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HOW TO PLAY FIRST BASE



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Almost from the very inception of the game until the present time—as player, manager and magnate—Mr. Spalding has been closely identified with its interests. Not infrequently he has been called upon in times of emergency to prevent threatened disaster. But for him the National Game would have been syndicated and controlled by elements whose interests were purely selfish and personal.

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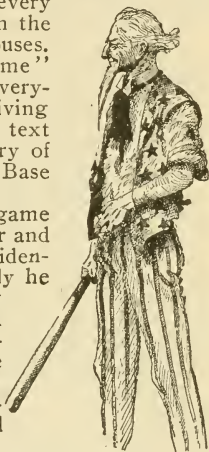
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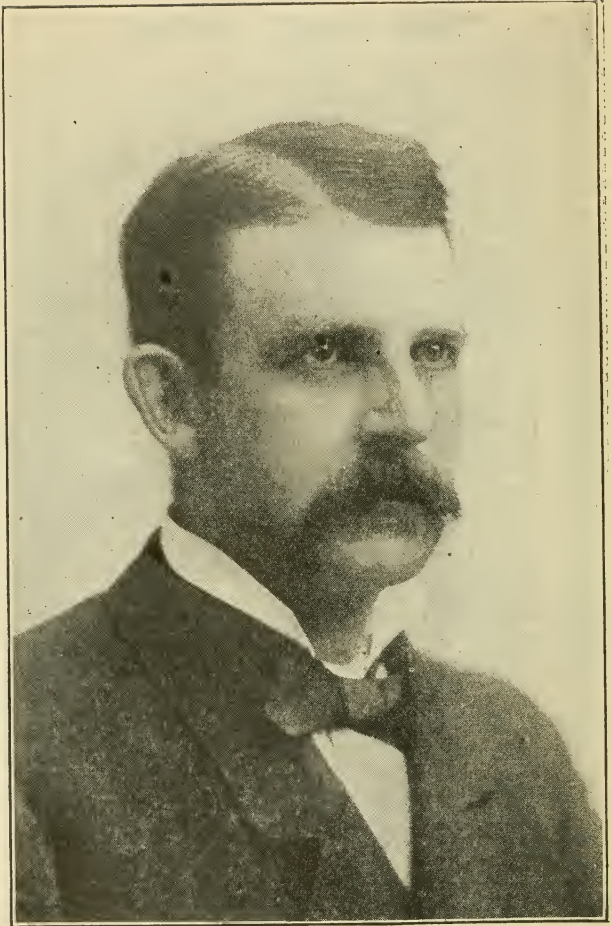
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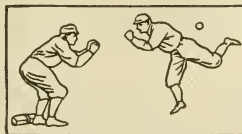


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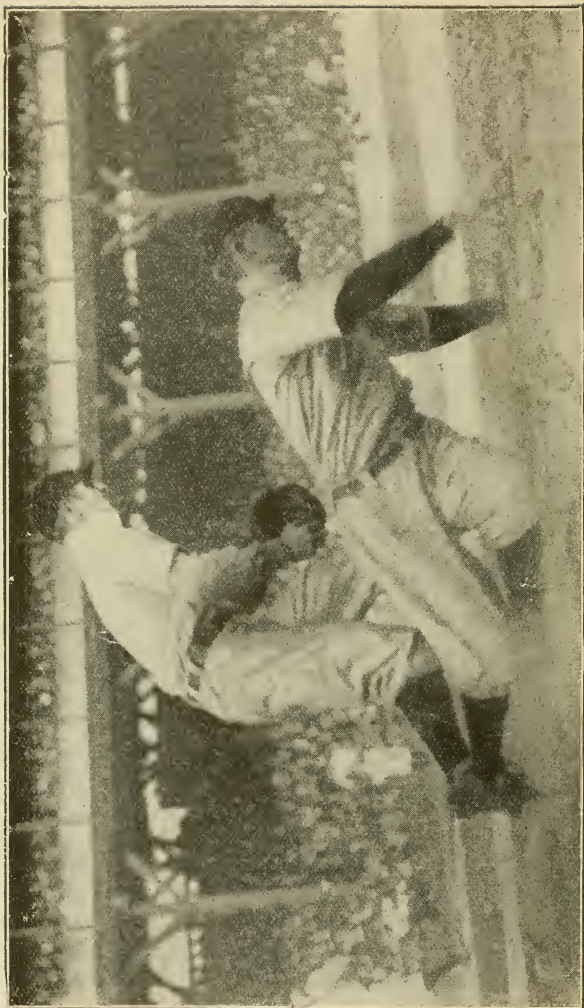
HOW TO
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FIRST BASE



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HOW I REGARD FIRST BASE PLAY

BY ED KONETCHY,

First Baseman of the St. Louis Nationals.

Compared with some of the other positions on the infield, first base is undoubtedly an easy proposition. But don't let any imagine that it is a snap. Indeed, the job has been growing harder for the last few years until the clever first baseman will need all the speed, the arm, and the head he can press into service.

The popular conception of the first baseman is a man who does nothing but catch balls thrown to him. Consequently the youngster who is looking for the sport of ball playing with the least work, devotes himself to practicing catching and when he can hold a thrown ball securely, he believes that he has mastered first base play. But he will find that even on a fast amateur team he will have another guess coming.

It used to be the case that when the first baseman of a professional team became disabled the manager stuck in any old person on the job—the catcher in all probability, because he could catch a ball. It made no difference whether he was fast on his feet, the catcher went to the post and was accepted as the best substitute first baseman as a matter of course. But it is no longer the case that a makeshift is acceptable to big league managers. Well known major league clubs have been hunting for several years for a really good first baseman. That they have discarded several players who a few years ago would have been deemed all right in every necessary particular, is evidence of what I have just said—that the post is becoming more difficult, for much more is being annually required of the first baseman than ever before.

The chief reason for this growing list of requirements for up-to-date first base play is caused by the increased bunting being

CG. F. P.
mca Aug. 31 '14

done. They tell me that there is not so much bunting now as a dozen years ago and that bunting is a lost art, and yet I know that for the last few years bunting has been steadily on the increase in comparison with the use made of that form of "inside batting" when I first broke into the profession. The bulk of the strain of handling bunts falls upon the first baseman. He does not handle all of them, of course, but he must be on the watch-out for them and the fact that one may be placed in his territory at any minute keeps him on a high notch of tension and necessitates a perfect understanding between him and his pitcher and his second baseman.

Now let's see what a good first baseman can make out of his position. You'll say that the prime requisite will be the ability to catch and hold a ball thrown to him. Right you are—that is the "A" of the job. No boy or young man can play first base unless he is able to hold a thrown ball that comes to him perfectly, at least 999 times in every 1,000 chances. No "muffers" need apply.

But balls that he is required to catch do not always come to him perfectly, nor are they always thrown to him. The fielders have an unpleasant knack, at times, of handing them over low, either just skimming the ground—the kind that have to be "dug up," or of sending 'em to you on a bound more or less awkward. Don't kick with your comrades about their throws—bad throws are all in the game. Just make up your mind that you will demonstrate your ability to grab every ball that comes to you, no matter how thrown—every ball that can possibly be grabbed, and some of the others that seem impossible.

The first baseman should always have in mind reaching out. It helps himself and it helps the thrower a whole lot. Never stand like a graven image waiting for the ball to come to you. On perfectly thrown balls on a line, even, reach out for them and grab them the second before they would have come to you had you stood straight.

In reaching for low throws, reach so that the ball will come to you on the least awkward hop possible. To judge this requires practice, but everything in Base Ball requires practice and the

best results are obtained by not only getting frequent practice, but making that practice systematic and with a view to the features you need coaching in most—those upon which you are weak and which will be of the greatest advantage to you.

Then there are other catches you will have to make that are not thrown balls. You must be on the watch-out for pop flies toward you and short right field flies. But from a mechanical standpoint they should give no trouble. The principal feature in connection with flies of any kind on which there is liability to get mixed up with another fielder is to have an understanding as to which shall get the ball. Then the others should leave the field clear for him to do his work. The first baseman will find he is expected to take pretty nearly all flies that he can reach. The belief that he is as sure a catch as can be found, that he has the larger glove in which to "smother" the ball and the freedom the first baseman usually has from other plays has caused custom to dictate that he shall make the catch nine times in ten. If he sees a ball he can take and knows that any other player is within range, let him call that he will take it until he is sure that his intention is understood. Such signals should be given by the players engaged in the play—others on the side lines or on the bench have no business mixing up. But the players should never keep their mouths shut when in danger of collision. Let the man who knows that he is going to catch the ball make the other fellow understand and keep on until he gets it. It is just as much incumbent upon the other fellow to keep out of dangerous proximity.

Now going after flies sometimes requires speed. Going after bunts pretty nearly always requires speed. So the aspiring young first base man should develop every bit of speed he has in him. No ball player in any position is as much use if slow as a faster man would be. Speed of feet often develops speed of the brain, too—something absolutely essential in Base Ball.

The next point is throwing. You needn't imagine that the first baseman has no need of a good arm, or that he seldom has to throw. If you are tempted to doubt the assertion, look at the official average tables and note the number of assists piled up

by some first baseman. Practice throwing if you have a good arm. If you haven't a good arm, you will never make a first class first baseman.

Don't be discouraged if you are unable to throw accurately when you begin. I say that from experience, because I couldn't hit a barn door at twenty feet when I first tried to throw. My brother took me in hand and made me practice systematically. In your throwing, use the overhand style, giving speed to the ball with your wrist.

Now as to the position taken, play deeper for a left-hand batter than for a right. The reason for this is obvious. The left-hand batter has a tendency to hit toward right field and if a hot hit comes your way, you want to be in the most advantageous place to handle it cleanly. The right-hand batter has the tendency to hit toward left field, so you need not be so keen on expecting any chance from him. The fact is, however, that you should study every batter. You should get to know them and where they may be expected to hit. Once you know the peculiarities of every batter who is up you can place yourself to the best advantage.

Get in close touch with the pitcher who is working, with regard to covering the bag. If you know that he will cover for you, you can afford to play deeper than if you don't know what your pitcher may be depended upon for, as far as fielding duties are concerned.

When a runner is on first base, give him the outside half of the bag. Straddle it, with your left foot against the bag and your right reaching out toward second base. This will make the runner come up behind you and in trying to get in, he will give you more opportunity to swing back your hand and make the tag.

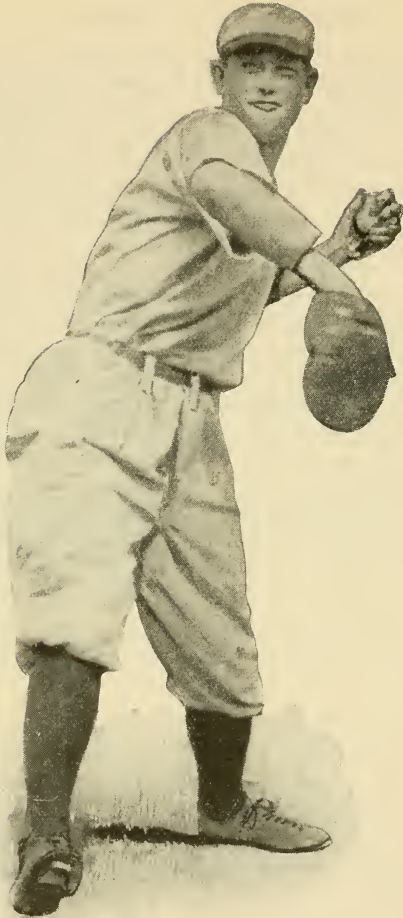
In the handling of bunts, a perfect understanding is necessary with both the pitcher and the shortstop. Nothing shows up a team so much as leaving first base uncovered. You may be able to make wonderful plays on bunts, but what does it profit if no one is at first base to receive the throw thus made possible?

When fielding your position, study out the possibilities the batter may make possible and know what you must do with the

ball if it comes to you so that on the instant you can do that thing. The first baseman who has to look around to see what is the best possible play when the ball gets to him, will never be of any account. Seconds are most appreciable intervals in Base Ball and the first baseman who loses a second will never make good. Be ready to get the ball away the moment you get the opportunity and to get it away to the spot where it will be most effective.

The left hand first baseman is much in favor these days and he has the manifest advantage of having his left arm in instant readiness to throw to that portion of the diamond where most throws are to go. He does not have to lose time in turning his body. However, all of us cannot be left handers and there is no need for the right-hand thrower to feel that the slight advantage the southpaw has is of great consequence. A few brains and their use will more than overcome any mechanical benefit that can be scared up.

Study and think and practice. Any youngster who develops a good arm, a good head and a good pair of feet will make his mark at first base and enjoy playing the position.



HAL CHASE

A CHAT ABOUT FIRST BASE

BY HAL CHASE.

Every young player, who thinks about base ball, either as an amusement or as a possible means to gain a sum of money for educational purposes, or something of that kind, should always bear in mind that the first thing to do is to find whether he is adapted to the position that he is trying to play, and if he is satisfied that he can play better in that position than in any other on the field, then he must practice to perfect himself in the requirements of his place.

It is a great deal better to be a first class first baseman than it is to be a second class shortstop. I know that some players avoid first base because they think that it is too slow for them. I presume that is because they haven't learned the new school requirements in first base.

The old theory that a first baseman was to be expected to do little more than catch the ball, when it was thrown to him, or run down foul flies is done away with in modern base ball. It will never be expounded again.

Men who have made a study of the possibilities of the position realize now that a first baseman is quite as important an infielder as any man who is on the diamond.

In the first place, he is expected to look after the left hand batters. Most of them, as a rule, slash the ball toward right field. Frequently it comes exclusively in the first baseman's territory and as the number of left hand batters is increasing every year, it is evident that the duties of the first baseman must increase in the same ratio.

Base ball evolution has made the sacrifice bunt one of the most important plays in connection with the work of a club which is trying to make a run. The first baseman is one of the principal figures in this play, whether the batter happens to be a

right hand hitter or a left hand hitter. Batters of both types are so expert in these days that they can place the ball in either direction. So the first baseman must be on the alert to capture the grounder and retire somebody. If he misses the play the work of the batter is equivalent to making a base hit.

When the old fellows were first basemen there was but little of that sort of play. Imagine Anson fuming and fussing at some tricky batter who was trying to bunt the ball in his direction, and rest assured that he would have fumed and fussed had it taken place when he was playing, because he was a great stickler for hitting the ball out and did not foresee that the present method of batting ever would attain such prominence in the national game.

When it is considered that this play is now one of the most formidable of the team at bat it is evident that the first baseman must be active, alert and as quick to grasp the possibilities before him as the batter is to try to advance a runner by his maneuvering.

There is plenty of room for skilled first basemen in the major and minor leagues at the present time. There never will be a day when the chance will not be open to the player who can show that he can check sacrifices, and occasionally double up runner and batter by the smoothness with which he handles infield grounders.

It is evident, of course, that the greater the reach a first baseman has, the better he will be for the team with which he is connected. Reach is good for two things: It stops wild throws, which are always to be expected when the ball is sent away in a hurry, and it knocks down line hits. It is astonishing to see how much good is accomplished by a man with a long reach in the way of catching or breaking line hits. As a rule, when these hits get away, they go to the limit of the field and that means anything from a two base hit to a home run, probably the latter wherever the grounds will permit.

With so many games decided by small scores, as is the case now, it can be seen that the first basemen who is fast enough to

prevent home runs, or even two baggers; is doing a great deal of good for his team if there happens to be men on the bases.

Some infielders are very poor throwers, in that they never expect to do better than to get the ball within the radius of first base. That means the first baseman with one foot on the bag must be ready to catch the throw to his left, or right, or perhaps dig it out of the ground in front of him. In fact, a first baseman will have plenty of that to do even when the infielders are all fairly accurate with their throws.

The play, which now demands the most of first basemen, except catching the ball when thrown to the base, is that which kills the attempt of the batter to sacrifice.

This play can better be accomplished by a left hand first baseman than a right hand first baseman, because the left hander the moment that he picks the ball up from the ground is almost invariably in a position to throw quickly and accurately to second base.

It is better to check the runner who is trying to get from first to second, than it is to retire the batter who is trying to make the sacrifice, and it is also possible now and then to make a double play and retire both men.

If a runner is on first, and it is quite evident that the batter means to sacrifice, I usually play close up to the base line or above it. Even if I thought that the batter would not sacrifice, I would hug the base line, rather than go back, for it would be out of the question to do much of anything with the ball, except to retire the batter, if the first baseman played behind the line to stop it.

Sometimes when both the runner and the batter are known to be very fast runners, it is well to play well toward home plate, to the left of the pitcher, trusting to smother the ball the moment that it leaves the bat.

If the pick up is made very quickly, and the first baseman is an accurate and certain thrower, it is safe to say that he will beat the runner to second base by at least ten feet if he handles the ball well. It doesn't matter much how fast the runner may be, this combination is fatal to him if everything works smoothly.

Of course an awkward bound, a momentary fumble, a slip by the shortstop in getting up to the bag, or something of that kind, may stop the play on the runner, and when that takes place there will be little difficulty in getting the batter at first base if the second baseman has performed his part accurately.

The play is spoiled as a sacrifice killer, but the batting team has done no more than advance the runner, so the first baseman played part of the effort correctly.

There is nothing unusually difficult about this method of playing for the sacrifice, but it is absolutely essential that the first baseman shall work very fast. He must have natural speed, and in addition to that, all the perfection which may be attained by practice. I have tried in practice to throw the ball to the second baseman, almost without looking, in order that I might gather an intuitive idea as to how to shoot the ball away from me instantly that the runner might be put out.

In receiving throws at first base there is a little more danger to the left hand first baseman than to the right hand player. His catching hand is on the inside of the play almost invariably. A right hand player can keep his left foot on the base, stretch far inside and make one hand catches to stop wild throws.

A left hand first baseman, who can catch fairly well with his right hand, has the same privilege, and perhaps has about as much advantage in a way, for he is catching the ball with his gloved hand. But still it is not a wholly natural pose for him.

If the ball comes outside, to the left of the baseman in front of the runner so that it is between the base and the runner, the baseman is put in a dangerous position because it is natural to him to back up the catch with his left hand, and the greatest care must be exercised to avoid collisions. Every first baseman must learn to shift quickly from one foot to the other.

It is well as a rule to play rather deeply when there is no prospect of the batter making a bunt. There are some points on the infield which must be covered by the pitcher in these days. In his way he is about as important among the infielders as any man who plays on a team.

The first baseman cannot be expected to do much with bunts when there are no men on the bases. If he is drawn in too close a good batter will cut the ball past him like a flash. There are batters who can swing the ball into right field with a rush, and every first baseman must be prepared to look after them when they are at the plate.

By playing deeply the first baseman is able to cut off many a grounder, which would surely get past him and roll to the outfield, if he tried to field his position too closely to the base line. Slow runners are as easily retired from a deep field as from a shallow field, and fast runners are usually snap hitters and send the ball so rapidly toward the outfield that the baseman by a quick recovery is able to throw the ball to first base, covered temporarily by the pitcher, so that it beats the batter.

The first baseman must work with the pitcher, and it is always advisable that both of them have a perfect understanding as to the manner in which the batter shall be watched as well as the runner.

There is a possibility of much excellent team work between a good first baseman and a good pitcher. If both of them are alive to the batter's possibilities and know thoroughly how to watch for him, it will take the best of his intelligence to get away from the traps which will be set for him.

The pitcher and the first baseman work in harmony when there is a runner on the base. More and more is it becoming necessary to hold the runners as closely to first base as possible, that they may not obtain a lead on the catcher, and steal second, and a competent first baseman, by careful attention to his work, will frequently have the runner guessing as to what the next play may be with the ball.

THEORY OF THE PLAY

BY FRED TENNEY,

Formerly First Baseman of the Boston and New York Nationals.

Once there was a time in base ball when there were experts who played, and experts who devoted their time to writing about the game, who said that it was a physical handicap for an infielder to be left handed.

It is true that there have not been very many left hand infielders. Count them up and it will take a great deal of research to locate a score. Yet among them will be found some players who have made a great deal of history in our national game.

I was engaged by Boston to catch. I did not have a great many opportunities to catch because there were good catchers in those days for Boston, and somehow the older players and the manager seemed to think that it was better to stick to the old fellows, especially in view of the fact that Boston was a championship factor in the big league race most of the time.

There came a day when it was evident that Boston would need a new first baseman. It was suggested to me that it would not be a bad idea if I tried for first base. I did, and was given the position.

I could not change from left hand to right and I determined that I would prove that a left hand first baseman could play the position quite as well as a right hand first baseman. I had not been the regular first baseman of the Boston team very long before I was more than delighted to hear that I was not only successful, but that I was proving daily that the left hand first baseman is more of a success than the right hand player, and I believe now that it is generally accepted that all things being equal, managers would prefer the left hand first baseman to the right hand first baseman.

So there is one instance where the theorist was beaten out by the practical side of the game.

If there are any young ball players who are desirous of playing base ball and playing it well, and who feel that they are qualified to play first base, my advice to them is to go ahead and play for all that they are worth.

We shall probably have to grant that the second baseman, the shortstop and the third baseman would better be right hand players, but when it comes to first base the left hander is naturally better equipped for the position because his throwing arm is on the *right* side of the diamond. The right hand first baseman's throwing arm is on the *wrong* side of the diamond.

On any kind of a ground hit on which the first baseman is compelled to run forward before he picks up the ball preparatory to throwing it to first base it is safe to say that if he gets it cleanly, when he recovers and stands erect, he will be in a better position to throw to second base than the right hand first baseman. The latter must make a sort of half turn and sometimes he must make a whole turn. The left hand player grasps the ball, straightens himself out, and shoots it on a line to the second baseman or to the shortstop.

It is not necessary to enter into any argument to convince young players or old. Even if you happen to be a right hander get out some day and try for yourself. Although you may not be able to throw the ball with your left arm, because of lack of practice, you will ascertain the moment that you have the ball in your hand, that it is a great deal easier for a left hand first baseman to shoot it around the infield and especially to his right than it is for the right hand first baseman. The left hander saves time, and time frequently makes put outs with the same facility as good plays.

Once there was a second baseman in the league who was left handed. He labored with exactly the same handicap as the right hand first baseman. Almost every time that he fielded the ball he had to make a half turn toward first base to get the

runner. The time that he lost in making that turn was fatal when there happened to be a sprinter at bat.

If a first baseman is placed under any handicap when he is left handed, it may result now and then when he is trying to get a throw at first base which looks as if the ball will cross the runner. The right hand player is usually able to keep inside the bag and by doing so keeps out of danger. The left hand player in reaching for the ball is apt to cross the base and when he does so there is always a chance of a collision.

To obviate this it is well for all left hand players to practice faithfully catching the ball in the right hand, which is gloved.

When I first began to play first base I was not wholly sure of my right hand. Now I have about as much faith in it as I have in my left. I have worked day after day in making what might be called an underhand back hand catch, securing the ball on the run when it is returned quickly to me from second base, and it is seldom that I miss it with the present excellent gloves in use.

It has been customary to discourage some of the young players who are naturally left handed, and I maintain, that unless they wish to play at second, or on the left side of the infield they should not be discouraged, but should be made as perfect as possible.

There is no handicap to an outfielder who is a left hander. Some of the very best ball players in that position are left handers. Almost without exception the long throwers are left handers. I am sure that any base ball manager would be very glad to have Speaker of the Boston Americans, who is a left hander and accurate in his throwing.

The coming first basemen of the United States may not all be left handers, but I am willing to make a prophecy that all the left hand first basemen who really try to improve, and who play the national game to the best of their effort, will rank among the very high class ball players of the United States.

This is one position on the infield in which the left hander has as much right to assert his supremacy as the right hander may have to assert supremacy at second base.

HOW TO PLACE YOURSELF

The regular position for a first baseman is about ten feet inside of the bag and the same distance to the rear of a line drawn between first and second, unless the base line is skinned and the other portions of the diamond are covered with grass. In this latter case field back just far enough to get a grounder before it leaves the skinned surface. This covers the ground toward second not taken care of by the second baseman and yet enables you to prevent hits getting between yourself and the bag.

There is but one standard position for a first baseman while waiting for a batter with the bases vacant. Face the batter and lean slightly forward on the toes with the hands on the knees. This will enable you to get a quick start either for first in order to cover the bag on a throw or to field the ball. Balance yourself evenly so as to be able to get a quick start toward second or first as the case may demand. Watch the pitcher and get a start when he delivers the ball so as to get in motion. If you are standing still when the ball is hit sharply it is likely to get the jump on you and get past before you can get to it.

In fielding grounders there are several things to look out for. Be sure to get your glove firmly on the ground so as to prevent the ball from forcing its way under your fingers. A first baseman seldom has to field a ball with one hand and, when possible, always use both. Many of the chances sent toward first are hard enough without making them more so by trying for a spectacular play. In fielding any kind of a ball always squeeze it hard or it may twist out of your glove. When the ball comes to you on the ground keep your knees together and your body low so as to block the leather in case it should get past your hands. Even if the latter happens this will save you some disastrous consequences.

In making a catch always try to place yourself in a position for the next play. In a good percentage of the cases this will be a run over to first to tag the bag. The pitcher should cover first or in some cases the second baseman, and in case they do it is best to make a toss to first. It costs you nothing to give the player covering the bag an out, while you take the assist. It is better to make the assist even when the out could be made with ease by yourself. The only exception to this is when the man covering the bag is unreliable in taking throws and in that case try hard to get the out yourself. In case the bag is not covered and the decision is close a slide will frequently save the day for you when you would otherwise fail.

First basemen have an opportunity to distinguish themselves on flies but a failure to handle them correctly will just as surely lead to censure. Most of the chances offered in this line are on foul flies and speed and a good eye are needed. Practice catching fouls before games. Make a batsman give you flies instead of confining his attention to grounders.

The easiest flies for the first baseman to get are those just outside of first or in toward the home plate. The hardest to handle are the ones directly back of the bag. These latter must be taken while running with the ball and with your back to the latter. On fair flies just inside the base line or further over toward second, care is necessary in order to avoid a collision with the second baseman. On flies in far enough for the catcher to get to the ball, he should be allowed to handle the chance owing to his large glove. The advantage in this direction, however, is with the first baseman in comparison with the other fielders.

In handling flies at first watch out for a steal when there are men on the bases. Stolen bases on a catch by the first baseman are more probable than on any other member of the team excepting the outfielders. Many fouls are caught with the back turned to first and going away from the latter. A quick turn is almost impossible to make and a fast base runner can get well started before the baseman is in a position to throw.

FIELDING THE POSITION

So far fielding in general has been dealt with, but now we come to the work which pertains more especially to first base. The first and foremost problem a first baseman has to solve is: taking throws from the fielders. A study of the infielders will do much to help you in this. Some fielders throw a ball which is easy to handle even though it comes over fast, while others put such force behind their throws that the first baseman is almost knocked off his feet.

Throws from nearly every position have their peculiarities. The easiest ones come from second base owing to the shorter distance the second baseman has to throw. Hard and high throws come mostly from the shortstop. From third base the throws are most likely to be wide or low. Throws from the catcher are hard as a rule and most of them hurried. The pitcher is the one most likely to cause the first baseman trouble, however. His throws are at short range and come quick and hard. With an erratic pitcher it takes hard work when a man is on first. With a fast man at bat there is more likelihood of a poor throw than otherwise owing to hurried fielding.

In fielding do all you can to steady your assistants. Face the way the ball is coming with your hands extended as a guide to the fielders. On a slow throw extend yourself as far toward the ball as you can without getting both feet off the bag. On a wide throw, in toward the plate, reach in toward the diamond so as to leave space behind you for the base runner. Unless you do he will collide with you and spoil your catch. In reaching for wide throws behind the bag this danger need not be figured on to such an extent. If forced to pull your foot off a few inches in getting the ball do not put your foot back on the bag after the man is safe. This will give the play away to the umpire every time, when a good bluff may result in the runner being called out.

High and low throws must be handled with judgment. If the throw is not so high as to force you to take your feet off the bag, go after it with both hands. You can reach higher with one hand than with two, however, and it is better to make a one hand catch with your feet on the bag than to get the ball with both and be forced to jump. If you get the ball at all you are also sure of an out, while when you are forced to jump the runner may get to base before you come down. When forced to jump for a ball try to catch it in such a way that you will light on the bag. In case of very wild throws where it is impossible to get your man, try hard to stop the ball no matter how you do it as the object then is to prevent the runner from getting extra bases.

Low throws must either be waited for or smothered. If the ball bounds far enough from the bag to come up higher than your knees the chance should be easy to handle. When the ball hits in close to the bag go after it just as it hits and before it has time to get started upward. When the ball is right up in front of you knock it down with your glove and pick it up. If the runner is not too close, a step away from the bag will frequently make a hard chance an easy one, but in taking such a risk you must judge the speed of the runner correctly. As in the case of the high throw make your out if possible, but under any circumstances make the stop even if you fail to get your man.

A good glove will prove of the greatest aid in handling hard chances. There is no excuse for a first baseman who does not provide himself with one. No restrictions are placed on the first baseman's glove as to size and shape, but if the latter is too large it will be unwieldy to handle. As most of the work at first is in the stopping of throws, a mitt is best. One with lacing around the edges is to be preferred as the padding can then be arranged to suit yourself. If properly padded the ball should stick without trouble even when making one-hand stops.

Good shoes are also an important item and the best you can afford are none too good. See that the spikes on your shoes are firm and sharp enough to give you a good hold.

PLAYING FOR BATTERS

So far we have given the batsman but little consideration and here is where brain work tells. A close study of the batsman is necessary to play a first-class game. With practice most anyone can become a good mechanical player but few master the finer points. A careful study of the game, the batsman and your own pitcher are required for this.

The first thing to notice is whether the batsman is right or left-handed. This will make all of the difference as to where he is likely to place a hit. With a left-hand batter and a slow pitcher or with a right-hand batter and a fast one the first baseman has more cause to look for hits than if the reverse conditions exist. With a slow pitcher the latter is likely to pull the ball around toward first when batting left-handed, but the hardest chances come with a fast pitcher and a right-hand batter.

Different curves and different styles of pitching also produce different fielding conditions. Fast pitching with the ball straight over the plate produces chances which are easy to handle unless the ball is hit too hard to stop. A straight pitched ball is generally hit without skew or twist and it requires less care in handling than any other kind.

When a pitcher is using curves and breaks and getting hit at all hard the fielders have their troubles. Bad bounds and breaks are to be looked for then. The ball is almost certain to have a certain amount of rotary motion and this causes bad bounds and sharp breaks. No rule can be laid down for fielding such hits and much judgment and experience is necessary in handling them properly. Even the best players are sometimes fooled, so do not get discouraged in case you make a break. Try to study out for yourself the reason why you make an error and whether

it was the pitching, peculiar batting or irregularities in the diamond which caused it. No two diamonds are exactly the same so far as fielding is concerned and the quicker you find out the ground around your position the better off you will be. By studying out causes for your failures you will lay up a store of knowledge which will prevent many mishaps in the future.

In placing yourself for the batter you should know something about the man you are playing for. It is safe to play closer in for a fast man who places the ball than a heavy hitter, though the first baseman has less latitude in this respect than the shortstop or third baseman. When fielding back for a heavy-hitting batsman take care not to get so far onto the grass along the base line when you are playing on a diamond with skinned base lines, that the ball will bound bad on leaving one surface for the other. In fielding always keep yourself in position to make the next play.

A word in regard to bunting is in order here. The first baseman does not have to handle as many bunts as the pitcher, third baseman or catcher but he is forced to take one now and then. Most of his chances of this kind come on bunts which are hit hard enough to get them past the pitcher and the important point is to know where you are going to throw. Either the pitcher or second baseman will cover the bag but they may have to do it on the run, so be careful to make the toss in such a way that they can handle the ball. Bunts directly down the first base line are the hardest to handle owing to the quick turn necessary and you should field in such a way as to make the turn with as little loss of time as possible.

The most important thing of all is to play the ball and never let the ball play you.

PLAYING FOR BASE RUNNERS

First base is one of the hardest on the diamond to take care of, with a man on base. In order to prevent a steal with a man on first the baseman must hold him close to the bag. The moment a runner gets a long lead off the bag he is sure to steal as the catcher has but one chance in a hundred of catching him. A perfect understanding between the first baseman, pitcher and catcher are necessary to keep the runner close to the bag. Signals between the three are necessary and they may be made in any way so long as they are simple and can not be read too readily by the opposing players.

The stricter enforcement of the balk rule on the pitcher has made it much harder than formerly to prevent the runner from getting a lead off first which will make a steal practically certain. It is all the more imperative to hold the runner close to first if you have a weak throwing catcher behind the bat. Once on second a single will score a fast runner while he is not likely to get beyond second if on first unless the ball is hit to right field. Therefore work hard to keep your man on first.

With a runner on first you are working more for the man at that point than for hits. Govern yourself by this. The runner will get as far off first as you do. Stay closer to the bag on this account than when the bases are empty. When the pitcher delivers the ball you can move out a step if you think the batsman is likely to put the ball well inside the bag. Do not get too far away, however, or a hit may be sneaked past you just inside the bag. The second baseman plays further over toward first when you are forced to hold a man at that point and he should get hits which are too far out for you to reach handily.

When the ball is not actually being pitched to the batter, keep working the base runner. If he takes too much of a lead while

the pitcher is winding up signal the catcher and the latter will pass the sign to the pitcher unless you can signal the pitcher direct. Then make a quick dash for the bag. Do not tire the pitcher by asking him to make too many throws, however. Sometimes a runner will be caught napping if you make a start toward second and then make a quick jump back past him to the bag. If possible, work your way around the base runner and try to induce him to get a good lead ahead of you toward second. If you are standing on the bag the runner will sometimes stand a few inches away from the latter. A quick throw will catch him napping unless he has his wits about him. With a left-hand pitcher the throw to first to catch a runner napping is easier and it is possible to hold the runner closer to the bag.

One of the best tricks to catch a man off first is worked with the assistance of the second baseman. The first baseman takes a long lead off first drawing the runner with him. Then the second baseman sneaks around behind the runner and makes a dash for first. This play depends for its success upon good signal work. Always be sure the catcher has signaled for an out ball before the play or the batter is likely to send a hit through the place left vacant by the second baseman. The pitcher must do all that he can short of balking to lead the runner and batter to believe that he is going to deliver the ball.

With a good catcher a throw from the latter occasionally will keep the runner in check, especially if the catcher can snap the ball fast and signals the pitcher for a pitch well up and out. The trick of the second baseman taking the throw to first can also be worked with the catcher doing the throwing.

With a man on first always watch out for a chance to make a double play. If forced in for the ball on a hit or over toward second the best way in most cases is to throw to second and force the man there, hustling back to first to take the return by the second baseman or shortstop. This play is particularly effective with a slow man batting and even if the double fails you catch the man nearest the plate.

CHANCE ON THE POSITION

First base is a position that is requiring more brain work right along and it has increased greatly in difficulty in the last ten years. More qualifications are required of a first baseman to-day than formerly and headwork is considered among the first. Besides this a first baseman must bat hard and run the bases well. He must understand how to advance a man on base and play team work both with his bat and in the field. Hence, the position is not the easy one some persons who have never given the matter any study imagine.

The main fault with young players is that they do not give attention enough to headwork. If they have good height and reach and can play a good mechanical game that is all they think is required of the position. This is all wrong. Headwork and snap on the part of the first baseman puts life into a team and the finished points which come only with study and practice are the ones which tell in the long run. Avoid being only a mechanical player and try to make yourself an active, hustling member of the team.

The first baseman is on one of the danger points of the diamond. Throws if unstopped at that point, are more likely to do serious damage than those to any other place on the team. On throws from shortstop, third baseman and pitcher, there is no chance to back him up, and if the ball gets past the first baseman the runner is sure of third, if not of home. On throws by the second baseman a good catcher will prevent the runner from getting around; but even here a miss is likely to prove costly. A first baseman is in a position to save more errors for his team mates than any other man on the team. Never shirk a bad throw even though it will not count as an error against you. That is the worst thing you can do as it will

cause your fielders to lose confidence in you. Even if impossible to make an out, try hard to stop the ball and save the extra bases that will be gained if you fail to do so. A conscientious player who is out for the good of his team even at the sacrifice of himself is the one who will succeed.

Study your fellow players carefully so as to know their peculiarities and be in a position to protect their weak points. Have a good understanding especially with the catcher and pitcher. An understanding with the other infielders is of but little less importance as the first baseman must work with them more than any other player on the team.

In conclusion, play clean, hard ball. Never give up and play the hardest you know how even if your team appears hopelessly beaten. There frequently comes a change in luck when a game appears to have been lost which ultimately leads to victory, and you can not foresee when it is coming. Therefore keep trying.

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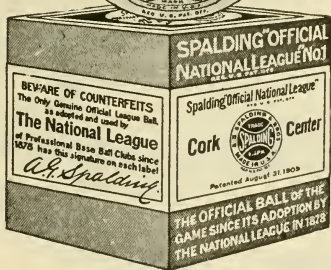
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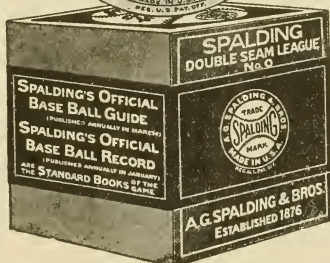
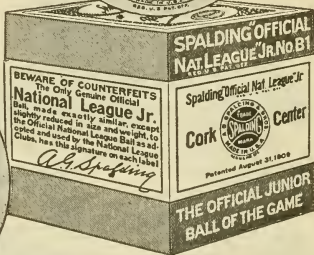
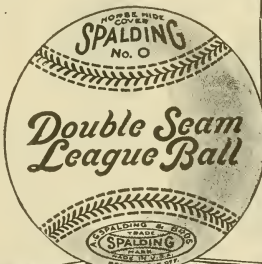
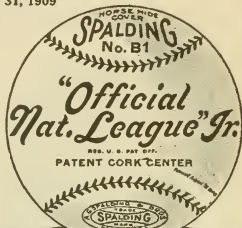
Spalding "Official National League" Jr. Ball

Reg. U.S. Pat. Off.
PATENT CORK CENTER

Patented August 31, 1909

Made with horse hide cover and in every respect, including patent cork center, same as our "Official National League" (Reg. U.S.) Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

No. B1. "Official National League" Jr.
Reg. U.S. Pat. Off. Each, \$1.00



Spalding Double Seam League Ball

Pure Para Rubber Center

Sewed with double seam, rendering it doubly secure against ripping. The most durable ball made. Horse hide cover, pure Para rubber center, wound with best all-wool yarn. Warranted to last a full game when used under ordinary conditions, but usually good for two or more games.

No. 0. Each, \$1.25 Dozen, \$15.00

Spalding Complete Catalogue of Athletic Goods Mailed Free.

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Spalding League Rubber Center

Spalding League Rubber Center Ball

No. 1RC. Horse hide cover, pure Para rubber center, wound with best wool yarn; double stitched red and green. Each, \$1.00 Doz., \$12.00



City League

Spalding City League

No. L4. Horse hide cover, and rubber center wound with yarn. Full size and weight. Very well made. Each, 75c. Doz., \$9.00



National Association Jr.

Spalding National Association Jr.

No. B2. Horse hide cover, pure Para rubber center wound with yarn. Slightly under regulation size. Each, 75c.

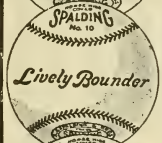
Above balls warranted to last a full game when used under ordinary conditions.



Professional

Spalding Professional

No. 2. Horse hide cover, full size. Carefully selected material; first-class quality. In separate box and sealed. Each, 50c.



Lively Bounder

Spalding Public School League

No. B3. Junior size, horse hide cover, rubber center wound with yarn. For practice by boys' teams. Each, 50c.

Spalding Lively Bounder

No. 10. Horse hide cover. Inside is all rubber, liveliest ball ever offered. In separate box and sealed. Each, 25c.

Spalding Junior Professional

No. 7B. Slightly under regular size. Horse hide cover, very lively. Perfect boys' size ball. In separate box and sealed. Each, 25c.



King of the Diamond

Spalding King of the Diamond

No. 5. Full-size, good material, horse hide cover. In separate box. Each, 25c.

Spalding Boys' Favorite Ball

No. 12. Lively, two-piece cover. Dozen balls in box. Each, 10c.



Boys' Amateur

Spalding Boys' Amateur Ball

No. 11. Nearly regulation size and weight. Best for the money on market. Dozen balls in box. Each, 10c.

Spalding Rocket Ball

No. 13. Good bounding ball, boys' size. Best 5-cent two-piece cover ball on the market. Dozen balls in box. Each, 5c.



Public School League



Junior Professional



Boys' Favorite



Rocket

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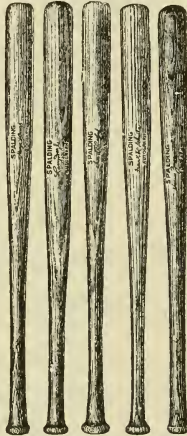


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Spalding "Players' Autograph" Bats

No. 100. "Players' Autograph" Bats, bearing the signature of the player in each case, represent their playing bats in every detail. Made from the finest air dried second growth straight grained white ash, cut from upland timber, possessing greater resiliency, density, strength and driving qualities than that of any other wood. The special oil finish on these bats hardens with age and increases the resiliency and driving power of the bat. . . . Each, \$1.00
Carried in stock in all Spalding stores in the following Models. Mention name of player when ordering.



Samuel E. Crawford AUTOGRAPH MODEL
Largest and heaviest bat (except Meyer special model) used by any professional ball player. Weights from 51 to 65 ounces. Length 35 in.

Harry Johnston AUTOGRAPH MODEL
Well balanced, comparatively light weight, with sufficient wood to give splendid driving power. Weights from 36 to 40 ounces. Length 34 1/2 in.

Frank W. Schulte AUTOGRAPH MODEL
Very small handle, and balanced so that with a full swing, terrific driving power results. Weights from 37 to 41 ounces. Length 35 inches.

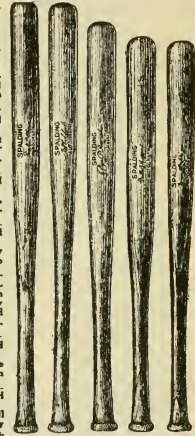
Samuel E. Crawford AUTOGRAPH MODEL
Splendid model, comparatively small handle, well balanced. Weights from 40 to 44 oz. Length 35 in.

Frank L. Thomas AUTOGRAPH MODEL
Extra large heavy bat with thick handle. Weights from 44 to 48 ounces. Length 35 inches.

Earl Heath AUTOGRAPH MODEL
Different model from that formerly used by Clarke, improved in balance, model and length. Weights from 39 to 43 ounces. Length 34 1/2 inches.

Agnes O. Anderson AUTOGRAPH MODEL
Short bat, large handle, well rounded end. Weights from 40 to 44 ounces. Length 32 1/2 in.

Mully J. Huggins AUTOGRAPH MODEL
Short bat, small handle, but body quite thick. Weights from 38 to 42 ounces. Length 32 inches.



Winnie Zimmerman AUTOGRAPH MODEL
One of the best all around models ever produced. Medium small handle end well distributed striking surface. Equally suitable for the full swing and for the choke style of batting. Weights from 40 to 45 ounces. Length 34 inches.

We can also supply on special orders Donlin, Oakes, Evers and Evers Models.

Wm. Ellerbe AUTOGRAPH MODEL
The smallest, shortest and lightest bat used by any professional player. Specially adapted to small or light men. Weights from 35 to 39 ounces. Length 31 inches.

SPECIAL MADE TO ORDER PLAYERS' MODEL BATS

We can supply on special orders Model Bats same as we have made for the most famous batsmen on National and American League Teams.

BAKER, Philadelphia, American League	Model B	MEYERS, New York, National League	Model M
CALLAHAN, Chicago, American League	Model C	OLDING, Philadelphia, American League	Model O
DAUBERT, Brooklyn, National League	Model D	PASKERT, Philadelphia, National League	Model P
FLETCHER, New York, National League	Model F	SPEAKER, Boston, American League	Model S
HERZOG, New York, National League	Model H	THOMAS, Philadelphia, American League	Model T
LUDERUS, Philadelphia, National League	Model L	WHEAT, Brooklyn, National League	Model W

The original models from which we have turned bats for the above players we hold at our Bat Factory, making duplicates on special order only. These special order bats do not bear the Players' Autographs. We require at least two weeks' time for the execution of special bat orders.

Spalding Special Model Bats. Professional Oil Finish. Not Carried in Stock. Each, \$1.00
Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

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Spalding "All Star" Model Bats

No. 100S. This line for 1914 comprises twelve models specially designed for amateur players and selected from models of bats used by over five hundred leading batters during the past ten years. Quality of wood used is finest selected second growth Northern ash, air dried and treated as follows: yellow stained, mottled burnt, carefully filled, finished with best French polish. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model S1—31 in.	35 to 39 oz.	Model S5—34 in.	40 to 44 oz.	Model S9—35 in.	40 to 45 oz.
Model S2—34½ in.	40 to 45 oz.	Model S6—33 in.	38 to 43 oz.	Model S10—33 in.	37 to 43 oz.
Model S3—31½ in.	38 to 42 oz.	Model S7—33 in.	37 to 43 oz.	Model S11—35 in.	42 to 46 oz.
Model S4—32½ in.	40 to 45 oz.	Model S8—34 in.	39 to 44 oz.	Model S12—33 in.	40 to 44 oz.

Spalding Professional Improved Oil Finish Bats

No. 100P. The Spalding Professional Improved Oil Finish as used on this line is the result of exhaustive experiments and tests conducted in our bat factory, with the assistance of some of the greatest professional players. The timber used is identical with that in "Players' Autograph" and "All Star" models. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model P1—31 in.	35 to 39 oz.	Model P5—34 in.	40 to 44 oz.	Model P9—34½ in.	40 to 45 oz.
Model P2—33 in.	38 to 43 oz.	Model P6—35 in.	40 to 44 oz.	Model P10—34 in.	38 to 42 oz.
Model P3—33 in.	39 to 44 oz.	Model P7—34 in.	39 to 43 oz.	Model P11—35 in.	45 to 50 oz.
Model P4—33 in.	36 to 40 oz.	Model P8—34½ in.	38 to 43 oz.	Model P12—35 in.	40 to 45 oz.

Spalding Brown Oil-Tempered Bats

No. 100D. These bats are tempered in hot oil and afterwards treated with a special process which darkens and hardens the surface and has exactly the same effect as aging from long service. The special treatment these bats are subjected to make them most desirable for players who keep two or three bats in use, as the oil gradually works in and the bats keep improving. Line of models has been very carefully selected. Timber used is the same as in our "Players' Autograph," "All Star," "Professional Oil Finish" and Gold Medal lines. . . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model D1—31 in.	35 to 39 oz.	Model D5—34 in.	40 to 44 oz.	Model D9—34½ in.	40 to 45 oz.
Model D2—33 in.	38 to 43 oz.	Model D6—35 in.	40 to 44 oz.	Model D10—34 in.	38 to 42 oz.
Model D3—33 in.	39 to 44 oz.	Model D7—34 in.	39 to 43 oz.	Model D11—35 in.	45 to 50 oz.
Model D4—33 in.	36 to 40 oz.	Model D8—34½ in.	38 to 43 oz.	Model D12—35 in.	40 to 45 oz.

Spalding Gold Medal Natural Finish Bats

No. 100G. Models same as our "Professional Oil Finish," but finished in a high French polish, with no staining. Timber is same as in our "Players' Autograph," "All Star," and other highest quality lines, and models duplicate in lengths, weights, etc., the line of Spalding "Professional Oil Finish" styles. . . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model N1—31 in.	35 to 39 oz.	Model N5—34 in.	40 to 44 oz.	Model N9—34½ in.	40 to 45 oz.
Model N2—33 in.	38 to 43 oz.	Model N6—35 in.	40 to 44 oz.	Model N10—34 in.	38 to 42 oz.
Model N3—33 in.	39 to 44 oz.	Model N7—34 in.	39 to 43 oz.	Model N11—35 in.	45 to 50 oz.
Model N4—33 in.	36 to 40 oz.	Model N8—34½ in.	38 to 43 oz.	Model N12—35 in.	40 to 45 oz.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN. DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH IMPROPER USE OR ABUSE

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Spalding Genuine Natural Oil Tempered Bats

No. 100T. Made of the highest quality, thoroughly seasoned second growth ash, specially selected for resiliency and driving power; natural yellow oil tempered, hand finished to a perfect dead smooth surface. We added this line for 1914 to give our customers what might really be termed the "WORLD SERIES" assortment, comprising models that have actually won the American League and National League Championships during the past few years. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model T1. 33 1/2 in.	36 to 41 oz.	Model T5. 32 1/2 in.	44 to 48 oz.	Model T9. 33 1/2 in.	45 to 50 oz.
Model T2. 34 in.	39 to 43 oz.	Model T6. 34 1/2 in.	41 to 45 oz.	Model T10. 36 in.	43 to 47 oz.
Model T3. 35 in.	40 to 44 oz.	Model T7. 34 in.	43 to 47 oz.	Model T11. 34 in.	37 to 41 oz.
Model T4. 34 1/2 in.	38 to 42 oz.	Model T8. 33 in.	45 to 50 oz.	Model T12. 35 in.	40 to 45 oz.

Spalding New Special College Bats

No. 100M. An entirely new line, special new finish; special stain and mottled burning; carefully filled, finished with best French polish. Wood is finest second growth Northern ash, specially seasoned. Models are same as we have supplied to some of the most successful college players. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model M1. 31 in.	35 to 39 oz*	Model M5. 34 in.	40 to 44 oz.	Model M9. 35 in.	40 to 45 oz.
Model M2. 34 1/2 in.	40 to 45 oz.	Model M6. 33 in.	38 to 43 oz.	Model M10. 33 in.	37 to 43 oz.
Model M3. 31 1/2 in.	38 to 42 oz.	Model M7. 33 in.	37 to 43 oz.	Model M11. 35 in.	42 to 46 oz.
Model M4. 32 1/2 in.	40 to 45 oz.	Model M8. 34 in.	39 to 44 oz.	Model M12. 33 in.	40 to 44 oz.

Spalding Very Dark Brown Special Taped Bats

No. 100B. Very dark brown stained, almost black, except twelve inches of the handle left perfectly natural, with no finish except filled and hand-rubbed smooth, and then beginning four inches from end of handle; five inches of electric tape, wound on bat to produce perfect non-slip grip. Each, \$1.00

Furnished in any of the following six models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model B1. 31 in.	35 to 40 oz.	Model B3. 32 1/2 in.	40 to 44 oz.	Model B5. 34 in.	37 to 41 oz.
Model B2.* 32 in.	38 to 43 oz.	Model B4. 33 in.	39 to 46 oz.	Model B6. 34 1/2 in.	37 to 41 oz.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

Spalding Trade-Mark Bats

- | | |
|---|--|
| No. 75. Record. Most popular models, light antique finish. One dozen in a crate (assorted lengths from 30 to 35 inches and weights, 36 to 42 ounces). Each, 75c. | No. 50B. "Spalding Junior," special finish. Specially selected models; lengths and weights proper for younger players. Each, 50c. |
| No. 50M. Mushroom. <small>Patented Aug. 1, 1906</small> Plain, special finish. Invaluable as an all around bat. Each, 50c. | No. 25B. "Junior League," plain, extra quality ash, spotted burning. Each, 25c. |
| No. F. "Fungo." Hardwood. 38 inches long, thin model. Professional oil finish. Each, \$1.00 | No. 10B. "Boys' League" Bat, good ash, varnished. Ea., 10c. |
| No. 50W. "Fungo." Willow, light weight, full size bat, plain handle. Each, 50c. | |
| No. 50T. Taped "League" ash, extra quality, special finish. Each, 50c. | |
| No. 50. "League," ash, plain handle. 50c. | |
| No. 25. "City League," plain handle. 25c. | |

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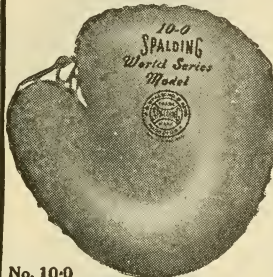


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SPALDING CATCHERS' MITTS



No. 10-0

No. 11-0. "The Giant." Heavy brown leather January 2, 1906 face, specially shaped and treated. Leather laced back. Special "stick-on-the-hand" strap-and-buckle fastening. Ea., \$10.00

No. 10-0. "WORLD SERIES." Patented Molded Face; modeled after ideas of greatest catchers. Brown calfskin throughout. King Patent Padding (Patented June 28, 1910). Leather lace; leather strap and brass buckle fastening. Ea., \$8.00

No. 10-0P. "WORLD SERIES." Same as No. 10-0. Patent Padding (Patented June 28, 1910). Each, \$8.00

No. 9-0. "Three-and-Out." Patented Molded Face; large model. Has deep "pocket," no seams or rough places on face. Hair felt padding; leather lace; leather strap; brass buckle fastening. Larger than No. 10-0. Each, \$8.00

No. 9-0P. "Three-and-Out." Patented "Perforated" Palm. Otherwise same as No. 9-0 Mitt. Each, \$8.00

No. 8-0. "Olympic." Palm of special leather that we put out last season in our "Broken-In" Basemen's Mitts and Infielders' Gloves. Leather prepared so it "holds the shape." Leather lace. Hand stitched, formed padding. Each, \$7.00

No. 7-0. "Perfection." Brown calfskin. Patent combination shaped face and Fox Patent Padding Pocket (Patented February 20, 1912) so additional padding may be inserted. Extra padding with each mitt. Leather lace. Each, \$6.00

No. 6-0. "Collegiate." Patented Molded Face. Special olive colored leather, perfectly tanned to produce necessary "pocket" with smooth surface on face. King Patent Felt Padding (Patented June 28, '10). Padding may be adjusted readily. Leather lace. Each, \$5.00

No. 0G. "Conqueror." Special brown calf, bound with black leather. Semi-molded face used is a near approach to our genuine patented molded face. Hand stitched felt padding; patent laced back and thumb; leather laced; strap-and-buckle fastening. Heel of hand piece felt lined. Leather bound edges. Each, \$5.00

No. 5-0. "League Extra." Molded Face. Special tanned buff colored leather, soft and pliable, hand formed felt padding. Leather bound edges. Each, \$4.00

No. OK. "OK Model." Semi-molded, brown horse hide face, black leather side piece, brown calf back and finger piece; padded, special hand formed and stitched; bound edges. Each, \$4.00



No. 7-0



No. 5-0

All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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SPALDING CATCHERS' MITTS

No. 2-0. "Leader." Brown oak leather face, back and finger piece, black leather side piece, red leather trimming. Padded. Leather lace. Ea. \$3.50

No. 4-0. "League Special." Molded Face. Brown leather; felt padding; reinforced, laced at thumb; patent laced back. . . Each, \$3.00

No. 3-0. "Decker Patent." Brown oak leather; laced back; strap-and-buckle fastening. \$3.50

No. OR. "Decker Patent." Black grain leather; reinforced, laced at thumb; laced back. \$2.50

No. OH. "Handy." Drab horse hide face, side and finger piece, brown leather back; black leather binding. Laced back; laced at thumb. \$3.00

No. O. "Interstate." Brown grain leather face, sides and finger piece, pearl grain leather back; laced at thumb; patent laced back. Ea. \$3.00

No. OA. "Inter-City." Large-size. Cowhide face and finger piece, green leather back, black leather side piece. Red leather binding, leather lace. Laced back. . . . Each, \$2.50

No. 1S. "Athletic." Smoked horse hide face and finger piece, brown leather side piece and back; laced back. Special padding. . . Each, \$2.00

No. 1R. "Semi-Pro." Black leather; reinforced, laced at thumb; laced back. Each, \$2.00

No. 1X. "Trade League." Face and finger piece buff colored, black back and side piece; leather lace; laced-back. . . . Each, \$2.00

No. 1C. "Back-Stop." Gray leather face and finger piece; brown leather side and back; laced at thumb; laced back. . . . Each, \$1.50

No. 1D. "Champion." Black leather face, back, and finger piece, brown leather side. Padded; laced back. . . . Each, \$1.50

No. 1A. "Catcher." Oak tanned face, back and finger piece, black leather side piece. Laced back; laced at thumb. . . . Each, \$1.25

No. 2C. "Foul Tip." Oak leather. Padded; laced at thumb; back full laced. Each, \$1.00

No. 2R. "Association." Black smooth tanned leather face, back and finger piece; tan leather sides; padded; laced back. . . . Each, \$1.00

No. 3. "Amateur." Oak tanned face, back and finger piece. Laced thumb, laced back. Ea., 75c.

No. 3R. "Interscholastic." Black leather face, back and finger piece, sides of brown leather; padded; laced at thumb. . . . Each, 75c.

No. 4. "Public School." Large size. Face, finger piece and back brown oak tanned leather; padded; reinforced, laced at thumb. Ea., 50c.

No. 5. "Boys' Delight." Face and finger piece of special brown oak tanned leather; canvas back; laced thumb; well padded. Each, 25c.

No. 6. "Boys' Choice." Brown oak tanned leather face; padded; laced thumb. Each, 25c.

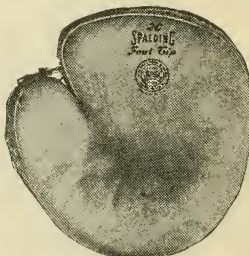
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No. 3-0



No. 1S



No. 2C

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No. BXP



No. CO



No. DX



No. 2MF

Spalding "WORLD SERIES" Basemen's Mitts

Reg. U. S. Pat. Off.

- No. ABX. "Stick-on-the-Hand." Calfskin. Leather lace; strap at back. Each, \$5.00
 No. AAX. "First Choice." Broken-In Model. Special leather. King Patent Felt Padding. Each, \$5.00
 No. AXX. "Good Fit." Selected brown calfskin, bound with black leather. Leather lacing. Ea., \$4.00
 No. BXS. "League Special." Selected brown calfskin, bound with brown leather. Leather lacing. Leather strap support at thumb. Each, \$4.00
 No. AXP. "WORLD SERIES." White buck. Leather lacing. King Patent Felt Padding. Each, \$4.00
 No. BXP. "WORLD SERIES." Calfskin; leather lacing. Strap thumb. King Patent Felt Padding. Ea., \$4.00
 No. CO. "Professional." Olive calfskin, specially treated. Padded; leather laced, except heel. \$3.00
 No. CX. "Semi-Pro." Face of smoke color leather, back of brown, laced, except heel; padded. Ea., \$2.50
 No. CD. "Red Oak." Brown leather, red leather binding. Laced, except thumb and heel. Each, \$2.50
 No. CXR. "Amateur." Black calfskin face, black leather back and lining. Padded; laced. Ea., \$2.00
 No. CXS. "Amateur." Special brown grained leather. Padded; laced, except at heel. Each, \$2.00
 No. DX. "Double Play." Oak tanned, laced, except at heel. Nicely padded. Each, \$1.50
 No. EX. "League Jr." Black smooth leather, laced all around, except at heel. Suitably padded. Ea., \$1.00

All Mitts described above, patented Aug. 10, 1910.

King Patent Padding, patented June 28, 1910.

"League Extra" Pitchers' and Basemen's Mitt

- No. 1F. Face of special tanned leather, balance of brown calfskin. Without hump. Laced all around. Strap-and-buckle fastening. Each, \$3.50

Spalding Fielders' Mitts

- No. 2MF. "League Special." Brown calfskin face and back; extra full thumb, leather web; leather lined. Each, \$3.00
 No. 5MF. "Professional." Tanned olive leather, padded with felt; leather finger separations; leather lined; full thumb, leather web. Each, \$2.00
 No. 6MF. "Semi-Pro" White tanned buckskin; leather finger separations; leather lined; large thumb, well padded, leather web. Each, \$1.50
 No. 7MF. "Amateur." Pearl colored leather; leather finger separations; padded; leather lined; thumb with leather web. Each, \$1.00
 No. 8F. "Amateur." Black tanned smooth leather; padded; leather lined; reinforced and laced at thumb. Strap-and-buckle fastening. Each, \$1.00
 No. 9F. "League Jr." Boys'. Oak tanned leather, padded, reinforced and laced at thumb. Each, 50c.

All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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TRADE-MARK

GUARANTEES
QUALITY

REG. U. S. PAT. OFF.

SPALDING INFIELDERS' GLOVES



No.
AA1

No. **VXL.** "Just Right." Brown calfskin, specially treated to help players break glove into shape. Full leather lined. Weltd seams. King Patent Felt Padding (Patented June 29, 1910). . . . Each, \$5.00

No. **SXL.** "All-Players," "Broken-In" style; specially prepared leather. Needs no breaking in, simply slip it on and start playing. Finest quality material throughout. Full leather lined. Weltd seams. King Patent Felt Padding (Patented June 29, 1910). . . . Each, \$5.00

No. **AA1.** "WORLD SERIES" Professional model. . . . Each, \$4.00

No. **BB1.** "WORLD SERIES" Professional model. . . . Each, \$4.00



No.
SS

No. **SS.** "Leaguer." Designed by one of the greatest infielders that ever played. It is an all-around style and suitable for any infield player. Best buckskin. Weltd seams. Leather lined. . . . Each, \$4.00

No. **PXL.** "Professional." Finest buckskin. Heavily padded around edges and little finger. Extra long to protect wrist. Leather lined. Weltd seams. Ea. \$3.50



No.
PX

No. **RXL.** "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Weltd seams. . . . Each, \$3.50

No. **PX.** "Professional." Buckskin. Same as in PXL. Padded according to ideas of prominent players who prefer felt to leather lining. Weltd seams. Ea. \$3.00

No. **XWL.** "League Special." Tanned calfskin. Padded with felt. Extra long to protect wrist. Highest quality workmanship. Full leather lined. Weltd seams. . . . Each, \$3.00



No.
2XR

No. **2W.** "Minor League." Smoked horse hide. Professional model. Full leather lined. King Patent Felt Padding, as in Nos. SXL, VXL and BB1. Weltd seams. . . . Each, \$3.00

No. **2XR.** "Inter-City." Black calfskin. Professional style. Specially padded little finger; leather strap at thumb. Weltd seams. Leather lined. Each, \$2.50

No. **2X.** "League." Tanned pearl colored grain leather. Model same as No. SS. Weltd seams. Leather lined. . . . Each, \$2.50

No. **2Y.** "International." Smoked horse hide. Professional style. Padded little finger; leather strap at thumb. Weltd seams. Full leather lined. Each, \$2.50

No. **PBL.** "Professional Jr." Youths' Professional style. Selected velvet tanned buckskin. Same as PXL men's size. Leather lined. Weltd seams. Ea. \$2.50

Gloves described on this page are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our diverted seam (PATENTED MARCH 10, 1908) between fingers, adding considerably to the durability of the gloves.

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No. 4X. "Association." Brown leather, specially treated to make it pliable. Padded little finger; leather strap at thumb. Welted seams. Leather lined. \$2.00
 No. 3X. "Semi-Pro." Gray buck leather. Large model. Padded; welted seams. Leather lined. Each, \$2.00
 No. 3XR. "Amateur." Black leather. Padded; extra large thumb; welted seams. Leather lined. Ea., \$2.00
 No. XL. "Club Special." Special white tanned leather. Correctly padded on professional model. Welted seams. Full leather lined. . . . Each, \$1.50
 No. XLA. "Either Hand." Worn on right or left hand. Special white tanned leather. Correctly padded. Welted seams. Full leather lined. Each, \$1.50
 No. 11. "Match." Professional style. Special tanned olive colored leather throughout. Welted seams. Correctly padded. Full leather lined. Each, \$1.50
 No. ML. "Diamond." Special model, very popular. Smoked sheepskin, padded. Full leather lined. Ea., \$1.50
 No. XS. "Practice." Velvet tanned leather. Welted seams; inside hump. Full leather lined. Each, \$1.25
 No. 15. "Regulation." Men's size. Brown leather, padded. Welted seams. Palm leather lined. Ea., \$1.00
 No. 15R. "Regulation." Men's size. Black leather, padded; inside hump. Palm leather lined. Ea., \$1.00
 No. 10. "Mascot." Men's size. Olive leather, padded. Popular model. Palm leather lined. Ea., \$1.00
 No. X. Men's size. Oak tanned brown leather. Professional model. Leather strap at thumb; padded. Welted seams. Leather lined. . . . Each, \$1.00
 No. XB. "Boys' Special." Professional style. Special white leather. Welted seams. Leather lined. Ea., \$1.00
 No. 12. "Public School." Full size. White chrome leather, padded; inside hump. Palm leather lined. Ea., 75c.
 No. 12R. "League Jr." Full size. Special black tanned leather. Lightly padded, but extra long; palm leather lined. Welted seams. Inside hump. Ea., 75c.
 No. 16. "Junior." Full size. White chrome leather, padded; extra long. Palm leather lined. Each, 50c.
 No. 13. "Interscholastic." Youths'. Oak tanned brown leather. Professional model, leather web at thumb; padded. Welted seams. Leather lined. Ea., 75c.
 No. 16W. "Star." Full size. White chrome leather. Welted seams; padded. Palm leather lined. Ea, 50c.
 No. 14. "Boys' Amateur." Youths' professional style. Special tanned white leather, padded; inside hump. Palm leather lined. . . . Each, 50c.
 No. 17. "Youths." Good size. Brown smooth leather. Padded; inside hump. Palm leather lined. Each, 50c.
 No. 18. "Boys' Own." Oak tanned leather. Padded; inside hump. Palm leather lined. . . . Each, 25c.
 No. 20. "Boys' Favorite." Oak tanned. Properly padded. Palm leather lined. . . . Each, 25c. . . 14



No. 3X



No. XLA



No. XB



No. 14

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SPALDING BASE BALL MASKS

Spalding "WORLD SERIES" Open Vision Mask

Pat. U. S. Pat. Off.
Patented December 15, 1911, January 20, 1912

No. 10-0W. Special welded frame, including wire ear guard and circular opening in front. Has best features of mask manufacture. Weight is as light as consistent with absolute safety; padding conforms to face with comfort. . . . Each, \$5.00



No. 10-0W

Spalding Open Vision Specially Soldered Frame Mask

Patented December 19, 1911, January 20, 1912

No. 8-0. Heavily padded, specially soldered and reinforced frame of special steel wire, heavy black finish. Carefully reinforced with hard solder at joining points. This feature of maximum strength, together with our patented open vision, has the special endorsement of the greatest catchers in the National and American Leagues. . . . Each, \$5.00



No. 8-0

Spalding "Special Soldered" Masks

No. 6-0. Each crossing of wires heavily soldered. Extra heavy wire frame, black finished; continuous style padding with soft chin-pad; special elastic head band. . . . Each, \$4.00

Spalding Open Vision Umpires' Mask

No. 5-0. Open vision frame. Has neck protecting attachment and a special ear protection; nicely padded. Safest and most convenient. . . . Each, \$5.00



No. 5-0

Spalding "Sun Protecting" Mask

No. 4-0. Patent molded leather sun-shade, protecting eyes without obstructing view. Finest heavy steel wire, black finish. Fitted with soft chin-pad, improved design; hair-filled pads, including forehead pad and special elastic head-band. Each, \$4.00



No. 4-0

Spalding "Neck Protecting" Mask

No. 3-0. Neck protecting arrangement affords positive protection to the neck. Finest steel wire, extra heavy black finish; comfortable pads and special elastic head-strap. Each, \$3.50

Spalding "Semi-Pro" League Mask

No. O-P. Extra heavy best black annealed steel wire. Special continuous style side pads, leather covered; special forehead and chin-pads; elastic head-band. . . . Each, \$2.50



No. O-P

Spalding "Regulation League" Masks

No. 2-0. Extra heavy best black annealed steel wire. Full length side pads of improved design, and soft forehead and chin-pad; special elastic head-band. . . . Each, \$2.00

No. O-X. Men's size. Heavy soft annealed steel wire, black finish. Improved leather covered pads, including forehead pad; molded leather chin-strap. Special elastic head-band. Each, \$1.50

No. OXB. Youths' mask. Black finish, soft annealed steel wire. Continuous soft side padding, forehead and chin-pad. Each, \$1.50

No. A. Men's. Black enameled steel wire, leather covered pads, forehead and chin-pad. . . . Each, \$1.00

No. B. Youths'. Black enameled steel wire, and similar in quality to No. A, but smaller in size. . . . Each, \$1.00

No. C. Black enameled; pads covered with leather, wide elastic head-strap, leather strap-and-buckle. . . . Each, 50c.

No. D. Black enameled. Smaller than No. C. Substantial for boys. . . . Each, 25c.



No. A

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SPALDING BASE BALL UNIFORMS

Complete Color Sample Book mailed, on application, to any team captain or manager, together with Measurement Blank and full instructions for measuring players for uniforms.

Spalding "WORLD SERIES" Uniform No. O.	Single Suit, \$15.00	\$12.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "WORLD SERIES" Uniform No. OA.	Single Suit, \$14.00	11.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "League" Uniform No. 1.	Single Suit, \$12.50	10.00
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "League" Uniform No. 1A.	Single Suit, \$11.50	9.00
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Interscholastic" Uniform No. 2.	Single Suit, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Minor League" Uniform No. M.	Single Suit, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "City League" Uniform No. W.	Single Suit, \$7.50	6.00
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Club Special" Uniform No. 3.	Single Suit, \$6.00	5.00
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Amateur Special" Uniform No. 4.	Single Suit, \$4.00	3.50
Net price to clubs ordering for <i>Entire Team</i>	Suit,	
Spalding "Junior" Uniform No. 5.	Single Suit, \$3.00	2.50
Net price to clubs ordering <i>nine or more uniforms</i>	Suit,	
Spalding "Youths" Uniform No. 6. Good quality Gray material No larger sizes than 30-in. waist and 34-in. chest.	Complete,	1.00
ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.		

SPALDING BASE BALL SHOES



No. FW. "WORLD SERIES" Kangaroo uppers, white oak soles. Hand sewed; strictly bench made. Leather laces. Pair, **\$7.00**

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30-S.

Sizes and Weights of No. FW Shoes

Size of Shoes:	5	6	7	8	9
Weight per pair:	18	18½	19	20	21 oz.

- No. 30-S. "Sprinting." Kangaroo uppers, white oak soles. Built on our running shoe last. Light weight. Hand sewed; bench made. Leather laces. Pair, **\$7.00**
- No. O. "Club Special." Selected satin calfskin, substantially made. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, **\$5.00**
- No. OS. "Club Special" Sprinting. Similar to No. O, but made with sprinting style flexible soles. (Patented May 7, 1912). Pair, **\$5.00**
- No. 35. "Amateur Special." Leather, machine sewed. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, **\$3.50** ★ **\$39.00 Doz.**
- No. 37. "Junior." Leather; regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for the money but *not guaranteed*. Pair, **\$2.50** ★ **\$27.00 Doz.**

Juvenile Base Ball Shoes

No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. Pair, **\$2.00**

Spalding "Dri-Foot" prolongs the life of the shoes. Can, 15c.

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen pairs or more at one time. Quantity prices NOT allowed on items NOT marked with ★

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CAUTION TO THE BASE BALL BOYS OF 1914

Because of your youth and inexperience, advantage is frequently taken of you base ball boys, by the so-called "Just as Good" dealer, who tries to palm off on you some of his "Just as Good" Base Ball goods, made especially for him by the "Just as Good" manufacturer, when you call for the Spalding goods. You are cautioned not to be deceived by this "Just as Good" combination, for when you get onto the field you will find these "Just as Good" Balls, Bats, Mitts, etc., will not stand the wear and punishment of the genuine Spalding articles. Remember that Spalding Goods are standard the world over, and are used by all the leading clubs and players. These "Just as Good" manufacturers endeavor to copy the Spalding styles, adopt the Spalding descriptive matter and Spalding list prices, and then try to see how very cheap and showy they can make the article, so the "Just as Good" dealer can work off these imitations on the unsuspecting boy.

Don't be deceived by the attractive 25 to 40 per cent. discount that may be offered you, for remember that their printed prices are arranged for the special purpose of misleading you and to enable the "Just as Good" dealer to offer you this special discount bait. This "discount" pill that the "Just as Good" dealer asks you to swallow is sugar coated and covered up by various catchy devices, that are well calculated to deceive the inexperienced boy, who will better understand these tricks of the trade as he grows older. Remember that all Spalding Athletic Goods are sold at the established printed prices, and no dealer is permitted to sell them at a greater or less price. Special discounts on Spalding Goods are unknown. Everybody is treated alike. This policy persistently adhered to makes it possible to maintain from year to year the high quality of Spalding Athletic Goods, which depend for their sale on Spalding Quality, backed by the broad Spalding Guarantee, and not on any deceiving device like this overworked and fraudulent "Discount" scheme adopted by all of the "Just as Good" dealers.

Occasionally one of these "Just as Good" dealers will procure some of the Spalding well known red boxes, place them in a showy place on his shelves, and when Spalding Goods are called for, will take from these Spalding boxes one of the "Just as Good" things, and try to palm it off on the boy as a genuine Spalding article. When you go into a store and ask for a Spalding article, see to it that the Spalding Trade-Mark is on that article, and if the dealer tries to palm off on you something "Just as Good," politely bow yourself out and go to another store, where the genuine Spalding article can be procured.

In purchasing a genuine Spalding Athletic article, you are protected by the broad Spalding Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the Spalding Trade-Mark that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace, free of charge, any such article which proves defective in material or workmanship when subjected to fair treatment; PROVIDED, such defective article is returned to us, transportation prepaid, within thirty days after purchase (except where otherwise stipulated on special guarantee tag attached to certain articles), and accompanied by a letter from the user, giving his name and address and explaining the claim.

A. G. SPALDING & BROS.

Beware of the "Just as Good" manufacturer, who makes "pretty" Athletic Goods (as if they were for use as an ornament) at the expense of "quality," in order to deceive the dealer; and beware of the substitute-dealer who completes the fraud by offering the "Just as Good" article when Spalding Goods are asked for.



Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through a jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 15 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods and the same prices to everybody.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is the "Spalding Policy," which has already been in successful operation for the past 15 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*
PRESIDENT.

Standard Quality

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is guaranteed by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-eight years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros.

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and is Official and Standard
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GRAND PRIZE



ST. LOUIS, 1904



GRAND PRIX



PARIS, 1900

SPALDING ATHLETIC GOODS

ARE THE STANDARD OF THE WORLD

A. G. SPALDING & BROS.

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

NEW YORK	CHICAGO	ST. LOUIS
BOSTON	MILWAUKEE	KANSAS CITY
PHILADELPHIA	DETROIT	SAN FRANCISCO
NEWARK	CINCINNATI	LOS ANGELES
BUFFALO	CLEVELAND	SEATTLE
SYRACUSE	COLUMBUS	PORTLAND
ROCHESTER	INDIANAPOLIS	MINNEAPOLIS
BALTIMORE	PITTSBURGH	ST. PAUL
WASHINGTON	ATLANTA	DENVER
LONDON, ENGLAND	LOUISVILLE	DALLAS
LIVERPOOL, ENGLAND	NEW ORLEANS	
BIRMINGHAM, ENGLAND	MONTREAL, CANADA	
MANCHESTER, ENGLAND	TORONTO, CANADA	
EDINBURGH, SCOTLAND	PARIS, FRANCE	
GLASGOW, SCOTLAND	SYDNEY, AUSTRALIA	

Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's Trade-Marked Athletic Goods are made are located in the following cities:

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
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