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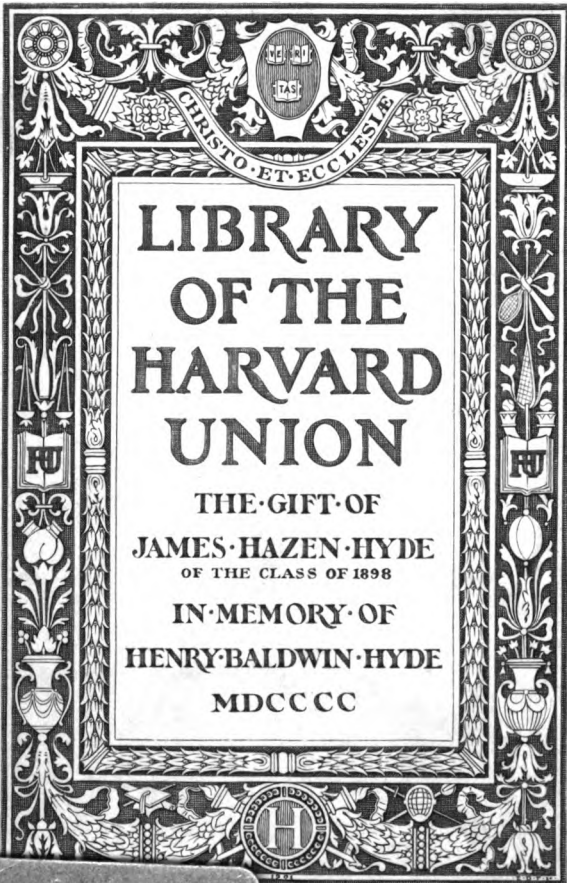
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GOLF  
DONT'S

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## **GOLF DON'TS**



# GOLF DONT'S

ADMONITIONS THAT WILL HELP  
THE NOVICE TO PLAY WELL AND  
SCRATCH MEN TO PLAY BETTER

BY

H. L. FITZ PATRICK



“How sweet to walk the velvet  
green.”—MOORE.



NEW YORK  
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## ADDENDA

Page 36—The penalty is the same should your ball hit your caddie.

Page 83—The ball must be placed back of casual water on the putting green.

## ERRATA

Page 50—Ignore “water” in second paragraph.

CHAPTER I

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ON THE CLUB  
PORCH



CHAPTER I

ON THE CLUB PORCH

**D**ON'T mount the stairs as though you were going to a funeral, yet do not be too affable. Geniality should never degenerate into servility.

Don't, however, act as if the place was your wood shed and the persons sitting about waiting for a job to split up kindlings. Yet better a Cyrano than a Uriah Heep in deportment.

Don't, on the way down, pay heed to the idiots who tell you that golf is

## GOLF DON'TS

a newfangled style of hockey. Be content that it is and always will be.

Don't play simply to get up muscle. The game produces symmetry rather than the abnormal development of a Sandow.

Don't approach the game too confidently. It may be said of golf, as Walton wrote on angling, "You will find angling to be like the virtue of humility, which has a calmness of spirit and a world of other blessings attending upon it."

Don't take up the game as a pretext for gay attire alone, yet the advice of Polonius, "costly thy habit as thy purse can buy, yet, not express'd in fancy," has no application to golfers and golfiners.

## GOLF DON'TS

Don't, however, wear red waistcoats on the brain, nor let plaids dominate the intellect.

Don't be a slave to either long or short trousers, to playing with a coat or without one, to wearing braces or a belt, shoes or boots. Be superior to the trappings of the game, and wear whatever is most convenient or comfortable. But on red letter days and bonfire nights uphold your dignity in the formal coat of the club colors.

Don't place fashion before comfort nor foppishness before the score.

Don't take up the game unless you are determined to play it well.

Don't cut the man who beats you

## GOLF DON'TS

badly ; rather be over-cordial, for the pace set will be his when the happy day comes that you beat him.

Don't on the other hand, unless you think the time is ripe, seek out the man who has defeated you to play a match. Better dally awhile until some one who believes he can beat you asks for a round.

Don't fail, however, to get on with a scratch man at odds whenever the occasion offers. To play with an adept is always worth while. It is taking a golf lesson from personal illustration.

Don't force yourself. The worst bore on the porch is the one who is continually asking for a round with yourself, Tom, Dick or Harry. He

## GOLF DON'TS

is always booked for a week ahead, but somehow seems to be forever sitting about waiting for someone to play with.

Don't forget that a match well made is half won, yet do not be too captious in arranging terms. Rather lose the match than blot the 'scutcheon.

Don't, in fixing the odds, overrate your game. The player who is stuck on himself in golf might as well be stuck in a bunker.

Don't say as a preamble to a challenge or an acceptance, "I am woefully off my game to-day." Why discount the value of a victory over you by self-detraction, and, on the other hand, does it not tend to hu-

## GOLF DON'TS

miliate your opponent to beat him after this declaration ?

Don't try to play the game with but one or two clubs, for you only handicap yourself. Learn the use of each club in turn from a good professional, and the more practice at each stroke the better, but when you sally forth for a full round take a full bag.

Don't make a hobby of a certain club. Better have your clubs in duplicate, and use them in turn. Then, should an accident occur to one of them before an important match, you will not be paralyzed by having to break in an utterly strange club.

Don't fail to have the club professional look over your bag of clubs

## GOLF DON'TS

before you start. The little repairs or touching-up jobs he may do will not cost much, and it will instill confidence to know that the set is ship-shape and trustworthy.

Don't, when you need a new set of clubs, rush off to some 99-cent bargain counter for it. Give the club professional a chance.

Don't fail to make a stranger feel at home without waiting for an introduction. If an old member or a committeeman, a special courtesy becomes a duty.

Don't loiter about the club-house before starting out any longer than circumstances require. By prompt starting it is often possible to get a clear links.

## GOLF DON'TS

Don't, if nervous over the match that awaits you, seek to gain time by loafing about the dressing-room. As in deep sea bathing, a quick plunge will do more good than procrastination. Besides it may jar the other man to find you awaiting him on the tee.

Don't act the epicure before the match if you would be on edge, yet eat your fill of plain and wholesome viands. A hungry man can't golf well, nor can he who has made a Gargantuan feast.

Don't, though thirst oppresses, drown the match at least until you have it finished.

Don't leave the club house on a competition day until you have

## GOLF DON'TS

learned the exact conditions on which you are to play.

Don't neglect to study the local rules. However silly you may regard them you must obey them, unless in a match your opponent agrees to ignore the local tenets. Team matches are often lost when playing over a strange green, through an ignorance of the local restrictions or privileges.

Don't, unless you are an acrobat and willing to play from a tree should your ball lodge in one, start out without an agreement about them. When a ball lodges in one it is best, providing there is no local rule, to drop another ball two club lengths back on either side without penalty.

## GOLF DON'TS

Don't forget that the game consists in each side playing a ball from a teeing-ground into a certain hole by successive strokes ; that the low score wins and even strokes halve the hole. Elemental though this may be, many players forget it in the consideration of how to do it, and so omit to count at all.

Don't overlook that the gist of the game is to get the ball away on every stroke ; style nor good intentions will not blot out a miss.

Don't in the greenest of salad days, ignore the difference between match and medal play. Whoever wins the most holes gains a match and the lowest score wins at medal play. Nothing is more jarring than to hear the young man with the new clubs

## GOLF DON'TS

tell how he has won a match by 132 to 144 strokes.

Don't, really, tell your opponent on the way to the first tee, the details of your last good round. Be considerate.



CHAPTER II



TEE TALK AND CADDIES



## CHAPTER II

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### TEE TALK AND CADDIES

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**D**ON'T tell the opponent to drive first when you have won the toss for the honor. It is a confession of weakness.

Don't tee up outside the marks, for it will not really help you to win a hole. In match play the ball may at once be recalled by the opponent, no stroke being counted for the misplay, and at medal play the penalty is disqualification.

Don't tee up until it is your turn to drive off.

## GOLF DON'TS

Don't think backward as you take the stance. Let every drive make its own history.

Don't practice swings or stance while the player who has the honor is making his tee or preparing to drive.

Don't be too profuse with compliments when an opponent is driving very well; nor will a sympathetic murmur banish the jarring feelings left by a wretched fozzle. Silence is often good golf.

Don't neglect rubber tees nor other artificial ones that may please you, but never, let it be implored, use a tee that you can drive further than the ball.

Don't build a tee like a lighthouse.

## GOLF DON'TS

Practice the art of compressing a pinch of sand so that it will raise the ball a wee bit clear of the turf. The old-timers do this with the fingers of one hand in a facile way. On dirt tees a rounded-off miniature kopje is the most useful.

Don't be too faithful to one driver. Old clubs do not belong, save as souvenirs, with Hardcastle's loves : "Old friends, old times, old manners, old books, old wines." In play shafts will too often split or warp with age.

Don't make the club of any famous player a fetich. It is the man behind the club that counts, yet good players are better guides in the choice of clubs than duffers.

Don't hesitate to draw a line before

## GOLF DON'TS

or back of the ball, or in a half-circle, if you consider that the action helps you in driving. It would be rude, however, to turn a handspring before addressing the ball, although the rules do not forbid it.

Don't place too much dependence on the dashing manner of your "waggle." One good swipe on the ball is worth a score of fantastic swings over it.

Don't fail to differentiate between a wiggle and the "waggle." Would you be a cause of glee to the on-lookers?

Don't keep your eye off the ball, nor look in front of it. Swing slowly, increasing the speed at the moment of the impact and try to just raze the

## GOLF DON'TS

ground back of the ball, the club head sweeping the ball away with the force of the momentum. Well hit, the more force the greater distance.

Don't be too eager to watch the flight of the ball, to do so is to court a fizzle.

Don't look away from the spot where the ball was until you have seen the spot of ground on which it rested. This constitutes the merit of keeping your eye on the ball.

Don't forget that the easiest way to win a match is to outplay the opponent from the very first drive—if you can.

Don't press when the opponent is out-driving you. Try instead for steadiness and accurate direction.

## GOLF DON'TS

Don't forget that the power of your weight and strength, aided by the leverage of the long driver, should always send a clean-hit ball 200 yards. Drop all theories and simply aim to make your weight and strength tell.

Don't check the follow through, for in a good swing club head and ball are together for a space after the impact. The extra push is what gains the under spin and great distance.

Don't neglect a few preliminary swings, but without interfering with your opponent, to loosen up the shoulders.

Don't tee up until the opponent has driven off, when he has the honor, and, unless a cad, do not move or speak while he is playing.

## GOLF DON'TS

Don't tee up on a hanging lie; the ground should fall away behind the ball, which should rest on top of your tee, not be imbedded in it.

Don't take the stance after you have teed up. This is to put the cart before the horse, yet many fairly good players commit this fault. First take the stance and get a firm footing, then, if the ground suits you, tee up the ball. If the ground does not slope right take a new stance. A strict observance of this rule will improve the score.

Don't, in the stance, ignore that without ease and comfort you cannot succeed.

Don't straddle like a Colossus of Rhodes, or do not keep the feet to-

## GOLF DON'TS

gether in the first position of a dancing lesson. Take the stand you find will aid you most in getting the ball well away.

Don't be too great a stickler for a certain "form," swing or style. The old school of professionals had but one grip and swing their shoulders as though in straight-jackets. Be as free-willed as the new school of Vardon's and Taylor's, who put results before traditions.

Don't seek to impose a penalty, or to accept one, if the ball fall or be knocked off the tee in addressing it.

Don't object if the ball be struck when it is rolling. The mishap usually brings its own punishment.

Don't let an opponent take trial

## GOLF DON'TS

swings over the ball once he has taken the stance to address it. The eyes of Argus could not tell the intentional stroke that is missed under such circumstances. Compel trial swings to be made at another part of the teeing-ground. A literal construction of the "addressing the ball" definition must be insisted on.

Don't ignore the honor. At match play insist on an opponent who plays out of turn from the tee recalling the stroke, without penalty except the effect on his nerves, and be as strict at medal play. Respect the little formalities and there will be fewer gross violations of the rules to argue about. After the first tee the man winning the honor must play first. Only duffers say otherwise.

## GOLF DON'TS

Don't quibble about the "out of bounds" lines. The ball is more often out from tee shots than any other, which is another premium on accuracy.

Don't yield the honor because you have incurred a penalty stroke. The added stroke or strokes must not affect the rotation of play.

Don't play your tee shot, unless by permission (except in the case of a lost ball), until the match in front is out of range. The etiquette of the game gives the right to drive off after the pair in advance have played their second strokes, but it is always best to be generous at this junction, and not to press onward. It is never a mistake to give the party ahead the full five minutes' grace sanctioned in

## GOLF DON'TS

American championships. To do so will avoid all possibility of accidents, for, by a strange fatality, whenever a novice seeks to "spare" his drive to avoid hitting anyone, he is sure to get a phenomenal distance. The reason is that the novice fails to press and so gets an easy, sweeping swing, and a long ball.

Don't carry your business or professional worries to the tee. Remember the round should tone up the mind as well as the muscles.

Don't make too much of any certain caddie. One bad consequence is that through overzeal a lad so singled out may improve the lie in an important competition or match, or seek to take some other illegal advantage, on your behalf that you

## GOLF DON'TS

would be very sorry to have occur. Take the caddie whose turn it is, and if he prove incompetent report the facts to the caddie master.

Don't ask for advice except from your own outfit, or willingly be otherwise advised in any way whatever, under the penalty of the loss of the hole at match or of disqualification at medal play. In cases of a lost ball hundreds of persons may help to find it, but, should you not ask them to do so, there is no penalty. Among gentlemen the opponent and his "outfit," unless to do so would compel a walk across the width of the course, usually join in the search. The caddie is the only person who may legally advise a player, and while this rule stands there will never be a valid ground to insist that an amateur

## GOLF DON'TS

should regard it as unsportsmanlike to hire the best advice obtainable, i. e., that of a professional.

Don't think it snobbish to have the caddie make your tees, if he is smart enough. On a hot day the effort of bending down during a long match takes something out of a player. In a week of tournament play the task may well be shifted to another who is paid to do it.

Don't depend on the advice of a caddie who is not thoroughly familiar with the distances of each hole, for except in putting, while two heads are often better than one, there is little profit in the act.



**CHAPTER III**



**THROUGH THE FAIR  
GREEN**



## CHAPTER III

### THROUGH THE FAIR GREEN

**D**ON'T improve the lie, under penalty of the hole at match or of two strokes at medal play.

Don't play a certain stroke too often, because you happen to play it well. Play the club the lie suits and the distance demands.

Don't, for distance, take iron before wood from a good lie.

Don't, as a rule, keep the right foot back when you take up the iron

## GOLF DON'TS

clubs. Otherwise the stance may be the same and through the green the swing as full and strong.

Don't mix the order of progress. A single, even if you are "It," will have no rights at all of procedure. By agility, or else long driving, a "single" may sometimes keep ahead of a proper match.

Don't stand on dignity, either in a three- or four-ball match. Twosomes, threesomes and foursomes have the right of way. This should not gall you, for the rule is infallible. Common sense, however, should deter duffers from seeking to retard a group of scratch players who ask the right of way as a courtesy.

Don't if on the short round, hold

## GOLF DON'TS

back a match going the full course.  
The law is with them.

Don't, in brief, ever encumber the links. Yet, should a match of the slap-bang, "play into anyone" sort try to pass your match without permission, never yield the way.

Don't cause delay by looking for a "lost ball" over five minutes. Do not drop another ball down the trouser leg, no matter how important the match, but surrender the hole with aplomb.

Don't worry about other matches passing when you are looking for a lost ball. To call out that you have almost found it may be construed as mockery.

## GOLF DON'TS

Don't fail to remember that in many cases you and the caddie are one when it is a case of incurring penalties.

Don't cavil because a ball in motion is stopped by an agency outside the match, or by the fore-caddie, for it must be replaced and the occurrence submitted to as a "rub of the green."

Don't omit to claim the hole should the ball strike an opponent, his caddie or clubs; yield the hole on the other hand, should his ball hit you or your "outfit." In medal play the penalty is one stroke.

Don't hesitate to count a penalty stroke at either match or medal play, should you hit the ball twice in mak-

## GOLF DON'TS

ing a stroke. But when the ball runs up the shaft and finally gets away the only punishment is the shock to your nerves.

Don't forget that a penalty stroke is incurred should you cause the ball to move by touching anything. Your caddie may penalize you in the same way. Yet it is all right to move loose impediments within a club's length through the fair green.

Don't fail to count a stroke whenever the ball moves while you are addressing it, except on the tee, or whenever you make any intentional downward stroke without hitting it.

Don't ignore that a ball that lies or be lost in casual water through the

## GOLF DON'TS

green may be dropped without penalty.

Don't ask for the hole if a ball be lost in "constant" water, as in a pond or stream, for in either match or medal play the penalty is the loss of a stroke.

Don't oppose the dropping of a ball without penalty, when your ball has displaced your opponent's, as near to where it was as possible, and before another stroke is made.

Don't argue, too, against a ball being lifted that lies on or within a club length of a drain cover, water pipe, hydrant, or "sich."

Don't lift except when justified by the rules. Remember a ball is "in

## GOLF DON'TS

play" after being struck from the teeing-ground until holed out.

Don't fear to move any loose impediment (not being in or touching a hazard) which is within a club length of the ball. But there is a penalty if the ball moves. Beware of meddling with anything growing.

Don't play with a hacked ball.

Don't hesitate to change the ball, should the ball in play become cracked, flattened out, or otherwise imperfect, but always tell your opponent your intention to do so. Should he tell you the ball is still playable the matter may be left to a referee, or even carried to the Executive Committee of the United States Golf Committee. Remember your rights

## GOLF DON'TS

are neither to be brushed aside nor trodden down.

Don't claim that mud on a ball renders it unfit for play.

Don't object to halving the hole when both balls are lost.

Don't play with part of a ball, for you have the option of placing another ball where the largest portion of the old ball lies. Only a grumbler will compel you to take a scale or a measure to tell which split piece is the largest.

Don't talk or move while another is making a stroke, nor permit your caddie to do so. A hasty ejaculation or quick movement at this time has won many a match, but at the loss of friendship.

## GOLF DON'TS

Don't, in addressing through the fair green, seek to improve the lie by heavy pats with the club head back of the ball, affecting the while an appearance of innocence. This, with the kindred trick of a solid push on the turf before the waggle, is for the golfing jockey, not the gentleman.

Don't cause damage to the turf by neglecting to replace and press down any sods cut out in playing a stroke. If for no higher motives, after a fine shot pride should urge the replacement of the divot; after a miss it is a work of self-mortification. It is better not to play at all when the turf is too sodden and mushy, as when the frost is thawing out in the early spring.

Don't sacrifice accuracy through pressing for distance. Paste this rule

## GOLF DON'TS

in your cap when out for a record round.

Don't try to keep the sole of the club on a dead level with the ground. Tilt it on the heel, but address at the toe of the club.

Don't coddle a bad lie through the green. Try for distance: if you fail the ball will at least go as far as though you had used a niblick.

Don't, if you would score low, be afraid of the lie: "jab" at the ball when it is cupped, swing easily on a hanging lie, playing from the right foot. Go at an uphanging lie as though it were a teed-up ball.

**CHAPTER IV**

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**WHEN HAZARDS  
BAFFLE**



## CHAPTER IV

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### WHEN HAZARDS BAFFLE

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**D**ON'T let it slip the memory that the definition of "hazard" is "to venture, to trust to the operation of chance."

Don't, therefore, trust implicitly to the old maxim that when in a difficulty the great thing is to get out regardless of direction or distance.

Don't fear to take a chance. If Tait and Ball had followed the old adage absolutely neither would have made the green from the water hazard, to halve the hole, in the final of

## GOLF DON'TS

the amateur championship at Hoylake, in 1899. The strength of the game put up by the great masters of golf largely consists in the fine shots they get from hazards. They are always trying for both distance and direction.

Don't tempt fortune when playing one off two in the hazard, but when playing the odd be daring, and on the like be desperate. This advice, bravely followed, will improve the game of many who are from over-cautiousness just without the winning class. Success in these days means to be always striving for the lucky vantage; the long carry from a poor lie; the full shot dead to the hole; the "gobble" putt to save a stroke on the green.

Don't neglect the niblick until you

## GOLF DON'TS

have to use it in a hazard. Practise will enable you to do as much or more with it than with the mashie. There is no prettier or more telling shot in golf than the rocketed approach from a hazard that guards the green. But the niblick is not the only chance in a hazard; the lie will often permit the use of the mashie, the irons or even the play clubs. From a wide, shallow trap hazard, with the ball affording a fair chance, or from a road, the skilful player will often gain a dazzling distance from brasseys or drivers.

Don't use the niblick like a pick. To get a high, straight ball, jab into the sand behind it and a perpendicular upshoot will result from the force of concussion; playing for distance give a clean cut under the ball, and follow through, allowing for the

## GOLF DON'TS

tendency of the club to slice the ball.

Don't try to penalize your opponent if the ball move while he is making his upward or downward swing, unless you believe he has caused it to move by touching or moving some loose impediment, or by grounding his club, or in a hazard, by taking his stand to play it; in which cases, at match or medal play, fine the wight a stroke.

Don't wait for the train to come back should a ball lodge on it, nor is there any delay compulsory when a ball alights on any other moving hazard; for another may be dropped as near as possible to the place where the object was when the ball lodged in it.

## GOLF DON'TS

Don't insist that a ball must be played from a recognized water hazard that for the time being is dry, for it is right to lift under a penalty of one stroke.

Don't protest because the overflow from a recognized water hazard is part of the hazard, and not considered as casual water.

Don't hesitate to lift from casual water in a hazard. Drop the ball in the hazard back of the water, if there is room, if not drop in another part of the hazard, but not nearer the hole.

Don't err about "casual water"; only claim as such any temporary accumulation of water which is not one of the ordinary and recognized hazards. After a cloudburst be merci-

## GOLF DON'TS

ful, even if you must resort to rubber overshoes.

Don't treat permanent grass in a hazard as part of the hazard; and casual water, sand blown on to the grass, or sprinkled on the course for its preservation; bare patches, snow and ice are not hazards.

Don't sole the club in a "hazard" any bunker, water, sand, path, road, railway, whin, bush, rushes, rabbit scrape, fence or ditch.

Don't treat the hazard as though it were part of the fair green; be cautious even on permanent grass within the hazard, where the club may be soled.

Don't willfully make bunkers any

## GOLF DON'TS

worse than they are by neglecting to fill up holes made in playing out of them. Remember that you may be in the same hazard on the very next round, or, if a humanitarian, that it is your duty to smooth the way for others, even though the way be through the moil and the mire.

Don't object to a ball being replaced that has been moved by taking away a temporary hazard which it has been lying on or touching,—clothes, nets, etc., or ground under repair, or in a hole made by the greenkeeper,—but a ball lifted in a hazard must be dropped in a hazard.

Don't grumble if the opponent's ball, in a hazard, be moved in taking out steps or planks from the hazard placed there by the Green Committee

## GOLF DON'TS

to make it easier to enter or get out of it.

Don't forget that if the ball touches the bunker or hazard, the club cannot be soled, but if it lie on blown sand at the edge of a bunker, the club may be grounded.

Don't scrape away the sand should a ball be buried in a hazard.

Don't forget that you have the right to get a firm stance in a hazard, even though your feet push aside stones or sand, providing the ball is not moved nor the lie improved.

Don't be derisive when your opponent's ball jumps a bunker, nor too jubilant should the same good luck happen to yourself.

## GOLF DON'TS

Don't hinder your good or increase the bad runs of luck by poor judgment. Bear good fortune calmly and reverses with patience. Remember that the general averages at golf make all fortunes about even in the long run. But be always trying to redeem a bit of poor luck by a grand recovery.



**CHAPTER V**

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**APPROACHES AND  
REPROACHES**



## CHAPTER V

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### APPROACHES AND REPROACHES

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**D**ON'T take the turf before the ball.

Don't try to judge the distance the ball is from the green until you stand next it. Then make the calculation and take the club you need, not the one the ordinary caddie will thrust at you.

Don't draw in the arms at the moment of impact.

Don't fear the half and quarter shots, but a full shot with a lofted

## GOLF DON'TS

club is usually easier than to "spare" a shot with a straighter-faced club.

Don't forget that the club head must pass the ball before the hands.

?  
together at  
impact

Don't procrastinate; it is better for the nerves not to stand too long over the ball, nor to waste the mental and muscular powers by too many practice swings.

Don't, on the other hand, play too quickly; time each iron swing carefully and try to get the ball off cleanly, but, on the other hand, avoid an excessive slowness in the preliminaries to the stroke.

Don't blame the course, the club or the lie for your wretched shots.

## GOLF DON'TS

Just blame yourself, but keep cool and try for a good recovery.

Don't be a slave to either the run-up or the pitch in approaching. Practice both styles of play to be at ease on all sorts and conditions of links.

Don't forget that the scuffed or topped mashie shot, if there is no hazard in the way, may be unintentionally as effective as the running-up approach, but that the reverse of the proposition is seldom as lucky.

Don't approach too short; if in doubt of the distance always prefer a full to half-shot.

Don't force a weak club, better chance a club with a longer carry.

## GOLF DON'TS

Don't on long putts, play to get near the hole, that is, to lay up for the next shot, unless playing one off two. Even then it is purer golf to study the line and try to hole out.

Don't fail to loft cleanly with the irons and to follow through. The stabbed shots, to be effective, must be played the same way, but the follow through ends in the turf instead of in the air.

Don't forget that "stabbed" shots are usually very damaging to the turf.

Don't reproach yourself for an over-approach, even if trapped back of the green, but there is no sense in making this sort of thing a system.

## GOLF DON'TS

Don't let the order of alternate play be changed in a threesome or foursome, under penalty of loss of the hole at match or of two strokes at medal play.

Don't forget that the ball away from the hole must be played first. In match play the ball may be at once recalled by the opponent, no stroke being counted for the misplay. At medal play the stroke counts and the ball must not be recalled. Often at match play an opponent will quibble as to which ball is away so as to compel you to play the odd by his "kick through the green."

Don't let the ball be "pushed, scraped or spooned," but insist that it shall be fairly struck at. In event of a dire fizzle remember that the

## GOLF DON'TS

opponent meant to strike fairly, and look the other way.

Don't play the opponent's ball, a mistake usually prompted by an eagerness to use a fine lie, for it will cost you the hole at the match game, and at medal play the ball must be replaced without penalty save the delay and bother. But the offense is condoned, should your opponent play your ball, and the hole must be played out with the balls thus exchanged. Should the mistake occur through wrong information given by the opponent or his caddie, if discovered before the opponent has played, there is "nothing doing," and the ball must be replaced.

Don't play out with the ball of a player not in the match, no matter

## GOLF DON'TS

how tempting the lie. In match play, if discovered before the next tee shot, you will lose the hole. At medal play, you must go back and play your own ball, the pairs behind meanwhile accentuating your mistake by cries of "Fore!" Should the ball not be found, another ball must be teed as near as possible to the place where the lost ball was last struck, and a penalty stroke added to the card, or else disqualification will be your fate.

Don't lose a ball, for, except in "constant" water or when sent out of bounds, the hole is lost at match play, while at medal play a ball must be dropped where the other was last struck and a stroke penalty incurred.

Don't be churlish in aiding an opponent to find a lost ball, or object

## GOLF DON'TS

when outsiders assist in the quest. If his ball be found in your caddie boy's pocket, your previous zeal will help to prove innocence on your part.

Don't look as though your eyesight had suddenly failed in looking at the ball in long grass. Only so much thereof shall be touched to enable the player to see his ball, under penalty of the hole at match or two strokes at medal play. Some golfers would use their niblick like a scythe were these penalties not in force.

Don't try to tee up after playing a ball out of bounds. Another should be dropped at the spot from which the stroke was made, the only penalty being loss of distance.

Don't fail to lift the ball when your

## GOLF DON'TS

stroke might be spoiled through the proximity of the opponent's ball. When more than six inches apart on the putting green, or within a club length through the green, or in a hazard, the distance to be measured from their nearest points, the ball closest to the hole may be lifted until the other is played, and afterward be replaced about on the spot where it lay.

Don't, no matter if out of sight of your opponent, before making a stroke, try to move, bend, or break anything fixed or growing near the ball, except in taking the stand, in soling the club to address, or in the upward or downward swing, under the penalty of the loss of the hole, or, at medal play, of two strokes.

Don't fear to move any loose im-

## GOLF DON'TS

pediment (not being in or touching a hazard), which is within a club length of the ball. But if the ball move after the player, his partner, or their caddies shall have touched any such impediment, the penalty is a stroke.

Don't improve the lie by moving any loose impediment that is more than a club length from the lie under penalty of loss of the hole at match play or two strokes at medal play.

Don't complain if an ill wind blows your ball about. It is an "agency outside the match" that must be endured.

Don't neglect the flag-stick. Either side may have it removed when approaching the hole, but there is no penalty for not doing so, except, if

## GOLF DON'TS

the ball rests against the stick when in the hole, the player shall be entitled to remove the stick, and, if the ball fall in, it will count as a hole out on the previous stroke. When held up by the caddie, it is part of the caddie.

Don't play up to the putting green until those ahead have holed out and moved away, yea, even though they be of the pencil and paper fiends who always stand over the cup to note down their strokes.

Don't, too, yield to the inclination to play up into a group who are calmly retrying their putts. Practice calling out "Fore," with a facetious inflection, for such emergencies.

Don't on the other hand, permit a player to play up while you are in

## GOLF DON'TS

just possession of the green. Unless the player who commits this breach of etiquette is a bigger man than you, why, just bang the ball back to him. Of course, if the offense is unintentional, no apology should be rejected, nor is there cause for umbrage when the green is made by an unusually long full shot, as when Mr. Hilton holed out in two from his brassey when he won the amateur championship at Sandwich.

**CHAPTER VI**

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**LUCK, PSYCHIC INFLUENCE  
AND LONG PUTTS**



## CHAPTER VI

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### LUCK, PSYCHIC INFLUENCE AND LONG PUTTS

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**D**ON'T be indifferent on the green. The ball goes down to the "cheeky" putter, never for the timid weakling. To him who hesitates the hole is lost.

Don't blame bad luck for a too great proportion of your misplays.

Don't be too voluble over your fine shots of yesterday. Remember the adage about self-praise. On the other hand do not get a reputation for "hard luck" stories about your misses.

## GOLF DON'TS

Don't try to coax a turn of luck. Better try to force by boldness a change of fortune. In putting luck is paramount; on the long game skill mostly is what counts, says a great player of "Auld Scotia."

"Don't forget," has said a world's champion, "that the instant the putter moves, before you raise the head, something tells you whether the ball will go into the hole or not." This "something," if it may be conjured up at will, should be termed psychic influence.

Don't fear to exert the psychic influence whenever a difficult play is needed, or a long putt must be holed out. Hypnotize yourself into the consciousness that such plays are easy for you, when, presto! the good thing will come off.

## GOLF DON'TS

Don't let any idea that it is your unlucky day make you nervous on the green. This is the time the wise player tries to exert his psychic influence, not on the flint-like ball, but over himself. If you can cast a hypnotic spell over your opponent there is no law to prevent it.

Don't regret the hole that goes wrong, after the best of mental and putting efforts, if you have made a brave try. But there is no peace remaining after a faint-hearted, faltering, pawky attempt.

Don't repine should the psychic influence you are exerting seem only to be helping the other chap. It is to be deplored, as when the toast falls butter-side down, but if the infliction be taken as a mental tonic the luck

## GOLF DON'TS

may very soon change. The player who keeps cool has always the best of the putting.

Don't curse your bad luck; it will not help your own game and may spoil utterly the pleasure of your opponent, who will be justified in not golfing with you again. Take the rough with the smooth; once mastered this is the secret to win in many a match.

Don't fear the greens. Undulations properly played will help the ball and score a long putt, while the wight who is shy of the ups and downs of the green will surely miss. It is as impossible to take a direct line to the hole on a rolling green as for a ship to avoid tacking against a head-wind.

## GOLF DON'TS

Don't, on the other hand, study out too many lines to the hole. First thoughts are usually best in this department of the game. In choosing the line a good caddie is a great help, for it is usually easier to play for an indicated place on the green than to select the spot as one stands over the ball.

Don't be a "worm" in studying the line of the putt. This is what the college boys dub a player who lies prostrate behind the ball and sights for the hole as though aiming a rifle at a 1,000-yard target. Better take aim in the position that you will play the putt from.

Don't show nervousness when an opponent is putting. Whether he wins or loses, no matter what your

## GOLF DON'TS

true feelings, affect the stoical indifference of an Indian at a powwow.

Don't putt short—the hole cannot come nearer to you. Be up! It was "young Tom" who said that Tom Morris, Sr., only failed to be a grand putter because the hole was usually a yard too far away.

**CHAPTER VII**

—

**YE ART OF HOLING  
OUT**



## CHAPTER VII

### — YE ART OF HOLING OUT —

**D**ON'T be careless on a short putt. He who can hole them all is a match for anybody.

Don't fail to brush across the line of the putt with the hand. "Little grains of sand" make mountains when overlooked.

Don't fail to make an agreement with the opponent at the first tee that blotches of mud may be removed from the ball on the putting greens.

## GOLF DON'TS

Don't try to introduce carroms on the green, for to knock in the opponent's ball will count as his previous stroke; besides a ball hit away by concussion on the putting green may always be replaced—at medal play it must be.

Don't forget that after holing out, you have the right to knock away the opponent's ball that is on the edge of the cup. Be quick about it, for if jarred in at match play it counts as the previous stroke. In medal play the ball must be replaced, as a matter of disqualification.

Don't take any chances in putting in a three-ball match. It is your right to lift or putt out, or to make either of the other balls be lifted or putted out. The opponents may is-

## GOLF DON'TS

sue similar orders to you. A ball may often be in such a position on the green that it will greatly assist one of the trio in taking his line for the cup.

Don't putt, unless one would take up the forfeit of a stroke, until the opponent's ball is at rest.

Don't move or speak while your opponent is putting or preparing to putt. Have your caddie respect this injunction; also your friends in the encircling "gallery."

Don't fancy that the line of the putt has no end. It stops in the hole, like a well-played ball. The line must be kept inviolate and above suspicion, even if some seemingly hair-splitting technicalities must be enforced.

## GOLF DON'TS

Don't sanction the turf of the putt being touched when the line of the putt is to be pointed out by your opponent's caddie. Claim the hole should this be done, or at medal play it is a penalty of two strokes. But any of a player's "outfit"—his caddie, his partner, or his partner's caddie—may stand behind the hole, but he must not seek by any action to help the ball on its often too devious course. The line of the putt, however, may be touched by the club-head just before the ball in addressing it, but no inequalities may be pressed down.

Don't hesitate to remove any loose impediments from the line of the putt, or from any part of the green, but if your ball moves after anything within six inches of it has been touched,

## GOLF DON'TS

the penalty is one stroke. Inequalities on the surface should be brushed away with the hand, but across the line of the putt. Sticklers in the game use only the back of the hand.

Don't place the ball nearer to the hole in lifting from casual water. It may be placed to one side, but away from the hole.

Don't forget that if a ball at rest be accidentally or intentionally moved on the putting green, by the other competitor or his caddie it may be replaced without penalty.

Don't be slow on short putts. After brushing away any inequalities, take the stance and play. The art of holing out is to get into the cup, and nothing is gained by shivering, club

## GOLF DON'TS

in hand, over the ball. Play every putt as though it was a "cinch."

Don't think you can practice putting on the morning of a medal play competition without being disqualified, and the same rule holds true in bogie competitions. The theory is that the new holes made for the medal round must be strange to all.

CHAPTER VIII



MEN, WOMEN AND  
*MISSES*



CHAPTER VIII

—  
MEN, WOMEN AND *Misses*  
—

**D**ON'T change your style because you are not winning. It was Lincoln who said not to "swap horses while crossing a stream."

Don't mingle, whate'er your sex, repartee with tee shots, airy badinage with the niblick thumps in a bunker, or puns with putts. There is a time for everything.

Don't restrain zeal in your caddie, providing he confines it to his legitimate work.

## GOLF DON'TS

Don't omit to countersign the score card in medal play competitions.

Don't forget that if you can see the face of the driver over the left shoulder, when poised at the top of the swing, the left wrist has been properly dropped.

Don't, when playing without a caddie, use your opponent's caddie in any way without his permission. If the request is granted remember that the caddie is entitled to an extra payment.

Don't lift from the face of a cop bunker to drop back in the hazard unless the permission to do so is granted by a local rule.

Don't go back on the old grip;

## GOLF DON'TS

“loose right, tight left,” or think that the shaft should be well in the palms instead of the fingers, at least until you have reached the limit of distance playing in “the old, old way.”

Don't play off an ordinary match play tie except hole by hole, until one or the other is up. But in handicap match play a certain proportion of the round must be played, according to the way the strokes are given, to make a fair result. Medal play ties are determined by another round of the course, except when special conditions prevail.

Don't concede odds, if possible, on the short holes.

Don't forget that the custom to

## GOLF DON'TS

let a match with caddies pass one without caddies is now obsolete. The right to pass, in all cases, should be asked as a concession from the players in front, to keep up the good fellowship of the links.

Don't worry about a long and special code of bogie play rules. Here in "these United States," the play is governed by the special rules for stroke competitions, except that the competitor loses the hole when his ball is lost, or when it is not played from where it lies, except as otherwise provided for in the rules.

Don't be such a stickler for the reckoning of strokes in the orthodox way as to confuse your opponent. Instead of "eight more" it is less fatiguing to the gray matter of the

## GOLF DON'TS

awaiting player to state frankly you are "playing nine." Rather be like the young woman in a championship who said with acidity, when asked how many more she had played: "I have played six and you two, now figure the Scotch of it for yourself."

Don't move the fingers up and down the club shaft as though you were playing a flute. Be as firm and constant in the different grips as in your stand for the varying shots.

Don't hesitate to claim a match on one round of the links, but nine holes shall not constitute a round unless so agreed. Eighteen holes is the true game of golf.

Don't get in front of your opponent nor in any place where his ball

## GOLF DON'TS

might strike you. Make your caddie follow your example.

Don't play a formal match unless the holes shall be of the regular dimensions— $4\frac{1}{4}$  inches in diameter, and at least 4 inches deep. Tin cups are best, for the ball will sometimes rebound out of a solid iron cup. By putting green is meant all ground within twenty yards of the hole, except hazards, although not so defined in the new rules.

Don't speak or move when an opponent or any player is making a stroke, nor crowd forward behind the line for fear you might force his eye from the ball.

Don't feign an indifference to applause when in a match that has

## GOLF DON'TS

the honor of a "gallery," providing always that the applause does not come until after the hole has been won.

Don't envy the winner. Your turn will come some day for compliments and the cup.

Don't forsake an old friend who shows a disinclination to join forces with you in the great foursome of the club year. Remember that a mere acquaintance may be easier to get along with, for he will not be so frank in criticism.

Don't enlist the services of your friends to cajole or bully the handicap committee in your behalf. Medals won on a false rating soon tarnish.

## GOLF DON'TS

Don't encourage chit-chat from your partner in a foursome, for it may put him off his game. This, of course, does not apply in mixed foursomes.

Don't concede an advantage in play, and never accept one. In a match each player should "paddle his own canoe," while in a medal play competition by compelling a strict attention to the rules you protect the interests of the entire body of players.

Don't press, but at times all the energy possible must be put into the game; for instance, when your opponent is in the happy lot of dormie-three. Play every club then, from wood to putter, as though it was the last time you were to use it on earth, and you wanted to bring a par score to Heaven.

## GOLF DON'TS

Don't fozzle through carelessness, haste, forcing, or over-anxiety. The fozzle that is not due to one of these four reasons, must have been predestined, fore-ordained from the beginning. Regard it as the rod that chasteneth and bear the infliction with equanimity, that good may follow.

Don't bully the caddies.

Don't devote too much time to the game. A round before breakfast, a thirty-six hole match during the day, with eighteen holes in the cool of the evening would seem to be about the limit, except on extraordinary occasions.

Don't groan over a miss, like a boy who has been eating green apples. Better smile, even though you have to force it ; then try, try again.

## GOLF DON'TS

Don't in a foursome, force the smile so heartily that your partner will take umbrage at it. Discriminate!

Don't induce others to concede odds that you would not offer yourself, conditions being the same. Let every golfer find out his own strength or weakness. The mutual friend who makes a match usually fares in golf as the person who steps in between a quarreling married couple.

Don't proceed in serene ignorance as to the run of the match by holes. Nothing is more maddening than to have an opponent query in a fatuous way at quick intervals: "I say, how do we stand now?"

Don't wander from the matter in hand. Vacillation will cause a miss

## GOLF DON'TS

as quickly on the tee as on the putting green. Be watchful ever. Let the next shot rest until you have made the first one. Think of the fair green beyond the hazard, not what you will have to do if trapped in it.

Don't wait for your opponent to hole out a two-inch ball when you are down on the odd. Better concede a half on everything under six inches at least. Some very good golfers are stickers on everything being holed out, but the grand players of record have always erred on the generous side. Aim at the stars; you may fizzle, but your golfing soul will be glorified.

Don't continue to putt when your chances are hopeless, unless, of course,

## GOLF DON'TS

at medal play. At the match it is a sign of a good "gowfer" to yield quickly and with good grace. The act gains the respect of your opponent and of the entire field back, for nothing is so productive of a congested links as slow putting.

Don't growl over technicalities; rather concede a point than be too domineering, unless by repetition you find the opponent has the habit of imposing in small things.

Don't cheat. Remember, O tempted Mortal, that every wrong deed of intention, yea, every mere peccadillo, is seen and scored against you by the shades of the grand golfers of old, who from their sun-kissed clouds are the guardians of the links.

**CHAPTER IX**



**ROUND THE RESTFUL  
NINETEENTH**



## CHAPTER IX

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### ROUND THE RESTFUL NINETEENTH

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**D**ON'T change the round to bring nearer the "Restful Nineteenth." One should not golf to eat and drink alone, but the appetite the game confers is a great blessing. But it is best to play the full course before taking one's ease.

Don't sanction a dinner unless the day is done. With eighteen holes more to play eat lustily but like an athlete. Leave the kickshaws and rich entrées for the evening meal. No golfer yet won an amateur champion-

## GOLF DON'TS

ship who had eaten "with Duke Humphrey."

Don't bow to custom in the choice of beverages. Let each consult his taste, from whiskey to lemonade, beer to champagne, light wines to aerated waters. The list is long enough for all to pick and choose without offending his neighbor.

Don't be the autocrat of the smoking room as to what the members should eat or drink to golf their best. One great champion eats a Gargantua-like luncheon and begins the second round puffing on a black cigar nearly a stimie-measure in length; another takes cold roast beef, dry bread and cold tea, with cigarettes to follow. Make up your own menu.

## GOLF DON'TS

Don't offend the company by bringing a woeful face to the table. Whatever the round may have been appear contented. But if you have had to protest a player do not wring his hand as though he was the Damon to your Pythias.

Don't question any medal play score returned in a competition unless you are an eye-witness of the violation of the rules. Hearsay talk on such matters is often a cause of disagreements among men who should know better.

Don't meddle unasked with incidents that occur in matches at which you are a looker-on. If your advice is wanted it will probably be asked for.

Don't, unless a churl, pass the

## GOLF DON'TS

loving-cup because you think it should bear your name instead of the winner's. But no true golfer needs this admonition.

Don't hurrah, on handicap day, until the very last card has been turned in. Nothing is more galling than to fill up the cup a few times only to find later that it must be handed over to someone else.

Don't challenge the winner, unless invited to do so, until after the stirrup cup at least. Now's the time for merriment, and do your little to add to the title-holder's hour of bliss.

Don't try to prevail in the after-match argument by sheer lung power.

Don't determine that because you

## GOLF DON'TS

have six for a hole a poorer golfer is a falsifier who claims a four, although in the bunker from his tee shot. The lucky hole, like the gentle rain, fall-eth to the just and unjust alike.

Don't enhance your own glory. Let the others, over the cakes and ale, tell the story of your mighty deeds. Should they speak only of their own fine plays, a way too common in the after-match sessions, console yourself with the thought that a good listener is more rare than a good talker.

Don't cringe before the club handicapper. Win his confidence by a tactful independence of mien, combined with a discreet liberality in the way of long drinks and short smokes. Then play him a match, and prove

## GOLF DON'TS

undubitably how badly you play when there is something on your mind.

Don't grumble. Whether a victim of bad luck, bad judgment, bad handicapping, or bad counsel, keep serene. Ill-tempered mumblings on these and kindred themes, as you twirl the spoon in a julep, will only cause folks to avoid your table as though you had the plague.

Don't, when there is a rope, be a cause of confusion by trying to get under it, or around by the ends. Respect the committeemen as well as the players.

Don't decoy a poorer player into a match "for keeps" by an intentional series of bad shots in his full view, or

## GOLF DON'TS

by misrepresentations of your real game over a glass and pipe while working up to a match.

Don't salute the principals in a match unless you are first recognized. Because you know a man would you put him off his game?

Don't speak of one's "partner" in stroke play; "fellow-competitor" is the correct term.

Don't be angry should the referee in a match call you down for some breach of the rules without being appealed to by your opponent. It is his duty to take cognizance of such happenings, and although it may vex you to find he knows more of the game than you suspected, one must submit.

## GOLF DON'TS

Don't, if a camera enthusiast, interfere with a match by stealing up to take snap-shots. Never take a snap-shot unless with the permission of both of the players.

Don't keep the camera enthusiasts entirely out of it. A good rule is to promise to pose for them after the round, if they will agree not to bother you on the links. A request of this sort is really a compliment to your golfing prowess.

Don't sneer at the "duffer" who turns in the flagrantly bad score in the handicap. Courage in this respect is proof of a better golfing future. If given to the cynical, sneer rather at the fairly proficient golfer who never returns a card at a competition unless it is a low one.

## GOLF DON'TS

Don't confide to anyone that you have beaten the bogie aggregate by strokes. If the bogie is 43, for instance, there is often heard the boast that a 41 has been made. This is all wrong. Par or scratch golf is intelligible, but bogie play is hole play pure and simple. The strokes should only be taken into consideration in so far as they affect the result of the hole.

Don't ever think that you have reached the top of your game: keep striving always to do better. In practise, or at informal rounds, keep the motto "Excelsior" pinned to the caddie bag as a constant stimulus. A way to help the game by many strokes in the progress of the season is to keep a running average of play at each hole, then, when on the tee,

## GOLF DON'TS

make a mental determination to **con-**  
**cede** to the average figure a half, or a  
stroke, or whatever odds you **deem**  
warranted by the difficulties of the  
hole in question. In other words,  
have your own bogie and keep play-  
ing at it.

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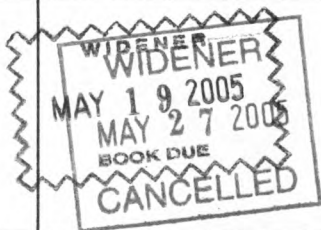




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