Do everything in the best known way at the start of your golf. It will feel awkward at first, but

you will very soon become accustomed to it, and then you will not want to try any other grip.

### The "Inter-locking" Grip

There is a very similar way of gripping that is called the "inter-locking grip." Here again the thumb of the left hand is placed in the palm of the right hand, but instead of the little finger of the right hand being laid over the forefinger of the left hand it falls between the forefinger and the middle finger; while the forefinger of the left hand lies between the little finger and the third finger of the right hand.

In this way these fingers are locked for the same purpose, as in the case of over-lapping; namely, to keep the two hands working together as one. A fair proportion of prominent golfers adopt this grip. I believe it is very popular with Americans. Both Mr. Ouimet and Gene Sarazen use the inter-locking grip. I have experimented with both and decided in favour of the over-lapping grip.

### Flexibility of the Wrists

There is, however, another aspect of the grip—and a much more important one—to

which I should like to invite your serious attention. I am referring to the degree of firmness with which the club should be held. When addressing the ball and during the upward and downward swings, the club should be gripped equally firmly with both hands; but when my club lies horizontal across the right shoulder at the top of the full swing, so slackly do I hold it that a child could pull it out of my hands. The reason for this is that I want to have my wrists in position to come down with a flick and exercise the function that belongs to the wrists. Were I to grip with grim tightness all the "flick-power" would be gone from the wrists. In fact I might as well not have wrists or elbows or flexible muscles.

Golf, I repeat, and shall keep on repeating, is an art, and the wrists are the principal means of demonstrating it. I have seen a muscle-bound giant of six-feet three, who could lift enormously heavy weights and perform incredible feats of strength, make so poor a show at golf after years of striving that he positively gave the game up in disgust, confessing himself thoroughly beaten by it. The little ball mocked at that giant's strength.



## CHAPTER V

### THE STANCE

**A** MOMENT'S thought will convince you that the stance in golf is very important—so important that it must here receive some preliminary attention with regard to its general aspect before the detailed instructions which will be found in the chapters where the use of each specific club is described.

I know an old professional who teaches that the stance is practically everything, after the first principles have been applied.

#### Comfort and Confidence

In a general way, the thing to attend to is that you stand comfortably. You feel just right for hitting the ball. That is very good, so far as it goes. But as I look at your stance I ask myself where the ball is going when you have hit it. Often a pupil thinks he is standing correctly for the required line, when his position is quite wrong. But he will feel both

comfortable and confident, as soon as he has made some good drives.

The teacher of the violin or piano does not let a pupil play as he pleases. There is always some drudgery at the beginning of an art. And golf is an art, if ever any game was. Yet it is true of golf, that it fascinates from the first. The most enthusiastic players are the beginners. Few take it up and drop it.

### THE SQUARE STANCE

Well now, stand square for the fairway.

When you have advanced in the game and begin to play for a "pull" or a "slice," certain slight alterations may be made in your stance. But these things do not matter at present. They do not matter much at any time.

One of the greatest golfers that ever lived says, that more is lost than gained by trying to pull or slice. When you can drive the ball in a clean, straight fashion there is little need to trouble about much else.

The stance must be such as will enable you to bring the middle of the club-head to the ball, so that it follows straight through. If the feet are placed in such a way that the hands come across the ball, the stance is obviously wrong. A square stance reduces

the margin of error to a minimum. Therefore, I say, stand square, that is, so that a straight line drawn from the right to the left toe would point down the middle of the fairway in the line of the flag that flutters in the distance. The correct distance of the feet from the ball may be measured by placing the head of the club in the position for striking the ball; the top of the shaft should then just reach a little way past the knees. The hands should be kept low.

Whether this stance should be a close one or a wide one, would depend upon which, in your case, produces the best results. Experiments will settle this simple matter. It largely depends upon such considerations as your stature and suppleness.

### **Good Driving**

Good driving is impossible with stiff legs, and with both feet glued to the ground. You have only to watch somebody else doing this to see how awkward it is. The knees must bend and the heels rise a little at the right time.

### Some Helpful Diagrams

It has been truly said that no professional golfer, however machine-like he plays, would be likely to perform three consecutive shots, with any club, from exactly similar stances.

Nevertheless it is true that in the main his stances would be alike. The only differences would be a matter of an inch or two.

Throughout the course of this book I have invariably advocated the square stance, as being the best for the generality of golfers, and especially for beginners.

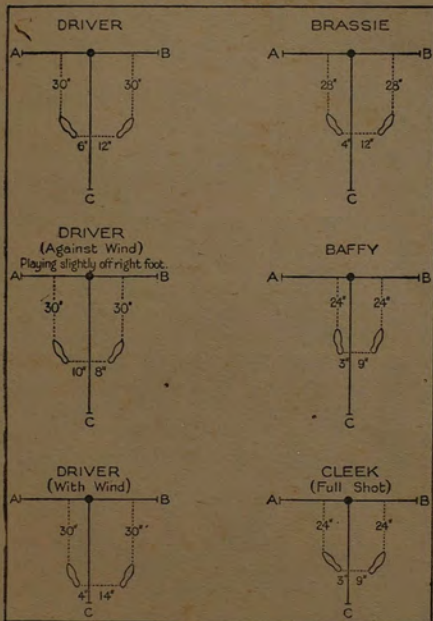
The diagrams on pages 43 and 44 should, I think, prove extremely helpful, without being slavishly followed. Stature and length of arms must, of course, be taken into account and stance must be adapted accordingly.

When referring to the diagrams in question, it should be taken into account that I am of medium height, about 5 ft. 6 in. in my golfing shoes. But few stand wider or farther from the ball than I do.

Carefully measured my stance, for the drive, is thirty inches from the ball, with heels eighteen inches apart and toes pointing outwards.

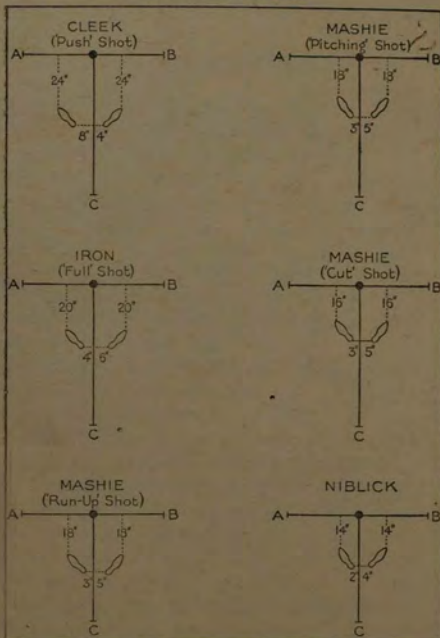
A straight line drawn from the ball to my

# STANCES



The stature and length of arm of the individual must, of course, be taken into account when adapting the above stances. Bert Seymour, whose stances are here shown, is about 5 ft. 6 in. in his golfing shoes.

# STANCES



From the above diagrams it will be noticed that from the driver all the way through the other clubs, the distances of the feet from the ball and from each other are proportionately shortened, as the "lie" and the length of the clubs warrant.

feet passes six inches to the right of the left heel and twelve inches to the left of the right heel.

From the driver all the way through the other clubs, these distances are proportionately shortened, as the "lie" and length of the clubs warrant. On coming down to the putter my heels are placed close together for the pendulum putt.

The best results will accrue from the graduation of these stance distances, as set forth in the diagrams on pages 43 and 44.

One can hardly stand too closely for all kinds of shots with mashies, mashie-niblicks, or niblicks.

In all the accompanying diagrams the black dot represents the ball, and the line BA, if extended, would pass through the flag on the green. The line joining C to the ball is invariably at right angles to the line AB.

## CHAPTER VI

### THE SECRET OF DRIVING

**H**AVING considered the peculiarities of the various clubs, and obtained an insight into the all-important matters of grip and stance, we can now step upon the tee, and get to business.

Your first inclination is to drive the ball a long way. Well and good. I humour you to the extent of watching your maiden effort. Perhaps you will make a good drive, most probably in the wrong way.

That is golf all over. Occasionally good results are obtained by wrong methods. I should almost prefer to see you start with a bad shot, because it is too much to expect that the first swing you make at golf should be a perfect swing. However, supposing you have made a good drive, I do not discourage you. On the contrary, I invite you to try again, feeling sure that you will have inwardly resolved to do still better. If you have driven 180 yards, why should you not drive 200 yards? That is what you will be



saying to yourself. And that is what will very soon bring you to a realization of the danger of pressing.

“ Pressing ”

I wish you could have escaped making the acquaintance of that arch-enemy of all golfers—Pressing! Even those of us whose calling in life it is to play golf and do little else, frequently find ourselves making the same mistake as the generality of golfers—straining and pressing for an additional 10 or 15 yards—which is hardly worth having at any time and is attended by great risks every time it is tried for.

We have not spent many minutes together until the conviction takes possession of your mind that the making of one good shot is no guarantee of the making of another, until such time as you know how the good shot is made and consequently can be made again.

There is one good quality about the first good shot you have made. I am assuming that you have started with a long straight drive. The good quality to which I refer is the confidence and absence of restraint with which you made the shot.

Possibly golf seemed to you easy as you looked at the stationary little ball elevated

## THE DRIVE (Correct)



### THE UPWARD SWING.

Showing the position of the club half way round. The head is kept down and the eyes fixed on the ball.

THE DRIVE (Incorrect)



THE UPWARD SWING.

The club is lifted too vertically, the left shoulder covering the view of the ball. It looks all wrong, as bad shots always do.

on a small pyramid of sand waiting to be driven into space as far as you could drive it with a club built for the purpose, which may have felt very comfortable to your hands. It will be fortunate for you if the driver should continue to feel equally comfortable all through the golf games that lie before you.

I think it was an American humorist who spoke of golf as a game played with a ball and implements singularly ill-adapted to hitting it. One day you may discover that there was genuine humour in that description.

Well now, you have tried to make a second shot still better than your first, longer at any rate. Golf drives are too often judged on the score of length. I prefer to judge them—though I must confess to being a long driver—rather for their type than for their length. That is what I want to instil in your mind.

Your second shot, instead of being longer than the first, was neither so long nor so straight, solely because you put more brawn than brain into it. The little ball declined to fly far and sure at the instance of an ill-timed "wallop." That meant surprise number one for you and I hope the lesson will be taken to heart. I humour you no further, but take you strictly in hand, as I try to lay sound foundations for your golf.

So now then, give up the idea of hitting till such time as you can safely take a few liberties ; for hitting is a liberty that few can take to their advantage. I do not, of course, mean to place you under eternal restraint. I only want to set you going in the right way first of all, and by slow but sure degrees—no slower than is necessary—bring you on.

Pray bear in mind that for the time being I am your master. Unless we stand in this relation one to the other, little good can come of our meeting ; and great good must come to you if you will do as you are told. It may be hard for you, it may go against the grain to have your individuality interfered with in this way, but as you have come for a lesson, it is not too much to ask that you shall receive it.

Some pupils of mine have told me that after an hour's instruction they have made a faithful note of what I said to them, lest they should forget, and so profit little by their lesson. I like pupils of that description. They generally do a professional credit. It is not good for one's reputation as a teacher that pupils should go elsewhere and say that their golf showed no signs of improvement. Yet it is quite a common thing for people to come to me saying that, as a consequence of taking lessons elsewhere, they lost what little

golf they had. I should not like them to go "elsewhere" and tell the same sad story of the baneful effects of my tuition upon them. To all such I must honestly declare that one reason why instruction puts them off their game for a time is that their styles require drastic overhauling and considerable patience on their part in getting rid of bad habits which had become almost second nature to them.

### Breaking Bad Habits

Bad habits, once formed, are difficult to shed. They keep cropping up when one is off his guard. For this reason it is necessary to concentrate on every shot so that it should be made exactly as you know it ought to be made.

I shall have a good deal to say later on about concentration, for that is the quality which makes all the difference between one golfer and another in the higher grades of the game. I have taken part in many great tournaments and Open Championships, and well I know that it has been due to lapses in concentration that my cards have frequently been spoiled, especially on the putting greens, where some of us are tripped up, who are otherwise about equal.

I do not wish to be laboriously technical in this book, because I am strongly of the opinion that too much theorizing about golf has brought distress into thousands of minds. For the present we are concerned only with the driver, the king of clubs in the golfer's bag.

You do not need to be reminded of the value of long straight driving and the danger of long crooked driving. It is a good thing to get well away from the tee, provided the ball keeps to the fairways. It is not given to every one to be able to recover from the rough as a powerful golfer like Ray can. We always say of him that it matters little where he puts the ball, as he can find a way to the green as soon as anybody, regardless of whether he pulls or slices his tee shots. Men who drive so far as he does contribute greatly to the attractiveness of golf and his recovery shots are even more wonderful still.

I want to make you drive straight. That, after all, is the correct thing to do, and the way to do it I shall now make clear to you.

If you will free your mind from all thought of length, I shall show you how a good and useful length is obtained without the penalties of getting into the rough. You will first resolutely make up your mind that it is easy to keep straight; as indeed it is when that is

all you are thinking about. Yonder is the fairway, stretching clean and clear towards the green.

### Position of the Feet

In making the drive it is of prime importance to stand correctly, as if the feet are wrongly placed good driving is impossible.

Some teachers advise the placing of the left foot a little behind the right foot. Others advocate the placing of the left foot a little in front of the right foot, so as to impart what is called a pull to the ball, with the object of making it run farther after it pitches.

I teach beginners—and all others in fact, except in special circumstances—to stand square to the ball. By this is meant that the toes of both feet are in such relation that a line drawn from one to the other could be continued straight, like a telegraph wire, through the pin that flutters in the distance on the green.

By standing in this square way the balance of the body is more easily maintained and the ball is less likely to fly off to the right or to the left. It should go straight down the fairway when the shot is well timed.

The ball must be so placed that it will be slightly nearer the left heel than the right



heel. In fact, a line drawn from the ball towards the body would pass the left heel about 6 inches off.

When these directions are attended to the foundation has been made for good driving, with the toes pointing outwards as a person would naturally stand to hit a stationary object with a club. It is a great matter that one should feel natural and comfortable about the stance. Herein lies one of the simple charms of golf—that it is played along natural lines.

### The Most Suitable Club

Whether the clubs shall be light or heavy, long or short, stiff or supple, depends on considerations which it is the tutor's business to take account of. A person with very short arms will probably swing better with a long club; just as a person not gifted with strong wrists will play best with light clubs.

The length of the driver varies from 40 to about  $43\frac{1}{2}$  inches, which is very long. The hands should take hold of the club 2 inches from the end. In this way the balance of the club is better felt and greater control over the ball is possible. When the club is gripped at the very end the head is apt to fly too much in front of the shaft.

### The Tee

The beginner usually likes to have the ball tee'd high. It then seems to him more easy to hit. But high tees are a mistake. There is always the danger of the club-head passing under the ball when it is too much cocked up. Good golfers are content to use very little sand in building their tees. It is sufficient that the ball should be just raised clear of the ground.

### Addressing the Ball

In addressing the ball the club-head must be laid behind it on its sole, the whole of which should rest lightly on the ground. It is a mistake to rest the club on its heel, causing the toe to be lifted slightly. Neither should the face of the club be tilted over behind the ball causing the front of the club to leave the ground.

Beginners often go far wrong in their manner of addressing the ball, with the result that the shot is fozzled one way or another. When the club-head rests behind the ball, just before being taken back at the start of the swing, the hands should be a little behind and the arms and legs in a nice pliable condition. The limbs must not be stiffened.

Neither should they be too slack. The thing to make sure of is that the knees and the wrists shall be free to play their all-important part in the shot.

### The Upward Swing

First of all then, take the club back from the ball with the feeling that the left arm is swinging it and the right arm guiding it. For the first 3 or 4 feet the club should go back slowly and smoothly, gradually turning in towards the body, on a level with the loins. While this is being done the head must remain absolutely still and the body be balanced equally on both feet.

The left arm should be almost straight, the idea being to swing the club well out behind in order that the club-head shall come at the ball skimming the ground 2 or 3 feet behind and following through on the same plane for about the same distance. The right elbow should be kept well into the side until the first half of the upward swing is completed, it must then move freely out and upwards until the top of the swing is reached.

Having taken the club back in this fashion the next stage is to swing it upwards and outwards till it lies horizontally across the shoulders without touching the neck or back.

### The Arms at the Top of Swing

It is no longer possible, of course, to keep the left arm straight. The elbows now come into the shot. While the right elbow goes outwards from the body the left elbow is swung inwards and the hands are turned so that at the top of the swing the left wrist falls directly under the club-shaft while the head of the driver points downwards perpendicularly to the ground like a top.

There is great danger, once the club has been brought to the horizontal, in hurrying it back again on the downward swing. A slight pause at the top, until one feels sure that the club is well under control, for lashing at the ball, will counteract the tendency to begin the downward swing in too great a hurry.

### The Downward Swing

The club should return to the ball along the same lines as those by which it was swung upwards. If this is kept in mind, the value of it is immediately demonstrated by the clean way in which the ball is hit in the middle of the club. Any jerky departure from this line may lead to the ball being hit with the heel or the toe of the club.

Trouble is often caused by raising the right heel too soon; it should not be lifted from the ground until the hands have passed the right knee on the downward swing.

The golf drive—and all other shots in golf—should be made smoothly. Anything in the nature of haste is almost certain to introduce jerkiness to the shot. Most probably the hands will be thrown in front of the club-head, thereby converting the shot into a sort of drag. The flick has gone out of it.

The golf ball will play no tricks with you if you play no tricks with it. But if you snatch your club across it, instead of sending the club straight after it, the consequences will be a search for the ball among the gorse or bent on either side of the fairway.

When you have blundered in this way, or in any other way, as by topping the ball and trundling it along the ground, I take you in hand literally. That is to say, I place my left hand on your left shoulder and guide the club-head round with my right hand until that shoulder turns directly over the ball. You are now in a striking position at the top of the swing with the left wrist under the shaft of the club. I then place my hand on your right shoulder and bring the club through, practically playing the shot for you. You will then feel where the power comes in

and also realize how the face of the club comes straight on to the ball.

### Sweeping the Ball Away

What I want you to do is to sweep the ball away, coming on it with the centre of the club face, swiftly and smoothly, skimming the surface of the ground with the sole of the club. There must be no jarring or jerking of any sort; and it need not be difficult to avoid these things. Nor will it be found to be difficult if only you will think of nothing but playing the shot correctly.

There is only one sure way to length—I am not talking of colossal length but reasonable length—and that is to brush the ball away with the centre of the club, chasing it through, as far as the arms will go, in a straight line, without any pushing forward of the hands.

This may not be easily understood in so many words, but try to do what I am inculcating—taking no thought of length—and you will presently experience the delightful sensation of the ball flying off quite a good length without any conscious effort on your part beyond the correct swinging of the club.

Who is there who cannot recall shots of this description that have been vainly sought

for many times afterwards? Did you ever know a golfer who did not frequently speak of wonderfully fine shots made with a minimum of conscious effort; without the semblance of a punch or the application of strength?

It is good to be strong, even for golf, but yet I lay it down as a fact that strength, beyond the normal, has little or nothing to do with the game. It is doubtless very useful in difficult bunkers, heather, gorse, or thick grass, but why get there? Accidents will happen we know, but why should they happen so often? Generally speaking, the fairways are wide enough, and it is only the insensate craving for length that works ninety per cent of the mischief.

The professional tutor has many things to consider while giving a lesson. He may see unlimited possibilities in one pupil and very limited possibilities in another. All the same he will see in both the possibility of playing the game correctly. Once a pupil knows how to play he will surprise himself.

I cannot make a golfer out of you, even so far as the drive is concerned, in one lesson, but I can start you on the right lines and impose the condition that in no circumstances will you take any liberties with my directions.

Up to now I may be content to leave you with a half swing so long as that half swing is made in the manner that I or any other professional should make it. The further development of the swing should be found quite easy if you are careful to maintain your balance and to banish all thought of length, as the arms and the club go further back in the upward swing.

### The "Follow-Through"

Bring a little common sense to bear on what I am trying to tell you.

It must at once appear to you that a golf ball cannot be driven if the head of the club is brought down upon it, almost perpendicularly in a chopping fashion. Hence the need, the obvious need, for taking the arms back, well away from the right shoulder or the nape of the neck so as to bring the club-head along a sort of plane to the back of the ball, sweeping it away. This being done the club-head will continue to follow-through on that plane, thus imparting a low rising flight to the ball, with consequent distance.

I often stop at stages in a lesson to have a talk with a pupil about the reason for everything I am telling him, because any instructions I may give will speedily evaporate



unless he is brought to see the meaning of it all. " I see what you mean, Seymour," is the sort of remark I like to hear a learner make.

Let it be assumed that you have come so far as to see eye to eye with me regarding the importance of smooth rhythmic swinging of the club.

### " Swaying "

We come now to an aspect of the golf swing that is easily understood, but, alas! equally easily forgotten. There must be no swaying of the head or shoulders. The body must twist gently at the hips until the ball can be seen over the left shoulder at the top of the swing, while the head has slightly turned but still remains in its original position.

When the swing has been completed and the ball has gone well on its way the right shoulder should come under the chin directly over the spot where the ball lay. The club-head will then have followed through and well out, finishing where the momentum has carried it.

The ideal finish is seen when the club is swung round over the left shoulder and come to rest almost horizontally. But many great golfers do not trouble to swing the club so far

round after the shot is made. All that really matters is that the follow-through shall have been complete.

I sometimes ask a pupil to swing the driver for several minutes at a daisy or any small object that lies at hand. Very often the shot is well played when there is no ball there. The presence of the ball seems to fill most minds with uncertainty. One can get through more work without a ball as there is no need then to go hunting for it.

### Functions of the Legs

After the first principles are clearly understood my object is to weld them all together by showing the functions of the legs. In a general way, the golf drive consists of throwing the weight of the body on to the right leg during the upward swing and then gradually passing it on to the left leg in the downward swing. This is very easily done and should be persistently practised.

**BUT BEWARE OF LIFTING THE BODY OR SWAYING BACKWARDS AND FORWARDS FIRST ON TO ONE LEG AND THEN ON TO ANOTHER.**

So long as the club leads from the ball all the way to the top of the upward swing and then comes down in front of the hands all the way to the ball, everything should go well,

unless the head has been lifted or swayed instead of remaining stationary while the body is turned in spiral fashion. This movement cannot be made without pivoting on the left foot to permit of the left knee bending to let the body rotate.

### Pivoting

Pivoting has its uses and its perils. Beginners are apt to pivot so loosely, rising on the tip of the left toe, that they almost spin during the swing. This must be avoided at all costs. The left foot must never be permitted to lose its hold of the ground.

I pivot on the ball of the foot, scarcely raising the heel more than half an inch off the ground. In this way power is imparted to the shot. Obviously, driving is impossible when the player is twiddling on his toe. A champion boxer once told me that the only way to move about the ring was to slither on the feet like a bear and never to get high up on the toe, when only a glancing blow could be delivered. It is so with golf.

The Americans scarcely lift the left heel at all in pivoting. They rock on the near side of the foot to enable them to bend the left knee in taking the club back. This is

## THE DRIVE (Correct)



COMMENCEMENT OF FOLLOW-THROUGH.

Showing the position of the driver and right heel after the ball has been hit. The eyes are fixed on the spot where the ball lay and the right knee is beginning to bend.

THE DRIVE (Incorrect)



THE FOLLOW-THROUGH.

The hands have been thrown too far up, and the ball has been "lifted" away.

the best and safest way to pivot. There is no need whatever to lift the heel inches off the ground and so add to the margin of risks in timing the arrival of the club-head at the ball.

### SOME DRIVING FAULTS AND THEIR CURE

*(See also Chapter XI)*

So common and persistent are some of the faults in driving that I feel no harm can be done if they are here recapitulated.

#### Swaying and Lifting the Head

Unquestionably the greatest evils in golf are lifting the head and swaying the body while the club is being taken back. I don't think I've ever undertaken to correct bad habits in anybody without finding either or both of these among them.

Ladies are particularly liable to lifting and swaying, in their attempts to add more yards to their tee shots. As I have, in another part of this book, devoted a chapter to lady golfers, I need say no more on this point here.

These faults are by no means confined to

the fair sex. Strong men, with no need whatever to sway in quest of power, are as guilty as the rest of this fatal error. Don't tell me that Ted Ray sways. Ted Ray knows what he is doing, and he can do it. Ray is a professional golfer whose whole life has been given to the game. No man better times a golf ball than he. If he sways a little, this only means that he takes risks, but is able to turn these liberties to his advantage.

You cannot do this; anyhow you must not try. Keep your head still, not as still as a statue, but to all intents and purposes, still; comfortably still, so to speak.

In no circumstances sway, but rather twist the body round, leading with the right hip in taking the club back; and then, after a momentary pause at the top of the swing, bring the body round again as the club-head leads smoothly and swiftly on to the ball, "bang in the middle of its back," as an old professional friend of mine used to say.

The old idea of keeping one's eye on the ball is perfectly sound, as far as it goes. But it often goes much too far. I have seen a pupil fix his eye on the ball so steadfastly that he forgot other things of equal importance.

I could imagine myself giving a series of lessons to a variety of pupils without saying

a word about keeping the eye on the ball. Why? Because it is such a perfectly natural thing to do.

I verily believe, though I have never made the experiment, that any ordinary professional could play a round, shutting his eyes in the act of striking the ball, having, of course, opened his eyes while taking up his position and addressing the ball.

To be sure, you must not let the eyes wander to right or left. But who would do such a silly thing? The real meaning of keeping your eye on the ball is that you shall not take your eye off by lifting your head. It is the lifting of the head and the eyes with it that constitutes the great radical error.

I suppose golfers are prone to lift their heads in their eagerness to watch the flight of the ball. We all do this sooner or later in the shot. It is the doing of it too soon that works the havoc by bringing the club-head on to the top of the ball instead of letting it come forward to the same position in which it lay when the ball was addressed immediately before starting the backward swing.

I have seen a photograph, of J. H. Taylor I think, showing the club-head in the act of impact. It then looked exactly as if the player were addressing the ball. The camera was very instructive in that picture.



### Loss of Distance

Suppose you come to me with an urgent, almost pathetic request that I should show you how to add 15 or 20 yards to your length. In all likelihood I shall not find it necessary to tell you to hit harder. I may even astonish you with the suggestion that you should not hit so hard.

One thing is certain, I shall take pains to see that you bring the centre of the club on to the ball in the correct way, so that the lead at the back of the club-head plays its important part in the shot. You can always tell when a ball is well and truly driven, by the ping or crack of the blow.

Although I am using the word "hit" pretty freely, you will bear in mind the distinction I have previously drawn between hitting and sweeping.

### Loss of Balance and Timing

When these first principles are carefully followed until they have been thoroughly assimilated, it will be found that good driving is a thing of comparative ease. The speed of the descending club is increased to its highest rate as it passes through the ball without any desperate lunging on the part

of the player. It is for this reason that comments are often heard upon the ease with which long drives are made.

Speed comes into the shot as the natural result of making sure that the club-head leads all the way. In other words, as the saying goes, the "club is left to do its own work." This is one of the greatest truths in the game of golf, as every golfer will admit from the Open Champion down to the humblest of amateur players.

There is no delight so great as good driving. However important the other shots in the game are, every golfer will acknowledge that his greatest ambition is to drive well. When professionals play an exhibition match it is their driving that calls forth exclamations from the public.

### THE THIRTEEN POINTS OF GOOD DRIVING

Driving is not difficult if the following main principles are faithfully observed:—

- (1) Address the ball behind with the club-head resting naturally on the ground, not tilted in any way.
- (2) Hold the hands a little behind the club-head which should lead the hands as it is brought away.

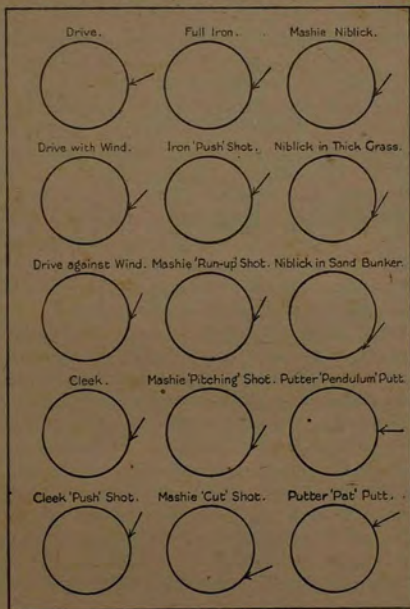
- (3) Begin the upward swing with a stiff left arm so as to get the club well behind the ball.
- (4) Bend the left knee inwards towards the right knee as the left elbow bends to swing the club over the right shoulder.
- (5) See that the left wrist falls under the club-shaft at the top of the swing.
- (6) Go back slowly and smoothly, gripping firmly with the left hand and lightly with the right hand.
- (7) Pivot on the ball of the left foot as the right elbow and left knee bend for the upward swing.
- (8) Feel that the left foot still holds firmly to the ground.
- (9) When the swing has been completed the left foot should not have moved appreciably from its original position.
- (10) At the top of the swing let the weight of the body rest on the right leg.
- (11) In making the downward swing gradually transfer the weight of the body from the right leg to the left.
- (12) Make sure that you bring the club down in the same arc as that by which you brought it upwards.
- (13) Above all be careful, very careful, not to pull the hands downwards towards the body in leaving the top.

### Where to Strike the Ball

The question of where actually to strike the ball is one that is continually being raised by amateurs, and following the chapters on Grip, Stance and Driving, it will not be out of place if I give here a carefully compiled diagrammatic illustration depicting the actual points of contact between the various clubs.

Many golfers do not realize that the flight and course of a golf ball through the air may be greatly varied by making the club-head come into contact with the ball at different points. For instance, if the ball were hit well below the centre, "back" spin would usually be imparted, if above the centre it would tend to make the ball revolve forward, while if hit cleanly in the centre the ball should fly straight and upward with very little rotatory motion. The formation of the face of the club and the direction from which it comes to the ball, has, of course, also much bearing on the flight of the ball.

# WHERE TO STRIKE THE BALL



Many golfers do not realize that the flight and course of a golf ball through the air may be greatly varied by making the club-head come into contact with the ball at different points and from different directions. The above diagrams illustrate the necessary points of contact between club-head and ball in order to produce the required shots with the various clubs.

## CHAPTER VII

### THE BRASSIE, AND THE BAFFY OR SPOON

THE brassie is most frequently used on seaside courses where the ball sits up well for the second shots through the greens. On inland courses, the spoon, or baffy, largely takes the place of the brassie.

The majority of golfers regard the spoon as the friendliest club in their bag. It seldom lets them down, and may be used for a variety of distances in place of the cleek or the iron. I sell a dozen spoons for one brassie and do not find many customers for the cleek, which reminds me that at the beginning of my golf I played for years with one club—a cleek. That was in the days of the gutta ball, when the cleek was as popular as the spoon is now.

To this day, I occasionally bring out the cleek and play useful shots with it. When I met Abe Mitchell, in the *News of the World* competition at Walton Heath in 1919, I proved the power of the cleek by reaching

the seventeenth green with a shot that was measured by Mr. Fowler, the Secretary, and found to be 300 yards.

Mitchell, I remember, playing the odd to me, took his iron, evidently thinking I had done likewise, and hit so hard that he pulled into the heather and lost the hole. Why I took the cleek on that occasion, instead of the brassie, I cannot think now. I suppose I just fancied it, and that is a good reason for taking any club.

Once a golf ball has been driven from the tee, there is no saying in what sort of position it will come to rest. It may have found a good or a bad "lie." To cope with every emergency golf-clubs are constructed of various weights and shapes. For the present we are dealing with the brassie and the baffy, both of which are made of wood with brass soles.

### The "Set-back" Face

The faces of these clubs are not so straight as that of the driver which is used when the ball is tee'd up. In that case a straight-faced club suits perfectly well.

The brassie and the baffy have their faces set back, the better to pick up the ball when it lies on the fairway and is not, of course,

tee'd up, except to the extent of sitting clean on the smooth grass. The setting back of the faces of these clubs may be increased at will by the aid of a file. I have put many golfers right with their brassie by scraping the face a little more.

In the case of the baffy the head is more bulbous; "bullet-headed" is a term applied to some baffies the faces of which are very deep.

The brassie and the baffy are practically played in the same way as the driver, although they are used for shots when the driver would not be a suitable club.

On short courses, especially inland courses, there is not much brassie play. But at the long holes on seaside courses the brassie is kept very busy as the ball lies on the fine, firm turf, inviting a clean smack. It is quite common for golfers, who are off their driver, to resort to the brassie for their tee shots. At certain holes, too, the brassie may sometimes be preferred to avoid getting into a bunker or some other trouble through using the driver.

There is no law against a golfer using any club he pleases on the tees, though the use of iron clubs, except at short holes, is discouraged as the sharp-faced weapons cut the turf on the tees.



The brassie is usually the same length as the driver, and the baffy about an inch shorter, less distance being expected of the latter club, which is used to pitch up to the green at distances of about 180 yards. Its deep set-back face gives loft and underspin to the ball, and in the hands of a master the baffy, also called the spoon, performs wonders in stopping the ball a few yards from where it pitches—a thing impossible with the driver and not expected of the brassie.

### Brassie Lies

It is amazing what shots can be made with the brassie from difficult "lies," where, say, a third of the ball is down in the grass. When this shot is played with a swift and well-timed follow-through the ball can be picked up quite well without the club-head more than grazing the ground.

If, however, the ball lies a little deeper in the grass, or the distance to the tee is too short for a brassie, then the baffy may be effectively substituted.

The greatest baffy players in professional ranks to-day are probably George Duncan and Alexander Herd. These golfers learned the game on Scottish links, where the baffy

or spoon has always been a favourite club. They may be frequently seen using the baffle when other players would use one or other of the iron clubs.

## THE BRASSIE

### The Swing and Follow-through

The brassie is a good servant when swung as it should be swung. Once the driver has been mastered there should be no difficulty with the brassie, though many golfers bemoan their inability to secure good results with this club. The plight in which they find themselves is nearly always due to digging into the turf behind the ball instead of swinging freely through and letting the set-back face of the brassie pick up the ball as it invariably will do, when the shot is played on the principle of a "close follow-through." Any violent contact with the ground behind the ball gives the brassie no chance.

At the same time, it is necessary to use the brassie more firmly than the driver. Although its brass sole is designed to cut through the grass, there is still need for extra crispness in making the shot. As the driver sweeps the ball off the tee, with hardly anything of an actual hit in the shot, there

is an element of hitting in the case of the brassie.

### Pivoting

In pivoting to make the upward swing the left foot should be kept still more closely to the ground. The heel should only be raised mechanically, and very slightly, as the left knee is bent to permit of the club being taken back.

The swing for the brassie should not be so full as for the driver. A three-quarter swing will answer better, when the club stops at the top before it reaches the horizontal. In this way the shot can be played in a firmer fashion.

As the head of the club comes within two or three feet of the ball it should be felt that the wrists are beginning to fly through with a forcing snap.

BEWARE OF SHUTTING THE FACE OF THE CLUB DOWN UPON THE BALL WITH THE TOP EDGE LEANING FORWARD.

### Stance for the Brassie

The feet should be brought a little closer, especially if the brassie shot presents any difficulties owing to the close nature of the

lie. But the stance should still be square, as in the case of the driver. The left knee must not be bent outwards but inwards towards the right knee. At the top of the swing the right leg can hardly be too firm and stiff, as brassie shots generally require some punch.

It must not, however, be inferred from this that anything like a stab should be resorted to for the purpose of getting the ball away. The swing cannot be too smoothly executed as the club-head passes through the ball.

Turf must not be cut before the ball is struck. That might have the effect of slicing the shot. But after the shot is made there should be evidences of the brassie tearing the turf an inch or two in front of the spot where the ball lay. If a divot, such as can be replaced, should be dislodged by the brassie, it is a sign that the shot has been too heavily played.

It is possible for a player to use the brassie well who yet drives badly, but it is hardly possible that the brassie should present any difficulties to one who has mastered the art of driving. A very good reason for always using a low tee with the driver is that this practice tends to establish confidence with the brassie.

Of the brassie shot let me say this. Some golfers make it difficult by thinking the ball can only be got up through digging the face of the club into the turf, doing the fairway no good, incidentally, even though the divot should be carefully replaced.

There is no need whatever, even if the ball lies low in a little dip or cup (or saucer), to delve behind it. A clean, confident—I make a great point of playing every shot confidently—sweep of the club with no perceptible jerk or stab, along the surface of the ground, will pick the ball up and send it rising on its way, as if it had been tee'd on a small tuft. It is only when the ball lies a little too low, that the spoon should take the brassie's place; and also, of course, when it answers the required distance.

### POINTS IN BRASSIE PLAY

- (1) Swing the club freely as in the case of the driver, but do not go quite to the horizontal at the top.
- (2) Grip a little more firmly with both hands and stand squarely with the feet slightly nearer each other.
- (3) Should the ball lie rather closely there is still no need for jerking or stabbing to pick it up.

THE DRIVE (Correct)



THE ALMOST COMPLETED FINISH.

The left foot has turned slightly outwards, indicating the direction of the flight of the ball.

## THE DRIVE



THE IDEAL FINISH.

Both knees bend to permit a free follow-through of right shoulder and right hip. Power is obvious here!

- (4) Do not cut the turf behind the ball, but hit the ball cleanly when the turf may be cut a little in front of where the ball lay.
- (5) Do not check the hands at the instant of contact with the ball, but let them fly freely through.

### THE BAFFY OR SPOON

The baffy is the club that inspires most confidence in the beginner. Its deeply set-back face makes it easy to get the ball into the air. When you have a doubt about the brassie being the club to use, owing to the closeness of the lie, the baffy comes to your rescue.

This club, besides being adapted to playing out of extra close lies, that are not yet "cups," has special uses for approaching to the green. When a brassie shot would take you too far, the baffy or spoon may answer admirably.

### Height of Shot and Backspin

Baffy shots should be played high in the air so that the underspin given to the ball by the set-back face of the club cutting under it imparts a backward spin and retards



its progress when it drops on the ground. Baffy play is all carry. There is no running up with this club. It might almost be compared to a wooden mashie, with greater power but the same effect in "cutting" under the ball.

I have seen players go a whole round using the baffy instead of the brassie from the fairways. It is the learner's best friend although it exposes him to the temptation of using it rather too often.

### Stance for the Baffy

In baffy play the stance should be closer than in the case of the driver or the brassie, and the feet should be brought a trifle nearer to the ball to make sure of getting it up and keeping it straight. All thought of playing a low shot with the baffy should be abandoned. That is not the shot for which this club is intended.

### POINTS IN BAFFY PLAY

- (1) The baffy being slightly shorter than the brassie, should be played with both feet a little closer and nearer the ball, as illustrated in the diagram on page 43.

- (2) With the baffy the aim should be to raise the ball high into the air so that it runs very little after it drops.
- (3) The baffy is a useful club to take at a short hole of about 180 yards against a high wind where the iron would be used if there were no wind.
- (4) When you are off your brassie, fall back on the baffy which will get you out of your difficulty, though it may involve a sacrifice of a few yards in length.
- (5) Do not make too free use of the baffy as that might re-act badly on your other clubs.

## CHAPTER VIII

### PLAY WITH THE CLEEK AND THE IRON

**I**RON clubs form a distinct division in the game of golf. They are not played as wooden clubs are played. There is much more actual hitting in the use of them.

#### THE CLEEK

Though the place of the cleek has to a considerable extent been taken by the baffy since the introduction of the rubber-cord ball, the cleek played a prominent part in golf in the days of the solid gutta ball. It is far from being ousted, however, from the game even at this day. The beginner still favours the cleek because he makes progress with it very quickly.

A cleek is set back at about the same angle as a brassie. It is an iron club with a narrow face, capable of driving the ball a very long way in strong hands. As a cleek can be of any weight, it adapts itself to the physical

limitations of all classes of players. I have seen a King's College professor making extremely long drives with the cleek. He stood with his feet only a few inches apart to convince me that that was the correct stance for the cleek shot.

### Stance for the Cleek

It suited him well enough but it would not suit me and it would not suit you. The stance for the cleek is, however, decidedly close. With the toes pointing outwards and the stance square, the distance from one heel to another should be 12 or 13 inches. Standing well over the ball and keeping the eye riveted on it, the club is taken back more uprightly than in the case of a wooden club, and the pivoting on the left foot is reduced to a minimum. As often as not in playing a cleek shot I bend the left knee without raising the left heel.

### The Wrists

This is done to get power into the shot as the club-head crashes through the ball. In the backward swing the left wrist should be turned inwards till the head of the club points away from the ball, and on the down-

ward swing the right wrist straightens the club-head and then turns over as it follows through. This, coupled with the narrow face of the slightly set-back cleek, explains the great length that can be obtained with this club.

### The Swing

The swing should not be full, but about three-quarters when the head of the club at the top points past the right ear and stops within two feet of the horizontal. The right wrist does most of the work in the cleek shot, and the right shoulder should be brought over the ball as the club-head reaches it.

### The Push Shot with the Cleek

The push shot with the cleek is one of the prettiest and most effective strokes in golf. It is a law unto itself. As the ball is addressed the hands must be an inch or two in front, and when the ball is struck they should return to this position so as to hit the ball down causing it to revolve vertically backwards, as a billiard ball revolves when the cue hits it well below the centre.

Some play the push shot by lifting the club back and upwards with the right hand. A

## 86 PUSH SHOT WITH THE CLEEK

better way than this is to take the club back low and far out behind the body, turning the left wrist and bringing the club forward on the same plane. The right wrist completely turns over as the ball is struck, till the left hand is hidden and the back of the right hand faces the player. The arms are thrown forward as far as possible and the toe of the club-head points to the ground at the finish.

This shot only needs a little practice and it is well worth it. The best conditions under which to play the push shot are at about 170 yards or 180 yards from the green against a stiffish breeze. The ball flies low for a distance because of the underspin given to it, and then rises ten or twenty feet to fall on the green, if correctly steered, with all its forward motion expended.

Do not be discouraged by a few repeated failures in attempting the push cleek shot. It will come to you all in good time and you will have made a distinct advance when you have got it. In the act of hitting this shot the club-head is made partially to fell the ball. It is the force applied through the turning of the wrists that causes the ball to travel low for 70 or 80 yards before it begins to rise.

The push cleek shot can be played from the tee at a short hole when a head-wind

makes the distance a bit too much for the iron in ordinary hands. If there is a short hole on your course that you frequently fail to reach with an iron, try this push cleek shot and it will get you there.

## THE IRON

"Irons" are of all sorts and sizes, mid-irons, light irons, heavy irons and driving irons. It is a wonderful club, the iron. Its possibilities are almost unlimited. A good iron player, who may be an indifferent driver, can generally put up a good game on his handicap.

### Choice of the Iron

The iron should not be so heavy that it can only be wielded by a supreme effort. Very little is lost by the sacrifice of weight so long as the iron is played as it should be.

Be very particular about securing an iron that suits you, for the position of a golfer who does not like his iron club is a pitiable one. It simply means that he botches half the shots he makes; if indeed he does not botch them all.

Take careful advice from the professional

in buying an iron club. You can ascertain for yourself whether it is of suitable weight, but he will be able to tell you whether the lie of the club-head is quite right for you. A tall man with long arms will take an iron with a very different lie from that necessary to a short man or one of medium height.

### The "Lie" of the Iron

By the "lie" of the club is meant the angle at which the shaft rises when the head is laid on the ground.

No club is so adaptable as the iron. It may be played at any distance under 200 yards and should always be used when the player feels doubtful about reaching the green with a mashie. It is better to over-club than to under-club yourself.

### Stance for the Iron

The way to play the iron is to take up a square stance and to keep both knees slightly bent towards each other so that the body can twist round without the left foot coming off the ground.

It is possible to make good iron shots with full swing and fairly free pivoting, but trouble is sure to come by playing the iron



in this way. Far the best and safest method is to shorten the swing and play the shot with tightened hands and stiffened fore-arms. Only in this way can a good line be kept and the ball be made to run straight forward when it falls.

### The Swing

This club should not be swung round the neck as if it were a driver. A three-quarter swing is sufficient. The club-head should not be swung back much beyond the right shoulder when it points at an angle of forty-five degrees across the nape of the neck.

The iron shot is a hit, almost entirely a hit, and more a hit than any other shot. That is to say, the blow must be delivered with as much vigour as you can put into it, while, at the same time, the club-head follows uninterruptedly through. There is "follow-through" in every conceivable golf shot except when playing an explosive shot with the niblick out of a sand bunker.

When standing for an iron shot, the eye should be fixed on the ground an inch in front of the ball. This has the effect of bringing the club-head on to the back of the ball in the correct way. Don't strike the ground before the ball.

### A Steady Head

The head must be kept down while the iron shot is being made. This principle applies to every shot, but more particularly to iron shots. In fact, the head should hardly be lifted at all till the club has finished swinging. It is the act of looking up, the fraction of a second too soon, that destroys iron shots.

As the club travels through the ball, the head of the player should be leaning over the right shoulder with the eyes fixed on the spot from which the ball has been driven. The left foot should be gripping the ground firmly and the left leg taut, with the right knee slightly bent outwards pointing in the direction of the flag.

The right heel rises several inches from the ground to let the right shoulder come through with the club. At the same time, though the right heel has been lifted, the right toe is still holding on to the ground to prevent the body from turning out of the right line. If you take an iron club in your hand you will feel how natural these movements are.

### The Push Shot with the Iron

The push shot can be played with the iron quite as well as with the cleek. It is done

in the same way and is best played into a strong wind. As the face of the iron is a little more set-back than that of the cleek, the push shot with this club is not adapted to so great a distance, but is, nevertheless, a most useful shot, and one well worth cultivating.

### Use of the Driving Iron

There is a simpler iron shot that somehow troubles many players. It is a long, clean drive with the iron club either off a tee or a good lie in the fairway. The very simplicity of this shot is the baffling thing about it. The way to play it is to stand squarely, not too stiffly, and throw the hands as far out as possible after the ball is hit. The club must come swiftly through to prevent the ball from glancing away. The remarkable thing about this shot is that slightly built persons play it as well as others. They do not attempt any punching and just follow-through with easy wrists, catching the ball nicely in the middle of the club, because of the ease with which the shot is made.

The shot is entirely distinct from iron shots played out of lies that would be unsuitable to the brassie or the baffy. This latter type of shot calls for hitting more than for sweeping the ball away.

### The Iron in the Rough

There is hardly any limit to the possibilities of the iron in the hands of a master. Even long grass does not defy the searching power of this club. There is a way of turning the left wrist in towards the body in taking the iron back for a shot out of grass that brings the club-head to the ball sideways, thus escaping the resistance of the grass. By turning the right hand over sharply when the ball is reached an excellent shot can be made from the comparative rough.

### POINTS IN PLAYING ORDINARY IRON SHOTS

- (1) Ordinary iron shots should all be played while the head is kept rigidly down.
- (2) To avoid hitting the ground behind the ball aim an inch in front of it. The head of the club will in this way come directly on to the ball.
- (3) For iron shots off the tees at short holes the club should be swung freely and swiftly—without the semblance of a jerk—quite differently from playing out of rough ground, when the club-head is driven downwards under the ball and the turf cut in front.

- (4) Stand so that the ball is about two inches nearer the right foot than the left.

POINTS IN PLAYING PUSH CLEEK  
OR IRON SHOTS

- (1) Throw the club back as low and as far behind as possible, and come through on the same level till the arms are fully extended in front of the place where the ball lay.
- (2) In taking the club back turn the left wrist so that the toe of the club points round the right shoulder.
- (3) In coming through turn the right wrist till the left hand is completely hidden.
- (4) At the finish of the swing the left foot must be firm on the ground and the right heel well up, while the right toe still grips the ground.
- (5) The head must not be lifted until the shot is completed.

## CHAPTER IX

### THE MASHIE, THE MASHIE-NIB- LICK AND THE NIBLICK

**W**E are now nearing the flag when shots must be played with all possible exactitude. It is often said that holes are won around the greens. To a very large extent this is true. The man who can play his mashie with deadly accuracy is a dangerous opponent.

#### THE MASHIE

No club is more serviceable when once the player gets into touch with it. It cannot be forced to do its work. The mashie will have its own way and you will be well advised to bow to its requirements. The greatest distance at which this club should be played is about 120 yards. When it is used at a longer distance it is being asked to do more than its duty.

Take a careful look at the head of the mashie. This will convey some idea of its

capabilities. The head is very much set-back and there is never any need to scoop the ball with it. In fact, that is a fatal error, into which many golfers fall. When the head of the mashie comes in contact with the ball at its own natural angle, the shot will be played, as all mashie shots should be played, rather high in the air.

### **Stance for the Mashie**

The stance for the mashie shot should be very close. With the feet pointing outwards the distance from heel to heel should not exceed a foot and a half.

There is no pivoting in the mashie shot. Both feet must be kept flat on the ground while the knees maintain a slack condition that gives play to the shot.

### **The Hands**

There should be no turning of the hand either in taking the mashie back or bringing it forward. A good way of determining whether the hands are being turned or not is to look at their position after the shot is made. In the case of a correct mashie shot it will be found that the back of the left hand faces the pin. Unless this is so the

THE DRIVE (Incorrect)



FINISH OF STROKE.

Showing the wrong finish. The body is falling away from the ball instead of the right shoulder coming through.



## THE DRIVE (Incorrect)



### ALL WRONG!

The club has here been pulled across the body at the finish instead of being thrown forward. The head has also gone away upwards, in violation of the rule that it ought to be leaning over the right shoulder.

shot may be played with too much run or deflected to right or left.

There are two kinds of mashie shots called the run-up shot and the pitching shot with cut. The former is played from a short distance off the pin which can be reached through an opening with no bunkers in the way.

### The "Run-up" Shot

This shot requires careful judgment both as regards distance and the risks of the ball being turned aside by any protuberance in the ground before it reaches the green. No "side" should be given to the shot. The ball must run straight forward from the point at which it reaches the ground. To accomplish this the hands should be close to the body for both the backward and the forward swing.

This delicate little shot might be compared to swinging the club from the rim of a saucer down to the middle of the saucer (where the imaginary ball is lying) and across to the rim of the saucer directly opposite.

The club should be held almost at the bottom of the grip for this shot, as by gripping further up there is danger of coming in contact with the ground behind the ball and

so fozzling the shot. The wrists should be kept fairly taut.

As the club-head passes under the ball the greatest care must be taken not to shovel the shot. The set-back face of the mashie and the sprightliness of the rubber-cord ball will, between them, perform the shot without any attempt on the player's part to lift the ball, so to speak.

A peculiar example of this is seen when the mashie is used on the green to jump a stymie. There being no way past the ball for the putter, the only chance of getting into the hole lies in lofting over the intervening ball. This clever little shot would be much more frequently made if the nature of the mashie's head were kept in mind. The shot is really played by gliding the mashie back from the ball and forward again without lifting it off the ground—playing it like a putter. The ball springs up the face of the mashie and rebounds sufficiently into the air to hop over the ball in the way.

### The "Pitching" Shot

Playing the mashie from, say, 80 or 120 yards, tests one's judgment. The club should be picked up with the right hand to about the level of the player's head, which remains

absolutely still with the eye fixed on the back of the ball. The club-head should then be driven under the ball with the object of banging it high in the air to drop on the green and stop there, the nearer the pin the better. The shape of the mashie naturally imparts underspin to the ball, if only the club is left to do its own work.

You cannot keep the head too long down in playing these mashie shots. The ball should almost have reached the green before you raise your eyes to see it. Accustom yourself to playing the mashie in this manner and you will soon be able to "feel" where the ball has gone. When the head is lifted the tendency is to hit the ball too near the top, with the result that it does not rise but trundles along the ground—most likely into one or other of the bunkers that guard or flank the green. An examination of the mashie should almost suffice to show what it is intended to do and how it should be played.

Do not push with it, but always pitch in such a way that the ball will rise nicely into the air, and begin to drag as soon as it falls. If the club is brought well into the "root" of the ball, this drag will be sure to follow. It is then quite safe to pitch well up to the hole.

Unless the mashie is used, as some strong men use it, at much greater distances than 120 yards (quite wrongly) there must be no pivoting at all with this club. It is sufficient that the knees should bend to permit of the swing being smoothly performed.

### The "Cut" Shot

Playing the mashie for a cut shot, only requires a clear idea of how the club should be manipulated.

To loft the ball over a high object near at hand, the club-head should be thrown well out from the body and brought sharply across the ball and then turned away outwards again so that a straight line drawn from the head of the club at the end of the backward swing and the head of the club at the end of the forward swing would pass through the pin on the green.

The right knee should be bent low as the ball is struck, and for this particular shot a square stance cannot be used. The left foot must be pulled back well out of the way and the toe of the right foot should be brought close to the ball with the left heel opposite the ball.

Possibly this shot is played better still with the mashie-niblick, a club which takes up

the game at that juncture where the mashie seems to be over-taxed in lofting. This is the genius of the game of golf—each club dovetails into the other.

### FAULTS IN MASHIE PLAY

I wonder how many golfers all over the world to-day are bemoaning the fact that the mashie is letting them down. They throw strokes away around every green, "duffing" and "socketing" with the mashie, just at that period when this club is trusted to fulfil the promise of the shots that went before it.

Don't blame the mashie as being too light, too heavy or otherwise defective. You cannot be playing it properly, for like all the other clubs in the bag, the mashie is jealous of being properly played. No doubt you know already where the error lies.

### Lifting the Heels

It may be that you are lifting your heels; a thing that must not be done in playing the mashie, especially at distances of from 40 to 80 yards. Keep the heels down, and bend the knees slightly. You will at once perceive an improvement.

### Lifting the Head

Lifting the heels is not so common as lifting the head. You know this quite well. Every player and every caddie has attributed a bad shot to this cause, but with remarkable persistency you keep on forgetting, despite the fact that now and then good shots result from avoiding this error and keeping the head stock-still till the time comes for moving forward to the green where the ball already lies awaiting to be put in the hole ; if indeed it has not disappeared in the tin, as sometimes happens, and would happen three times as often if the head were always kept down.

### Socketing

Socketing with the mashie is an evil from which golfers might well pray to be delivered. I have known "patients" to be afflicted with this malady for weeks on end. They have come to me in desperation threatening to give golf up before it drives them crazy. I have heard a professional being victimized by socketing longer periods than you would think possible.

Now socketing is not an incurable trouble. I have had short attacks of it, and the means

I took to shorten these attacks, I shall now explain. You have seen a fieldsman chucking in the ball, sharply across his hip-joint, to the wicket-keeper. Play your mashie in that fashion and you will not socket. It is a certain and immediate cure. There is no occasion to argue the point any further. Just chuck the mashie-head as the fielder chucks the ball—at a short "mashie" distance from the wicket—and you will have taken a glad farewell of socketing.

#### POINTS IN GOOD MASHIE PLAY

- (1) Do not use the mashie for a greater distance than 120 yards.
- (2) Do not scoop the ball with the mashie, but let the club-head pick the ball up as you swing it smoothly through.
- (3) Stand with the feet comfortably close and lift the club up a little way beyond the right shoulder with the right hand.
- (4) Do not pivot with the mashie. It is enough to bend the left knee in taking the club back and the right knee in bringing the club forward.
- (5) In playing a short run-up shot with the mashie hit it fair with the centre of the club and follow-through till the club-head points at the flag.



- (6) In playing short mashie shots hold the club low down near the bottom of the grip. This minimizes the danger of scuffling across the ground behind the ball.
- (7) Keep the hands close to the body in going back and coming forward.
- (8) In trying to negotiate a "stymie" by jumping over an opponent's ball, draw the mashie gently along the surface of the green as if it were a putter.
- (9) Mashie shots played at distances from 80 to 120 yards should be boldly "banged" into the air.
- (10) The ball should have almost dropped before you raise your head to see where it has gone.
- (11) Playing the mashie for an ordinary cut shot, the hands should not turn either in going back or in coming forward, and at the finish of the shot the back of the left hand should face the flag.
- (12) Playing a cut shot over any high intervening object or steep bunker, a high wall or a tree, the club should be swung well out to the right away from the body, and then drawn sharply across the ball. In this case the ball rises almost perpendicularly. Keep the left foot well back.

- (13) According to the position in which the ball lies the cut shot may be played in this way either by the mashie, the mashie-niblick or the niblick.

### THE MASHIE-NIBLICK

The mashie-niblick has a heavier head and still more set-back face than the mashie. Its function is to pick the ball out of difficult lies and, at the same time, get, where desired, a certain amount of distance.

It is wrong to use the mashie-niblick when the ball lies clear enough for a mashie. Many players make this mistake. They try to play the mashie-niblick as the mashie should be played. The majority of their shots go wrong.

If I were asked to name the iron club with which I would most reluctantly part it would be the mashie-niblick. This being a sturdier club than the mashie, is more capable of picking the ball up from long grass or any sort of very bad lie.

As with the mashie, there must be no pivoting with the mashie-niblick. The distance asked for of this club may be anything between 30 and 80 yards. Some players may use it for greater distances, but it is best not to ask too much of any club.

### **The Stance for the Mashie-Niblick**

The feet should be firmly planted, hardly more than a foot apart, and while the knees bend as the club is being swung, they should not bend very much. The mashie-niblick shot must be played in a firm, smashing manner and care must be taken to throw the club-head clean under the ball. Don't "quit" the shot, but play it boldly.

### **The Grip for the Mashie-Niblick**

I grip the club well down the shaft and direct the shot firmly with the right hand; but not stiffly. In both mashie and mashie-niblick shots I bring the hands down the club according to the distance to the green. The little chip shots, with either of these clubs, should certainly be played with the hands well down the shaft. If you have not experimented with this, the usefulness of it will become apparent on trial.

If you lift your head, all is over. The shot simply cannot be played if the player looks up while he is playing it.

### **Out of the Rough**

When the mashie-niblick is used to get the ball out of long grass it should be lifted

almost perpendicularly and brought down in such a way as to minimize the resistance of the grass. The club must not be taken back and brought forward along a plane because that would involve gathering the grass together between the club-head and the ball. Everything depends on lifting the club perpendicularly and bringing it straight down again with a firm, explosive punch.

### Hitting Behind the Ball

The ball itself must not be directly hit with the mashie-niblick in a bunker, grass hazard, or at any time when this club is used. The ground, or the sand, should be taken behind the ball. The weight and shape of the club-head carries it under the ball and so picks it up. There is another reason (I might almost call it an economic reason) for not hitting the ball directly with the niblick, because if you do deep gashes, or ugly scratches, will illustrate the mistake you have made.

When the mashie-niblick is played with your head well down it will be found that there is practically no run of the ball wherever it alights; even on the smooth green and preferably there. The shot must never be played slackly. The ball cannot be swept

away with a mere flick. It must be hit and banged away. Either that, or the sand behind it in a bunker must be made to rise and blow it away, so to speak.

The mashie-niblick is the club to use in such situations as when a ball has run over the green into longish grass behind or has otherwise found trouble. This shot has to be played very carefully as there are two dangers—getting out too clean and running over the green into similar trouble on the opposite side, or playing the shots so feebly that the ball still remains in the long grass.

In the act of hitting the ball with the mashie-niblick the head should be leaning over the right shoulder as the hands are thrown sharply forward. It is much easier to underdo than to overdo the mashie-niblick shot.

### **Approaching with the Mashie-Niblick**

Owing to the excessive amount of under-spin given to the ball by this very deeply set-back club, it is always best to pitch boldly for the pin, trusting that the under-spin will take effect and the ball move forward only a few feet. To play too short with the mashie-niblick generally means leaving oneself a long approach putt.

The term "approach" in golf refers to distances that bring the green within reach of any of the iron clubs. The term "short approach" denotes shots played from the neighbourhood of the green. When an "approach putt" is spoken of, the reference is to a first putt of considerable length.

The gradations of iron clubs relate to the setting-back of the head. An iron is more set-back than a cleek; a mashie is more set-back than an iron; a mashie-niblick is more set-back than a mashie; and a niblick is the most set-back of all.

I suppose the mashie-niblick is the most effective weapon in all my armoury. Observing this, players have asked me whether I had abandoned the mashie altogether. In the summer weather when the greens are fast and fiery, I suppose I give the mashie much less to do than at other times.

Naturally the mashie-niblick, being heavier and more set back than the mashie, is really intended to be played from rough or heavy lies. But I use it even on the smoothest fairways when I want to pitch to the pin with the maximum of underspin. I allow myself this license, wrongly perhaps, but, as a general principle, never use a mashie-niblick where a mashie could be employed.

It was the mashie-niblick that enabled me

to win the *News of the World* Competition, and it was the mashie-niblick, ably assisted by the putter, that gave me my entry into the semi-final at Gleneagles when I beat that great juggler, Joe Kirkwood of Australia.

I recall one shot at Gleneagles with this club that called forth from Kirkwood the exclamation, "Gee, boy, but that was a peach!" My ball lay practically unplayable among tall yellow broom. I studied the position for at least a minute; which is a long time to think over a shot. The green might be sixty or seventy yards away. Then I decided to play the shot left-handed. I had no left-handed club, but it was hopeless to take up the usual stance. Turning my mashie-niblick erect on the toe I swung freely and the ball rose high out of the broom and dropped on the green. But for that shot I should not have beaten Joe Kirkwood.

I am aware that the shot was rather freakish, but it was no fluke, and no other club in the bag would have enabled me to make it but the mashie-niblick. Had it been possible to play the ball in the usual way, the mashie-niblick would have been my club, but the shot could not have been better played with the right hand than with the left as on this occasion.

### FAULTS IN USING THE MASHIE-NIBLICK

The mashie-niblick must be gripped firmly with both hands so as to preserve control of its deep heavy head. A gentleman came to me once for a lesson exclusively devoted to the mashie-niblick. He threw a few balls on to the steep rough rising bank to the left of the green and proceeded to play the shots in every case badly. "There you are," he said. "What is the matter with me? That is how I bungle the mashie-niblick every time I take it in my hand."

#### Lifting the Head

I detected two faults immediately. He was lifting his head too soon, looking up to see the shot instead of keeping his head down to make it.

#### A Slack Grip

He was also gripping the club too slackly instead of chipping the ball firmly. I showed him how it was possible to lay the ball in every case comparatively near the hole, and, of course, I showed him how it was done. In a few minutes his lost confidence in the mashie-niblick was restored. "That will



take strokes off my game," he said as we parted.

There is absolutely nothing else to bear in mind in connection with the mashie-niblick than this keeping of the head down and gripping of the club firmly as the ball is hit.

### **"Shovelling" the Shot**

I may add that there should be no shovelling of the shot, as if the idea were to get the ball on to the middle of the face of the club and ladle it on to the green. Again, the club will do its work if you will let it.

### **Playing too Short**

Perhaps the greatest danger in the mashie-niblick shot lies in playing too short, as there should be practically no run off this club, owing to the cut that is naturally given to the ball. It is best to pitch practically up to the pin.

So long as this shot is executed in the proper way, the ball will buzz on the green in its determination not to run forward. No shot is more deserving of practice. It is sure to be called for several times in every round; and its value, when well played, can be easily seen.

## THE NIBLICK

The stodgiest and weightiest club of all is the niblick, which plays a part in the game that can be played by no other. It may be used in preference to the mashie-niblick in particularly thick grass, among weeds, or thistles, or gorse, or in any other predicaments where its big, capable set-back head enables the golfer absolutely to cut his way through to the ball.

But the niblick owes its existence mainly to the deep sand bunkers where the mashie and the mashie-niblick would be overtaxed in playing the shot. One should reckon, except in very rare circumstances, upon getting out of a bunker with the niblick in one shot. But it is well to beware of trying to get too far out, as in attempting to do this there is always very great risk of not getting out at all.

"Get out and be thankful," is indeed a good guiding principle, and should be carefully remembered.

The niblick is the giant of the bag of clubs. It is set-back almost to flatness. In addition to being thick and heavy, it may measure anything from two to three inches in diameter. The largest sizes are jocularly spoken of as frying-pans. When the ball lies so badly

that the shot cannot be played by the niblick it is indeed in an unplayable place; as for example, completely sunk in a rabbit scrape or buried among gorse.

Players endowed with exceptional shoulder power, like Edward Ray, may be able to play a shot among gorse and get the ball out by sheer strength coupled with timing. The majority of golfers, however, would pick up the ball and play another shot as near as possible to the spot where the previous shot was played, incurring the penalty of stroke and distance. That is to say, if the shot which finished among the gorse was the third shot, the next shot, after lifting the ball, would count as the fifth.

### Uses of the Niblick

The niblick is mostly used for playing out of bunkers when neither the mashie nor the mashie-niblick could be trusted to meet the case.

If a ball lies embedded in a sand bunker and the player takes his niblick, he is faced with a shot that requires care. The ball should not be hit by the niblick, but the club should be driven into the sand 2 or 3 inches behind it so deeply that the ball is exploded out.

### Stance for the Niblick

In playing out of a deep bunker both feet should be pressed firmly in the sand as the shot requires all the power you can give it. Incidentally, here it may be mentioned that the etiquette of sportsmanship enjoins upon the golfer the duty of smoothing over foot-prints or holes in the sand before he leaves the bunker.

It is very bad form to tramp deep foot-prints or cut great holes in the bunker and come away without levelling them up. Players behind might find their ball in the same bunker, and it is only fair to them that you should leave the sand as nearly as possible as you found it.

### A Steady Head

To lift the head in performing these niblick shots is absolutely fatal. The player must not concern himself with watching where the ball goes. He must be content to dislodge the ball from the bunker. If it lands on the green and stops there, all the better. But it must not be left in the bunker, if it is at all possible to "hoik" it out. Every golfer should carry a niblick as the need for it almost invariably arises at one hole or another.

### Firmness of Limb

In playing this club firmness in every limb is the great requisite. Anything resembling slackness is sure to play havoc with the shot. The sharp edge of the club might very easily delve into the ground before the ball is reached, and for that reason the niblick must be played so as to get the ball up just as the ground is struck.

The proper time to use the niblick is when no other club can be expected to make the shot.

The niblick should be lifted straight up past the right ear, and driven into the sand without any idea of following through except in the sense of sending the club-head under the ball.

### Bunker Play

The nature of the sand in a bunker must be taken into account in playing a niblick shot. So must the nature of the lie. If the bunker is a deep one with a steep face to loft over, then the explosive shot is the best.

This is accomplished by aiming 2 or 3 inches behind the ball and driving the club-head into the sand under the ball, without actually hitting the ball. (As a matter of

fact, the ball will have fallen on evil days when the edge of the niblick strikes it.)

It may happen, even in a bunker, that the ball lies fair enough to be played with a mashie. In that case, the player must use his own discretion. I have myself on many occasions used an iron, and even a baffy, out of the bunker—but a very shallow bunker, called a “pot-bunker.”

#### POINTS IN USING THE MASHIE-NIBLICK AND NIBLICK

- (1) In no circumstances pivot when using the mashie-niblick, but let the knees bend slightly. Every shot with this club must be played firmly.
- (2) When using the mashie-niblick, or the still more set-back niblick to play out of long grass, the club should be lifted almost straight up and brought straight down again to prevent the grass from getting too much in the way. The head should be leaning over the right shoulder in playing mashie-niblick or niblick shots, and the wrists should come forcibly into the stroke.
- (3) Do not be afraid to pitch up to the pin with the mashie-niblick or niblick

as, if the head has been kept well down, the ball should rise a considerable height and drop almost "dead"; like a poached egg, to use a familiar expression.

- (4) In taking the heavy niblick to play a shot out of a deep bunker the feet should be as firm as possible and the club-head driven into the sand 2 or 3 inches behind the ball which will be "exploded" out.
- (5) For all mashie, mashie-niblick or niblick shots, no matter how the ball is lying, both feet must be kept flat on the ground, and the head down with the eye fixed on the ball, or the place where the ball was, till the results of the shot are evident.
- (6) Never ask any of these clubs to perform more than its allotted task in the game.

## CHAPTER X

### THE PUTTER

**G**OOD putting can be acquired. Convince yourself of this. Trusting to luck or inspiration is hopeless.

Speaking for myself, I never putted so well as in my successful round against Joe Kirkwood, the Australian Champion, in the Gleneagles £1,000 Tournament.

I used to stab my putts, and friends often told me I should never do myself justice until I broke with that habit.

I know a lady who does not play off a short handicap, but is yet a marvellously good putter; a better putter than I am anyhow. She came to West Essex to play in a mixed two-ball foursome as my partner. Her putting enabled us to win the match against a scratch man and a good lady golfer, who, as luck would have it, putted rather indifferently that day.

After the game I suggested to my partner that she should allow me to put a grip on her putter, as I noticed that the shaft of her club



was bare. "Oh, no thank you," said the lady. "I would not think of having a grip on my putter. I feel the weight of the club-head so much better with my hands on the actual shaft. If I putt fairly well now, the reason is that I had the grip taken off some time ago when I was putting very badly."

It was a new idea to me, and you may be sure that I tried it with my own putter. The effect was instantaneous and startling. I began to see visions of great achievements in the near future. Day after day I kept on playing and practising with the gripless club and eventually convinced myself that there was something to be said for the lady's original idea. I seemed to be gaining the secret of the putting touch.

Then, as often happens in golf, something went wrong. Perhaps I was expecting too much. Anyhow, I put the grip on again and yet again took it off in the hope of regaining that brief visitation of exceptional good putting.

At the moment there is no grip on my putter, but whether there will be a grip on in a few weeks to come, remains to be seen. It was suggested to me that I should paint the end of the shaft so that it would look like having a grip on it.

This suggestion was made by an amateur

who thought the bare appearance of the shaft might be commented on by other professionals and thus cause me to become too conscious of it. I tried this, but did not like it. The top of the shaft of my putter is now perfectly naked.

I am telling you this with the idea that you might like to try it. It is not a very laborious undertaking to remove the grip or replace it, if the bare shaft should do your putting no good. I rather think, however, that you will take to the plain shaft for a time at least. Anyhow, the experiment is certainly worth a trial.

There is also this to be said, that if you should putt better for some weeks, and then go back to your old state, it is still worth your while to persevere, as it should be possible to recover the putting touch you found when you tried the experiment of dispensing with the grip.

I putted all through the Open Championship at Troon and the Gleneagles Tournament with a bare-handled putter; and the results of this change continue to be very satisfactory from my point of view.

I now swing my putter as a pendulum swings and I am convinced that this is the best way to putt. It gives a natural roll to the ball and the feeling in the hands is that you have controlled the putt.

### The Putting Green

Greens differ in size, from comparatively speaking pocket-handkerchiefs to tablecloths. On some courses it is possible to putt from very long distances off the pin, when the regulation allowance of two putts is very apt to be exceeded. For example, when an approach shot finishes on the edge of one of these large greens, the laying of the first putt so near the hole as to make the second putt, except for accidents, a certainty, is sufficiently difficult to cause the golfer no little concern.

Hence the attitudes players take up, lying down on the green to scan the lines, and then walking past the pin to look in the opposite direction, picking up every detached obstacle the eye can detect, or brushing aside, gently with the head of the club, worm-casts and the like.

When competitors meet and discuss their rounds at the close of the day, you will hear most of them tell how much better their cards would have been "if" they could have putted. The winner of any competition invariably owes his victory principally to good putting. In other respects the competitors are practically equal, but when three or four putts are taken, the score soon mounts up to very discreditable proportions.

## "Touch"

Days before we set out for a competition or tournament in some other part of the country, you will find us practising putting, in the hope of finding "touch." That is the word we use, and it is the right word. The difficulty of keeping a good line in putting does not trouble us. It is touch we are all looking for; that smooth tap or pendulum-like follow-through of the putter which keeps the ball in the right line, and avoids a twisting motion that causes the ball to turn aside on striking the edge of the hole or before it reaches there.

I think it would be possible to write down a list of the names of twenty potential Open Champions, if they could putt their best on such nerve-testing occasions. We all have our off-days, too often, I am afraid. I think I have experimented with every known description of putter, and with most of the styles adopted by leading players. In my opinion, Ted Ray, George Duncan, and James Sherlock are the best putters among us. Ray's touch is wonderful. Despite the fact that he consistently drives extremely long balls and recovers from difficult positions better than anybody, partly on account of his great strength, I am yet of the opinion

that it is his deadly putting which keeps him among the three or four men at the top.

It is a treat to see Ray coaxing the ball up to the hole, by firm, natural putting. He carefully examines the line, to be sure, but seems to play his approach putts in the knowledge that they will either go down or finish close to the hole. Ray's style of putting has the merit of being easily copied. He stands to suit the putt required. There does not seem to be anything difficult about it. But it is given to very few to have such sensitive hands.

Duncan's putting, like everything else about his game, is quick and confident. He seems to have no need to go through all the preliminaries of examining the line to the hole. I suppose it is because his quick eye takes in more at a glance than the eyes of others do. Up he steps briskly to the ball, looks an instant at the flag and then makes his putt like a man who objects to take any notice of such things as small brown leaves, pieces of twigs, or loose grasses. I also suspect him of reasoning with himself that too much finicking is very apt to result in timidity. Duncan putts boldly, and generally gives the hole a chance, on the principle of "Never up, never in." Ouimet, the great American amateur, is almost as

quick as Duncan. He is a beautiful pendulum putter.

Sherlock is not one of the long drivers. He has a good length, and keeps a very straight ball. But it is his putting that maintains his position in the best company. Years ago, there was no putter like him. To-day there are few better. Nobody so seldom misses one of those terrorizing three- or four-foot putts as Sherlock. There is a beautiful smooth movement of his flexible wrists as he clicks his putts, letting the ball roll onwards as a ball should, not skidding or screwing it along.

The Americans say that putting is everything, speaking, of course, in a general way of front rank golfers. It is when they reach the green that they are seen at their keenest. They never forget that strokes can be dropped or picked up more easily on the greens than anywhere else. For hours at a time they can be seen practising putting, and leaving the rest of the game to look after itself.

### Stance for Putting

All my golf shots are made with the square stance. The only difference is that I bring my feet gradually closer with the

rest of the clubs used after driving. At putting, too, I stand square, bringing my heels together and turning out the toe of each foot at an angle of 45 degrees.

If you ask me whether I putt off the right or left leg, I must answer that I do neither of those things, but putt without bending either leg or pressing more upon one foot than another. After trying dozens of styles, this is the one that brings about the best results for me. Should I go off my putting, I do not blame my stance; I blame myself, and my nerves in particular. The only time I ever feel anything like funk is on the greens, but I cannot tell you why this should be so.

### The Putting Mood

The fact that a man hardly misses any putts one day and putts as badly as possible the next, using the same stance and the same style, so far as can be detected, on each occasion, proves that there is a putting mood. I am so certain of this that I sincerely wish that I could discover what this mood is made of, and how to find it when wanted. I fancy the nearest approach to it is seen in the cocksureness of a person taking a putter in hand for the first time,

seeing no difficulty in trundling the ball from any part of the green up to, or nearly up to, the hole.

### Confidence

You have seen non-golfers do this sort of thing no doubt, and you have heard them laugh at what to them seems to be one part of golf with absolutely nothing in it. After years of play, with a recollection of putts missed which should have been holed, the golfer invariably becomes the victim of nervous uncertainty which makes the putt more tantalizing than any other shot in the round.

If I could inspire you with confidence at putting, or even prevail upon you to create for yourself a sort of artificial confidence, I think I should have done you a really good turn. I often wish I could do a similar turn to myself.

### Judgment

There is another aspect of putting, which relates rather to the best policy in putting. If you follow the principle of giving the hole a chance by being up with your approach putt, you may sometimes find the ball



dangerously far past the pin, especially where the ground falls away.

Every rule has a justifiable exception now and then. In a case like that, your judgment would direct you to play short. There again, however, the risk of playing too short would confront you. There are brains wanted here.

It would depend upon the extent to which you can make your hands do as your brain directs, whether the ball finishes near to, or far from, the hole. The danger of playing short is that one is very apt to go, as we say "not half-way," meaning that the fear of going too far has crippled the putt. One must take his courage in both hands in such situations.

### Concentration

Suppose the hole to be as big as a wash-tub, you would at least go for it with greater confidence. There would be no lamentably short putts in that case. So if your concentration were equal to the situation, you would be able to keep the washtub idea firmly in the mind. Where very short putts are concerned the washtub does not apply. You must reckon with the hole as a tankard and somehow get into it.

## USING THE IRON



THE STANCE.

The hands are a little behind the club head, and the feet are closer together and nearer to the ball than when playing with wooden clubs.

## USING THE IRON



TOP OF SWING.

The wrinkling of left shoe shows that the ball of the left foot is gripping the ground firmly.

### The Follow-Through

As in practically every other golf shot the follow-through applies to putting. The head of the club must be made to swing in a straight line for the hole.

### The "Pendulum" Putt

The pendulum theory has a great vogue to-day. It is probably as old as the game itself, but in recent years the Americans have brought it into prominence. When the ball is struck as a pendulum swings, it leaves the club at a nice revolving, even pace. For a solid hour daily I practised putting on this principle with gratifying success at all distances, causing me to say to myself that I should become a pendulum putter.

### The "Pat Putt"

A little later, on the same green, and in similar weather conditions, I experimented with what I call the "pat putt"—a shortened follow-through in a straight line which looks very much like a stab, but is really not a stab.

I putted almost as well as I had done

before, and the only resolution I could come to was to fall back upon the one if I should chance to be off the other. That was the only way I could see out of my dilemma.

### The "Crouch"

On a South of England course, recently, my attention was called to a gentleman, reputed to be the best putter in the club. His fellow-members could not imagine a better putter anywhere.

They called him "The Croucher," and his putting attitude deserved the description. He gripped his putter hardly more than a foot from the club-head, and almost got upon his knees for every putt. I made a point afterwards of speaking to him about his style.

I was not surprised to hear that he had made a special study of putting, and that he had tried every method, with the result that nothing could shake him regarding the deadliness of his crouch. One reason he gave in favour of it was that when he got down to his work in that manner he could see nothing but the line to the hole. The rest of the green or the feet of players and caddies completely disappeared from view.

In short, he had simplified putting, in his opinion, to the utmost extent.

To my suggestion that he might just as well have a putter two feet long, he replied that it might get lost in the bag and that—which was the most weighty reason—he would then lose the balance of the shaft.

I asked him if he experienced anything in the nature of dizziness after putting like that. He said he sometimes wondered if that were not the only drawback to his crouch. And so I left him in the blessed condition of mind that he had discovered for himself a perfect style of putting.

I tried to imitate his crouch some days afterwards, and got along quite well with it, but I should never have the courage to go through these contortions in the presence of brother professionals.

To sum up, I should say that the further one gets from eccentricities in putting, the better. An easy, natural style will, I think, pay best on all occasions and whatever be the conditions of the greens.

The rest belongs to somewhere in the region of concentration, confidence and courage. The best of all putts in the end is the bold putt, that is dispatched with definite orders either to disappear in the hole or stop within easy distance of it.

## POINTS ON PUTTING

There are as many ways of putting as there are shapes of putters, but the best directions I can give you are the following:—

- (1) Stand square above the ball with the heels together and the toes turned out.
- (2) Do not waste much time taking the line of the putt as that admits an element of doubt.
- (3) Swing the club-head gently backwards and think of a pendulum while you are doing so.
- (4) Bring the club-head smoothly through without any idea of stopping it at the ball.
- (5) Do not tap your putt, but sweep the ball away, keeping the wrists as slack as if you were merely swinging the hands.
- (6) Do not turn the head to watch the progress of the ball until the putter has stopped in its swing.
- (7) The habit of lifting the head is just about as bad in putting as it is in making any other shot.
- (8) Always putt in the hope of holing out, no matter what length the putt may be.

- (9) Do not let yourself form the habit of putting short. It is better to pass the pin and give the hole a chance.
- (10) An exception to this might be made in the case of a hole cut on a rising part of the green that slopes quickly away beyond the pin. Playing short might be advisable then.
- (11) If you have a favourite putter, however old-fashioned it may be, do not exchange it for, or experiment with, any of the new-fangled putters.
- (12) Practise putting patiently and persistently; for there is hardly any limit to its importance.



## CHAPTER XI

### COMMON FAULTS IN GOLF: THEIR CAUSES AND CURES

#### The Wrong Stance

I HAVE cured many defaulters on the spot by simply altering their stance—always a fundamental question in golf. For my own part, I use the same stance for every club, except that I bring the feet gradually nearer, as the required shot shortens, even till I come to the putt, when both heels touch, and a straight line could be drawn across the toes to the pin.

Many good golfers place the left foot 3 or 4 inches behind the right foot. That is not the stance I recommend. I see in it the danger of the left foot turning outwards in the act of making a full swing, whereupon the shot lacks "pep," and there is a tendency for the club-head to travel inwards across the body, instead of straight outwards as it should.

### Loss of Length in Driving

Not only is better direction obtained by the square stance, but I think greater length is also gained.

If your driving has gone wrong and your length is greatly curtailed, try this rather-more-than-square stance, by putting the left foot an inch or two forward. You may be agreeably surprised with the result. No matter what shot I employ, whether with brassie, spoon, iron, mashie, mashie-niblick, or niblick, I still stand in this way, though, as I have said, the feet are brought closer for the iron shots than for the wooden shots, until they touch at putting.

In endeavouring to add extra length the beginner should remember that it is the length of the back-swing that affects the carry of a ball, far more than does additional force put into the "hit." In approach shots it should also be borne in mind that the length of back swing regulates the distance of the shot.

### Pulling

I wonder how many thousand golfers in the world are at this moment bemoaning the fact that they have contracted the bad

habit of pulling or of slicing. We all get a touch of these complaints now and again.

Nine times in ten pulling will be found to be due to taking the club back too far out from the body and then bringing the hands across the body after hitting the ball. The cure is to bring the hands inwards towards the body in going back and throwing the hands forward as the shot is made. This keeps the ball on the straight.

The wrong sort of "pull" shot is one which starts off immediately going away to the left into trouble. The surest and simplest cure is, as I have indicated, to stand square and, instead of taking the club back away from the body, bring the club inwards, gradually, the moment it leaves the back of the ball.

Pulling may also often be caused by stiffening the right leg as the right shoulder tries to come through—but cannot get through in consequence—when the ball is being struck.

The cure for this is to let the right hip come through along with the right shoulder. In this way the club can be sent straight forward through the ball. Stiffening the right leg after the club has come down cannot but strike you as a ridiculous thing to do.

Another cause of pulling is the loosening

of the grip of the right hand at the moment the club-head strikes the ball, or it may be the result of the right wrist getting over the top of the club. The cures for these latter faults are obvious.

### Slicing

Now, then, we come to slicing, the commonest trouble from which golfers suffer, and even more serious than pulling. Slicing is generally caused by keeping the left leg stiff after the ball is hit.

There is one never-failing cure—bend the right knee on coming to the ball and so let the club-head go on in a straight line, as far as the arms will permit it, over the spot where the ball lay. But do not push the hands forward. Swing them. The club-head cannot then turn outwards as it does when the shot is sliced. Neither is the ball likely to glance to the right off the club-head. Be sure also not to let the hands get in front of the club, as in that case any evil thing may happen.

If, on the downward swing, the arms are pulled in across the body, the result will again be a sliced shot. Standing too near the ball will also produce a slice.

Another great cause of slicing is bringing

the right hip round and keeping the right shoulder back. In other words, as a pull goes to the left and a slice to the right, the causes are the exact contrary of each other.

To remedy slicing the shoulders must be swung evenly round as the follow-through is being executed.

### Intentional Pulling and Slicing

As to pulling or slicing deliberately, according to the direction of the wind or to avoid a clump of trees, I advise leaving those highly-skilled shots alone. It is astonishing how very little effect a cross-wind, blowing from either side, has upon a truly driven ball that has been propelled from the centre of the club-face in the direction of the flag.

### Heeling

It can be easily understood that "heeling"—hitting the ball with the heel of the club—has its origin in standing too near the ball or pushing the hands out as the club-head comes to the ball.

The cure for this is to make sure that the ball is first addressed with the centre of the club, which is then brought into the same position when the blow is dealt.

The distance at which one stands from the ball should be regulated by the feeling that the arms are neither stretched nor cramped.

### Skying

Skying is a fault which is easily overcome, none more so. The ball is lifted too high when the club is brought up abruptly in taking it back and abruptly after the ball has been hit. Sometimes this error is so accentuated with the driver off the tee that the shot is ridiculously shortened, like a sort of mashie shot.

Teeing the ball too high is another cause of skying, as then the club may come through so much under the ball that the shot is "spooned" up instead of being swept away with a low rising flight.

To avoid skying it is only necessary to tee low and throw the left arm well back for the upward swing and to bring the right arm well through after contact with the ball.

### Topping

Topping is a very common fault, but though the cause is a very simple one it is not so easily got rid of. When a shot

is topped the player has lifted his head and shoulders; possibly also risen upon his toes at the beginning of the swing. The natural result is to come down upon the top of the ball, as the original position he took when the ball was addressed has been altered.

This "lifting" habit clings hard when once formed. The cure is to stand firm and easy and fix the gaze on the back of the ball till the shot is made, making sure that there is no heaving of the shoulders during the swing.

### Pressing

I need hardly remind you of that prevalent evil known as pressing. Golfers talk a lot about this, and I often wonder whether they know what they are talking about. A good player may press with all his might without any disastrous consequences. But pressing in his case is not the sort of pressing which the majority of golfers know to their cost to be bad.

The good golfer times the shot none the less accurately, keeping the hands in their proper place behind the club-head, and so only imparting additional speed to the swing, which is yet consistent with perfect timing. You, most probably, press the hands forward

too far, and half drag the club-head to the ball. In that case your effort has been misapplied and things go very far wrong indeed.

### Loss of "Touch"

There is "touch" in golf as in all other games. Touch comes with timing, and without timing all sense of touch departs. Golf then becomes a labour, instead of a game. Presently you will be all out of tune with yourself, as if the club and ball were fighting against you.

Small wonder things go wrong then. Get back to the easy swing, let your wrists and forearms act fluently. Things that have been going wrong will now begin to go right, and your game will improve as the round proceeds, unless you make the fatal error of resuming your pressing practices.

### Forgetting the "Slow Back"

I am aware that professionals are often twitted by their pupils with going back "like lightning" after they have laid down the rule in a lesson that the club should be taken back slowly. This may be quite true, but I am willing to confess that many times I have found it necessary to remind myself



of the need for taking the club back more slowly. The professional golfer may be able to take liberties, but even he does this at some risk.

Nothing is gained by going back quickly, and it is much the better plan to go back slowly. The danger in going back quickly is that one is apt to come away from the top too hurriedly, and also to descend by a line different from the line taken with the upward swing. That is always a bad mistake.

You can go up too slowly, it is true, but the club should be swung back, not lifted, in a smooth easy manner, and the speed should be increased—as it naturally will be—gradually on its descent. At the moment of impact it will be found that the club-head attains its highest degree of speed. You must not try to accomplish this by forcing the wrists through too soon.

Here is a golden rule that will always keep you on the right road. Both in the ascent and the descent let the club lead the way, with the wrists in readiness to impart power at the bottom of the swing. There must be no lurching, or lunging, but a smooth swift descent behind the ball. The club-head must not be checked, but permitted to continue its course in pursuit of the ball.

It would be easy to confuse you with a

multitude of directions here. I am sure that you will be keeping quite enough in mind if you stand easily, steadily, not stiffly, and lash the club round, keeping the fore-arms and wrists moving without any deliberate tightening of the muscles.

Think rather of lashing at the ball than of hitting it. With that idea in your mind, everything should be right. Should you resort to pressing, the effect of it will invariably be to upset your balance and ruin the shot.

In the full swing the ball should be seen over the left shoulder just before the club begins to come down.

"Show the left shoulder the ball" is a quaint saying of one of my brother professionals. It contains a great element of truth.

"Show the right shoulder the place where the ball was at the finish of the swing" would be a good idea to keep in mind. This will also serve to prevent the lifting of the head.

A common error in taking the club back is that of raising the left arm and pushing forward the left elbow in such a way as to hide the ball altogether at the top of the swing. I had myself photographed making a shot in this way.

### Ignoring the "Straight Left Arm"

If there is a "cure all" for the ills that golf is heir to, it is the straight left arm in the back swing. This is the first thing to learn and the one thing never to forget.

I have known despairing golfers come on their game instantly, on having their attention called to their neglect of this first movement in golf.

Try to think out its value for yourself, while I talk to you about it. Nothing is more easily appreciated. It is pre-eminently the most reasonable thing to do.

The club must come at the ball from behind—not from above. Only when this is done does the "follow-through" become possible.

But a "straight" left need not be a "stiff" left. It is just here that error creeps in. You may have noticed that Arthur Havers, the Open Champion, recently stated in an interview that he had for some time been taking the club back straight, but too stiffly, with his left hand. On correcting this, he won the championship and the Gleneagles Tournament.

A certain amount of play must still be kept in taking back the left arm, so that the elbow bends, as an elbow should, as one

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USING THE IRON



THE RISE AND FALL OF THE HEELS.

Showing the iron club coming to the ball. The right heel is just off the ground as the left heel has come down. This picture was a pose to illustrate the rising and falling of the heels.

## USING THE IRON



FINISH OF FULL SHOT.

Both knees are bending in exactly the same way as in a full shot with the driver.

begins to swing the club over the right shoulder into the horizontal position of readiness to whip it round for the down swing.

Some golfers, notably Arnaud Massey, the great French professional, and ex-Open Champion and Harry Vardon, six times champion, throw the club well out behind in bringing it down. Their object in doing this is to come at the ball on a level plane 2 or 3 feet before the moment of impact. To come down on the ball would be obviously absurd, as that movement would tend to fell the ball instead of sweeping it away.

Stiffness has little or no part in the art of golf, no matter what may be the shot you are making, and no matter what club you are using. An excellent rule is to grip the club firmly with the left hand and lightly with the right hand in the back swing. The right hand will close automatically when the ball is reached. There is no reason to tighten it consciously.

At the top of the swing the weight of the body should be thrown on the right leg to secure a striking attitude for the making of the shot. The hands should be allowed to fall into position before the club is hurried away on the downward swing.

If the right leg is tightened to the stiffness of a post, there is great danger of jerking in starting to bend it again ; for the right knee must bend as the club-head nears the ball, just as the left knee bends as the club-head leaves the ball after the address.

### Faulty Pivoting

Pivoting is a fundamental principle of golf. Try and make a shot without it, and you will at once realize how indispensable pivoting is. The underlying idea is to facilitate the twisting of the body for the follow-through.

Herein lies the art of golf ; that the player shall pivot and time his shot, bringing the hands and the shoulders simultaneously to the ball.

Pivoting must not, however, be done so loosely that the body winds out of control. It must be felt all the time that the left foot is holding the ground firmly enough to maintain its position when the downward part of the swing attains its greatest speed.

If the left toe is permitted to turn outwards—slipping, so to speak—the pivoting has been overdone, and the shot cannot be a straight one. There is also, however, the danger of tightening the left leg too much

in the determination to prevent the left foot from leaving its original position.

Pivoting should not be done deliberately so much as naturally and incidentally to the swing. Take a club in your hand without thinking at all of pivoting. Swing it round your neck and you will find how natural pivoting is. It is only when a player is pressing for a long shot that his natural pivoting is apt to go wrong.

If the right leg is tightened and the body made to turn round the right hip in taking the club back, it will be found that pivoting happens as a consequence. But there cannot be proper pivoting if the body is swayed backwards. Pivoting presupposes that the body is turning round in its original position for the upward swing, and coming round again without any swaying for the downward swing.

The Americans pivot without much lifting of the left heel. But they lift it all the same and grip the ground firmly with the ball of the left foot. Without this, the swing must wobble. It is absolutely necessary to maintain a perfect poise.

Rising too much on the toes is fatal, as the feet are thus very apt to slip out of position, when the ball will generally glance into the rough on the right.



Harry Vardon has a habit of working the nails of his left shoe well into the turf before beginning to swing. This is done to make sure of holding firmly to the ground in the act of pivoting.

As each shot is finished, with whatever club, the left foot should come down into its original position. If a player whitened the sole of his shoe and stood on a plastic black ground, the left foot-print should scarcely be expanded after the shot is made.

Some golfers chalk the face of their clubs to see exactly how they are coming to the ball. The beginner might find this device quite helpful.

To sum up, on the subject of pivoting, it must be borne in mind that while driving is impossible without it, there exists great danger in over-doing it. The left heel should rise only very slightly off the ground during the backward swing.

It is necessary to feel the left foot gripping the ground until the ball has been swept away. But this "gripping" must not be accompanied by a stiffening of the left leg. Beware of this. And also beware of bending the left knee outwards, away from the body. It should be bent towards the right leg.

Any golfer of ordinary suppleness can

make a fairly full swing with the driver without getting on his left toe in taking the club back.

### An Unsteady Head

Lifting the head in making a shot with any club is the commonest of golfing errors. The beginner is apt to do this as he takes the club back. He usually rises on his toes at the same time and produces such a comical picture that, were he to see himself in the mirror, he would laugh.

When the head is moved backwards in making the upward swing, the turning of the shoulders can only be very incompletely performed, and it becomes impossible to bring the left shoulder over the ball.

The inevitable consequence of moving the head in this way is to lurch at the ball. In almost every case the effect will be that the club-head strikes the ground behind the ball instead of the ball being swept cleanly away, as when the player keeps his head still.

I always impress upon pupils, who find it difficult to keep their heads still, that they should look closely at the back of the ball—the side nearest them. This simple device goes far to steady a wandering head.

Another steadying device is to grip the ground firmly with the ball of the left foot and to bend the knee inwards, as the club is taken back. Think also of the left shoulder coming round under the chin as if the head were on a swivel. The hopelessness of playing any shot whatever in golf without keeping the head steady should also be borne in mind.

The head should be kept on the same level all through the shot. In no other way can the ball be hit as intended when you were addressing it. Lifting the head alters the whole position. The ball might just as well not have been addressed. I went to the trouble of having myself photographed making a shot in this manner and the picture tells its own tale.

Suppose you stood under a flat board smeared with wet paint; and suppose yourself to be wearing a white cap that just misses the board above your head by half an inch as you stand addressing the ball. Should there be any sign of paint on the top of the cap after the shot, it will prove that you have lifted your head. Further proof will be found in the fact that the shot is a bad one.

Think of some of Joe Kirkwood's trick shots, such as driving the ball off the top of

a watch without cracking or scratching the glass, and you will understand what is meant by keeping the head steady and on the same level.

Swaying the head—even on the same level—is also bad; almost as bad as lifting the head. Few can do this without, in some measure, spoiling the timing and accuracy of the shot.

In plain terms, the head must be kept still—not rigidly but comfortably still, till the ball has been dispatched. What happens after that cannot matter much. The head of the club and the ball are not long together. Yet everything depends upon how and when they meet.

### **Loss of Balance and Timing**

In every ball game, and particularly in golf, balance is of the greatest importance. You know this to be true and may think it wasting words, on my part, to call attention to anything so obvious. But the best of us need to be reminded of this from time to time. If I were asked to summarize golf in one word, I should undoubtedly choose the word "Timing."

Without perfect balance there can be no perfect timing, and without perfect timing golf

becomes the most tantalizing of all games, as bad shot follows bad shot with exasperating persistence.

Haste and nervousness are the enemies of balance and timing. All the movements then become uneven and jerky; the essential grace of good golf is gone.

The way to recover lost balance and lost timing is to take things easy till your poise is restored; and even after that, for the best golf is always played with comparative ease. I have made two drives, hitting as hard as I could in the one case and with swift ease in the other. Both were long shots and the easy one kept the better line, in addition to costing me no expenditure of energy.

It is a great matter in a round of golf, which extends to four miles and takes two hours, that the player should acquire the secret of playing his best golf with the least effort.

Feel as you swing that "all of you," so to speak, is coming smoothly together into the shot: feet, knees, shoulders, wrists, hands and club moving with unbroken rhythm.

This happy combination is impossible when the golfer is half-blind with haste or nervous dread that the shot will be botched. In these circumstances you may be quite

sure that it will be botched all right.

I have often relieved the distress of players whose game had gone to pieces by impressing on them the need for timing and showing them, as far as I could, how this great virtue is acquired.

What is timing? That question is more easily asked than answered.

Timing, I should say, is the harmonious blending of mind and muscles that brings the head of the club, no matter what club, to the ball at the most effective moment, when the best results are obtained by a minimum of conscious effort.

The golfer knows when he has perfectly timed any shot. His sensations are very agreeable then, and in the case of players who have not formed the timing habit, shots made in this harmonious way are generally followed by some such remark as this: "I scarcely felt the club-head meet the ball. What would I not give to be able to play all my shots in this way!"

In your attempt to recover the lost art of timing, or to improve what little timing you have, I should advise you to take things very easily and work out your salvation by slow and sure degrees. Do not strive for length. Let length come when timing brings it.

### Choosing the Wrong Club

Things very often go wrong by choosing the wrong club through the fairways. An excellent rule is not to under-club yourself, because if you do, the danger of pressing stares you in the face. The fact that an opponent has played a long mashie shot to the green should not induce you to attempt the same, if you know that, in order to reach the green with the mashie, a very unusual effort will be required of you. Without a moment's hesitation, should the lie permit, take your mid-iron and get there comfortably.

Suppose you act otherwise and attempt the well-nigh impossible mashie shot, landing your ball in a bunker, such poor judgment will lead you to mutter, or even to utter, very uncomplimentary things about yourself. From that point on for some little time you may feel so rattled that things will go all wrong, solely because of that ill-advised mashie shot which cost you the hole or several strokes.

### An Unsuitable Set of Clubs

When a "patient" comes for treatment, telling me that he cannot live up to his handi-

cap or anything like it, and that unless I can do something for him, he must make the humiliating appeal to the Committee to have his handicap raised, I frequently ask him to turn out his clubs that I may examine them.

They may be very good clubs, yet I may find fault with them as badly suited to him or her, as the case may be.

I never like to see a bagful of clubs with a number of different makers' names on them. As a rule, in that case, they lack uniformity and harmony of structure, if I may so speak. Their "lies" and lengths may be all in and out; the grips may be all different. Altogether the collection places me in the awkward position of being unwilling to say what I think about them, while knowing well that some part of the "patient's" trouble is traceable to his scratch lot of clubs.

More serious still, they may be too heavy or too light. I have done pupils some good by lengthening their clubs an inch or two, when, after watching them swinging, they seemed likely to benefit by this. Perhaps nature has given them very short arms, and of course a person with short arms needs longer clubs than a person with long arms. Better 2 or 3 inches on the length of the arm



than 2 or 3 inches on the length of the club, because, in the one case the additional leverage is a live thing and, in the other case, it is not. Longer clubs, on the other hand, require more careful manipulation as the margin of mis-direction is increased.

In the days of the gutta ball, golfers of all statures used what were called fishing-rod clubs; long, whippy shafts that were lashed round the head in a manner that would seem positively wild to-day, when stiff shafts are favoured by nearly all the leading players.

Still, when things are going wrong, it is well to make experiments; similarly, faults must be discovered and overcome by the adoption of better methods, when one's golf has reached a stationary condition, making progress apparently hopeless.

## CHAPTER XII

### SOME DIFFICULT SHOTS

#### The Hanging Lie

**T**HERE are two kinds of what are known as hanging lies. In the one case the ground rises, and in the other case the ground falls away from the ball. It is the latter that puzzles a large percentage of players. They dread being confronted with this shot; but in reality it can always be made quite well if the club-head is caused to sweep down the sloping ground exactly as it sweeps along flat ground.

An Irish champion, discussing the hanging lie with me, put forward the theory that the slope of the ground should be ignored, and the ball treated as if it were suspended from a string. "Think only of the ball," he argued, "and hit it clean. All will then go well."

Playing several brassie shots on this principle, he showed that he could practise what he preached. But it was easy to see that

the secret of his success lay in the speed with which he made the club-head chase the ball. It would be too much to expect of ordinary golfers that they should copy him in that particular.

I am not writing for champions, and consequently I do not recommend this method of manipulating the hanging lie. It takes too much for granted.

I much prefer the other and safer method, of following down the slope of the ground. In playing the shot the weight of the body should be thrown on the right foot. If the weight were thrown on the left foot the effect would be to pitch the body forward and smother the shot.

Try these experiments for yourself and you will prove that what I say is founded on practical experience. Hardly a round of golf can be played anywhere without one or more hanging lies cropping up. On seaside courses they are very common, and it is, therefore, most necessary to set one's mind at rest as to the manner in which they should be played.

### The Cupped Lie

Few golf courses are exempt from holes and indentations on the fairway, caused it

may be casually by the beasts of the field or the birds of the air. Hence arises what are called "cupped" lies.

In playing out of such positions it is well to beware of cutting the ball by bringing the club down on the top of it with the idea of jabbing it out.

There are degrees of cupped lies when a careful selection must be made of the club to use; and it may be said that there is a club for every kind of cup, except those deep holes sometimes met with in the form of rabbit scrapes. Then, of course, the ball must be treated as unplayable.

Local rules occasionally permit this to be done without penalty. And there hardly seems to me to be any reason why any penalty stroke should be imposed when the player is the victim of an accident such as this.

A slightly cupped lie may permit of taking the spoon. In that case do not dig at the shot, but sweep along the ground with what is called a "lower hit through," without any jerking. Keep the left foot fairly flat and very firm. When properly played the ball is picked up by the wooden club-head and driven forward in a surprising way.

But, I repeat, there must be no digging or stabbing; and the left foot must on no account be allowed to turn outwards till

you have absolutely finished with the ball.

According to the depth of the cup, the iron, mashie, mashie-niblick, or niblick may be required. These clubs must be gripped firmly with both hands. Anything in the nature of slackness would result in the head of the club being turned aside.

Should the ball—as mostly happens with cupped lies—be off the fairway, it is often better to play a short shot, perhaps even at right angles, to the fairway, than to risk remaining in the rough by trying too much.

### Playing in Wind

Playing in wind is a real test of golf. Hence we often hear of "fairweather golfers" who make a sorry show against a head-wind or a cross-wind. In these conditions it is difficult to keep on the fairway. Yet the wind, unless it blows a hurricane, need not prove so terrible an enemy after all. It is astonishing how slightly a truly hit ball is affected by wind.

Golfers are often heard to remark of certain well-played shots that the wind never "touched" the ball.

A head-wind must, of course, shorten a shot however truly played, but it need not divert the ball from the straight line.

## USING THE IRON



THE "PUSH" SHOT.

Showing the stance for a "push" shot with cleek or iron. The ball is nearer the right foot than in an ordinary iron shot, and the hands are a little in front of the club head.

## MASHIE PLAY



TOP OF SWING IN FULL MASHIE SHOT.

The left heel is barely off the ground, although the knee is bent.

The cross-wind should be carefully studied in respect of its strength and its direction. Great golfers play wonderful wind shots, by the correct adjustment of feet and hands.

What is called the "wind-cheater" shot—sometimes also called playing under the wind—is made by standing with the right foot almost opposite the ball, which is then driven downwards and kept to a low flight. This is a shot of which Braid and Herd, both trained on seaside courses, gave many examples during gusty weather at the Troon championship.

Suppose the wind to be blowing from left to right, the line to take then would be ten or a dozen yards to the left of the flag, trusting the wind to bring the ball round to the middle of the course.

Care must be taken not to cut across the ball, causing it to spin in the air. In that case it might "birl" off to the rough on the right.

It is not safe to try any juggling with the wind. Only champions can juggle and even they know well the risks taken in trying "fancy" shots. In calm or windy weather it is possible so truly to hit a golf ball that it will run forwards instead of sideways on striking the ground.



## CHAPTER XIII

### WHAT THE CAMERA SHOWS

**P**ROFESSIONALS are often told that they do not actually play shots as they represent themselves playing them when posing for the camera. There may be some truth in this charge, because one naturally wants to be seen at his best in a picture. But it is still true that our best shots are those that look best when photographed.

The camera is a truthful observer. It never conceals our defects. I have seen pictures of myself that did not please me, and I have seen pictures that astonished me in the opposite sense, but whatever the camera shows, there is no getting away from the fact that one's best shots with any club are executed in obedience to certain fixed laws.

#### The Value of Photographs

When I was approached regarding this book, I hesitated for some time and then consented on the understanding that I should be per-

mitted to take an extensive series of pictures which would convey to the reader, better than words can, my meaning. At the same time, if I had you standing by me now I feel sure that, without the help of pictures, I could make you understand what I have in mind when I tell you to do this or that.

It has often occurred to me that a book on golf showing learners or others who have played for years and desire to play better, exactly how they make their shots, might be very helpful.

With this object, I put the photographer to a lot of trouble in bringing his camera to bear upon the mistakes made by the average golfer, because I felt that if you and the rest of you could see exactly how you make your shots, it might go far to lead you from the wrong way in the direction of the right way.

Not very long ago a lady golfer came to me for a lesson bringing a camera with her. She said she wanted me to pose to her in the correct style so that she might develop the picture and thereafter try to imitate it.

That was a very good idea so far as it went, and I allowed her to take some pictures of me in a stationary position, showing rather what I should like to do than what I, perhaps, generally do.

You must understand that when one has

reached that stage in golf which dispels all fear about hitting the ball, the only thing that one thinks of—if one thinks at all—is where the ball is going. I do not as a rule ~~bother~~ my head regarding the look of the shot; I imagine myself to have long since passed the stage of curiosity in that respect; in fact, it never enters my head to consider the making of the shot from the point of view of a convincing picture.

I say to myself that the ball must be, and will be, placed on the spot which I have marked out as best for the shot that is to follow.

Good habits previously formed, in hard and patient practice, are left to look after the rest. It is just here that the value of practice comes in at golf. You form habits as well and firmly as you can; then nothing more is heard of you until one day all your best golf somehow comes into one round.

There are professionals all over the country to-day who have made records on courses other than their own, and have yet never distinguished themselves in great competitions.

When the photographer came to West Essex, with all his paraphernalia, I asked him whether it would be necessary for me to pose or whether he could take pictures of

shots while being played. He was able to assure me that the eye of his camera was quick enough to permit of my swinging the club in front of him.

After I had posed as addressing the ball I asked him to take a photograph when the club-head was coming back to the ball on the downward swing. If I performed the shot correctly, it would then be difficult to say whether the club-head were striking the ball or quietly resting behind it.

### Showing Common Mistakes

The pictures were designed to tell their own story, and I attach a special importance to those which illustrate the common mistakes made by people who go to professionals for lessons. If they could see themselves as the professional sees them, and as the camera depicts them, I think they would thereafter do all in their power to correct their errors.

This brings us back to my stock contention that golf is an art founded upon simplicity and common sense. I should like to warn people against trusting so much to their tutors that they neglect to play their own part in applying instruction. Too often—very, very much too often—do I hear this kind of thing, "I can always play the shots

in the way you tell me to play them, when you are standing by looking on ; but as soon as the lesson is over, and you are no longer here, I find myself falling back into the same old ~~bad~~ habits, without knowing how to get rid of them."

It does not need me to point out how unprofitable a golf lesson must be when its effects wear off so speedily. That is why I am always impressing upon pupils that they should not only be able to do what I tell them, when I have them in hand, but that they should clearly understand the meaning of my instructions.

The camera comes in here as a first-aid, enabling the forgetful pupil to see what he or she is in the habit of doing wrongly.

### Faulty Address

Illustrations in this book show a variety of common faults that are constantly tripping up the golfer in his game. It is wrong to address the ball with the club-head lying sideways to it instead of lying directly behind it. Some golfers do this deliberately in quest of length. They fall upon the ball in hitting it. Length may occasionally come in this way, but so will a great many badly pulled shots.

### Dropping and Raising the Shoulders

Dropping and raising the shoulders is illustrated to prove how faulty it looks. The veriest tyro would see something wrong in a picture illustrating a golfer going through this performance. There would be nothing seriously wrong with raising the shoulders in taking the club back if the shoulders could be brought down to the right extent and at the right moment every time the ball was hit. But raising the shoulders and bringing them down again is so dangerously bad as to be unanimously condemned.

One of the surest ways of making a clean shot with any club is to bring it down on the same arc as it was taken up by. Any departure from that arc throws the shot all wrong.

### Incorrect Stance

Pictures show errors in stance and the position of the arms and wrists at the top of the swing. All through this book I make a point of the importance of a square stance. To this rule there may be some exceptions in special circumstances, but in a general way it is much the most serviceable style of stance.

### Positions of the Arms and Wrists

When the arms and wrists are in their right position at the top of the full swing, with the club lying horizontally across the shoulders, it will be found that the left wrist has turned under the shaft and the head of the club is pointing to the ground.

Of all faults perhaps the most fatal is that of rising on the toes, for the player is thrown right off his balance and cannot hope to control his swing.

Time and again I have spoken of seeing the ball over the left shoulder at the top of the swing. An illustration shows a not uncommon fault, when the player has lifted his left elbow so that he could not possibly see the ball. This fault is simply remedied by keeping the left elbow in towards the body as the club is taken back.

### The "Follow-Through"

A very old device was to teach the "follow-through" by sticking two matches, or pieces of wood in the ground at a distance of ten or a dozen inches from each other in a straight line for the fairway. I am speaking now of the tee shot. The idea was to knock down both matches or sticks. That was held to afford proof of the club-head having followed

through the ball which was represented by the first match. So far so good.

I asked the photographer to fix up such a position as would enable the camera to show this shot being correctly made. But, instead of two matches or two sticks, the height of matches, I substituted two tees and proceeded to swing as if the ball were there.

What happened was that both tees were partially demolished, as the club-head swept forward a foot or more. That was very satisfactory, and would have proved, if a pupil had played the shot, that some progress had been made.

Yet there is no saying what would have happened if the two tees had been removed and the ball put down to be hit in the ordinary way. There is something about the golf ball to the average golfer, that fills him with fear as he proceeds to drive it. Hence the common saying, "I can always swing well enough when there is no ball there."

### The Value of Confidence

When I ask a pupil to hit a daisy, he hits it, and takes its head off quite cleanly. I then place a ball where the daisy had been, and I suppose the brain takes a very different view of the situation, because I can suddenly



see a serious difference between the swing at the daisy and the swing at the ball.

A professional is no more concerned about hitting a ball than hitting the daisy or a tee with no ball on it. He just swings the club in the same way, unconcernedly.

One of my predecessors at West Essex well-known in the golfing world years ago was Alf Toogood. I have been told by old members that Toogood would demonstrate the correct swing by addressing the ball with his eyes open and then driving it with his eyes shut, keeping his memory on the place where the ball lay and taking care to make the swing as it should be made, avoiding all swaying of the body or lifting of the head.

Not very long ago a professional golfer played a whole round on a Surrey course, dropping a mask over his face at every shot after the ball had been addressed; and if I remember rightly, his score was equal to the bogey of the course.

When a learner takes his first shot at a golf ball he may miss the ball altogether. As a case in point, I invited the gentleman who took the pictures in this book, confessing that he had never tried golf in his life, to tee up a ball and drive it.

I gave him a light club, thinking that would be to his advantage, inasmuch as he would

not be so likely to thump the ground. I then offered him a bet—which he did not take—that he would miss the ball altogether. He seemed surprised that such a thing should be possible and smiled at my presumption.

What did he do then? He lifted the club in the air, perpendicularly above his right shoulder and pulled his head up 4 or 5 inches, getting on his toes to do so. I could see that my bet would have been quite safe, had he taken it.

With a mighty swoop he came at the ball, no doubt with the intention of driving it several hundred yards. The expression on his face was comical to see, when he missed it altogether by 3 or 4 inches; and proceeded to do the same thing several more times, till eventually his brain came to the rescue and he dislodged the ball off the tee 7 or 8 yards, having expended and wasted all the energy of which a more than normally strong man was capable. I wished I had been able to manipulate his camera, and show him playing the game of golf as it should not be played.

### **The Wrong Way to "Follow-Through"**

Reverting to the device of two tees as a means of teaching the follow-through shot,

I asked the photographer to take a picture of me following through in the wrong way ; but following through, none the less.

I shot forward both arms and made sure that the club-head kept in a straight line, knocking down both tees, while I pulled back my head and shoulders and brought the club upwards instead of making it continue to go forward. The picture of this shot illustrates my meaning.

But it does not disclose my object. That was to show that there is a very wrong way of following through. And here we are at the crux of a great point in golf. Not even the veriest tyro could look on the illustrations of this shot without smiling at its awkwardness, notwithstanding the levelling of the two tees placed in a line. .

Nothing good can result from a shot played in this way, and you would be surprised how many times this sort of shot, perhaps not to such a degree, is made by average players when off their game.

As I have again and again persisted and always drum into the minds of pupils, the game of golf does not permit of the slightest errors. If the ball is correctly hit it will travel correctly, a greater or less distance, according to the force with which it is struck.

### Lifting the Head

I know an amateur golfer who plays off scratch in his local club and attributes his success to the fact that he never concerns himself at all with the flight of the ball after he has made the shot. He leaves that entirely to his caddie and simply declines to play a round without a caddie, lest he should develop the habit of lifting his head in order to watch the ball.

In this connection I could tell of playing rounds in a thick fog when the ball could not be seen three yards from the tee. I played so straight from sheer necessity that I never lost a ball and generally kept well to the fairway.

I have heard others say much the same thing. One gentleman, I remember, told me he had played round Walton Heath in fog without finding the heather as often as he usually found it under clear conditions. Fog emphasizes the need for concentration and straightness to a greater extent than at other times.

## CHAPTER XIV

### PRACTICE

**A**FTER tuition comes, or ought to come, practice—patient, persistent, persevering practice. It is dreary work, but your progress will depend very much upon it. You cannot always be playing with a professional, as he would then become a rather expensive luxury.

The thing for you to do, is to follow every lesson with an hour or so of practice, at some quiet corner of the course, where you will be in nobody's way.

Golf is one of the few games which can be played by one's-self with a certain amount of enjoyment, although a single player has no status during a round. He must give way to those who come behind him, and cannot go through those in front, unless especially invited to come on.

I am not thinking of your playing a whole round of practice. The form of solo golf that will do you most good, is to take out one club, and a number of balls, with the object

of strengthening the weaker parts of your game.

### Self-Examination

When practising alone it is well to examine shots in the making, so to speak. For instance, the position of the feet may be observed during any stage of the swing to see that everything is right. The left arm, on which so much depends, for the backward swing may be carefully scanned while one remains in a stationary position.

And so on with the other component parts of the swing for any other clubs. Practice needs patience if perfection, or something near it, is to be attained:

This examination of shots in detail may be irksome at first, but it is astonishing how soon the irksomeness wears off as one becomes familiar with the several movements and is able to co-ordinate them without any jerking.

### Driving

Perhaps you have been taking a lesson in driving. In that case, it is well to hire a caddie to go in front and gather up the balls as you drive them. Without a caddie much

of your time will be wasted looking for balls, and at the end of your practice several balls will probably be lost.

Another reason for so employing a caddie, is that it leaves you freer to attend to your work on the tees, as there is less temptation then to lift your head too soon watching the flight of the balls. This, indeed, is a good reason for employing a caddie, at all times, as the danger of lifting the head too soon becomes greater, when you must keep your eye both on the ball as you are hitting it, and after you have dispatched it.

With the professional no longer beside you to point out what you do rightly or wrongly, it becomes necessary for you to form a clear idea how each shot should be made, as every mistake causes some unsatisfactory and highly irritating result which tends to discourage you.

Before going up to the ball, take a few swings, and keep on at this form of practice until you are sure everything is going well. Then, address the ball confidently and reproduce fearlessly the swing you made a few seconds before, when you cut the head off a daisy.

Don't repeat the old saying, that you can always swing the club well when there is no ball there. That amounts to a confession

## THE SHORT GAME



THE MASHIE APPROACH.

Illustrating the correct way of playing the short mashie approach.  
The hands are well down the shaft of the club.



## BUNKER PLAY



THE EXPLOSIVE SHOT WITH NIBLICK.

Although the player knows he has got the ball well out, the head is kept rigidly down.

that you cannot swing well when a ball is there. Don't be afraid of the ball, and don't lose faith in yourself. If these things are attended to, the professional's lesson will bear fruit.

### The Short Approach

The commonest form of solo golf is mashie, or mashie-niblick practice at short distances from the hole. This is not confined to long handicap players. All golfers realize the need for a practice here; perhaps the better the golfer, the greater the need.

There is all the difference in the world between approaching the green, and approaching the pin, and the art of laying these shots dead is only acquired by constantly taking out a dozen or so balls and pitching one after another in closer and closer proximity to the flag.

It is at this part of the game that the Americans excel, and their excellence is due to nothing else but patient and persevering practice. No better effect has resulted to the golfers of this country from the visits of leading American players during the past few years, than in the example they have set to us of what can be accomplished by steady practice.

## ON THE GREENS

Practice at putting is also of first-class importance, but it is tedious and comparatively uninteresting. There is, however, one shot on the green which affords real amusement in practice. I refer to the stymie. This shot may or may not yield one day to the agitation for its abolition from golf. But it is still in the game and fortunate is the player for whom the stymie has no terrors.

The stymie is probably as old as golf. It usually arises accidentally and frequently imposes a hardship on the other player, as the idea of a stymie is that one ball lies directly between the other ball and the hole, with more than 6 inches between the two balls.

It belongs to match-play only, when one golfer is playing hole for hole against another. There are three ways of "negotiating" a stymie. You may play round it, follow through it, or jump over it.

In the case of following through, the idea is to knock the object ball out of the way over the top of the hole and put your own ball in behind it. The opponent can, of course, replace his ball to where it lay. This way of playing a stymie resembles the follow-through shot in billiards.

You should hit your own ball high, causing it to revolve vertically without any side whatever. It is not an easy shot unless the balls happen to be lying very favourably, with the object ball, for example, near the edge of the hole, and your ball only slightly more than 6 inches away.

But the most picturesque way of playing a stymie—perhaps the prettiest shot in all golf—is to make your own ball jump over the object ball into the hole. This is not done with the putter but with the mashie, which is dragged lightly along the surface of the ground in going backwards and going forwards, exactly as if it were a putter. The effect is that the resilient rubber-cored ball springs up and rises just sufficiently to hop over into the hole—that is if it is made to jump straight.

### Forming Good Habits

But you must be sure of giving the professional a chance with you, when you are engaged at this practice. For the time being, you had better forget all about the faults that sent you to the professional for correction. Think only of what he told you, and keep on doing it, however awkward it may feel at first.

You may depend on it that this awkwardness will wear off as your practice proceeds. It will tax your patience, but considerable relief will come at intervals, as you make shots such as you never made before.

When this happens you should pause and try to ascertain exactly how the good shot was made. Don't be in a hurry with the next one, but make sure of repeating the good shot. Your reward is certain if you can hold firmly to what you have acquired.

Don't say much about it to anybody, and be on your guard against undue elation. Faults that have characterized your golf for a length of time, are always lying ready at your heels to trip you up again. The longer you can keep them at a distance, the less likely will they be to recur unawares. Your bad habits will eventually be expelled from your game by the good habits formed in this way.

The first-class golfer is spoken of as playing like a machine. This mode of expression really means that he has got rid of bad habits, so that with him an occasional bad shot is only an accident.

The other extreme of golf is when the occasional good shot strikes the player as being accidental, inasmuch as it surprises him, chiefly by the ease with which he made

it. "I hardly felt myself hitting that ball," is the usual remark at such times.

It is the best possible description of a good golf shot, and if you could only grasp the meaning of it, and fully understand the manner of it, so as to be able to play the same shot again and again, then I need not tell you that your golf would have reached a very proficient stage.

### Following the Professional's Advice

Suppose after an hour of practice with the driver you find that your shots are not much longer, but are straighter and made in a more golf-like manner, that should be regarded by you as very satisfactory. You may have driven one or two unusually long balls that induced you to step them out.

Do not let these long shots excite you in the least. On going out to play a match afterwards, forget all about the long shots, and continue to swing as the professional directed you, just as when you were practising. The long shots will come no other way, and will come still oftener as you follow the professional's directions.

Should your progress falter, and things go wrong again, don't blame the professional. The blame rests with yourself. Very likely

your opponent is beating you for the moment, and in your eagerness to overtake him, you have allowed old faults to creep back into your game.

I had a pupil once who seemed to have in him the makings of a good golfer. Just as I was bringing him on finely, his business took him to live in another part of the country. He wrote telling me that he had just joined the golf club there. I advised him to play no matches for three months, but to take one or two lessons weekly with the local professional, to whom I also wrote, telling him of the promising golfer who had just joined his club.

Two years after that, my old pupil came to see me, and, looking pleased with himself, said he did not think I could give him more than half a stroke a hole. I tried to do this and he beat me. In the afternoon he accepted six strokes, and I had all my work cut out to halve the match.

I was not surprised to hear him say that he had taken lessons for longer than three months, and played solo golf all the time, until he thought of putting in three cards for a handicap. They started him at twelve and brought him down to four in six months, as he won several cups. I suppose he will be scratch now.

Here was a case of a young player who never for a moment questioned the necessity of doing as he was told by his tutor. Gifted with more than ordinary patience, and not a little natural aptitude for golf, he had determined not to allow himself to learn bad habits, which would have to be unlearned later on. The professional who taught him must have viewed his progress with real pleasure.

### Length of Practice

It is well not to tire yourself at solo practice, because when one becomes tired, shots may be badly executed solely on this account. An hour's practice is a very hard hour's work—you put in a lot of drives in that time—and the monotony is not relieved, as when you are playing a round against somebody.

Even in giving a lesson—generally supposed to be an hour's lesson—the professional will often stop and say to the pupil, "Now I think that will do. I would rather that you should keep what you seem to have got hold of, than mix your mind up with any more for the present."



## CHAPTER XV

### CONCENTRATION

FROM beginning to end the golfer constantly reminds himself, and is constantly reminded by others, of the need for keeping his eye on the ball. That is another way of saying that he must watch what he is doing, and never on any account allow his thoughts to wander from the shot he is about to play.

A natural thing to do, you say; but it is not so easy as it may seem. We all look at the ball to some extent, yet I have heard players say at the end of a game that they could not remember having actually seen the ball when in the act of hitting it at any time on the round. Of course, that is an exaggeration, but there is a good deal of truth underlying it. It proves that the game has not received anything like its due amount of attention.

When such a confession is made, you may be sure that the golf has not been good. So many other things have flitted across the

mind that the shots must have been indifferently played.

Professional golfers generally acquire by long experience, greater power of concentration than amateurs to whom the game is only a pastime. We cannot afford to have our attention divided. Hence it is that it takes a good deal to put us off, although spectators sometimes presume a little on this point, as they line up and move about while shots are being made in important competitions. The size of the crowd matters little, if only the people stand still when a stroke is being made; a moving figure is very apt to disturb the players.

I was talking about concentration to a prominent amateur golfer at St. Andrews during an open competition and he remarked how few golfers fully realized what concentration amounted to.

He said there were many degrees of concentration and told me a story to illustrate his meaning. A certain Indian professor, I think he said, who had been lecturing to his students on this subject, sent the class into a field where a number of horned oxen and other cattle were feeding. The task he set each of them was to concentrate and write a full and detailed description of an ox, as minutely as possible.

### The Power of Concentration

An hour or two afterwards the students returned to the class-room with their essays. One of them came late and stood in the doorway as if he had forgotten something. When the professor saw him there, he beckoned him to come in. "I cannot come in," said the student, "my horns won't let me." He had concentrated so hard upon the ox that he imagined he had horns himself. That is a degree of concentration to which I have never attained, and I think a little less will serve me!

You must have noticed, at some time or another, how well you have played from the edge of the rough, say, up to the pin towards the close of a game when your only chance was to lay the ball dead.

That shot should have been played equally well all the way round, or every time it presented itself, but the need may not have been so great, and therefore your concentration flagged.

### Visualizing the Shot

It is well to see a shot with the mind's eye just before making it. Say to yourself that the ball is going to rise in a certain manner

and fall at a certain spot marked out very distinctly as you are taking up your stance. Keep the mind fixed on this resolutely. Let nothing else intrude for a second. It is not a prolonged effort of concentration; the shot will soon be made; and if it is made in the way I am indicating it will be a good one, nine in every ten times.

The Americans owe their rapid advance in golf very largely to the stress they lay on concentration. I have heard it said that they overdo it, but I do not agree. Concentration is much more likely to be underdone than overdone.

I often think that George Duncan's quick movements are made possible to him because of his concentration. With nothing else in his mind but the game he is playing, and perfect confidence in himself, he can dispense with the usual preparatory shufflings of the feet in the making of a shot that most other golfers indulge in.

Sandy Herd, the most wonderful veteran golfer of the day, shows his concentration in the opposite way, by waggling his club and shifting his feet many times before letting the club go. A spectator said to Sandy once, after he had waggled and moved his feet for the space of ten or fifteen seconds, "Your feet have just come back to where they were

when you started shifting them, Sandy."

Herd's reply was: "Aye, but I didna ken then that the first stance was the richt yin." What Herd is really doing, in those lengthened addresses of his, is getting his feet and hands right for the shot—usually a good shot, too.

A Scottish friend of mine said to Herd once, "Sandy, I never saw you playing before." "Well, what do you think of me?" said Sandy. "You are very slow," said his countryman. "Aye, but I get there," replied Herd, laughing.

### How to Concentrate

I imagine I hear you saying that all this is very true, and that you have heard concentration in golf insisted upon ever since you began the game, but that you do not seem to become any more capable of it; in fact, if anything it seems rather to diminish as the troubles of the game accumulate. You would like me to prescribe some mental tonic that will enable you to acquire the necessary concentration.

I think I can meet your case. At any rate I can tell you of a plan that has worked well for others and for myself when the wool-gathering habit has been hard to shake off.

Beware of playing to the gallery, however

small that gallery may be, even if the only occupants are your opponent, yourself and your caddies, for vanity will creep into golf as into other games.

There is no greater aid to concentration than playing the game for the game's sake ; that is to say, playing every shot as it ought to be played to the best of your knowledge and ability.

When you can bring your mind down to this firm level, there will be little chance of any distracting thoughts meddling with your golf. I have known men, ordinary amateurs, who so loved the game and threw themselves so heartily into it, that they could not have told you at the close what their score was. Shot for shot they went on their way, oblivious to all the surroundings, and when the game was over they would say how much they had enjoyed it, and how much better they felt for it.

Many a man's game has suddenly cracked up, when a well-disposed spectator has told him how he stood with the other competitors in a competition. The rhythm of his round had been broken and quite spoilt by this interruption.

He was content to go on paying his respects to every shot, only concerned to play golf and leave the results to themselves, until this

conquering condition of mind received the hitch referred to.

But concentration is a subtle quality. It need not be accompanied by drawn features and clenched teeth. That would rather go to indicate that the player has not attained concentration, but is striving after it, and striving rather too physically.

I never feel that I am concentrating effectively unless I experience what might be called comfortable confidence; when everything is going right, and nothing can put me off, except the occasional accident, which I meet without getting annoyed, and immediately set about making up for with the next and succeeding shots, not straining overmuch to do this either, lest the inevitable accident should be followed by others that could have been averted by concentration and self-control.

### Talkative Opponents

There are players who make it hard for you to concentrate; jolly, talkative, story-telling fellows, who enjoy golf in their own way, and against whom it is impossible to bear any grudge, although their genial mannerisms are not conducive to the advancement of their own golf or yours. Every club

has dozens of such happy-go-lucky golfers, very likeable fellows without whom smoke-rooms and dining-rooms might become dull and dreary resorts.

But they have not yet discovered that the fun of golf, and the good of it, consist of playing it well. I am not speaking of returning wonderful scores, but only of playing nice shots, irrespective of their limitations, in the matter of length especially.

Well, if you should find yourself playing around with one of these merrymakers, the only way to maintain your concentration is to enjoy their company, instead of foolishly fretting over their talkativeness.

The Americans talk cheerily, one to the other, between their shots, but as soon as they come up to the ball the concentration tap is turned full on.

### Self-Control

"I knew I should botch that shot," says a golfer to his partner on the tee. "I was not standing rightly, I was thinking about something else, I ought to have stepped back and gone up to the tee again."

You have heard of a remark like this, perhaps made one yourself. Of course, such things should not be allowed by you to happen



on the tee, when it is in your option to place the ball where you like and otherwise make the best of the shot.

It is also in your option to do none of these things, and to regret that you did not take sufficient pains with the shot. Perhaps you could not be bothered—quite a natural feeling now and again; the sort of thing a cricketer might have said who neglects to signal to the bowler that he is not ready to play the ball, and is bowled out in consequence.

“I never get a good drive at this hole. It beats me every time. Yet there is nothing in it. I know this all the time, but for the life of me, I cannot keep out of that bunker. I think I had better practise the shot with a dozen balls some evening until I have mastered it.”

Something like this is often heard, and I have been asked by players what to do in that case. My suggestion is, mentally to measure the distance between the tee and the bunker or ditch that traps the shot. The player will say that he can easily carry twenty yards further at any other hole. I then tell him to forget the existence of the bunker or ditch and think only of the longer carry of which he speaks. As soon as the mind becomes steady in this way, the ball

## PUTTING



THE "PENDULUM" SWING.

Position for putting: heels together and toes pointing outwards. This is the best stance for the "pendulum" swing. □

## PRACTICE



THE SQUARE STANCE AND "OVERLAPPING" GRIP.

Addressing the ball with square stance. The hands are overlapped and work together as one.

will fly clean over the obstructions that gave so much needless trouble before.

A clergyman once spoke very highly of golf to me as a game that cultivated the moral qualities of self-control and concentration. He also confessed that in these respects golf very often discovered his own weaknesses.

On one occasion he was ashamed of himself. That was when, after playing a succession of bad shots, he cut a sorry figure before two grinning caddies by throwing his iron twenty yards, in a fit of temper.

"I never came so near swearing in my life," said the good man, "and I am afraid an infant oath perished on my lips." He admitted that he had not done much sermonizing about golf since.

## CHAPTER XVI

### PLAYING YOUR OWN GAME

**A** PECULIARITY of golf as compared with, say, football or cricket, is that the golfer plays his own game without any sort of interference from other players. A cricketer like Jack Hobbs might make a century in one innings and a duck in another. He has a whole field of eleven players against him, notably the bowler, who might beat him at any moment, perhaps with the very first ball he delivers, either scattering his wicket or getting him caught out.

A great footballer may be so pressed and closely watched by the opposing side that he fails to score a goal in a succession of matches. Of course, as a rule, he will do well and prove his supremacy.

#### **Golfer Independent of other Players**

With the golfer it is different. Every time he stands up to the ball, whether on the tee or any part of the course, it lies in a stationary

position in front of him. His caddie carries a bagful of clubs that are supposed to be perfectly adapted to the making of any possible kind of shot, whether the ball lies "looking at him" on the fairway, or doing its best to hide from him in the rough or in the bunkers.

Those of us who play golf for a living, are in a very different class from those of you who play the game for fun and the good it does you. We are constantly striving for distinction, to win some great tournament or competition, which will advance our professional interests.

Comparatively young golfers, like myself, fully realize how much it would mean to us to win an Open Championship. The chances exist for all of us, but there is a sense in which our golf deteriorates by reason of this very ambition. We do not play so well on these great occasions, as we play when there is nothing at stake. Which leads me to say that the best golf is played when the strain of it is not felt. In other words, our only hope is to play our own game at all times.

### **Amateur's Advantages**

This should be easier for you than it is for us, but you know very well that a com-

petition has much the same disastrous effects upon your game as on ours. That is why so many of you say that you cannot play at all well with a card, when every stroke is registered.

It is emphatically true of golf, that those who play their own game achieve the best results; assuming, of course, that they have some fairly advanced knowledge of the game. There is a stage at which "playing your own game" would be a meaningless phrase; that is, when you have no game to play, but are only a beginner.

Let it be assumed, however, that you have reached the stage when professionals cannot tell you any more. You know how each shot should be played; you have played them correctly many times; so that it now rests with yourself to produce your best game, fairly consistently.

### The Natural Style

Many golfers retard their progress through trying too much. They imitate a variety of players greater than themselves, until their style becomes a miscellaneous embodiment of bits of other men's styles. This sort of thing is fatal, and its stupidity should be obvious at a glance.

I am not trying to dissuade you from learning as you go along, watching this man and that man who is acknowledged to be a great player. What I am insisting upon rather is, that you should advance by slow and sure degrees along the lines that come naturally to you.

Your own game should be fairly developed for all it is worth, before you begin to graft upon it points that have been observed on watching exhibition matches or more strenuous competitions by the leading professionals.

Suppose your handicap to be anything from six to sixteen. It should be easier to come down from sixteen than from six, just as it would be easier for a foot-runner to take a second off his time in a quarter of a mile race than it would be to effect the same reduction in a short race. But in either of these instances, it still remains true that the only satisfactory way to improve your golf is always to play your own game. Whatever that game may be, the possibilities of improvement are always very considerable.

I am constantly impressing this upon pupils, and I usually have a very hard task in prevailing upon them to admit the force of it.



### Know Your Capabilities

Suppose your chief ambition is to increase your length from the tee. That, I think, will be found to be the desire of all golfers, excepting those who lament their inability to do anything more than drive long balls.

If your tee shots are consistently so short as to make your second shots difficult and dangerous, you are justified in trying to gain some more length.

Well, if you wish to save yourself months or years of disappointment, you will fall back on "playing your own game."

I have known golfers so determined to do this, that they have deliberately turned their heads away when an opponent has been taking his drive, lest they should be depressed by the length of it or tempted to copy the long driver's swing. The hardest lesson in all golf is to learn what your own natural style is capable of, and to make the most of it without stress and striving.

A round of golf is a long journey. On the average it occupies two hours, and the golfer who can play well within himself, is most likely to last well to the end. He may lose a few holes at the start, but nothing is more certain than that he will overtake an opponent who is over-exerting himself.

Golfers I knew eight or ten years ago to whom I used to speak in this way, still come to me disconsolately, saying that they cannot stop making experiments, and that they neither know why they are doing wrong nor why they are doing right. In short, they have lost themselves, and lost their game. It is positively pathetic to find men who commenced golf when they were older than I am now, expecting to drive as far as I can, when there is no possibility of their doing so, and no great reason why they should.

If they would play their own game, the margin between theirs and mine would very soon be narrowed, but so long as they press to keep up sides with me, they are beaten, not so much by me, as by themselves.

### Adapting Natural Capabilities

It is a curious fact, that no matter how much tuition the majority of golfers may have, their natural peculiarities can never be eradicated. Keeping this in mind, the professional generally tries to adapt his instruction.

One man may come along much faster than another of his own age, but there should not be much difference between them in

the end if each has played his own game and conscientiously developed whatever natural aptitude he began with.

Even where there appears to be little natural aptitude, this lack can be made up for to a very large extent if only the principle is observed of playing your own game. You know quite well what this means. You have played your own game many times with the most gratifying result, and you have completely upset your game by trying to play like someone else, built on entirely different lines from yourself.

Some men will expend twice as much energy in driving a ball two hundred yards as others who seem to do everything easily. Suppose\* players of the last mentioned class were to bite their lips and "let blaze" with all their might, what would happen? The contrary of what they expected. One thing or another would certainly go wrong.

### Gradual Improvement

I am not advocating absolute contentment with everything about your own game. My object is rather to encourage the belief that your own game is the best game for you; and that you should quietly resolve to

improve the style that comes easiest to you. You cannot all be Harry Vardons, Abe Mitchells, or George Duncans or Ted Rays. But you can break your golf to pieces by cherishing hopeless ambitions.

After all, I take it that you wish to eliminate from your golf those painful experiences when, as the saying goes, you "cannot hit a ball." If I were an amateur who went to the city every day, or were otherwise occupied earning a living, I should try to play golf so that every round should be a delight, instead of, as in too many cases, a source of nervous exhaustion.

### The Mind in Golf

A good deal has been written lately about the psychology of golf. I suppose that means, the mind in golf. You have all heard of the caddie who told a celebrated author, "That he might be able to write books, but it took a man with a head to play golf."

So it does. But what sort of a head? That is the problem. I think the best brand of brains for golf is found in the man who believes in himself, and plays his own game. He may go at intervals to a professional for a hint or two, which he can

graft on to his own style with some profit.

But this type of golfer will know his limitations sufficiently well not to be carried away with the idea that he can play better golf in imitation of someone else, than he can by developing his own game.

The best golfers are very reluctant to throw out suggestions to inferior players, unless it be in the way of encouraging them.

"Don't mind my length," they will say to a short driver, who is receiving strokes. "Just keep a straight ball and length will come in time."

### Over-Keeness

Golfers have come to me a day or two before a competition, asking, what they should do to make a good show. If they did not actually ask this, I knew that that was what they were driving at.

"Play your own game, don't try too much," is the sort of reply I generally make in these cases, when, of course, I know that the persons in question have quite a good game in them.

Alas! how often the story is told on their return that they played anything but their own game and were ashamed to put their cards in. What can a professional do in such

cases? I am afraid the onus lies with the golfer.

He must discipline himself to overcome whatever form of excitement it is that militates against the playing of his own game when he is contending with a field of competitors. The man who can always do this will very soon rank with the best players in his club.

I had almost mentioned temperament here, but I don't want that word to have a place in this book. I don't like it, and the sooner it is forgotten the better for the game of golf. It is a hopeless sort of word; a bad excuse at any time for a poor performance.

I recall a summer evening's game on a London course, when three other professionals, myself and an amateur, played a five-ball match, each against each. The amateur was a ten man, with no thought in his head of playing any game but his own; a very nice game too, although he was ten or fifteen years older than any of the professionals.

The bogeys of the first five holes were 5, 4, 6, 3, 5. The amateur won every hole against each of us, even without the strokes we gave him. His score read: 3, 3, 4, 2, 3. He might have played the whole Professional

Golfers' Association and beaten them with a score like that.

He went on playing his own game as if nothing unusual had happened, and none of us was able to catch him, however hard we tried. He made no special exertion to maintain his lead, but went on merrily enjoying the game. We tried to ruffle him by the usual chaffing method.

But you might as well have tried to flurry a statue in the street. None of us played more correct golf than he, though we outdrove him by 50 or 60 yards.

I have often thought of that ten handicap player as the best example I ever encountered of a man who played his own game in the certain knowledge that it was the best thing for him to do.

### Persistency

The person who plays his own game is usually a "sticker." He never knows when he is beaten, and an opponent is very apt to think he has got him, when the opposite proves to be the case. Persistency and consistency such as he shows, would be impossible in a player who tried all manner of experiments with other men's styles during a match.

Golf is a game of slight mistakes and serious consequences. The ball and the face of the club are so small that every shot must be exactly played to ensure the best results. For example, if you hit the ball with the toe or the heel of the driver the shot will either be pulled, sliced, or otherwise ruined.

A little thought on your part will make it evident that power wrongly applied only adds to your dismay, as the further a badly hit ball travels the more trouble it will find.

### Avoiding Difficulties

Suppose you are playing a match against an opponent who has the reputation of being a long driver. You acknowledge to yourself that it would be hopeless for you to attempt to out-distance him.

This long driver, however, is very capable of driving wildly, not once or twice, but several times in a round. You may be playing off the same handicap as he does, or you may be in receipt of a few strokes. In a match of this description your plan of campaign will be that of maintaining a good line, contriving to counterbalance inequalities of length by leaving yourself nothing difficult to do, beyond the matter of judging your distances according to your capacity.



### **Value of Good Short Approach Shots**

If you can play your own game without being disturbed by the opponent's length, I should say your chances of winning are, at least, equal to his. No matter how great is the margin between his best drives and yours, there are many possibilities between the drive and the other shots to the hole.

A short driver, who can keep a good line, must frankly own to himself that his chances lie with the approach shots, the little chips up to the pin—not merely to the green—and the putts.

Nothing is more calculated to flurry a long hitter than the deadly accuracy of an opponent he consistently outdrives. Herein lies the great charm of golf and the real secret of the fascination it exercises over all classes of players.

### **Take Advantage of Opponent's Mistakes**

Sometimes we speak of golf as a selfish game. So it is, but not in any objectionable sense. It is only selfish to the extent that the player must concentrate upon his own game, taking little notice of an opponent's game, except to avail himself of every advantage of the other's mistakes or misfortunes.

Is it not so in other games, such as billiards or cricket? Do we mean "Hard luck, old chap," every time that phrase trips off the tongue? Are we not secretly pleased with every chance an opponent places in our way?

When an opponent at billiards makes a bad stroke and leaves the balls in fine scoring position, is it selfishness on the part of the other player to thank his stars and to seek to make a break?

When the bowler at cricket sees the batsman off his guard in any way whatever and promptly gets him out leg-before-wicket, or when a fielder or wicket-keeper sees the batsman to be out of his ground and tips the bails off with the ball, are these things to be classed as selfishness? Of course not. So in golf, there must be no bestowing of sympathy while the game lasts. Time enough for that at the Nineteenth Hole.

## CHAPTER XVII

### THE RIGHT MOOD FOR MATCH PLAYING

**T**HIS is the oldest form of golf, and the best. Whether it be singles, threesomes or foursomes, you have your opponent or opponents at close quarters, and can always see how you stand, and what is required of you, at each hole.

In medal play it is different. You then have, in the case of a competition, numbers of opponents, of whose play you know nothing till the close, scattered all over the course.

Like many others I prefer match playing, when I can tackle an opponent single-handed, fighting him as he is fighting me, shot for shot and hole for hole. I cannot tell you how it is that stroke playing holds a kind of terror for me.

When I won the *News of the World* competition, I actually stood at the bottom of the list in the qualifying stage, and had to play off to get in. It seems singular that the

## PRACTICE



THE "TWO TEES" DEVICE.

The club head passes through both, which are a foot apart, giving the ball a low trajectory and length.



THE CLUB HAS OBLITERATED BOTH TEES.

Depicting the follow-through from the existing ball to an imaginary ball about a foot in front.

## A COMMON FAULT



### COMING ON TO THE BALL.

The right heel has been raised too soon. It should not have come up till the instant of impact.

winner of the succeeding four or five knock-out rounds, should have thus only "qualified" by the skin of his teeth.

While this book was being compiled, a visitor played a round with me at West Essex, and afterwards raised the point, so often debated, as to whether in match play one should rather keep in mind the bogey of each hole, than watch the performances of an opponent.

"Is it better," he asked, "to play each hole regardless of your opponent's play, leaving the issue to be decided on your merits?"

### The Personality of Competitors

No doubt, if you play your best game, the chances are that you will win the match, but I think that is hardly the spirit of match playing, as it seems to bring an element of stroke play into the game. During a match, the personality of each of the competitors is a factor. It is almost a battle of wits and will power, so long as both competitors are equally keen to win.

Many things may arise in a round to test the nerves. Your opponent may win the first two or three holes, either by good golf, or by lucky golf. Should you feel that he owes

his lead to sheer good fortune, there is a danger of your getting ruffled a little.

Of course, you will not tell him that things are going absurdly well with him, hoping thereby to put him off. A better course to take, might be to congratulate him. Perhaps the best and fairest course of all, would be to say nothing, but to go on steadily till your turn comes, and his golf is more severely tested.

There is no need to be downhearted when things go against you at the beginning. The man who is a few holes up, will presently become anxious about his position if you can manage to reduce his lead.

Not many golfers can see their lead slipping away without becoming apprehensive of defeat. While this is happening to them, their opponents naturally gather confidence and determination as the tide turns in their favour.

### **Don't Underrate an Opponent**

In match playing some golfers like an uphill game best. They are not put out by losing the lead, so long as they do not fall too far behind. I should think a wiser course would be to take the lead as soon as possible, hang on to it, and add to it without delay.

Never hold an opponent cheaply. There is no sympathy in match playing. Your opponent means to beat you, and you mean to beat him. It is a fair and square battle from the first tee to the last green, of to whatever green it finishes upon. Let it be a combat. Don't mock the game of golf by making a ridiculous and weak farce of your performance.

When each man hails the other with a "Now for a fight to a finish," the match should be a good one, and there should be no petulant excuses at the end of it about good or ill luck. The "grouser" is the most intolerable of all sportsmen; in fact he is not a sportsman.

Beware of this type during a match. Stop your ears to his wails, play all the better, and teach him the lesson he needs; namely, that his plaintive behaviour does nobody any harm but himself. We have remarkably few "grousers" in the professional ranks. I cannot think of any. We know better by experience.

### Conversation During Play

Recently, an old professional was drawn against a very young professional who chatted as young people will. Finally tiring of his



constant chatter, the older and wiser man said to him, "How old are you, boy?" "How old do you think?" asked the young professional. "I couldn't say," said his senior, "but old enough to know better than to talk so much during a competition." I don't know what the effect was on the young professional, but the rebuke ought to be a lesson to him on future occasions.

### The Value of Steadiness

The quality that counts for most in match play, is steadiness, which makes it necessary for an opponent, if he would win a hole, to play steadier still, or exceptionally well.

A game may be lost in match play, when the loser has a better net score than the winner, who may have dropped a number of strokes at one or two holes, and played steadily all the rest of the way. One effect of steady play is that it tempts an opponent to try more than he can do. He sets out to shake you and shakes himself instead.

### Taking Opportunities

Every chance should be taken in match play. When your opponent makes a bad shot, you have got him, unless his misfortune

sets you thinking too cocksurely about winning the hole. Chances are often missed in this way, when the hole may be halved or even won by the man who ought to have lost it.

These chances are critical periods in a game, and nothing is more galling than to reflect after defeat, that the whole match turned when a chance was missed, as the effect of failing to take the opportunity worried you for several holes afterwards. A common way of missing these chances is that of playing your shot hurriedly, instead of taking all the more care because of the seeming gift your opponent has made to you. You may not deem it necessary to play such a bold shot, contenting yourself with a moderate effort, as your opponent has found a bad lie in the rough.

But golf is a wayward game. Up he goes with his trusted mashie-niblick or niblick, and to your dismay he bangs the ball nearer the green than yours is. Anything may happen then.

In the last Roehampton tournament, Sandy Herd, the winner, looked very like being beaten at the last hole. His opponent's ball lay on the green nicely, and Herd had to play the odd out of a bunker. He got down to the shot for a desperate effort, and before he had lifted his head, the ball was lying

close beside the pin. The other took three putts, and lost the hole to the man who was destined to win the tournament.

### The Value of a Good Short Game

I have seen some wonderfully fine exponents of these short shots, when the ball is pitched high in the air, who were yet a long way from scratch players.

These golfers have honestly confessed to themselves that long driving was out of the question with them, owing to the set condition of the muscles, or perhaps owing to their having accumulated too much adipose tissue before taking up the game of golf. They, therefore, made a special study of shots on and around the greens, which came more readily to them.

I can think, at this moment, of an elderly gentleman, whose deadly putting, if only I had it, would take a handful of strokes off almost every round I play.

It is generally dangerous to yield to presumption in match play, as, for instance, when an opponent gives you the impression that you could beat him five times in six. That impression may be founded on such unsubstantial ground as that his style is what we call all wrong. One is apt, in moments

of conceit, to infer that inferiority of style precludes the possibility of victory, and the awakening one occasionally receives is decidedly unpleasant.

### Style versus Grit

As a matter of fact, golf is so generous a game, that the lack of style need not doom a man to defeat. You can all think of players who are stylists and nothing more. Their golf lacks efficiency. They do not possess the combative spirit, which is of the greatest importance in match playing. They are easily put out when an opponent achieves a succession of useful shots in a manner that hardly seems to be orthodox.

I am thinking of amateurs who have taken up golf comparatively late in life, when they could scarcely be expected to acquire the style that comes to men who have played since boyhood. In those cases, determination and self-assurance make up for the lack of other things.

A little while ago, I looked on at a team match in a County competition, and was particularly interested in the play of two men, one of whom was a stylist, who had learned his golf in Scotland when a boy. He was little more than a boy still.

The other man could have been his father in years. The younger player started off cocksure of winning by a wide margin. But he had not played many holes before a change came over the spirit of his dream, as the older man took some holes from him by dint of concentration and resolution.

Turning to me, the young man said, "I ought to beat this man six and five, but it looks as though I shall not be able to beat him by more than one up."

I thought to myself that the boot might be on the other leg, as it could be plainly seen, that whereas the confidence of the youth was diminishing, that of the older player was increasing. Though he must have recognized more finished golf in his opponent, the senior competitor found no time to waste in dwelling upon that fact. He was clearly reckoning with the possibility of a win for his side. At the fifth hole, the younger player got a chance of reducing the lead of the other, who was then two holes up, but he made a bad botch of it all, through sheer nervous haste.

The older man drove out of bounds, and the other, eager to snatch the opportunity, pulled his ball from his feet into long grass, which required the use of the niblick. He did not get out well, and a good drive, for

his second shot, on the part of the older man, placed him in a hopeful position. The hole, which was a bogey five, was lost by the younger player, who went from bad to worse, taking six.

### Presumption

Of course, matters could not go on like that all the way, and it interested me to watch the effect of this strong lead on the leader. He, too, lost hold of his game at the next hole, evidently betraying the human weakness of presumption. "I think I have got him now," he said to me, as he proceeded to slice his next drive into bad trouble. The hole was won by the stylist. So was the next one.

On they went in ding-dong fashion, until the older player began to show signs of fatigue, or something like that, as he stood on the sixteenth tee, two up and three to go.

He lost the next two holes, though he did each of them in bogey. The stylist was playing efficiently, getting each of these holes in one under bogey. They were all square going to the eighteenth, a bogey four. The young player took the honour with a long straight drive. He was followed by his opponent, who made the best drive of the round,

half-blindly it seemed to me, like a man's last desperate effort. The hole was a bogey four, and each got a three halving the match. The older man was very satisfied, as he well might be, with his performance.

The younger seemed rather crestfallen, and not a little ashamed of his indifferent exhibition, considering his training, his youth and his golfing style.

I have dwelt on this match at some length, because of the moral that lay at the bottom of it. Most golfers have, at one time or another, been beaten level by players to whom they could, as a rule, concede a handful of strokes.

### The Nature of the Opponent

Men are frequently heard to say that they do not mind an opponent getting two or three holes up at the beginning of a round, as they like an uphill fight. Whether they will win in these circumstances does not, however, solely depend upon their ability to gain lost ground.

The nature of the opponent has to be taken into account. He may be one of those who, when once ahead, never looks back again. If that is so, then the "uphill fight" may become too-steep for the other.

The soundest principle to follow in match playing, is to regard every hole and every shot as the last. Make every inch of ground as quickly as you can, and, having gained it, keep it, or perhaps add to it. Many a match has been lost when it seemed almost inevitable that it should be won.

So many are the uncertainties of golf, as when one player suddenly "goes all to pieces" and the other suddenly "goes mad," that a match is truly never lost till it is won. It occasionally happens, say about two-thirds round, that the player who seems destined to defeat, finds his game and goes on playing it to the end, with the result that he wins the match.

Beware of carelessness until the die is cast, and you are chatting with your opponent on the way to the clubhouse, where your game can be played over again without clubs, as its salient features are recalled.

### Making the Most of Chances

During a match chances are sure to be given by both players. The great mark of a good match player is the ability to pounce upon an opponent when he puts himself in his power by playing a bad shot. To fail when chances come your way, is a bitter



pill to swallow on reflection afterwards, especially if it should so be that your failure cost you the match.

Yet does it not often happen that when one player slices or pulls his tee shot the other follows suit? These moments call for quiet deliberation. Nothing in the nature of excitement or glee must be permitted to gain the upper-hand of you.

A chance has come your way. Such another may not come again. You must make the most of it. If you do, the other player will be confronted with the problem of making good his mistake. If you don't take advantage of the chance, he will feel a glow of confidence that he may not yet lose the hole. That is where the battling element comes into match play.

### Tactics

There is another critical position where tactics count for something. Suppose your opponent has found a bunker near the green, and has played the odd. Without deliberately walking over to examine the position of his ball, it is just as well to form some opinion on this point from where your ball lies. What you want to do is to approach safely to the green. Should there be any

danger in trying for too much, it might be wise to be content with less than playing to lie dead.

You are counting on the likelihood of your opponent, in his attempt to play out of the bunker, leaving himself to play two more. Only once do I remember in a close finish deliberately walking over to where my opponent's ball lay on the green nearer the hole than mine, so that I should form some opinion of the nature of the putt he had to play, after I had putted the like to him. This was the last act in the *News of the World* competition, when Gaudin took me to the thirty-ninth green.

### Reserving One's Strength

I always think it best to play well under oneself in a match. The idea is, of course, to have a little in one's sleeve for a tight corner; never to get tired or fully stretched, as the actual strain usually comes immediately before the end. It is rather like the case of a runner who holds himself in a little for a finishing sprint.

This policy renders one less liable to the occasional bad shot, without which few matches are ever played. They say that Harry Vardon, James Braid, and J. H.

Taylor—the great triumvirate—used to play match after match, while their opponents looked in vain for bad shots, or even moderately bad shots. On the other hand, anyone playing either of these giants paid the full penalty of every mistake.

But I am not writing for golfers of this quality. I am trying to instil the spirit of match playing into the minds of more or less ordinary players, who love the game, and like to beat their opponents.

It has always been an opinion of mine, that match play is the best test of golf, and of the man who plays it.

## CHAPTER XVIII

### WHEN THINGS GO WRONG

**T**HE generality of golfers, professional or amateur, scratch or long-handicap men, are all too familiar with periods when everything goes wrong.

Stand at the door of any clubhouse at a week-end as the players come in from a competitive round. You will be sure to hear many of them say that they "could do nothing right."

Some of them will be seen at the earliest opportunity taking the professional out to put them on their game again. They have forgotten something and require his practised eye to discover what their trouble is.

As likely as not, in the changed circumstances, with no competition in progress, the professional will be obliged to confess that he can see nothing the matter. The golfer is then thrown back on himself to find out why he played so badly, when he wanted to play so well.

The number of contributive causes that make things go wrong at golf is legion.

### Pre-Occupation or Nerves

Before speaking of wrongly played shots by a golfer who plays them correctly nine times in ten, I should like to get at the reason for these errors, and I think some part of the blame lies in the player himself or herself.

The mind may be wandering through pre-occupation or a nervous condition, which throws one's game out of gear. That terrible word "temperament" forces itself in here, more's the pity, because I think that if there had been less said and written about temperament, fewer golfers would be suffering from its tricks to-day.

I never like to talk about temperament and almost feel like "touching wood" when I do, in case the thought of it should worry me in some big competition. I think we had better dismiss "temperament" at once, as a bogey that only grows bigger and blacker when notice is taken of it. It is much better for a golfer to convince himself that he is able, at any time, to command the comfortable, placid mood that makes, for good golf. Don't try too much, in case you pay

## A COMMON ERROR



LIFTING THE HEAD.

Depicting the commonest of all golfing errors. Head up too soon.

## A FREQUENT FAULT



SWAYING.

Here the swaying fault is exemplified. The body has completely left its original position, and nine times in ten the shot will be a bad one.

for your ambition by accomplishing all the less.

### “Playing Oneself In”

When a golfer is off his game, or feels like going off his game, it is best to start easily and gradually play himself in. He should not be turned from his purpose by the fact that his opponent in a match or partner in a stroke competition, goes ahead of him for the first hole or two.

Although there is never any time to waste in a round, it is still true that there is time enough to improve your form as the round proceeds. We are all differently constituted, and speaking for myself, I experience the greatest possible difficulty in practising what I am now preaching.

When I start a round badly I do not, as a rule, finish well; and when I start well I seldom finish badly. Golf is the business of my life but, like other professionals, I am, unfortunately, frequently overtaken by those ordinary human frailties that bother other people.

### The Effect of Spectators

There is, however, in my case a peculiarity that may present a contrast to your own.



The majority of golfers—I am speaking of the great body of amateurs—are liable to be put off at the beginning of a game, or at any stage of it, when spectators stand near watching their shots.

Personally, I play best with a crowd looking on, though this is a condition which one must play well to bring about. If, for example, during a big tournament or competition, a professional should have the good fortune to do a phenomenal first round, he will find himself drawing a crowd for his second round, and it will be all the better for him if, like me, he plays better in these circumstances.

But, on the other hand, it will be all the worse for him if a large assembly of spectators tends to put him off. So far as I am concerned, and there may be others like me, I feel sure that my first round in any great event would be strokes better with a crowd at my heels.

I should then be less in danger of going off my game than in the comparative loneliness of playing with my partner and our caddies as the only spectators. Perhaps there is something of the showman about me, but whether or no, what I am telling you is true.

### The Value of Experience

Experience in competitions is a great education, as many first-rate golfers will tell you when they put up a poor performance on great occasions.

What is true of professionals is still more applicable to the ordinary run of golfers. I could name men with handicaps of five or six who play remarkably good golf, well up to their handicaps, in ordinary club competitions, but who, as soon as they attempt higher flights away from their own courses, become the victims of disconcerting self-consciousness. They play every shot in fear and trembling, and are never so happy as when it is all over. I have even been requested to withdraw my presence from highly-strung players of this description during an important match.

### Concentration Overcomes Nerves

A cure for this form of mental disability is to rivet the mind on each shot, thinking out carefully how it should be played, leaving no room for distracting reflections. I cannot think of a surer means of overcoming nervousness than concentrating on the game in this way.

Suppose you go up to a shot, which strikes you at a glance as being difficult and dangerous, the right thing to do is to go for it with a dash of assurance. It is almost certain then that you will astonish yourself by the success of your effort. But, if you dwell on the difficulty and fiddle about in your bag for the right club with which to perform the shot, perhaps taking out one or two and then putting them back for another, all the odds are against your last choice being as good as your first.

Experience has taught me that first impressions are best in golf, if only because the element of uncertainty has not been allowed to arise in the mind, as it does when you chop and change about for the right club.

### Indecision Fatal to Good Golf

George Duncan is a man of very quick decision. Scarcely ever does he develop symptoms of a divided mind. I am well aware Duncan is a law unto himself, but I put it forward to golfers generally that his example is worth consideration.

Recently, during the *Daily Mail* Competition, I debated with myself every time I came to a certain hole whether the club

to use was a brassie or a mid-iron. All the time I felt that the iron would serve me best, but as I saw other competitors taking wood, I had not the courage of my convictions, and on three occasions I drove into rough ground over the green.

On the fourth occasion I told myself and told the marker too that the iron was the club I ought to have used all along. He doubted it till I proved I was right by landing my iron shot on the green and getting a two at a bogey four.

### **Self-Knowledge and Self-Reliance**

Now that was a sense in which things had gone wrong with me for lack of self-reliance. The same thing has happened to you on many occasions, and, therefore, I advise you to cultivate confidence in your own judgment.

After all, it is you that is playing the shot and you ought to be sufficiently familiar with your own abilities to do what you think best regardless of what others are doing. Sandy Herd frequently takes a spoon where other players take an iron.

The strong point about the veteran's golf has always been this knowledge of himself. Herd would as soon interfere with a selection

of a club made by a fellow competitor as allow his own selection to be influenced by the example of another.

There is no greater quality in your golf or mine—and I wish I had more of it—than this detached attitude of mind which enables a golfer to play the game that suits him best. You may indulge a little in imitation of some other person's style in practice, but when it comes to playing a match or taking part in a tournament absolutely everything must be ignored except your own game.

### A Serious Mind

Golf, as played by most amateurs, is a very sociable game. The round is interspersed with jokes, japes, and laughter, as it proceeds. I do not advocate *clour* golf, but I still think it is best to refrain from much of this sort of interchange of humour and to derive the pleasure of the game from the playing of it.

I fancy most golfers would play much better rounds if they paid more attention to their shots, and I am sure nothing gives a golfer greater satisfaction than to beat all his previous performances by playing a really good game. There is as much joy in returning a good card, say in a monthly competi-

tion, as there is chagrin in tearing up one's card half-way round.

### Effects of Suggestion

I remember playing in a knock-out competition against a good old professional, who reminded me as we walked to the first tee, that he had sometimes seen me play pretty badly and that he was not without hopes of beating me. While thinking of what he had said and letting it rather haunt me, I lost the first hole. He then said that it really looked as if I was going to play a bad round this time.

Several holes had been played, when it dawned on me that this sort of banter was doing my golf no good, but for the life of me I could not shake off the effects of it, and when, eventually, he beat me by one up, the old professional apologized for what he had said and hoped, if you please, that he had not put me off my game.

Of course, I could not blame him, as he only spoke in perfect good nature, knowing that I should have backed myself to beat him three times in five at least. It was foolish of me to let his remark take such a hold on me. We learn by experience, and I think I have been a wiser man since that day.

### Training for Competitions

I have known players suddenly alter all their habits for a week or two before a competition, and I have seen them play very timidly when the time came. For my part, I like to go on in my usual way, taking some care, of course, that my usual way has nothing seriously the matter with it.

If, for example, I were suddenly to stop smoking, or to give up my customary glass of beer to my dinner, I fail to see that I should golf any better for the sacrifice, indeed, I am afraid things would go wrong with me. Every sensible person knows that one who wants to play golf well should keep physically fit, but I do not attach much importance to small matters as smoking in moderation and such like.

### Don't Worry

The ordinary golfer should avoid over-anxiety and *play the game* instead of worrying over it. One reason why young golfers come on so quickly—besides the fact that they are young—is that they do not fret in the least, but rather laugh, at a bad shot, knowing that it was only an accident which they are not likely to let happen again.

Fidgetting on the tee, until you create a state of uncertainty as to your stance, is a very fruitful source of things going wrong. By all means, make sure that you are quite ready before making a start, but try to arrive at this conclusion without much ado.

Go quietly up to your ball, take up a natural position, and hit in the belief that the shot will be a good one. Above all, don't vex yourself with a multitude of fears.

If you will think over a shot, think you can play it; don't ever think that you may fozzle it. For once that things go wrong when you believe that they will go right, ten times will they go wrong when you deliberate doubtfully on the issue. Doubters are duffers—at golf.



CHAPTER XIX  
GOLF FOR LADIES

Points Specially Applicable to the  
Ladies' Game

SOME time ago a lady wrote asking me to make an appointment for a lesson. She said in her letter that golf had added years to her life. When she came for the lesson I suppose I looked pleased as I told her how glad I was to learn that golf had added years to her life.

She looked disappointed and explained that what she meant was that golf had added years to her age. The game worried her day and night; she could not sleep for thinking about it; and her husband had threatened to discontinue the paying of her subscription, as he did not think she was as amiable as she used to be.

The lady was really in great distress and confessed that she had often thought about breaking all her clubs, or giving them away, but she feared that such a course would

only involve her husband in the expenses of buying a new lot.

"You see," she said, "I sometimes play a good round and drive nice long balls. At other times I fizzle all over the place and work myself into a frenzy of distraction. I come to you in the hope that you can do something for me, just like a sufferer going to a nerve specialist.

"I am all nerves about the game. Many of my lady friends are golfers and I am anxious to play as well as they do." I think she said her handicap was thirty-six in the Ladies' Golf Union.

### The Weight of the Clubs

The lady's case was rather a piteous one, and if she should chance to read this book she will remember that the first thing I said to her was that her wooden clubs were much too heavy for her slender wrists. I showed her that this was the reason why the club-head kept coming violently in contact with the ground as it reached the ball.

With her permission I went back to my shed and picked a quantity of lead out of the back of her driver. When she took the club in her hand she expressed pleasure

at the change and proceeded to swing it much faster and more freely than before. I never saw a lady go into such transports of delight on making three or four clean shots of about 150 yards along the middle of the fairway.

She was for paying me and running away there and then, saying that she did not want to know any more. Everything would be right, she felt sure, now that her driver had been lightened.

I performed the same operation on her brassie and spoon, with both of which she then made some very nice shots.

A week or so afterwards the same lady wrote from a distance assuring me that golf had added years to her life and taken years off her age.

Golf has decidedly won the affections of the fair sex. Lady golfers must be numbered in tens of thousands, if not hundreds of thousands, in this country to-day. In fact, the majority of a professional's pupils are ladies wherever you care to go. Young women, middle-aged women and elderly women. Many of them take lessons systematically.

I cannot yet see the day when women will play a great part in the Amateur or Open Championships, but several could be

named who might be good enough to beat some male scratch players.

The difficulty with lady golfers is to get them to impart the necessary vim to their shots. I am not exactly advocating hitting; but there is a sense in which women might hit harder to their advantage. They do not, as a rule, make the club-head whistle through as it ought to do.

I begin to wonder whether it would not be a good thing for most of them if, as in the case of the lady referred to, they got their local professionals to remove some lead from their club-heads.

Ladies' clubs are, of course, lighter than men's clubs. It may, however, be the fact that in the majority of cases their clubs might with advantage be made still lighter.

I throw out the hint to distressed lady golfers, who are in the habit of thumping the ground, to try this experiment. If it should work otherwise than advantageously, it would be a simple matter to have the lead put back.

### Unnecessary Nerve-Strain

I have looked on at many golf competitions among ladies, and I have formed the opinion that most of them play much too

strenuously. The expression on their faces seems to me to indicate great nervous tension, which can neither be good for their golf nor their health. And, after all, the great mission of golf, as it spreads over the world to-day, is to bring health and pleasure into the lives of its votaries.

Ladies will pardon me when I speak plainly to them on this score. What I have in mind is that they would play very much better if, instead of taking the game so very seriously, they played for the fun of it.

I am not suggesting that they should play carelessly or giggle all the way round, only that they should not succumb to excitement, but rather take the game easily and pleasantly, permitting no furrows or wrinkles momentarily to gather about their eyes or brows.

I have heard husbands speak of their wives acquiring the "golf face," and I have heard wives return the compliment.

While I stood watching a qualifying round in a ladies' competition, one of the best players among them turned to me, after missing a two-foot putt, and said: "Seymour, I'll drop dead from a heart attack on the green one of these days."

She made the remark laughingly, but I

don't think I've ever seen any man betray so much mental agony as this lady's face did on that occasion.

"Don't worry yourself," I said to her. "I'd like to bury myself," she replied.

I am not citing this as a typical case. Neither am I inventing it. It actually happened as I have said.

### The Craze for Length

The craze for length has taken even a greater hold on ladies than it has on men. I suppose the reason is that a long drive is a rarer occurrence among ladies, and they much more frequently suffer the penalties of being short, trapped in bunkers, ditches, ponds, or other irritating hazards.

Never do I so strongly insist that golf is an art and not a feat of strength, as when I am teaching a lady.

In a general way she takes the club back as it should be done, gripping lightly, perhaps too lightly, if that is possible, but her tendency is to come to the ball so slackly that the club-head is turned aside through contact with the ground and the shot disappoints her.

I have in my mind at this moment a contrary example of a slimly-built young girl who

ought to be a practical lesson to other lady members every time she goes round the course.

This young girl's father was able and willing to enter into an arrangement with a professional of my acquaintance to give her two lessons a week for twelve months, during which time she seldom played with anybody else.

Physically she looks to be incapable of driving a long ball with a wooden club or playing full shots with irons. But so thoroughly artistic is she in the manipulation of all her shots that her professional tutor has several times failed to give her half a stroke a hole and a beating.

He tells me that she will go a whole round without playing even an indifferent tee shot, and that she is able, in normal conditions, consistently to drive distances of from 160 to 180 yards, and almost invariably as straight as the fairway requires. I have seen her play on one occasion, and I expect to hear good accounts of her a year or two hence when she has become a bit stronger.

### Lack of Speed in the Swing

At West Essex, where I have been the professional since 1921, the lady members

A COMMON FAULT



THE UNSTEADY HEAD

All wrong shots look wrong. This certainly does. The head is leaning away from the ball.



## A COMMON FAULT



### TAKING THE HEAD BACK.

This ludicrous position at the finish of the swing proves the error of taking the head back after hitting the ball. The result may be anything but a good shot.

are remarkably keen golfers, and I am often struck with the correctness and grace of their swinging. My only difficulty with them has been to convince them that the golf swing, however perfect it may be in respect of smoothness and fullness, is yet very liable in their case to lack speed.

Ladies are too apt to bring the shoulders to bear instead of the wrists, thereby robbing their action of the necessary flick at the ball. Sometimes, in fact very often, I have taken the club out of a lady's hands and illustrated to her the lackadaisical manner in which the swing is made.

Ladies have laughed at my imitation, but many of them have profited by seeing how really ridiculous it was to expect a long shot from a mere tap.

It is not too much to say that the generality of lady golfers, who play from double-figure handicaps and play very nicely, would achieve much better results if only they could be persuaded to bring the wrists through with more snap.

I would like to tell you all, ladies, that you can hit harder—or rather sweep more swiftly—if you would only make up your mind to do so.

A great thing to remember is that the club-head should increase in speed from the

top of the downward swing, whether that be a half swing, a three-quarter swing, or a full swing. But the speed must be increased evenly and without any semblance of lunging.

Do not begin to hit too soon. Let the club descend from its highest point easily so that it may attain its greatest speed about two feet, or even less than that, before it meets the ball. If this is done the follow-through should be complete.

No doubt the club-head is done with the ball at the moment of contact, but it will be found that the shot is not a good one unless the club-head continues to go forward after striking the ball. That, in fact, is the real evidence of a good follow-through.

### The True Swing

I commonly find ladies lifting, or pitching, the club upwards with an apparent heave of the body, instead of swinging the club up with the wrists and then bringing it down again along the same lines by which it ascended and in the same manner. This is not altogether easy because the natural tendency is to think that golf is difficult and to make it so by thinking so.

We have not yet fully discovered how very great a part the mind plays in the golf shot. I should go so far as to say that the whole movement of the body, head and arms, gives a physical expression to the player's mental attitude. For example, if you are in doubt as to your ability to make the shot, that doubt will most likely botch it.

If, on the other hand, you feel perfectly comfortable and confident in addressing the ball, it will be found, as you have often experienced, that the shot will be made in a clean and crisp fashion.

Over-confidence, though it may sometimes produce bad effects, is yet on the whole infinitely better than the lack of confidence. Knowing what you have done before, it is a good thing to say to yourself that you can do it again.

I am, of course, referring to good shots you have previously played. Forget all about your bad ones and thoroughly believe that you can play better, and better every time you go round.

Ladies are very apt to finish a shot with both feet absolutely flat on the ground, drawing their hands across the body in consequence.

Never do they laugh so heartily as when

I imitate this stiff and ungainly performance. They can see at once the absurdity of it, as it renders anything like a follow-through absolutely impossible.

In correcting this error I know that I am face to face with the danger of leading them into another, almost as bad and almost as common. I tell them to pivot on their left foot, in this way effecting a spiral winding up of the body.

Mark the word "spiral"; not a sway away from the ball backwards, but a circular turning that brings the left shoulder over the ball, with the result that when the swing is done the right shoulder has taken the place previously occupied by the left one. That is the true golf swing.

But what happens? The lady golfer (and I am not excluding golfers of the other sex), still smiling at the ridiculous nature of her previous effort, with unbending knees and flat feet, now proceeds to go to the other extreme by pivoting on the extreme tip of her left toe and thus utterly losing her balance.

In this case the shot is no better than it was before. It may be even still more ludicrous, as she turns to me with a woe-begone expression as much as to say, "Bother golf! it will drive me mad."

### Pivoting

My part in the dilemma is to find for the pupil that happy medium which will put everything right. I tell her that pivoting on the left toe does not mean twiddling on it, but still keeping it firmly enough on the ground to let the body round without any slipping or waltzing.

In plain words, the pivoting should be done, not on the tip of the left toe in a pirouetting fashion, but rather on the ball of the left foot in such a way that the toe does not turn outwards as the club comes down.

A very excellent guide in the correct performance of the swing, is to make sure that when it is completed the left foot is found to be almost exactly where it was while the ball was being addressed.

A good help to this end is to take up a square stance, perhaps a little more than a square stance, with the left toe an inch in front of the right toe. This will be found to be especially useful in sloppy weather when there is a danger of slipping. I have known many instances of ladies improving their driving out of all knowledge by this simple device.

It is obvious that a good shet cannot be

made if, in the act of making it, the left foot slithers away from its original position, causing the club-head to shudder as it strikes the ball.

When the pivot is made firmly the right heel must rise as the left heel falls. This, and this only, brings the right shoulder through with the downward swing. I am labouring this point a little because I know how much good it will do you thoroughly to grasp its importance.

Now, go and try it, and don't be afraid of it. Pivoting in this manner will bring the left shoulder or top of the left arm into such a position that you can just see the ball. When you have the club ready to start the downward swing, let nothing go and, above all, hang on to your confidence.

Banish every vestige of doubt as you stand still and bring the hands smoothly away from the top without any swaying of the body. As the hands fall, the body will come smoothly round and the left heel will reach the ground as the right heel leaves it.

By this time you will have sent the club-head through the ball in a straight line for the middle of the fairway. It is all perfectly logical, when you come to think of it.

### The Knees

The knees, like the wrists, have a vital relationship to the follow-through. The act of pivoting on the ball of the left foot necessitates the bending of the left knee. The one cannot be done without the other happening. But you cannot bend your knee properly, hardly at all, if the left foot remains flat on the ground; neither can you bend the right knee in hitting the ball, if the right heel does not come up.

An amusing incident happened at West Essex in this connection, which the ladies will pardon my relating. When I went there first they flocked to me for lessons, perhaps by way of encouraging me in my new job.

One of the first errors I set myself to correct was this very one of stiff-kneed golf. Somehow or other quite a number of them had contracted the habit, and it was not long until they could be seen all over the course practising the shot as I explained it.

One day a lady came to me laughing and said: "Seymour, you ought to see a crowd of ladies practising what they call 'knee shots' in front of a mirror in the clubhouse."

Before leaving this subject, let me just



ask you to swing a club, with both feet firm on the ground all through the shot, and see if the club-head does not travel across the body and finish close in to the left shoulder—which is just about the last thing a golf club should ever do.

### The Correct "Follow-Through"

Then experiment with the bending of the knees and you will see how naturally the club-head travels forward, clean away from the body. Whether the down swing continues round the left shoulder or finishes, as Abe Mitchell makes it do, straight out on a level with the head, does not matter.

It is not the end of the swing that counts, but that part of the swing to which I have referred, two feet behind the ball and two feet or so in front of it, before the shot and after it. This being executed with a smooth, flicking sweep, all will be well. You are now on the right road to golf and will have discovered that the great game only worries those who do not apply themselves to its fundamental, simple principles. For, as I said at the beginning of this book—and you must never lose sight of it—golf is an art and a simple one, although I am aware that its very simplicity is what beats us all.

Pardon a personal and domestic note here. I have a son, a namesake of my own, a nimble little fellow who, unfortunately, wears spectacles, and will probably never be able to dispense with them. Whether that will constitute a handicap to him if he should follow his father's footsteps, I cannot yet say. But does not James Sherlock wear spectacles without any ill-effects to the beautiful golf he plays?

Well, I was going to say that since my boy Bertie was five years of age I have trained him to swing a golf-club with perfect abandon, and there are many strong men who cannot consistently outdrive him. Ladies have told me that it does them even more good to watch young Bertie than to watch me, because they suspect me of hard hitting, and they are not very far wrong.

In Bertie's case they see little physical power producing shots they envy. His swing is as full as Vardon's or Duncan's, and it would take a quick eye to detect a hitch in it.

Of course, he plays with little clubs and cannot yet drive anything like so far as his father can; still, when I come to think of it, he can keep straight, and his best tee shot is not much more than 50 or 60 yards short of my average drive.

The manner in which he makes his shot is what I have kept a watchful eye upon. The boy is playing golf, within his youthful limitations, as the game should be played; and as you can play it, if you will but think solely of correct swinging, instead of taking too much thought of length, which will come, and must come, as soon as the club is properly wielded, and not a day sooner!

### Puzzled by the Mashie

From considerable experience I should say that lady golfers as a class suffer from mashie fright. I am not speaking of lady golfers with low handicaps, but those whose handicaps range from twelve to thirty.

When playing shots from 10 or 20 yards off the greens they are very apt to finish in any bunker that intervenes. Almost invariably they grip the mashie too near the end of the shaft at these times and hit the ground several inches behind the ball, causing the club-head to be turned aside when the ball, instead of being picked up and pitched on the greens, is trundled along the ground into trouble.

Short mashie shots should be played with the hands well down the grip. This particularly applies to ladies, so far as my obser-

vation of their golf goes to show. I have won smiles of many by pointing these things out to them.

It is of very great importance that the value of these short mashie shots should be realized because they are worth many strokes in the round when well played.

By gripping the club in the manner indicated, greater control is obtained over the ball, and the desirability of reaching the green is almost always fulfilled. The short grip brings the club-head more crisply to the ball when any intervening object is much more likely to be nicely cleared.

Sometimes after I have shown ladies how to play this shot they have imitated me in every particular, except one. They gripped low, swung crisply and brought the club-head nicely under the ball, but so great was their curiosity to see what had happened that they lifted their heads too soon and undid the effects of all the other things they had done correctly.

The mashie, or the mashie-niblick, played from these short distances, requires that the head should be held down for some seconds after the ball has been struck. Anything in the nature of turning the face—I mean the face of the player—forwards as the club reaches the ball, spells disaster.

When these directions are followed, the lady player will have experienced something in the nature of a revelation. Thereafter, instead of the mashie being a source of anxiety it will become one of the favourite clubs in her bag. I always think that ladies ought to play the mashie and the mashie-niblick better than men do, because delicacy of touch, rather than strength, is required for this shot.

One great difficulty ladies always seem to have is that of bringing themselves to realize that the mashie or the mashie-niblick, by reason of their shape, must impart the desired rise to the ball when properly wielded. The fatal tendency is to shovel at the shot as if the head of the club were a sort of hollowed out spoon. All that is required is to send the head of the club under the ball leaving its set-back face to get it up.

### Putting

As a rule ladies putt well, especially at short distances. Exactly why this should be so I cannot tell, but ladies, whatever their handicaps, would figure very creditably in an open putting competition at any distance from 2 feet to 2 yards.

As a parting advice to lady golfers I

should repeat that it is a great matter to play golf in a calm frame of mind. Nothing is gained by taking a bad shot very much to heart. Neither is anything gained by laughing at it. But everything is gained by observing the reasons for a mistake, and quietly resolving not to let it occur again.

Now I believe that every woman knows these things to be true, and I am quite certain that lady golfers are much more handicapped by their "temperaments" than men are.

Do not attempt too much, ladies, with whatever club you are using, but make sure of one thing—that you play the game in the way you know it should be played. Play for the love of playing correctly, and it will not be long before the authorities of the L.G.U. find good reasons for reducing your handicap.

## CHAPTER XX

### THE LANGUAGE OF GOLF

**I** AM not referring here to the "language" with which players relieve their feelings when off their game; but to the vocabulary of the game itself. The following should be sufficient:—

**Addressing the Ball:** Placing yourself and your club in position for each shot.

**Approach:** This is applied to the shot played from near the green. It may also denote a long putt that lays the ball close to the hole.

**Baffy (or Spoon):** A wooden club with a brass sole and a deeply set-back face.

**Bogey:** A modern term, little recognized in Scotland, which designates the number of strokes apportioned as the normal value of a hole. "Bogey" play is applied to a competition in which the entrants receive three quarters of their handicaps against what is called the "bogey" of the course. See **Par**.

**Brassie:** A wooden club with a brass sole and a slightly set-back face.

**Bunker** : A sand-pit, artificial or natural, so placed as to trap erratic shots. Here the club cannot be grounded in addressing the ball.

**Bye** : That part of the round that remains to be played after the match is won.

**Caddie** : A carrier of clubs.

**Carry** : The spot at which the ball first strikes the ground after being driven. Cross bunkers are placed here and there to test the golfer's "carry."

**Cup** : A small hole in the course, which naturally adds to the difficulty of playing the shots.

**Dead** : When a ball is said to be dead it lies so near the hole that the putt cannot reasonably be missed ; as, for example, on the lip of the hole. Six-inch putts have been missed on important occasions.

**Divot** : A piece of turf dislodged in making a shot. It is bad form not to replace the turf.

**Dormy** : When the game cannot be lost by the player who is leading. If, for example, he is three holes to the good when there are three holes to play, the best that his opponent can do by winning the next three holes is to square the match.

**Foosle** : Any sort of an atrociously bad shot.



**Fore**: The word shouted by a golfer to players or others in his line of fire. It is probably an abbreviation of "before!"—you in front, mind please, so to speak.

**Foursome**: A match in which four players are engaged, either as a two-ball foursome or a four-ball foursome. The latter form has attained great vogue in recent years. It must, however, give way to singles, or two-ball foursomes, following close behind.

**Gutty**: Refers to the solid gutta-percha ball that has been completely superseded by the rubber-cored ball invented by the Americans and now everywhere used.

**Halved**: A hole is "halved" when each side takes exactly the same number of strokes. A "halved" match is, of course, a "drawn game."

**Hazard**: The term that applies to bunkers, long grass, roads or specified places in which the club must not be grounded in addressing the ball.

**Honour**: The right to play first from the tee.

**Lift**: The term used to indicate that a ball may be picked up and dropped behind, with or without penalty according to local or general rules.

**Like**: The shot which, when you have played it, makes your number of strokes at

THE "INTENTIONAL" PULL



STANCE.

For a pull shot or shot into a head wind. The ball is tee'd nearer the right foot.

## ERRATIC PULLING



THE SWING.

The beginning of a swing which causes a pull. The club has been snatched away with the right hand, instead of being smoothly taken back with the left hand.

any one hole the same as your opponent has played. That is what is called "playing the like."

**Like-as-we-lie**: When both sides have played the same number of shots at any part of a hole.

**Links**: The term applied to seaside courses. It is correct to say the "links is" good, for links is in the singular.

**Match Play**: When the score is reckoned by holes.

**Medal Play**: When the score is reckoned by strokes.

**National Handicap**: Recently introduced by the golf law makers at St. Andrew's to apply to golfers who aspire to the Amateur Championship. A player may be scratch on his local course and yet receive four or five strokes in the National Handicap. The idea is to fix the handicap that permits of competition in the Amateur Championship and so avoid overcrowding. The National Handicap takes no count of professionals.

**Odd**: The golfer has played the "odd" when he has played one stroke more than his opponent whose next stroke is spoken of as "the like."

**Par** is the severest valuation of any course. Where a green, for instance, can possibly be reached in two shots the "par" of the hole

would be four as two shots are allowed on every green. But the "bogey" for a hole like this would be five, because "bogey" is a little more considerate towards the average golfer.

**Plus Fours** : The term applied to baggy knickerbockers in the garb of golf.

**Plus Player** : One who concedes a stroke or more to scratch.

**Rub of the Green** : A lucky or unlucky accident to the ball which involves no penalty. If, for example, a spectator's head were hit when the ball was going widely off the line and yet bounded off the spectator's cranium on to the fairway, or on to the green, that would be called a "rub of the green." Such things have happened when they were very welcome to the player.

**Scratch Player** : One who receives an allowance in a handicap from a plus player only.

**Shaft** : A stick or handle for clubs.

**Slice** : So to play a shot that the ball glances off to the right, when it is intended to go straight.

**Sole** : The bottom of the club-head.

**Spoon** : Practically the same as Baffy.

**Square** : When both sides are going level.

**Stance** : The position of the player's feet as he makes his shot.

**Stroke:** The act of hitting the ball, or missing it when attempting to hit it. Accidentally hitting the ball when addressing it is not reckoned a stroke.

**Stroke Hole:** The hole at which, in handicapping, a stroke is given.

**Stymie:** When your opponent's ball lies in the line of your putt more than 6 inches off. If it lies within 6 inches you can have it removed to play your shot. There is an ingenious shot called the "jump-stymie." This is played with the mashie or mashie-niblick when the ball is lofted over the other ball that lies in the way.

**Zareba:** Used to describe portions of the course where a ball must not be played but lifted and dropped behind with the penalty of one stroke.

# THE 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.

### 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), ditch (unless excepted by Local Rule), bush, sand, path, or road. 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 rainfall, flooding or otherwise) which is not one of the ordinary and recognized hazards of the course.

### **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 20 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)).

**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.~~

**Ball Lost.**

(20) A ball is considered as "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 "dormy" when it is as many holes up as there are holes remaining to be played.

#### **Umpire and Referee.**

(22) An "Umpire" decides questions of fact; a "Referee" decides questions of Golfing law.

### **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, with clubs and balls made in conformity with the directions laid down in the clause on "Form and Make of Golf Clubs and Balls."

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.

### **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 when so desired.

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.**

### **Priority 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 may be at once recalled by the opposing side, and may be re-tee'd without penalty.

If a ball, when not in play, fall off a tee, or be knocked off a tee by the player in addressing it, it may be re-tee'd without penalty; if the ball be struck when so-moving, no penalty shall be incurred.

**The Honour.**

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

A ball 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-tee'd without penalty.

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 at the next.

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 any one except his own caddie, his partner, or his partner's caddie.

**Information as to Strokes Played.**

(2) A player is entitled at any time during the play of a hole to ascertain from his opponent the number of strokes the latter has played ; if the opponent give wrong information as to the number of strokes he has played, he shall lose the hole, unless he correct his mistake before the player has played another stroke. That is to say, he must not wilfully give wrong information and so deceive his opponent.

**Advice from Forecaddie.**

(3) A player may employ a forecaddie, but may not receive advice from him.

**Indicating Line of Play.**

(4) 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 always 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.

NOTE.—For a lost or unplayable ball see Rule 22, on page 275; for a ball out of bounds see Rule 23 on the same page.

## 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.

For teeing-ground, see Rule 2 (2); for putting-green, see Rule 31 (2).

## 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.

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 the ball.

**Ball not to be Touched except for Purpose of Identification.**

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

**Opponent's Ball Moved by Player'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 up his stance.

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, wheel-barrow, 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 greenkeeper 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 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 removed 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 or removing 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.

### **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 tee'd 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 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 re-placed as nearly as possible.

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 next be played from the spot where it now lies.

#### **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 any 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 interfered with by Opponent, etc.

If a player's ball when *in motion* be interfered with in any way by an opponent or his caddie, or his clubs, the opponent's side shall lose the hole.

If a player's ball when *at rest* be moved by an opponent or his caddie or his clubs, the opponent's side shall lose the hole, except as provided for in Rules 9 (2), 16, 21 (3), 31 (1), 32 (2), and 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.

#### 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 side of the player who hit the wrong ball shall lose the hole.

## **RULE 21.**

### **Looking for Ball in Bent, etc.**

(1) If a ball lie in fog, bent, bushes, long 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.

### RULE 22.

#### Lost and Unplayable Ball.

If a ball be lost (except in water or casual water) or be deemed by the player to be unplayable, the player shall play his next stroke as nearly as possible at the spot from which the ball which is lost or unplayable was played, adding a penalty stroke to the score for the hole.

If the stroke was played from the teeing-ground, a ball may be tee'd ; in all other cases a ball shall be dropped.

In order to save delay, if a ball has been played on to a part of the course where it is likely to be lost or unplayable, the player may at once play another ball in the manner provided for in this Rule, but if the first ball be neither lost nor unplayable it shall continue in play and the second ball be picked up without incurring any penalty.

### 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, adding a penalty stroke to the score for the hole.

If the stroke was played from the teeing-ground

a ball may be tee'd ; in all other cases a ball shall be dropped.

In the case of a ball played out of bounds, the penalty stroke may be remitted by a Local Rule. (See NOTE.)

#### **Provisional Ball Played.**

(2) In order to save delay, if a player after making a stroke, considers that his ball may be out of bounds, he may at once play another ball in the manner provided for in this Rule, but if it be discovered that his first ball is not out of bounds, it shall continue in play without penalty.

NOTE.—*Out of Bounds.*—If the penalty stroke has been remitted by a Local Rule and a provisional ball has been played under these conditions, 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 the usual search of at least 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.

#### **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 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, or any obstruction mentioned in Rule 11, 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 21.

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.**

##### **Ball in Casual Water in Hazard.**

(1) If a ball lie or be lost in a recognized 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 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 direct putt to the hole without any casual water intervening.

### **Water interfering with Stance.**

(4) A ball lying so near to casual water that the water interferes 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 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.

**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 authorized.

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 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 actually 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.

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

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, the penalty shall be that 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.

### **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 then 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 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 cognizance of any breach of rule that he may observe, whether he be appealed to on the point or not.

## 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. If no umpire or referee has been appointed 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.

If the players have agreed to an umpire or referee, they must abide by his decision.

## RECOMMENDATIONS FOR LOCAL RULES.

### Special Hazards or Conditions.

When necessary, Local Rules should be made for such obstructions as rushes, 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; for such local conditions, as the existence of mud which may be held to interfere with the proper playing of the game, and for the penalty to be imposed in the case of a ball which lies out of bounds (see Rule 23, par. 1).

### 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*.

**FORM AND MAKE OF GOLF-CLUBS  
AND BALLS.****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 ; it also regards as illegal the use of such clubs as those of the mallet-headed type, or such clubs as have the neck so bent as to produce a similar effect.

NOTE.—The Rules of Golf Committee intimates that the following general considerations will guide it in interpreting this Rule :—

(1) The head of a Golf-Club shall be so constructed that the length of the head from the back of the heel to the toe shall be greater than the breadth from the face to the back of the head.

(2) The shaft shall be fixed to the heel, or to a neck, socket, or hose which terminates at the heel.

(3) The lower part of the shaft shall, if produced, meet the heel of the club or (as for example in the case of the Park and Fairlie Clubs) a point opposite the heel, either to right or left, when the club is soled in the ordinary position for play.

**BALLS.**

The weight of the ball shall not be greater than 1.62 ounces avoirdupois, and the size not less than 1.62 inches in diameter. The Rules of Golf Committee will take whatever steps it thinks necessary to limit the power of the ball with regard to distance, should any ball of greater power be introduced.

**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 his shot 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.

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.

### SPECIAL RULES FOR MATCH PLAY COMPETITION.

#### 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.

Competitors shall not agree to exclude the operation of any Rule or Local Rule, nor to waive any penalty incurred in the course of the match, under penalty of disqualification of both competitors.

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

**RULES FOR THREE-BALL, BEST BALL,  
AND FOUR-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, but this should only be done before the player has played his stroke.

**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 re-

called 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.

### 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.

**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.

**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 who shall mark for him, 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.

**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.

**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.

#### 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.

### **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.**

#### **RULE 6.**

#### **Advice.**

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.

**Order of Starting.****The Honour.**

(1) Competitors should strike off from the first tee in the order in which their names appear upon the starting list. Thereafter the honour shall 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.

**Playing Outside Limits of Teeing-Ground.**

(2) 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.

**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 Being Stopped 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 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 in any way with his play.

**RULE 11.****Lifting Ball.**

A ball may be lifted from any place on the course. If a player lift a ball under the provisions of this Rule he shall either ;

(1) Play a ball as provided for in Rule 22 ; or

(2) Tee and play a ball under penalty of two strokes behind the place from which the ball was lifted ; if this be impossible he shall tee and play a ball under penalty of two strokes as near as possible to the place from which the ball was lifted but not nearer to the hole.

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

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

**RULE 12.****Lifting for Identification.**

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 Rule shall be one stroke.

## 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, or is stopped by, the flag-stick or the person standing at the hole, the penalty shall be two strokes.

**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.

#### **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 <sup>(in)</sup> an appeal be made to the Rules of Golf Committee, as provided for in Rule 36.

**RULES FOR BOGEY COMPETITIONS.**

A BogeY Competition is a form of Stroke Competition in which play is against a fixed score at each hole of the stipulated round or rounds. The reckoning is made as in Match Play and the winner is the competitor who is most successful in the aggregate of holes. The Rules for Stroke Competitions shall apply with the following exceptions:—

(1) Any hole for which a competitor makes no return shall be regarded as a loss. The marker shall only be responsible for the marking of the correct number of strokes at each hole at which a competitor makes a score either equal to or less than the fixed score.

(2) Any breach of Rule which entails the penalty of disqualification, shall only disqualify the competitor for the hole at which the breach of Rule occurred; but a competitor shall not be exempted from the general disqualification imposed by Stroke Rules 2 (1), 4 (2), and 5 (1) and (2).

NOTE.—A scale showing the handicap allowance, and indicating the holes at which strokes are to be given or taken, shall be printed on the back of every scoring card.



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