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A FEW
RAMBLING REMARKS
ON
GOLF

WITH
THE RULES

AS LAID DOWN BY THE ROYAL AND ANCIENT CLUB OF ST ANDREWS.



W. & R. CHAMBERS,
LONDON AND EDINBURGH.



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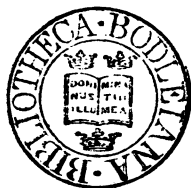
AS LAID DOWN BY THE ROYAL AND ANCIENT CLUB OF ST ANDREWS.





W. & R. CHAMBERS,
LONDON AND EDINBURGH.

1862.

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PREFACE.

MANY of the following remarks on Golf have already appeared in CHAMBERS'S INFORMATION FOR THE PEOPLE, and a few of them in CHAMBERS'S ENCYCLOPÆDIA. The hints given are the result of practical experience, and may, it is hoped, be the means of occasionally rescuing some poor tyro from the insidious whins, or yawning bunker, and teach him besides, that golf is not to be forced by might, but rather to be coaxed by gentle art.



EDINBURGH, 1862.





RAMBLING REMARKS ON GOLF.



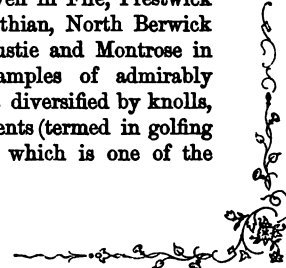
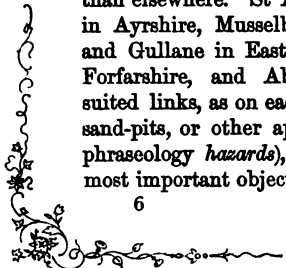
OLF, or GOFF, is a pastime peculiar to Scotland. It is supposed to have been derived from Germany, the term *golf* being from the German word *kolbe*, or the Dutch *kolf*, a club. Strutt, in his *Sports and Pastimes of the People of England*, observes that 'there are many games played with the ball that require the assistance of a club or bat, and probably the most ancient among them is the pastime now distinguished by the name of goff. In the northern part of the kingdom, goff is much practised. It answers to a rustic pastime of the Romans, which they played with a ball of leather stuffed with feathers. During the reign of Edward III., the Latin name *cambuca* was applied to this pastime, and it derived the denomination, no doubt, from the crooked club or bat with which it was played.'



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However uncertain the period during which golf was introduced into Scotland, it may be fairly presumed that it was practised by all classes to a considerable extent in the reign of King James I. Charles I. was much attached to the game, and on his visit to Scotland in 1641, was engaged in it on Leith Links when intimation was given him of the rebellion in Ireland, whereupon he threw down his club, and returned in great agitation to Holyroodhouse. The Duke of York, afterwards James II., also delighted in the game ; and in our own day, the Prince of Wales occasionally practises it.

Until late years, golf was entirely confined to Scotland, where it still maintains its celebrity as a national recreation, but latterly it has been established south of the Tweed, as well as in many of the British colonies. Broad plateaus of short grass—in Scotland termed *Links*, and in England, *Commons* or *Heaths*—are indispensable for the pursuit of this recreation, and it may be stated, as a rule, that wherever links occur in Scotland, there also occurs golf. A sandy soil is best adapted for the game, hence, on the east coast of Scotland, where extensive undulating stretches of grass-grown commons exist, it is practised to a greater extent than elsewhere. St Andrews and Leven in Fife, Prestwick in Ayrshire, Musselburgh in Mid-Lothian, North Berwick and Gullane in East Lothian, Carnoustie and Montrose in Forfarshire, and Aberdeen, are examples of admirably suited links, as on each the ground is diversified by knolls, sand-pits, or other apparent impediments (termed in golfing phraseology *hazards*), the avoiding of which is one of the most important objects of the game.





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A series of small round holes, about four inches in diameter, and several inches in depth, are cut in the turf, at distances of from one to four or five hundred yards from each other, according to the nature of the ground. If the links happen to be broad and expansive, the holes are placed so as to make the golfing course a somewhat circular one ; if they are long and narrow, the holes are placed from end to end. But, whether the direction taken be from the starting-hole once round a course somewhat circular, or from the starting-hole to the end and back again on a straight course, the term invariably applied to each series of holes played is a *round*. The rival players are either two in number, which is the simplest arrangement, or four (two against two), the former being called a single match, and the latter a double or foursome match, the ball in foursome matches being struck *alternately* by each player. The materials employed consist of one or more small hard balls, of gutta-percha, and clubs of forms suited to the nature of the ground, the object of every player, whether in a single or *double* match, being to drive the ball in a series of strokes from one hole *into* another in as few as possible.

Commencing at a spot a few yards in front of the first hole—the *teeing-ground*—each player drives off his ball in the direction of the second hole, which he does his best to accomplish in fewer strokes than his antagonist. If the players be pretty equal in skill, the chances are that they both arrive at the hole and put their balls in in an equal number of strokes, in which case the hole is said to be *halved*, and scores to neither ; but if one, by superior play,



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holes his ball in fewer strokes than the other, he gains that hole, and so takes precedence (the *honour*) in striking off towards the next. In this manner they proceed from the second towards the third hole, and so on till the entire round is finished, the round being gained by the player who has achieved the greatest number of holes. Sometimes the interest of a match is maintained till the very last, by a succession of evenly played holes, or by each having gained an equal number during the round; nor is it of very unfrequent occurrence to see round after round halved, and the contesting parties leave off *all even on the day's play*. A *match* may consist either of one or more rounds, in which case he who wins the most rounds wins the match. It may also consist of a certain number of holes independently of rounds, when it of course accrues to the winner of the greatest number of holes. In important matches the latter is the usual method adopted for deciding the relative skill of rival players; and in contests between professional players, the match, especially if there is a sum of money at stake, usually consists of a certain number of holes to be contested on more links than one.

The number of strokes taken between each hole depends on the skill of the player, the distance to be traversed, and the nature—hazardous or otherwise—of the intervening ground. And here it may be observed that, throughout the entire game, he whose ball lies furthest from the hole which he is approaching, invariably plays before his more advanced companion. We have already said that the player who 'holes' his ball in fewer strokes than his rival, wins

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that hole. Now, if it is agreed that the match shall fall to the player who holes the entire round in *fewest strokes*, each stroke is scrupulously recorded, and very generally scored on a card ; but if the match is to be yielded to the winner of the *greatest number of holes* in a round, the actual counting of strokes usually gives place to a totally different method of reckoning, and a certain phraseology is substituted. Thus, he who is about to play the same number of strokes as his antagonist has already played, plays '*the like*;' if he is about to play one stroke more than his rival has already played, he plays '*the odds*;' if one stroke less, he plays '*one off two*;' if two strokes more, '*two more*,' and so on. This method of reckoning, though somewhat confusing at first, is, after a little time, easily acquired ; and, from its being universally adopted on all golfing courses, should receive especial attention. The following examples taken at random, but still of constant occurrence during a golf-match, may be of service in better explaining our meaning :

Ex. 1.—A has played 3 strokes, B has played 2 strokes, and lies behind A. B then plays his 3d to A's 3d, or '*the like*.'

Ex. 2.—A has played 3 strokes ; B has also played 3 strokes, but still lies behind A. B then plays his 4th to A's 3d, or '*the odds*.'

Ex. 3.—B has played 5 strokes ; A has played 6 strokes, and still lies behind B. A then plays his 7th to B's 5th, or '*two more*.'

Ex. 4.—B has played 7 strokes ; A has played 5 strokes,

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and lies behind B. A then plays his 6th to B's 7th, or 'one off two.'

Ex. 5.—B has played 9 strokes; A has played 5 strokes, and lies behind B. A then plays his 6th to B's 9th, or 'one off four.'

Ex. 6.—A plays 'the odds,' and holes his ball; B plays 'the like,' and holes also. Hole halved.

If the skill of one player is admittedly superior to that of his opponent, the former gives odds to the latter, to equalise their play. Thus, A, we shall suppose, is a superior player to B, and they start to play a round of say eight holes. If the difference of their skill be not very great, A possibly allows B two strokes on the round, which, for example's sake, affects B's chances thus: B agrees to take his strokes between the first and second, and third and fourth holes, and off they go; A puts his ball into the second hole possibly in five strokes, and B in the same number (the like, *natural*). Now, were they playing on even terms, the hole would be halved, and would in consequence score to neither party, but here B's extra stroke does him service; for having been allowed one off, he reckons as if he had holed in *four* instead of five strokes, and so wins the hole. But if A had holed his ball in five, and B in six strokes, the hole would in that case have been halved, B's extra stroke compelling A to *add* one to his reckoning. From the second they strike off towards the third hole, which we shall say A gains; so here they are all even, and on the next hole, B has his second and last extra stroke, which probably makes him the winner of the



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hole. B is now therefore one hole ahead, with five yet to play, and if he can succeed in halving several holes, and so retaining his advantage, he may win the round, but he possibly drives his ball into some *hazard*—such as sand or whin-bushes, which his adversary has avoided—and from which it is only extricated after expending one or more strokes in the operation, to the loss of that hole, and possibly, by subsequent mishaps, to the loss of the match. Now, it is of the greatest importance to be able to keep the *direction* of a golfing-course, and to avoid driving erratic strokes either to the left or right, as, unless this be observed, the number of strokes taken to each hole is materially increased, and the chances of winning matches proportionately diminished; and no one can be a really good golfer till he has learned this somewhat difficult part of the game—till his play, in fact, has become ‘far and sure.’ We would also counsel the exercise of caution before attempting to drive a far-shot over an intervening hazard, as the chances are, that in pressing for its achievement, the ball is partially missed, and possibly driven into the place attempted to be cleared, and this caution is the more necessary on links strange to the player, as the nature of golfing-ground varies much on different localities, and until experience on each be gained, is extremely deceptive as to distance. Those links which possess no hazards are considered inferior to those on which they plentifully occur, and it may also be stated that on difficult links it requires more real golfing science to avoid driving balls into, than driving them out of hazards. Hazards consist of sand-pits (bunkers), gorse or whin bushes,

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cart-roads, very long grass, water, &c. ; and as a ball must be played (not lifted) from wherever it lies—with certain



Correct Play-club Swing (*front view*).

rare exceptions—the avoiding of hazards, by keeping on the clear grass course, is what constitutes much of the

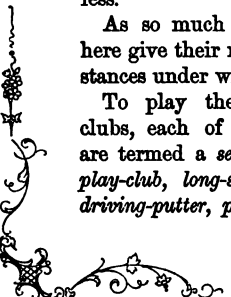


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superiority of an experienced over an inexperienced golfer. Young players, however, have a good deal to learn before they can keep either tolerably free from hazards, or adroitly extricate their ball when so placed, though that need be no discouragement when we assure them that on certain difficult links, such as Prestwick and St Andrews, the very best players occasionally come to 'grief.'

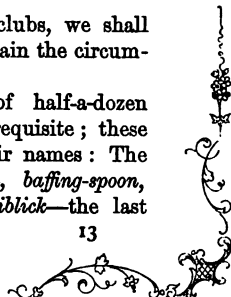
CLUBS.

Golf-clubs vary in length: thus, the usual length of the play-club is 45 inches, while that of the putter is only 38 inches. A club consists of two parts spliced together—namely, the shaft and head: the shaft (the handle of which is covered with leather, to insure for the player a good grasp) is usually made of hickory, or lancewood; the head—heavily weighted with lead behind, and faced with horn—is made of well-seasoned apple-tree or thorn. The immense distance to which a golf-club will drive a ball is mainly due to the powerful leverage gained by thus weighting the head, as without lead a club would be powerless.



As so much depends upon the golfer's clubs, we shall here give their names, and endeavour to explain the circumstances under which each comes into play.

To play the game correctly, upwards of half-a-dozen clubs, each of different construction, are requisite; these are termed a *set*, and the following are their names: The *play-club*, *long-spoon*, *mid-spoon*, *short-spoon*, *baffing-spoon*, *driving-putter*, *putter*, *sand-iron*, *cleek*, and *niblick*—the last





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three have iron heads, the others are of wood. In some links, several of these clubs, such as the mid-spoon, baffing-spoon, driving-putter, and niblick, may be dispensed with ; but in greens such as St Andrews, Musselburgh, Prestwick, and some others, they all come into requisition more or less. The **PLAY-CLUB** is for driving, or, as it is sometimes called, *swiping* off the tee, and is further used throughout the green if the ball is lying fair, and the distance either a full drive or upwards from the hole to be approached. The *tee* is placed a few yards in front of each hole, and consists of a small pinch of sand, on which the ball may be placed *for the first drive only*, and as this slight elevation causes the ball to present a fairer mark to the striker than if it lay merely on grass, the *tee-shots* are usually the furthest, long drivers being able to send a ball upwards of two hundred yards.

The **LONG-SPOON** comes into play when the ball lies in a hollow or on a declivity (when it is termed 'hanging'), or on slightly rough grassy ground ; it derives its name from having the face slightly scooped (spooned) instead of being square, and is used for elevating a ball, and driving it a far shot over hazards, such as bunkers, whins, &c.

The **MID-SPOON** performs a somewhat similar office, but is only serviceable for driving shorter distances than the long-spoon. It is frequently dispensed with, and many players never use it.

The **SHORT-SPOON** is a very useful club, and is frequently in the golfer's hands during the course of the day. It is used for playing either good-lying or bad-lying balls when



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within a hundred yards or so from the hole ; this is termed playing the 'quarter game,' the skilful accomplishment of which is one of the most (many think *the* most) important points in golf. Much depends on it ; and many a far, and even sure driver through the green, has been beaten by the indifferent swiper but deadly short-game player.

The **BAFFING-SPOON** is shorter still, and very much spooned ; it is useful when the ball lies about fifty yards from the hole, with a hazard intervening : from being so short and so much spooned, a good deal of force may be applied without the fear of driving the ball very far beyond the goal, and in the hands of a skilful player, great nicety is acquired in elevating and causing the ball to 'loft' or fall within a very few yards of the hole. This club is used in playing the 'short game ;' but we may mention that many prefer the iron or cleek for obtaining similar results.

The **DRIVING-PUTTER** is shorter in the shaft and rather larger in the head than the play-club. It is principally used in driving balls against a strong head-wind.

The **PUTTER** (*u* as in 'but').—This is a short-shafted, stiff club, with a large flattish head, and square face ; it is used when the ball arrives within close proximity to the hole, generally within twenty yards, with no intervening hazards, and is nearly invariably considered the best club for 'holing out' the ball. It is peculiarly fitted for this purpose from its make, but some players prefer putting with a straight-faced iron club, called a putting-iron, and possess great dexterity with the tool. To be a *good putter*, is what all golfers aim at, and comparatively few ever attain.

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driving is of much commoner occurrence than certain putting, and one who, by superiority in the former, can gain



Correct Position in Putting.

a full stroke on his opponent between two far-distant holes, frequently loses his advantage by missing a 'put' within a yard of the hole. The position in putting is here given, the figure being supposed to be playing 'the like' to his

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adversary's ball, which lies 'dead' (so near as to render holing in his next shot a certainty) at 'the odds,' near the hole.

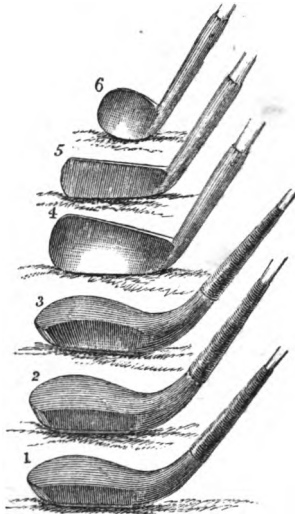
The SAND-IRON comes into play when the ball lies in a 'bunker,' or other hazard. It is a short, thick-shafted, stiff weapon, with an iron head, hollowed out in the centre, and somewhat sloped backward. On its lower edge, it is straight and sharp, which allows of its digging under the ball, and so pitching it out of the hazard on to the level turf. When a ball lies in loose whins, in roads amongst 'metal,' or in long deer-grass or bents, the sand-iron is the best club for freeing it from such impediments, and is, therefore, the one generally used. It is likewise well adapted for 'lofting' (pitching) balls over hazards by what are termed wrist shots, and, like the baffing-spoon, is a serviceable tool within fifty yards of the hole. The iron is, besides, the tool used for lofting what are called *steimies*.

A *steimy* occurs when your opponent's ball lies so directly in a line between the hole and your own ball that you cannot hole by putting. The only resource (though a somewhat hazardous one) is to take the iron and 'loft' your ball over the steimy and into the hole. It is not considered quite fair to play *intentionally* so as to lay a steimy; but in practice they very frequently occur, and often cause the hole to be halved which the steimied man felt confident of winning.

The CLEEK, another iron club, is rather longer than the sand-iron; it is used chiefly for driving balls out, or lofting them over, certain hazards that happen to lie near the putting-green between the ball and hole; sometimes, too, it is used with marvellous precision in playing what are

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termed quarter-strokes, and in the hands of certain skilful players, works wonders. The head of the cleek, unlike that of the sand-iron, is straight in the face, and slopes backward.



Various Forms of Club-heads.

1. Fly-club; 2. Putter; 3. Spoon; 4. Sand-iron; 5. Cleek; 6. Niblick.

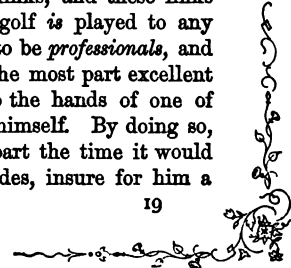
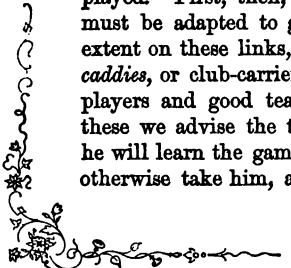
The NIBLICK, or TRACK-IRON, is of very important service when the ball lies in a narrow cart-rut, horseshoe, or other



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print in sand, thick and stiff whins, or in any round deep hollow not altogether beyond the player's reach. The head, which is of iron, is very small and heavy, about one-half the size of that of the sand-iron, and is shaped into a hollow, with the iron sloping slightly backward. This peculiarity of shape enables the player to raise his ball out of difficulties from which no other club could extricate it, and ought invariably, where the above-named hazards occur, to form one of every golfer's set. The faces of the play-club, driving-putter, and putter are planed perfectly upright and straight, or, technically, 'square;' those of the spoons, sand-iron, and niblick are hollowed, or 'spooned.' In the preceding illustration, their respective forms will be seen.

LEADING POINTS IN THE GAME.



Having given some idea of the forms and uses of each club in the golfer's set, we shall now add a few of the chief points requisite for the attainment of proficiency in golf, with a few of the leading characteristics of this excellent game. We shall also assume that the reader is ignorant of every point of the game, and that he has never seen it played. First, then, there must be links, and these links must be adapted to golf-playing; if golf is played to any extent on these links, there are sure to be *professionals*, and *caddies*, or club-carriers, who are for the most part excellent players and good teachers; and into the hands of one of these we advise the tyro to commit himself. By doing so, he will learn the game in one-tenth part the time it would otherwise take him, and it will, besides, insure for him a



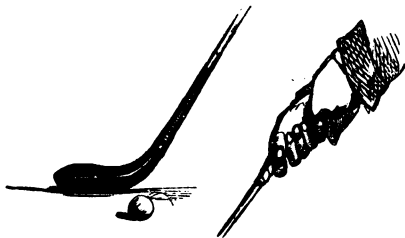
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good style to begin with, which, unless he wilfully change, is never likely to forsake him. In such hands, the learner's game will be gradually developed, and the result will be that, if he follows his teacher's advices, and suppresses every rising but treacherous ambition to excel at first, he will soon rank as a sound steady golfer, and may in time possibly become a first-class player. To begin young ; to acquire a good style at first, and keep it ; to drive the ball with easy skill, rather than with force ; to practise in moderation, and never fatigue one's self by overexertion, are maxims which, if faithfully followed, are certain to lead to success, and examples are not wanting of those who, after several months of careful training, have successfully coped with others who, from an indifferent style acquired at first, have never risen above mediocrity. Indeed, if the novice attempts to teach himself, from merely observing others play, the chances are that he will acquire an erroneous style and false ideas that may cling to him always. And let us here mention that it is much easier to start with a wrong than a right style, and, moreover, that it is exceedingly difficult to shake off the former, and acquire the latter afterwards.

How to grasp the Club.—The true method will be seen at a glance in the subjoined figure. Let the wrists be free, and grasp the club with moderate pressure, but *not tightly* ; in striking, or swiping, as it is called, the eye must never for a single instant wander from the ball, and the club should be swung slowly over the right shoulder, and brought down quickly to the ball—three-fourths of a circle being described by the action. And here it may be hinted that the above

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mode of handling and swinging should be practised with a play-club before attempting to strike a ball. Never exert



The correct grasp.

the whole strength in delivering a swipe ; golf is a game of skill and nice art, not one of brute force, and if too much force be applied, the chances are, that instead of hitting the ball fair, it is topped, and so driven a comparatively short distance. The easier a stroke is taken, the greater the chance of hitting the ball correctly : indeed, the mere swing of the club from over the right shoulder downwards will drive a ball a long distance, and with more certainty of the beginner's keeping the right direction than if much force had been applied ; and here we may add, never *press* for a long shot.

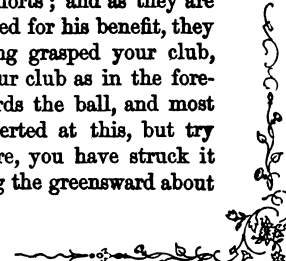
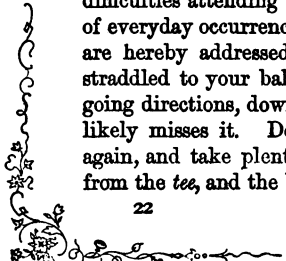
How to stand to the Ball.—The feet should be moderately well apart (about a foot and a half is sufficient), and the ball should be in a position rather nearer the left than the right foot, and at a distance from the striker, varying



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with the clubs used ; for instance, in using the ordinary play-club, two feet and a half is a good distance between the left foot and the ball. The player should be careful neither to exceed this distance, nor be much within the mark, as he is apt, when standing too far from his ball, to fall *in* to it, and run the chance of striking with the point or 'toe' of the club ; or when standing too near the ball, to 'heel' or strike it with that part of the club-head nearest the shaft. When struck precisely on the centre of the club, with a free and easy motion of the wrists and arms, the ball flies off precisely straight ; when heeled, the ball flies away to the right ; and when struck with the point or 'toe' of the club, it is said to be 'drawn' or 'hooked,' and flies in to the left. It is thus important for the player to learn the proper 'stance,' or space to preserve between himself and the ball, together with that indispensable free motion of the arms which allows of the club having full and easy play in his hands—lessons which a little practice soon teaches. The principal attitudes in golf—namely, those in *driving* and *putting*—should be carefully studied and acquired, as on them much depends.

Perhaps the following may fairly represent a few of the difficulties attending the tyro's first efforts ; and as they are of everyday occurrence, and are intended for his benefit, they are hereby addressed to him. Having grasped your club, straddled to your ball, and swung your club as in the foregoing directions, down it comes towards the ball, and most likely misses it. Do not be disconcerted at this, but try again, and take plenty of time. There, you have struck it from the *tee*, and the ball bounds along the greensward about



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fifty yards. Now, as nearly every beginner, from over-anxiety, 'misses the globe' the first shot, and tops or again



Correct Play-club Swing (*side-view*).

misses his ball the second, you are no exception to the rule, but may congratulate yourself upon being more dexterous than a friend of ours, whose first shot clove the air, whose second clove the turf, and whose third and last clove the *club!*



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A boy (your *caddie*) carries your clubs, and you and he follow the ball, which possibly lies in a small indentation or 'cup' in the turf, and so requires the long-spoon to drive it forth. Now, by one of those occurrences peculiar to tyros at golf, you have not only driven your ball out, but have struck it to a considerable distance, and you are naturally proud of the exploit. But these precocious shots do more harm than good; hence they require to be looked upon with *caution*, as, in nine cases out of ten, unless tempered by judicious hints from an experienced attendant, they lead many a novice by insidious steps to press for still greater achievements, and to a subsequently mutilated and discouraging style of play. Play your next stroke as if nothing particular had happened, and you may drive a tolerably good shot, but press to repeat the long swipe, and the chances are you bungle it altogether. So, you have driven your ball into that sand-pit or 'bunker,' whence it can only be extricated by the aid of an iron-headed club. Your *caddie*, accordingly, hands you the sand-iron. No tyro is expected to drive it out of the sand on to the clear turf in one stroke at first, but if he slopes back the face of his iron, and digs well in behind his ball, he may work wonders. *You* have come down on the top of the ball, and buried it instead! But try again, and again, till you accomplish it, nor be discomfited by repeated failures, for they are all steps on the ladder, each of which must be mounted ere you reach the summit—of golf. Your ball is out at last, and lies on the sward, or 'putting-green,' within a dozen yards from the hole. The boy puts the 'putter' into your hand, but before applying it to the ball,

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it will be well for you to examine the ground between it and the hole. You observe possibly that it slants a little ; in that case, a 'borrow' is required *up* the slant, and that borrow you must make. Perhaps the ground is quite level, and in that case it lies purely with your ideas of 'strength' whether you overshoot or undershoot the mark. The probability is, that you put too much power to the 'put,' and lie as far on the *other* side. Try again, for it is only by accurate judgment that nicety in putting is arrived at. There, you have taken a dozen strokes to hole your ball, which a good player would have done in five ; but avoid pressing—that is, throwing your whole force into a driving stroke ; be up in your putting, keep cool, never take your eye off the ball when about to swipe, and attend strictly to your teacher's advices, and in a very few months you will be able to hole in five too, with an occasional 'steal' in four.

The following are the rules followed by the St Andrews Royal and Ancient Golf-club, and are the best extant :

1. *Mode and Order of Playing the Game.*—The game of golf is played by two persons, or by four (two of a side) playing alternately. It may also be played by three or more persons, each playing his own ball. The game commences by each party playing off a ball from a place called the *tee*, near the first hole. In a match of four, those who are opposed to each other, and to play off, shall be named at starting, and shall continue so during the match. The person entitled to play off first shall be named by the parties themselves ; and although the courtesy of starting is generally granted to old captains of the club, or members, it



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may be settled by lot or toss of a coin. The hole is won by the party holing at fewest strokes, and the reckoning of the game is made by the terms *odds* and *like*, *one more*, *two more*, &c. The party gaining the hole is to lead, unless his adversary has won the match; in which case the adversary leads off, and is entitled to claim his privilege, and to recall his adversary's stroke should he play out of order. One round of the links, or eighteen holes, is reckoned a match, unless otherwise stipulated. If, in a double match, one person shall play twice in succession, he loses the hole.

2. *Place of Teeing.*—The ball must be teed not nearer the hole (either in front or side of the hole) than six club-lengths, and not further from it than eight; and after the balls are struck off, the ball furthest from the hole to which the parties are playing must be played first. When two parties meet on the putting-green, the party first there may claim the privilege of holing out; and any party coming up must wait till the other party has played out the hole, and on no account play their balls up, lest they should annoy the parties who are putting. No player may play his teed ball, till the party in front have played their second strokes.

3. *Changing the Balls.*—The balls struck off from the tee must not be changed, touched, or moved before the hole is played out (except in striking, and the cases provided for by Rules 8, 18, and 19); and if the parties are at a loss to know the one ball from the other, neither shall be lifted till both parties agree.

4. *Lifting of Break-clubs, &c.*—All loose impediments within a club-length of the ball may be removed on or off



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the course when the ball lies on grass. (See Rules 6 and 12.) When a ball lies in a bunker or sand, there shall be no impression made, nor sand or other obstacle removed by the club or otherwise, before striking at the ball. When a ball lies within a club-length of a washing-tub, the tub may be removed; and when on clothes, the ball may be lifted and dropped behind them.

5. *Entitled to see the Ball.*—When a ball is completely covered with fog, bent, whins, &c., so much thereof shall be set aside as that the player shall merely have a view of his ball before he plays, whether in a line with the hole or otherwise. A ball stuck fast in wet ground or sand, may be taken out and replaced loosely in the hole it has made.

6. *Clearing the Putting-green.*—All loose impediments of whatever kind may be lifted on the putting-green, or table-land on which the hole is placed, which is considered not to exceed twenty yards from the hole. Nothing can be lifted either on the course or putting-green, if it is to move the ball out of its position.

7. *Lifting Balls.*—When, on any part of the course, or off it, or in a bunker, the balls lie within six inches of each other, the ball nearest the hole must be lifted till the other is played, and then placed as nearly as possible in its original position—the six inches to be measured from the surface of the balls. In a three-ball match, the ball in any degree interposing between the player and the hole on the putting-green, must be played out.

8. *Ball in Water, or in the Burn, and Place of Re-teeing.*—If the ball is in water, the player may take it out, change



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the ball if he pleases, tee it, and play from behind the hazard, losing a stroke. If the ball lies in any position in the burn across the first hole, the player may take it out, tee it on the line where it entered the burn, on the opposite side from the hole to which he is playing, and lose a stroke ; or he may play it where it lies, without a penalty. However, should a ball be driven into the Eden at the high hole, or the sea at the first hole, the ball must be placed a club-length in front of either sea or river, the player or party losing a stroke.

9. *Rubs of the Green.*—Whatever happens to a ball by accident, such as striking any person, or being touched with the foot by a third party, or by the fore-caddie, must be reckoned a rub of the green, and submitted to. If, however, the player's ball strike his adversary, or his adversary's caddie or clubs, the adversary loses the hole ; or if it strikes himself or his partner, or their caddies or clubs, or if he strikes the ball a second time while in the act of playing, the player loses the hole. If the player touch the ball with his foot, or any part of his body, or with anything except his club, or if he with his club moves the ball in preparing to strike, he loses a stroke ; and if one party strikes his adversary's ball with his club, foot, or otherwise, that party loses the hole. But if he plays it inadvertently, thinking it his own, and the adversary also plays the wrong ball, it is then too late to claim the penalty, and the hole must be played out with the balls thus changed. If, however, the mistake occurs from wrong information given by one party to the other,



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the penalty cannot be claimed ; and the mistake, if discovered before the other party has played, must be rectified by replacing the ball as nearly as possible where it lay. If the player's ball be played away by mistake, or lifted by a third party, then the player must drop a ball as near the spot as possible, without any penalty. Whatever happens to a ball, on a medal-day—such as a player striking his caddie or himself, or his clubs, or moving the ball with his foot or club, or his caddie doing so, or the player striking it twice before it stops motion—the player in such cases shall lose one stroke only as the penalty.

10. *Ball Lost.*—If a ball is lost, the player (or his partner, in a double match) returns to the spot, as near as possible, where the ball was struck, tees another ball, and loses both the distance and a stroke. If the original ball is found before the party has struck the other ball, the first shall continue the one to be played.

11. *Club-breaking.*—If, in striking, the club breaks, it is nevertheless to be accounted a stroke, if the part of the club remaining in the player's hand either strike the ground or pass the ball.

12. *Holing out the Ball.*—In holing, no mark shall be placed or line drawn to direct the ball to the hole ; the ball must be played fairly and honestly for the hole, and not on your adversary's ball, not being in the way to the hole ; nor, although lying in the way to the hole, is the player entitled to play with any strength upon it that might injure his adversary's position, or greater than is necessary honestly to send your own ball the distance of the hole.

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Either party may smooth sand lying around the hole ; but this must be done lightly and without pressure, or beating down with the feet, club, or otherwise.

13. *Unplayable Balls.*—In *match*-playing, every ball must be played, wherever it lies, or the hole be given up, excepting when it lies on clothes, in water, or in the bed of the burn (see Rules 4 and 8), or in any of the holes or short holes made for golfing ; in which latter case it may be lifted, dropped behind the hazard, and played with an iron, without losing a stroke. In *medal*-playing, a ball may, under a penalty of two strokes, be lifted out of a difficulty of any description, and teed behind the hazard ; and if in any of the golfing holes, it may be lifted, dropped, and played as above, without a penalty. In all cases where a ball is to be dropped, the party doing so shall front the hole to which he is playing, standing close on the hazard, and drop the ball behind him from his head.

14. *Medal-Days.*—New holes shall always be made on the day the medals are played for ; and no competitor shall play at these holes before he starts for the prize, under the penalty of being disqualified for playing for the medal. On medal-days, a party starting off from the tee, must allow the party in front to cross the burn, before they strike off. All balls must be holed out on medal-days, and no steimies allowed.

15. *Asking Advice.*—A player must not ask advice about the game, by word, look, or gesture, from any one except his own caddie, his partner's caddie, or his partner.

16. *Disputes.*—Any dispute respecting the play shall be



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determined by the captain, or senior member present; or, if none of the members are present, it shall be settled by a committee appointed by the parties interested; or by the captain and his annual council for the time, at their first meeting.

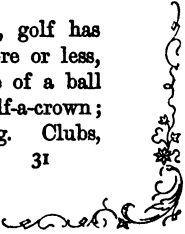
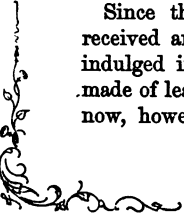
17. *Parties Passing each other.*—Any party having lost a ball, and incurring delay by seeking for it, shall be passed by any other party coming up; and on all occasions a *two-ball* match—whether by two or four players—may pass parties playing three or more balls. Also parties having caddies may pass those carrying their own clubs.

18. *Balls Splitting.*—If a ball shall split into two or more pieces, a fresh ball shall be put down in playing for a medal, without a penalty, and likewise in a match on the penalty of one stroke.

19. *Breach of Rules.*—Where no penalty for the infringement of a rule is specially mentioned, the loss of the hole shall be understood to be the penalty.

20. *Repairing the Links.*—The person appointed to take charge of keeping the links shall make new holes every Monday morning, and in such places as to preserve the putting-green in proper order. *

FINAL REMARKS.




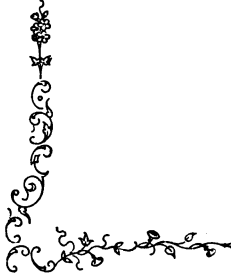
Since the introduction of gutta-percha balls, golf has received an immense stimulus, and is now, more or less, indulged in by all classes. Formerly, the price of a ball made of leather stuffed hard with feathers, was half-a-crown; now, however, the highest price is one shilling. Clubs,



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however, have not advanced in excellence in the same ratio as balls ; and we may venture to assert, that the best made clubs of modern days, do not excel either in beauty or quality those turned out, thirty years ago, from the workshop of Hugh Philp of St Andrews. The manufacture of clubs and balls is usually carried on near the various links on which the game is played. St Andrews has ever held the palm over all other golfing-courses, and maintains in consequence more professional men than any other. Amongst those famous for the manufacture of golfing apparatus, may be cited Forgan, Wilson, and Brown of St Andrews ; D. M'Ewan and Gourlay of Musselburgh ; P. M'Ewan of Edinburgh (Bruntsfield) ; T. Morris of Prestwick ; and the two Dunns of Blackheath, London.

Though peculiar to Scotland, golf is now played at Blackheath and Manchester in England, and in various localities over the entire habitable globe, where the ground is suitable and where Scotchmen are to be found.



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