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# Keep Your Eye

on

the

Ball




and your

## Right Knee Stiff.

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KEEP YOUR EYE ON  
THE BALL AND   
YOUR RIGHT KNEE  
STIFF. 

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**A Short and Concise  
Treatise on Golf. . . .**

*Principally for beginners, with the hope  
that some poor bunkered soul may  
be led to straighter ways  
and shorter puts.*

**BY HARRY ROY SWENY.**

PRINTED FOR THE AUTHOR  
BY JAMES B. LYON, ALBANY, N. Y.  
1898.

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**1898.**

# GOLF.



## PREFACE.

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In writing this little pamphlet on golf, I feel that I shall be severely criticised by many older and better players, but all that I shall say in return for the criticisms is that my only desire is to help those whom I see daily struggling to learn the game, and to save the beautiful turf, that the green committees endeavor so hard to perfect, from the many digs, "swats," "slashes" and thumps that it gets daily from the beginner, who strikes it behind the ball and who is either too poor to pay for instruction, or who is so busy playing that he has no time to learn.



## CHAPTER I.

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### **“Keep Your Eye on the Ball” — Full Stroke With Any Club.**

Section 1. In order to make good the words of my preface, viz., to save the turf as much as possible, I am going to start on the fundamental principle of all golf, namely, “Keep your eye on the ball.” Now this is no joke; it sounds simple enough. But my! how hard it really is. I am assuming that the player has reached a stage where he has got a set of clubs, some balls, and has already dug up some few hundred divots of good turf, and has found out how hard it is to keep his eye on the ball; also that he knows absolutely nothing about the game. If you look at the top of the

ball you will hit it. Therefore, don't look at the top of the ball. Get a dozen nice, clean, new remade balls, they are cheapest, go to your stationer and buy some labels like this.

Then go to your optician and get a green "patch," put a label on each ball, put the patch over your left eye, in such a way that it hinders you from looking out of the corner of the eye, in the direction you expect the ball to go. "Tee" a ball carefully, not too low, at first, with the red sticker, always located where you should hit the ball. Take a position



**The proper position  
for the hands in full  
strokes--The right thumb  
is raised to show that the  
club is gripped with the  
fingers, not the thumb.**



that comes perfectly natural to you; swing the club very slowly, backward over your right shoulder, keeping your eye on the red sticker on the back of the ball, at the same time you can easily see the lower line of the "patch," of course you will find this very difficult at first, because of the anxiety to see where the ball is going, but after a few trials you will grasp the fact, that the red spot on the ball is put there to look at, and the green patch as a reminder not to look where it is going. Don't try to knock the red sticker off the ball at this stage of the game.

§ 2. After digging a large hole in the teeing ground, from dropping your shoulder and other things (during which time you have managed to hit the ball once or twice), place a

ball on the tee, draw a line with your club in the sand, from the ball towards you, at right angles, to the line in which you wish to play; place your club behind the ball, at the same time placing your left heel on the line; keep it on that line, letting your right foot take a position that is natural to it and comfortable to you; keep the green patch on your left eye, and the red stickers on the balls, located as before described, and follow my instructions very carefully; raise the club slowly backward, keep your eye on the red spot, *and under no circumstances bend your right knee*; this is the second great principle, which saves much good turf. If you don't bend your right knee and do keep your eye on the ball, you will find it very difficult to dig the club into the



**THE TOP OF THE BACKWARD SWING — Showing left knee bent forward ; right knee stiff.**



ground behind the ball. On your first attempt with your right knee, absolutely rigid, you will find yourself unable to swing your body backward with the club, and will have to hit entirely with your arms, and that is exactly what you want to do. Golf is played most successfully with the head and arms, and the less you move your body at first, the better. After you have found out that by keeping your eye on the ball and your right knee stiff, you can hit the ball fairly, almost every time; then, if you wish to get more force into the stroke, bend the left knee forward on the backward swing, which will give you the impression that you are leaning ahead of the ball; you will not, however, be able to do so, as you are keeping the right knee rigid, which in turn keeps

the right heel fast on the ground. As the club reaches the top of the backward swing nearly all the weight is on the left leg. After you have, to some extent, mastered the "eye on the ball," and "the right knee stiff," and found that they produce actual results, and that you really can hit the ball that way, the next question is direction which is brought about by the "follow through." The follow through comes from three sources: First. Keeping your eye on the ball, which allows the arms to swing the club naturally beyond the spot where the ball was. Secondly, the force of the blow. Thirdly, by raising on the right toe as the club-head strikes the ball; this allows the body to move forward in the direction of the blow and also al-



**THE FOLLOW THROUGH**—by rising on right toe—Shows also the power derived from the right arm and shoulder.!



lows the right shoulder and forearm to exert a tremendous force. The body can not move forward until the right heel is released, nor can the downward stroke, which is made with the left hand and arm, be assisted by the right, until the club has reached a point directly in front of you, which is the time the right heel should commence to rise and the body move forward. As the player learns and gets more confidence in himself, the right knee will relax slightly, but it must, nevertheless, retain the same position during the swing, until the club reaches the ball, if he wishes the head of the club to come back into the same place it started from when he "addressed" it. Dropping of the shoulder comes in the downward swing, not on the upward. It is then

that you are most tempted and liable to bend the knee. A rubber band around the trowsers, at the right knee, will attract your attention to it slightly, without detracting your attention from the ball.

## CHAPTER II.

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### **“Keep Your Eye on the Ball”—Mashie Shots and Other Things.**

Section 1. Use the same balls with the red spot on them, green patch at the side of the left eye; a larger one if you can get it, as we are now approaching the hole. The desire to see the ball go into it increases with decrease of distance. The closer the hole, the harder it is to keep the eye on the back of the ball. Mashie or approach shots from one hundred yards to five yards, are all played the same way, they only differ in the force and the length of swing. The great object in all mashie shots of twenty-five yards or over, is to be sure and get on the green, and for the first time

I use the golf phrase "be up." The tendency with all who play, is to be "short" of the hole. There are two ways to overcome being "short," one is to constantly bear in mind not to be "short," until it becomes second nature, and the other, how many times you see it on the links, is to "play the odd," banish the thought that it should be "two more" on the green. Now for the shot itself. The safest way for the beginner is to place the ball opposite the left toe, right foot well back; right knee stiff; left knee bent; swing the club backwards very, very slowly; hands never higher than the shoulder; keeping the right elbow close to the side. This is "playing off the left foot," and is suggested for first attempts, as the full strokes are played



**ADDRESSING THE BALL FOR THE APPROACH SHOT —  
Right knee stiff ; left bent.**



off the left foot, as described in chapter I, and will teach the beginner more thoroughly the value of keeping the right knee stiff and of playing with his arms. He can readily, when he becomes more expert, change to the right foot if he sees fit. The first attempt at this shot will, probably, be a poke, which is caused by not using the wrist. This can be overcome by pushing down and forward with the right hand and holding with the left as the club hits the ball; in this way the left hand makes the right wrist turn upward, raises the ball and gives it an added under spin. Many good players place the thumb of the right hand down the shaft in this shot (the left never), claiming that they keep the direction better by so doing. I can

not see that it makes any difference which style is followed, as in this shot, if at all a long one, you should get a bit of that valuable turf, and the club when you "take turf" can hardly finish further than the left shoulder where it can easily swing with the right thumb down the shaft.

The cleek shot.—No beginner should try to use a cleek, it is entirely too difficult. Better that he get a good mid-iron, mashie-iron or driving mashie, and learn to use it according to instructions in chapter I, on full shots. There is, however, another way of playing a long shot with the mid-iron, which is particularly good if the lie be bad, or there be a rise in front of the ball. The swing is the same as in full shots, with a driver or



**TOP OF SWING ON APPROACH SHOT — Right knee stiff —  
Right elbow close to the body — Hands not higher  
than the shoulder.**



brassy, right knee stiff, eye on the ball. The great difference lies in the way the ball is hit, and what becomes of the club-head afterwards. In the drive and brassy shots, the ball is swept away. In the shot I am describing, the iron head seeks the juncture of the ball with the ground, and enters the ground at a proper angle, either remaining there or else taking the piece of turf out that was directly in front of the ball. The ball gets its force in this shot entirely from the concussion, and will rise immediately, generally with a slight slice at first, for which allowance should be made in the stand. Half shots with a mid-iron or like club are dangerous, better take a full swing with a light approach-iron.

Don't play half shots unless you have to.

Putting.— Brass or gun metal putters are made for women and children, and to sell. They look nice when new, but the proper club to put with is a putting cleek, and a rather heavy one at that. The man who can tell you how to put, has not been born. One will tell you to roll the ball up; another to cut it, another to hit it underneath and lift it, and another to hit it down and let it jump away, and so on and so on. My advice to the beginner (I hardly dare make even a suggestion on this subject to an old player), is to follow the style of some one whom he knows to be a good golfer, and stick to it, changing from time to time as he gains experience. This I can tell



**PUTTING.**



him, and be surely right, that if he puts and does not look at the back of the ball, he must put again. Always take great pains with your short puts. Remember that they count as much as a two-hundred-yard drive. Too much stress can not be laid upon this point.



## CHAPTER III.

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### **The Niblic and A Few Suggestions— Gathered From Experience.**

The niblic is a most necessary club for the beginner. He is always getting into trouble, and outside of the fact that it helps him out, it has a double virtue of saving many a good shaft, hence, many a dollar. Who cares if he splinters his niblic shaft. But the heart of the golfer groans when he sees the shaft in his favorite mashie broken on a rock. The niblic shot is played in two ways. In both it is necessary to take some earth with the ball. And it is also particularly necessary to "glue the eye on the ball" and keep the right knee stiff. Both are played with a full hard swing, one is carried through underneath the ball,

on and upward; the other digs into the ground considerably behind the ball and lifts it by concussion. The more ground you dig, the more perpendicular is the rise of the ball. In playing a niblic shot, the most important thing is to get out of the difficulty; distance and direction should always be a secondary thought.

I feel now that I have touched on all the strokes necessary to play the game.

Two strokes and a put.—The full shots with all clubs are played alike, save that the ball may be moved farther forward or back from the line of the left heel, as the change of club and existing conditions (wind, height of flight, etc.) may require.

The mashie or approach shot, includes all those quarter, half and



**A remedy for "pulling" the ball when caused by gripping too hard with the right hand.**



three-quarter shots, which are most confusing to the beginner and which are, to a large extent, measured by imaginary distances on an imaginary circle.

The suggestions and hints on the game that follow, are brought about not so much by long experience as "by taking notice of what you observe."

Always stand still when your opponent is playing.

Always place the "divot" back, or see that your caddie does so.

Never bawl across the links to Jones who is beating Smith, and ask how the game stands. It may disturb some other player close by, and will surely hurt Smith's feelings, who never likes everybody to know he's being beaten.

Don't swear at the caddies and green committee, it's only a waste of breath and does no real good.

Remember that if you like the course, and think your opponent is a good fellow, etc., etc., your game will be greatly improved, and you will enjoy your round, and, probably, win by many holes.

Be sure and cultivate a "waggle," it teaches you to use your wrists in playing and gives you the appearance of a good player.

It is not always the best player that makes the best partner in a round of golf.

Take or appear to take as much or more interest in your opponent's game as you do in your own. Golf is a game of courtesy as well as skill.

In selecting clubs always pick out

clubs with stiff shafts. It is easy to make them "whippy." A limber shaft can never be made stiff.

Well-balanced clubs aid greatly in keeping the ball straight.

The better the player the lighter the clubs.

If, after "teeing" your ball, you find you do not like it, "tee" it again in some other place. Don't try to drive from a bad lie, you will find plenty of those that you have to play, without making them for yourself.

If you have to "press," and sometimes it is necessary, remember four things: (1) Spread your feet farther apart to make allowance for the increased effort, (2) keep your eye on the ball, (3) your right knee stiff, (4) and don't "press" on the upward swing that does not hit anything but

air; it's the downward swing that drives the ball.

When in doubt about the distance a shot is to be played, always give it a little more force than you feel it needs. It is better to be "up and over" than to be "short."

Always brush lightly with the hand short puts; there are many little lumps and loose objects that the eye can not see and appreciate, but that the hand can easily feel.

Many a match has been won when you were "dormie three." Remember that your opponent is liable to errors as well as you. A little good play on your part, a little bad on his, soon evens the score.

A hitch or stop at the top of the swing may be easily remedied. By swinging the club lower, so that the

hands go below the point of the right shoulder. Try it.

Six clubs are entirely sufficient for the beginner. Driver, brassy, mashie, mid-iron, putting cleek, niblic.

Before playing a match on a strange course, always ascertain the local rules, and have them thoroughly explained, this will save you many a lost hole. Nearly all links have local rules.

It is better to take your scotch and soda after the match. Alcoholic stimulants have a tendency to divert the mind and eye, and concentration of thought and sight are most necessary to good results.

Players looking for a lost ball should not wait until the next couple behind them ask to go by, but should signal for them to do so immediately.

When the party in front of you has played his second or third shot and is still within striking distance, don't play — remember that golf balls are hard, and that a single shot by an expert will cover the ground of two or three by the beginner.

A Two Ball match, making the full round of the links, takes precedence over all other plays.

When, either through courtesy or necessity, you allow a couple to pass you, don't try to finish the hole with them, but wait patiently until they have either "holed out" or are out of striking distance, otherwise you may disturb their game.

The terms "the odd," "two more," "one off three," and "the like," etc., will be well understood by the player

long before he should have any use for them.

In playing a hanging lie take your stand well in front of the ball, swing the club back very, very slowly, "keep your eye on the ball," don't "press," and take as little notice of the sloping ground as possible.

The player having the "honor," should not be bothered by his opponent's "teeing" his ball at the same time.

I claim that in match play, when your shot is *positively* disturbed by your opponent, or his caddy, either through intent or accident, you not only have the right to replay the ball, but should do so.

Never, under any circumstances, play a shot on to a green when others

ahead of you are holing out, unless you intentionally wish to disturb them.

The present accepted meaning of the word "fore," is look out; don't hit a person with your ball, and then call out "fore," that makes it look as though you did it on purpose. There is a proper time for all things.

When in doubt about a rule in medal play, it is safer to play the ball as it lies. Another ball may be played according to your interpretation of the rule, and its score kept also. Then consult the Green Committee. Never let a good score be disqualified by making a mistake in the rules.

Onlookers, following a match, who don't know enough about the game to keep from talking and making noises

when the contestants are in the act of playing, better remain on the clubhouse veranda.

The story of the two Scotchmen who, while playing a round of golf, had never spoken a word, and at one's missing a long put on the eighteenth hole, the other remarked, sarcastically, "Shut your mouth ye inveterate gobbler," shows most plainly the seriousness of the game of golf in Scotland. Let us hope, some day, that we may, in America, play it as well as they do, and have the same respect for it. Respect for the game and the courtesies thereof, will do more to make it permanent in this country than a high standard of play achieved by a few in a short time.



# RULES

As adopted by the United States Golf  
Association.

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ROBERT BADGE KERR, *Secretary*,  
26 BROAD ST., NEW YORK CITY.

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## RULE I.

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

### RULING OF THE U. S. G. A.

Two sides of single players constitute a match called a "Single."

Two sides of two players each constitute a "Foursome," and the players on either side are called "Partners."

## RULE 2.

The game consists in each side playing a ball from a tee into a hole by

successive strokes, and the hole is won by the side holing its ball in the fewest strokes, except as otherwise provided for in the rules. If two sides hole out in the same number of strokes, the hole is halved.

#### RULING OF THE U. S. G. A.

“Match Play” is decided by the number of holes won.

“Medal Play” is decided by the aggregate number of strokes.

Unless otherwise stated, a match shall consist of the play of the game over eighteen holes of the links. By agreement a match may consist of the play over any number of holes.

In match play, the player plays against an “Opponent,” and opponents have certain privileges and responsibilities defined by the rules.

In medal play and bogey competitions the players are all “competitors” and have special privileges (Medal Rules 5, 6, 7 and 8), and a

distinct responsibility. (Medal Rule 4.)

“Col. Bogey” is an imaginary opponent against whose arbitrary score each player plays by holes; otherwise bogey competitions are governed by medal play rules, except that the player loses a hole:

When the ball is struck twice, or is stopped by the player, or his caddie, or clubs;

When a ball is lost;

When a ball is not played wherever it lies, except as provided for in Rules 17 and 21.

### RULE 3.

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

thus defined, may be recalled by the opposite side.

The holes shall be four and one-quarter inches in diameter and at least four inches deep.

RULING OF THE U. S. G. A.

The penalty for playing the ball outside the limits, as thus defined, shall be:

In match play, the ball *may* be recalled by the opposite side (no stroke being counted for the misplay).

In medal play, the ball *must* be recalled (no stroke being counted for the misplay) or the player shall be disqualified.

The option of recalling a ball is in all cases forfeited unless exercised at once before another stroke has been played.

RULE 4.

The ball must be fairly struck at and not pushed, scraped nor spooned,

under penalty of the loss of the hole.

Any movement of the club which is intended to strike the ball is a stroke.

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, disqualification.

RULE 5.

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

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

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

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

### RULE 6.

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

#### RULING OF THE U. S. G. A.

##### *Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, if the player play the tee shot when his partner should have done so, the ball *must* be recalled (no stroke being counted for the misplay) or the side shall be disqualified. If a player play when his partner should have done so through the green, the ball shall be recalled and dropped, and a stroke counted for the misplay.

### RULE 7.

The side winning a hole shall lead in starting for the next hole, and may recall the opponent's stroke should he play out of order. This privilege is called the "honor."

On starting for a new match the winner of the long match in the previous round is entitled to the honor. Should the first match have been halved, the winner of the last hole gained is entitled to the honor.

#### RULING OF THE U. S. G. A.

In Match Play, the stroke recalled is not counted.

In Medal Play, the stroke may not be recalled.

### RULE 8.

One round of the links, generally eighteen holes, is a match, unless otherwise agreed upon. The match is won by the side which gets more

holes ahead than there remains holes to be played, or by the side winning the last hole when the match was all even at the second last hole. If both sides have won the same number, it is a halved match.

#### RULING OF THE U. S. G. A.

##### *In competitions:*

In Match Play, when two competitors have halved their match, they shall continue playing hole by hole till one or the other shall have won a hole, which shall determine the winner of the match.

Should the match play competition be a handicap, the competitors must decide the tie by playing either one hole, three or five more holes, according to the manner in which the handicap ceded falls upon certain holes so as to make the game a fairly proportionate representation of the round.

In Medal Play, where two or more competitors are tied, the winner shall be determined by another round of the course; except that By-Laws 15 and 19 of the United States Golf Association provide that, in case of ties for the sixteenth place in the Amateur Championship medal rounds, or the eighth place in the Women's Championship medal rounds, respectively, the contestants so tied shall continue to play until one or the other shall have gained a lead by strokes, the hole or holes to be played out.

#### RULE 9.

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

## RULING OF THE U. S. G. A.

In Match Play, no stroke is counted for the misplay if recalled.

In Medal Play, the stroke may not be recalled.

## RULE 10.

Unless with the opponent's consent, a ball struck from the tee shall not be changed, touched nor moved, before the hole is played out, under the penalty of one stroke, except as otherwise provided for in the Rules.

## RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of one stroke.

In Medal Play, loss of one stroke.

## RULE 11.

In playing through the green all *loose* impediments within a club length of a ball, which is not lying in

or touching a hazard, may be removed; but loose impediments which are more than a club length from the ball shall not be removed under penalty of one stroke.

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of one stroke.

In Medal Play, loss of one stroke.

Ice, snow and hail within a club length of the ball through the green may be removed; but on the putting green the ice, snow and hail may only be removed as per Rule 34, "by brushing lightly with the hand only across the put, and not along it."

RULE 12.

Before striking at the ball the player shall not move, bend nor break anything fixed or growing near the ball, except in the act of placing his feet on the ground for the purpose of

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

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, disqualification.

RULE 13.

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

RULE 14.

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

hole. But if in the backward or in the downward swing any grass, bent, whin or other growing substance, or the side of a bunker or wall, paling or other immovable obstacle, be touched, no penalty shall be incurred.

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, for moving anything, disqualification; for touching anything, loss of one stroke:

The intent of this ruling is to prevent the player from altering or improving the lie of the ball.

The club shall not be soled, nor the surface of the ground be touched within a radius of a club length from the ball, except that the player may place his feet firmly on the ground for the purpose of addressing the ball; but nothing herein shall be construed as allowing a player to test in any man-

ner the consistency of the sand or soil in any part of the hazard, under penalty of disqualification.

When a ball lies on turf in a hazard or surrounded by a hazard it shall be considered as being on the fair green, i. e., the club may be soled.

#### RULE 15.

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

#### RULING OF THE U. S. G. A.

Long grass or casual water on the fair green are not hazards. Woods

are hazards. The fair green shall be considered any part of a course except the hazards and putting greens.

#### RULE 16.

A player, or a player's caddie, shall not press down nor remove any irregularities of surface near the ball, except at the teeing ground, under the penalty of the loss of the hole.

#### RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, disqualification.

“Near the ball” shall be considered within a club length.

Pressing down the surface near the ball prolonged or forcible soling of the club shall be deemed a breach of this rule.

## RULE 17.

If any vessel, wheelbarrow, tool, roller, grass cutter, box or other similar obstruction has been placed upon the course, such obstruction may be removed.

A ball lying on or touching such obstruction, or on clothes or nets, or on ground under repair or temporarily covered up or opened, may be lifted and dropped at the nearest point of the course; but a ball lifted in a hazard shall be dropped in a hazard. A ball lying in a golf hole or flag hole may be lifted and dropped not more than a club length behind such hole.

## RULE 18.

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

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, disqualification.

The "etc." in this rule includes grass, bushes, plants, hedges, trees and foliage.

RULE 19.

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

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, if the ball has not been dropped in strict accordance with

the rule, the opponent has the option of having the ball dropped again.

In Medal Play, if the ball has not been dropped in strict accordance with the rule, the other competitor *must* call for the ball to be dropped again, and the player *must* comply or be disqualified.

The player must drop the ball himself, not his caddie or his partner. A dropped ball shall not be considered in play until at rest.

When a ball is lifted from a hazard and dropped and falls back into the hazard, the player may lift again without further penalty.

#### RULE 20.

When the balls in play lie within six inches of each other, measured from their nearest points, the ball nearer the hole shall be lifted until the other is played, and shall then be replaced as nearly as possible in its original

position. Should the ball further from the hole be accidentally moved in so doing, it shall be replaced. Should the lie of the lifted ball be altered by the opponent in playing, it may be replaced in a lie near to, and as nearly as possible similar to, that from which it was lifted.

#### RULE 21.

If the ball lie or be lost in water, the player may drop a ball under the penalty of one stroke.

#### RULING OF THE U. S. G. A.

When the ball lies in casual water on the putting green, it may be lifted without penalty and replaced by hand to one side but not nearer to the hole.

A ball in water in a hazard may be lifted and dropped behind the water or hazard, under penalty of one stroke.

## RULE 22.

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

## RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, disqualification.

Wind and weather are not agencies  
“outside the match.”

### RULE 23.

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

#### RULING OF THE U. S. G. A.

*Penalty incurred:*

In Match Play, loss of the hole.

In Medal Play, no penalty.

If the player's ball strike the other competitor or his caddie or clubs, it is a “rub of the green,” and the ball shall be played from where it lies. If the player's ball at rest be accidentally or intentionally moved by the other competitor or his caddie, the ball must be replaced.

### RULE 24.

If the player's ball strike or be stopped by himself or his partner or either

of their caddies or clubs, or if, while in the act of playing, the player shall strike the ball twice, his side loses the hole.

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, loss of one stroke.

RULE 25.

If the player, when not making a stroke, or his partner or either of their caddies, touch their side's ball, except at the tee, so as to move it, or by touching anything cause it to move, the penalty is one stroke.

RULING OF THE U. S. G. A.

*Penalty incurred:*

In Match Play, loss of one stroke.

In Medal Play, loss of one stroke.

Except at the tee, if the ball move while the player is addressing it, the player loses one stroke.

Except at the tee, if the ball be struck while moving, the penalty is one stroke, *i. e.*, one stroke for the moving and one stroke for the play.

Except at the tee, if struck at while moving and missed, one stroke shall be counted for the moving and another for the miss.

#### RULE 26.

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

#### RULE 27.

A player's side loses a stroke if he play the oponent's ball, unless: (1) the opponent then play the player's

ball, whereby the penalty is canceled, and the hole must be played out with the balls thus exchanged; or (2) the mistake occur through wrong information given by the opponent, in which case the mistake, if discovered before the opponent has played, must be rectified by placing a ball as nearly as possible where the opponent's ball lay.

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

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

1st. Playing the opponent's ball with exceptions (1) and (2) above noted in the Rule.

In Match Play, loss of one stroke. The ball must be replaced.

In Medal Play, no penalty. The ball must be replaced.

2d. Playing out with the ball of a party not engaged in the match:

In Match Play, if discovered before the next tee stroke, loss of the hole.

In Medal Play, the player must go back and play his own ball, or, not finding it, return as nearly as possible to the spot where it was last struck, tee another ball and lose a stroke (Rule 5, Medal Play), or else be disqualified.

#### RULE 28.

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

#### RULING OF THE U. S. G. A.

##### *Penalty incurred:*

In Match Play, loss of the hole.

Where both balls are lost at the same time, neither side wins the hole, which should be called halved, irre-

spective of the number of strokes that either side may have played. A player who has lost his ball may, before giving up the hole, ask the opponent to show his (the opponent's) ball.

In Medal Play, loss of one stroke and distance.

The player must return as nearly as possible to the spot where the ball was struck, tee another ball and lose one stroke. But if the ball be found before he has struck the other ball, the first ball shall continue in play.

#### RULE 29.

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

#### RULING OF THE U. S. G. A.

##### *Penalty:*

In Match Play, loss of the hole.

In Medal Play, loss of two strokes, and ball may be teed.

The exceptions are provided for in Rules 17 and 21.

### RULE 30.

The term "putting green" shall mean the ground within twenty yards of the hole, excepting hazards. '

#### RULING OF THE U. S. G. A.

If a hazard be within the twenty-yard limit of the hole, the ground outside of such hazard may not be considered as putting green, even though it be within the twenty-yard radius from the hole.

### RULE 31.

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

RULING OF THE U. S. G. A.

In Medal Play, on the putting green, the ball nearer the hole may be holed out or lifted at its owner's option if "it be in such a position that it might, if left, give an advantage to the other competitor." (Rule 9, Medal Play.)

RULE 32.

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

RULE 33.

When the ball is on the putting green, no mark shall be placed nor line drawn as a guide; the line to the hole may be pointed out, but the person doing so may not touch the ground with the hand or club.

The player may have his own or his

partner's caddie to stand at the hole, but none of the players, nor their caddies, may move so as to shield the ball from, or expose it to, the wind.

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

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, disqualification.

The putting line shall not be considered to extend beyond the hole.

RULE 34.

The player or his caddie may remove (but not press down) sand, earth, worm casts or snow lying around the hole or on the line of his put. This shall be done by brushing lightly with the hand only across the put, and not along it. Dung may be removed to a side by an iron club, but the club must not be laid with more

than its own weight upon the ground. The putting line must not be touched by club, hand or foot, except as above authorized, or immediately in front of the ball in the act of addressing it, under the penalty of the loss of the hole.

RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, disqualification.

The putting line shall not be considered to extend beyond the hole.

The "player or his caddie" shall include his partner and his partner's caddie.

RULE 35.

Either side is entitled to have the flag stick removed when approaching the hole. If a ball rest against the flag stick when in the hole, the player shall be entitled to remove the stick, and,

if the ball fall in, it shall be considered as holed out in the previous stroke.

RULING OF THE U. S. G. A.

*Penalty for putting at the hole with the flag stick in it and striking the flag stick:*

In Match Play, no penalty.

In Medal Play, disqualification.

RULE 36.

A player shall not play until the opponent's ball, the latter shall be roll, under the penalty of one stroke. Should the player's ball knock in the opponent's ball, the latter shall be counted as holed out in the previous stroke. If, in playing, the player's ball displace the opponent's ball, the opponent shall have the option of replacing it.

RULING OF THE U. S. G. A.

*Penalty under this rule:*

In Match Play, loss of one stroke.

In Medal Play, loss of one stroke.

Should the player's ball knock in the opponent's ball:

In Match Play, the latter shall be counted as holed out in the previous stroke.

In Medal Play, the latter *must* be replaced.

Should the player's ball displace the opponent's ball:

In Match Play, the latter shall have the option of replacing his ball, and must exercise such option at once and before any further play.

In Medal Play, the latter *must* replace his ball.

A player having holed out his ball in the like or the odd may knock away the opponent's ball from the lip of the hole and claim the hole if he

had holed in the like, or a half if he had holed in the odd.

### RULE 37.

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

#### RULING OF THE U. S. G. A.

*Penalty for breach of this rule:*

In Match Play, loss of the hole.

In Medal Play, disqualification.

### RULE 38.

If a ball split into separate pieces, another ball may be put down where the largest portion lies; or if two pieces are apparently of equal size, it may be put where either piece lies, at the option of the player. If a ball crack, or become unplayable the

player may change it on intimating to his opponent his intention to do so.

### RULE 39.

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

#### RULING OF THE U. S. G. A.

A "stroke" is any movement of the club which is intended to strike the ball. A player who while addressing his ball intentionally or accidentally causes it to move, shall be considered to have played one stroke (except at the tee).

A "penalty stroke" is a stroke added to the score of a side for infringing certain rules.

### RULE 40.

Should a dispute arise on any point, the players have the right of determining the party or parties to

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

**RULING OF THE U. S. G. A.**

Such decisions may be finally referred to the Executive Committee of the United States Golf Association.



## **SPECIAL RULES FOR MEDAL PLAY.**

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### **RULE 1.**

In club competitions the competitor doing the stipulated course in fewest strokes shall be the winner.

### **RULE 2.**

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

### **RULING OF THE U. S. G. A.**

Except that By-laws 15 and 19 of the United States Golf Association provide that, in case of ties for the sixteenth place in the amateur championship medal rounds, or for the

eighth place in the women's championship medal rounds, respectively, the contestants so tied shall continue to play until one or the other shall have gained a lead by strokes, the hole or holes to be played out.

### RULE 3.

New holes shall be made for the medal round, and thereafter no member shall play any stroke on the putting green before competing.

#### RULING OF THE U. S. G. A.

Penalty for breach of this rule is disqualification.

Competitors must always assume that new holes have been made, whether really made or not. Trial strokes may be played through the fair green, but no stroke may be played within twenty yards of any hole on the course where the competition takes place.

In match play competitions, other than bogey competitions, a member may play upon the putting greens.

#### RULE 4.

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

#### RULING OF THE U. S. G. A.

Penalty for breach of this rule is disqualification.

The score must be handed to the Secretary or to some person designated by the Green Committee. A caddie may not keep score, nor may an outsider (a player not in competition) playing with a competitor do so

without the sanction of the club's executive.

It is commended, but not required, to mark down each stroke as played.

### RULE 5.

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

#### RULING OF THE U. S. G. A.

Penalty for breach of this rule is disqualification.

### RULE 6.

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

RULING OF THE U. S. G. A.

If the player's ball strike a fore-caddie, it is a "rub of the green."

RULE 7.

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

RULE 8.

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

RULE 9.

All balls shall be holed out, and when play is on the putting green the flag shall be removed, and the competitor whose ball is nearest to the hole shall have the option of holding out first, or of lifting his ball, if it be in such a position that it might, if

left, give an advantage to the other competitor. Throughout the green a competitor can have the other competitor's ball lifted, if he find that it interferes with his stroke.

RULING OF THE U. S. G. A.

Penalty for breach of this rule is disqualification.

Either player may judge whether the balls as they lie give the other an advantage.

If a ball at rest be caused by any agency outside the match to roll into the hole, the ball shall not be considered as holed out in the previous stroke, but shall be replaced as nearly as possible in the same position as occupied before it was displaced.

Should a competitor hole out with a ball other than his own, he shall be disqualified, unless he can go back and resume play with his original ball,

or, failing to find it, return as nearly as possible to the spot where it was last struck, tee another ball and lose a stroke. (Rule 5, Medal Play.)

### RULE IO.

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

A forecaddie may be employed.

#### RULING OF THE U. S. G. A.

Penalty for breach of this rule is disqualification.

Each competitor may have a forecaddie.

### RULE II.

Competitors may not discontinue play because of bad weather.

#### RULING OF THE U. S. G. A.

Penalty for breach of this rule is disqualification.

**RULE 12.**

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

**RULE 13.**

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

**RULING OF THE U. S. G. A.**

Such decision may be finally referred to the Executive Committee of the United States Golf Association.

**RULE 14.**

The ordinary rules of golf, so far as they are not at variance with the special rules, shall apply to medal play.

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