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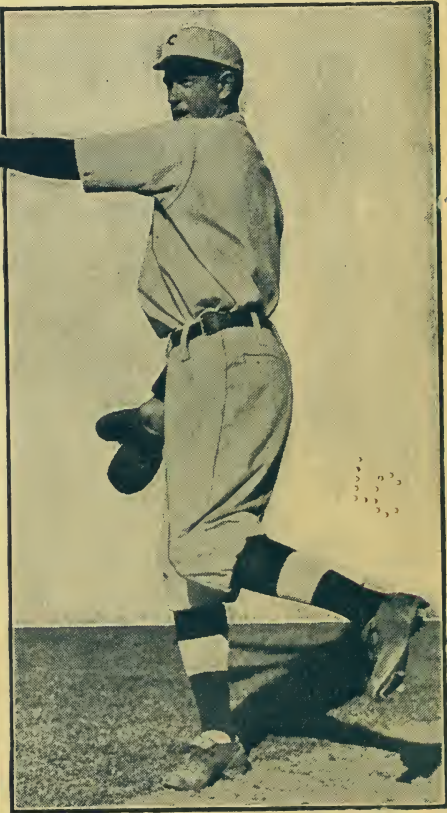
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How TO PLAY FIRST BASE

By
HAL CHASE



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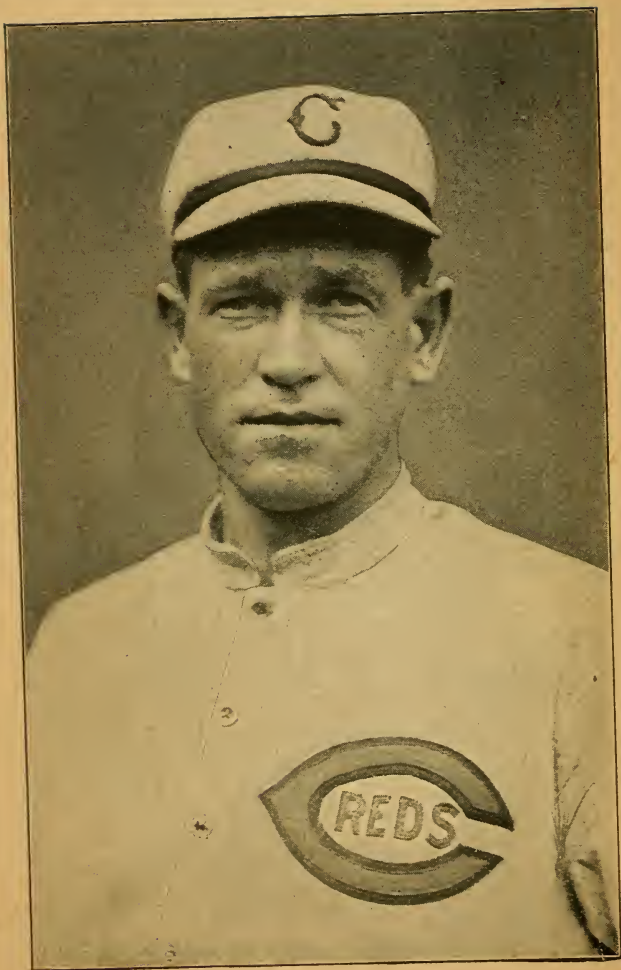
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HOW TO PLAY FIRST BASE

BY
HAL CHASE



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no. 1.

ADVANCE IN FIRST BASE PLAY

In none of the seven regular fielding positions on a ball team has there been so marked and distinctive an advance in scientific system of play during the development of the sport as in the defensive methods of first base play. The past thirty years have witnessed many changes in the game, especially in the battery departments and in various phases of team work. It is known to every player and to every follower of the sport that the art of pitching has progressed rapidly and remarkably, since the days of the underhand heave. It is also well recognized that there has been a wonderful advance in the work of the man behind the bat, due largely to the introduction of large mitts, masks, protectors and shin guards. But of the seven other positions, first base alone has been most highly developed.

In the old days, when professional base ball first began its long and glorious career, the requirements for playing the initial sack were not numerous. The principal requisites were height, in order that the fielder might be able to reach high throws and pull them down, and batting ability. The first sackers of the early period were almost invariably large men, of the type of Dan Brouthers, Captain Adrian C. Anson and Roger Connor, heavy hitters and long drivers. If a big man was found

who could hit hard and regularly, he was usually placed at first base. The fielding requirement was small in the early days. The first baseman was expected to do little but catch thrown balls on assists from the infielders. He played close to the base, covered only a comparatively small territory and speed was not insisted on, in his case.

Charley Comiskey, formerly manager of the St. Louis Browns of the old American Association, later manager of the Cincinnati Reds and for many years owner of the Chicago White Sox of the American League, was the first man to attempt a more widely diversified defensive play. Comiskey, who in his playing days was a lithe and speedy athlete, discovered that he could help his club immensely by taking a position much farther away from the bag than had ever been attempted before. He was the first guardian of the position to play what is called a deep field. He showed that first base need not be a perfunctory position, involving merely the catching of thrown balls, but that the first baseman could cut off many ground hits and fly balls by covering a wider territory than had been the custom up to his time. The winning of four pennants by the Browns under his leadership was at least in some measure due to his own advanced system of playing his position at the first corner of the diamond.

Fred Tenney, who played first base for the Boston Nationals through the '90's and far into the present century, was the next man to add devel-

opments to the position. Tenney was the first great left-handed first baseman. When he started to play first base for Boston, he was a young man, just out of college, speedy and active. He played a deeper first than Comiskey and made good use of his left arm in throwing out runners at second and third bases.

These two men, Comiskey and Tenney, may be called the pioneers in modern defensive first base play. Through their example and influence, the style of performance at the initial corner went through a very marked change, until today, the first baseman is one of the most important factors in the defensive end of the game. He is required to cover almost as much ground as any other infielder on batted balls and he has become of vast assistance in heading off hits in the general direction of right field.

No young player today has a chance to become a finished first baseman simply on hitting ability or a knack in handling thrown balls. He must be prepared to do his full share on grounders, fly balls and foul flies and must also be fast enough to play a deep field and still cover the bag without ever failing. Bunting has complicated his work, too.

The young player starting on a base ball career will have his playing time well occupied if he elects to become a first baseman. The position is now one of the most interesting, as well as important, on the field.



Shows first baseman's stand after coming up to the bag and awaiting a good throw from one of the infielders. It illustrates the point brought out in the book, that the first baseman should stand just in front of the bag, and astride of it, so that he can shift easily in either direction, touching the bag with either heel as he takes the throw.

The only physical requirement of a first baseman, not necessary for other fielders, is a fair degree of height. There have been successful players of the position who were not tall men, notably Mc-Innis, the star of the Athletics of Philadelphia, but, as a general thing, the first sacker finds it to his advantage to stand close to six feet, for height helps him in pulling down high throws as well as in stopping line drives to right field.

The first baseman should be nearly, if not quite, as fast as the other infielders. He must be a quick starter or he may get up to the bag too late if he plays a deep field. He must be active on his feet and modern development of the bunting game makes it essential that he should be a fairly good thrower. It is not necessary that he should have the strong and accurate whip of a candidate for shortstop, but he must be able to throw well enough to make force plays at all the bases, including the home plate. These plays arise often enough in the course of a season to make it a big handicap to a team to carry a first baseman who is an uncertain thrower.

All in all, the first baseman must do all of the things that are required of the other infielders, and then some. He must cover nearly as much ground as the second baseman on ground balls, he must be expert in touching runners sliding back to the bag, he must be able to go far up toward the plate to handle bunts, and, with all this, he must be sure and accurate in handling all kinds of thrown balls.



Above illustrates the stretch of a left-handed first baseman when reaching for a ball to his left, a point which is brought out in the book. He shifts quickly toward his left, brings his right hand, with the mitt, around as far as he can, taking the throw in both hands if possible. If he must use one hand, he stretches around farther and takes it backhand in the mitt, allowing the runner to pass in front of him.

He will do less throwing than the other infielders, but, in every other respect, he should be the equal of them, if he is to make a pronounced success of playing the position.

First base is no longer a fielding sinecure for a heavy hitter. It is a position demanding speed, accuracy, a good pair of hands, quick judgment, fair throwing ability and plenty of nerve. It is a position which is attracting more and more young players by reason of its great possibilities. There are never enough really high-class first basemen to supply the demand in the stronger leagues and it is therefore a position with a future in it, if once thoroughly mastered in its essential principles.



DIAGRAM NO. 1

Illustrating the proper position of the first baseman's feet when standing ready to take a throw from short-stop or third baseman. By standing in this way, astride of the bag, the player is able to shift readily either to right or left, drawing one foot into contact with the bag just before catching the ball. By standing on fair ground, inside the diamond, he reaches the ball as quickly as possible, saving a small fraction of a second.

POSITION AT THE BASE

The first thing for the young player ambitious to become a star first baseman to acquire is an easy and effective stance at the bag. Of course, the great majority of the first baseman's fielding chances are on thrown balls and he must be in the best possible attitude to judge the rapidly thrown ball from any other infielder and to shift his position in accordance with the force and direction of the throw.

When covering the bag on batted balls to the other infielders the first baseman should place his feet on either side of the bag and slightly in front of the middle of the base. It is much better not to touch the bag with either foot until he sees just how the throw is coming in. The feet should be placed within two or three inches of the base, so that either one of them may be drawn over by a very slight movement to come in contact with the bag. The reasons for not touching the bag until the throw has been judged are simple. The player must be ready to shift very rapidly in either direction and his movement might be somewhat hampered if either or both of his feet were in contact with the bag. If the first baseman were always to touch the bag as he came up to it to handle a throw he would invariably acquire a habit

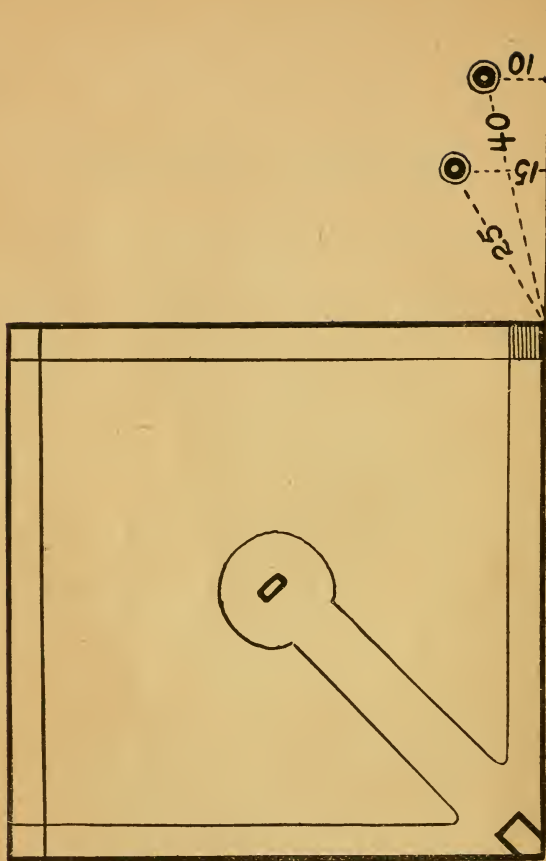


DIAGRAM NO. 2

Giving an idea of the approximate position in which the first baseman should play when there is no one on base. With a hard left-handed hitter at bat, he should assume the position about forty feet, or a little less, from the bag and not more than ten feet from the foul line. For a right-handed hitter he moves forward and a little farther into the diamond.

of touching it always with one foot, which would hamper him in making quick shifts in one direction. Moreover, there would always be a risk of his spikes becoming caught in the canvas of the bag, the result of which would be an almost certain failure to complete the play properly. When he has come up to the base and taken his position for handling the throw, his feet should be astride of the bag, giving him a firm stance with ability to move quickly in either direction. The feet should be slightly in front of the center of the base, so that he can reach forward to save a fraction of a second in handling throws and at the same time run no risk of being spiked by the oncoming runner, who should be given the outer half of the bag—that is, the half closer to foul ground—to step on, whenever possible. In handling throws, the baseman must make it a point to remain entirely on fair territory when he can do so without missing the throw.

Upon taking up his position, with his feet astride the bag as described, the baseman should be leaning slightly forward, but not enough so as to interfere with his balance, for he may have to move suddenly in any direction. If this position of the feet and body is assumed from the start, it will soon become second nature to the player, who will then find himself in the best attitude for completing his work on any play that may come up.

After the baseman has reached the bag and taken his position, he must be quick to judge the

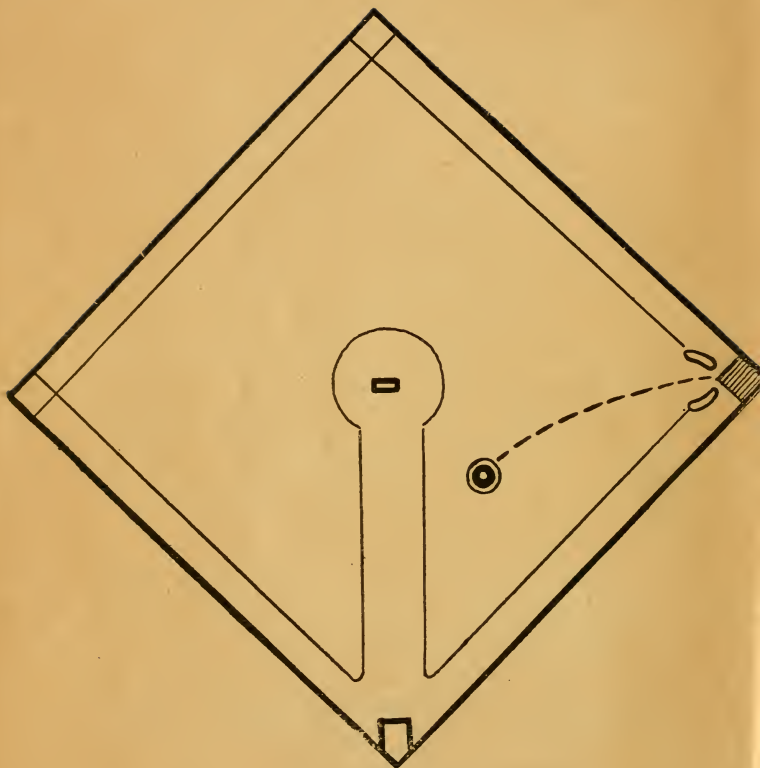
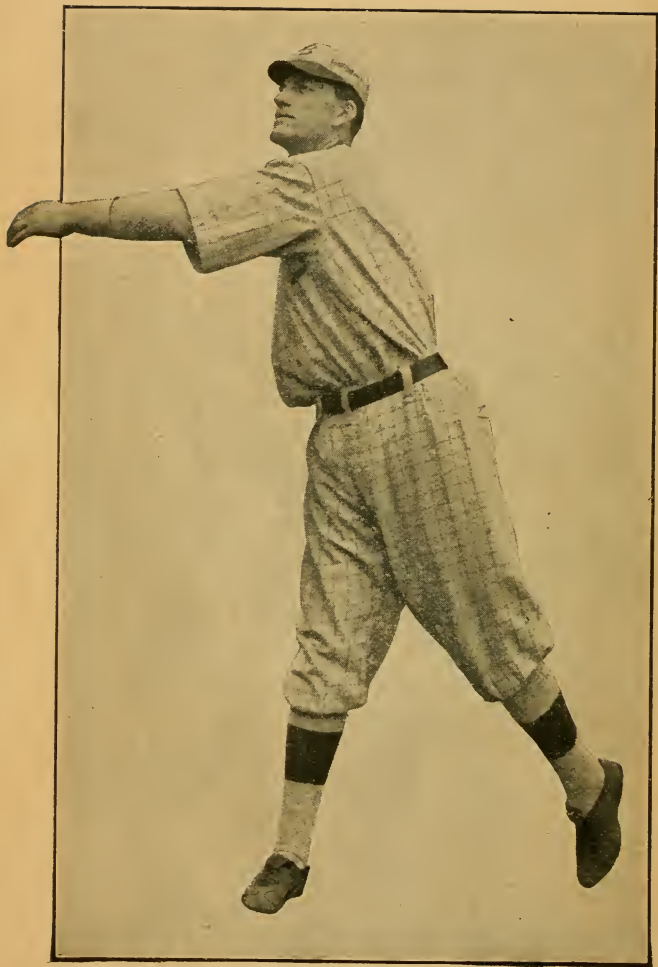


DIAGRAM NO. 3

Illustrating the direction and distance of the forward movement taken by the first baseman when going into the diamond to field a bunt. This movement should be started as soon as the pitcher lets go of the ball. On this play the second baseman must cover first base, to handle the throw.

force and direction of the thrown ball which is already, in many cases, being started on its way to him by an infielder. The majority of thrown balls to first base are fairly easy to handle. On those throws which come directly to the baseman and are neither too high nor too low, he should reach slightly forward to make the catch, at the same time drawing the heel of one of his feet over to come in contact with the base. The foot with which to touch the base will be determined in his mind automatically, as soon as he has judged the direction of the throw. If the throw is a bit to his left, he will naturally pull over the right foot to touch the base. If the throw is to his right, it will be the left foot that will make the contact. As the feet are slightly in advance of the center of the base-bag, contact with the bag is secured by the heel, or at least by the inside of the foot, back of the instep. On good throws, which do not require much shifting of position, there is never the slightest occasion for jabbing the entire foot down on the base. Whenever possible, contact should be made by a slight drag of the heel over until it reaches the bag and remains there until the catch has been made and the ball firmly held. On all fairly good throws, this position can be maintained and it will result in a certain put-out, if the throw beats the runner to the base, and at the same time will prevent any danger of collision with the runner, who will always pass over the base well in the rear of the baseman and will have more than half of the base to touch.



JACOB E. DAUBERT

HANDLING HIGH AND LOW THROWS

The directions in the previous chapter apply to the handling of thrown balls which come to the baseman with fair direction and at a reasonable height. But the first sacker will be tested with many difficult chances and it is in the handling of these that he will show his class and his versatility. If the batter is a fast runner, the play at first base in retiring him on a grounder to the infield is almost always a very close one. With a fast man up, infielders are hurried and must make their throw as rapidly as possible and often from an awkward position. The defensive ability of the entire infield on such plays depends, to a large extent, on the confidence that the other players have in the first baseman. If they feel sure that he will give them the best of service at his end of the play, they will work faster and will let the ball go with confidence that it will be handled. If they are uncertain as to the ability of the first baseman to handle awkward chances, they will become rattled and nervous, with the result that their throwing will suffer or they will lose time in making the throw, in order to have it perfectly accurate, so that the first baseman can handle it. The first baseman who can rightly establish a reputation for securing all thrown balls that he can reach is of wonderful assistance to the entire infield. The

player who is really ambitious to make good at the initial station will put in many hours of hard work practising the handling of difficult chances. The more adept he becomes in such work, the greater is his value to the club and the greater his reputation as a player.

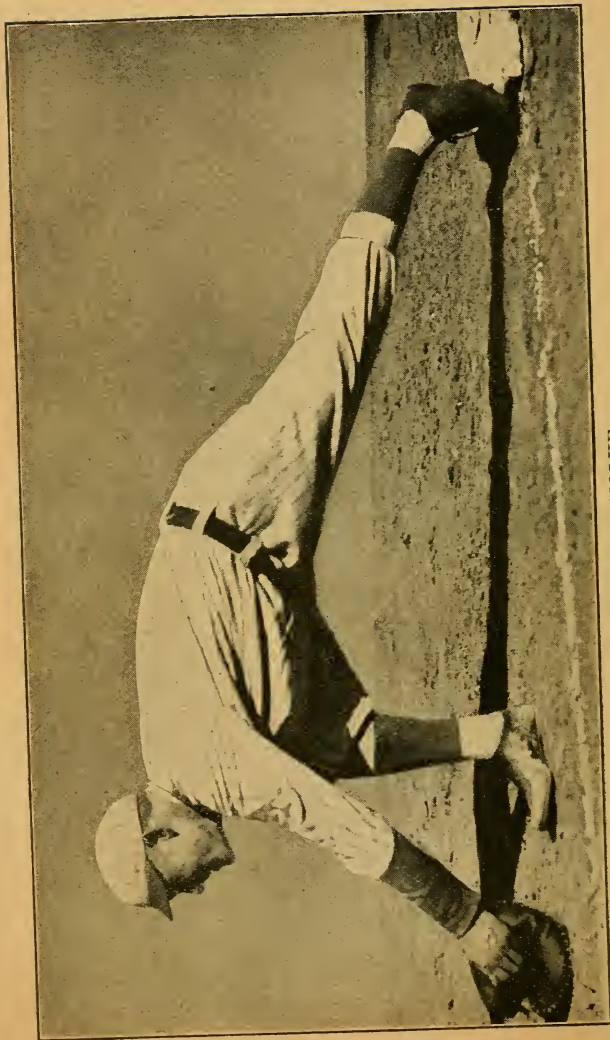
High throws to first are much easier to negotiate than low ones. If the throw is high but directly over the bag, the baseman should judge quickly whether he can reach it with both hands or not. It is a safe rule, in playing the bag, to use both hands on the ball whenever it can be done without undue straining or effort. Two hands are surer than one and should be employed whenever possible. If the throw, therefore, is only a foot or so over the fielder's head, he should take it with both hands. As soon as he has judged the ball accurately, he should draw one foot over into contact with the bag and then raise his hands for the catch. Only one foot need be touching the bag and which one it should be will depend upon the natural instinct of the first baseman. He should stand on the inside corner of the base, so as to run no risk of being interfered with by the runner.

If he decides that he must jump for the ball, he should try for it in his gloved hand, thus making it much more certain that the ball will be blocked down, even if the put-out is not made, than if he went after it with his bare hand. By jumping with one hand extended to the full limit,

the baseman can reach a ball thrown more than three feet over his head. If he succeeds in holding it, there still may be time for the put-out, provided he has so timed his jump and has his feet in such position that he will come directly down on the base and not have to feel around for it after he touches the ground. If he has assumed the proper stance in his position, when coming up to the bag, he will be much more likely to achieve the put-out on a jumping catch.

On all high throws, the first object of the baseman must be to stop the ball and prevent the runner from advancing one or more extra bases. Nothing breaks up defensive play and rattles an infield more quickly than to see a batter reach second or third on a wild throw to first base. The defender of that position, therefore, must consider it his first duty to stop every thrown ball that he can possibly reach. Make the put-out if possible, but stop the ball anyway.

Low throws are the bane of first basemen and are the most difficult of his chances. The handling of them requires keen and quick judgment, a good eye and a sure pair of hands. If the throw is so short as to come to the baseman on the bound, he may be able to handle it in time for the put-out and without taking much chance of losing it. Or if it touches the ground within two or three inches of his outstretched hands and is not too far to one side, he may pick it up cleanly. The toughest kind of a low throw is the one that comes on



WALTER HOLKE
Reaching for a wide throw.

what is called the short bound. This is the ball which strikes the ground too far away to scoop up and not far enough for the baseman to have time for accurate judgment as to the bound. The first baseman must handle these throws just as well as he can, taking care to get in the way of the ball with his body, so far as possible, so as to block it down and prevent its passing him, in case he does not get it cleanly and securely in his hands. On such throws, it is better not to take a desperate and blind chance for a put-out, at the imminent risk of missing the ball entirely and allowing the batter one or more extra bases. On bad throws, always make sure of stopping the ball, but always make the put-out when you can.

By reaching forward, or pulling back somewhat, it is usually possible to avoid the worst of the short bounders. A long reach forward will enable the baseman to get the ball just as it leaves the ground and before it has a chance to be much deflected from its line of flight, or, by pulling back a little, he may have more time to judge the bound and so be more certain of making the catch.

Quick judgment is necessary in the handling of nearly all low throws. Constant practice with all kinds of throwers in the infield is all that will give the first baseman confidence in himself in making plays on difficult hurls.

There remains the handling of wide throws, that is, those which are off to one side of the baseman.



EDWARD J. KONETCHY

If the throw is to his right, he must stretch as far as he can, with his left foot in contact with the bag, in an effort to make the put-out. A right-handed first baseman should try to get his mitt on the ball whenever he can, for it is very difficult to hold a wide and sharply twisting ball in the bare hand alone. If there is doubt about being able to reach the ball and remain in contact with the bag at the same time, leave the base and make the catch a certainty. Then try to get back before the runner arrives, but be sure to make the catch, anyway.

The most difficult of all chances for the first baseman are wide throws to his left, for on nearly all such chances, he encounters a serious risk of collision with the batter, who is making all the speed he can down the line. If the throw is low, the baseman should reach forward and to his left as far as possible, leaving the bag, if necessary, in order not to let the ball get entirely away from him. In handling this kind of throw, he must stay on fair ground, or he may be badly injured, as he will be surely run into by the batter if he extends himself along the base line.

On high throws to his left, the baseman can often make the play by going backward into foul ground, leaving his right foot in contact with the outside of the bag and stretching up to his left as far as he can. On this play, he leaves the inside of the bag open for the runner and there is little or no danger of collision. A left-handed first base-

man can best make this play by reaching around with his gloved hand and taking the ball with his right arm stretched across his body. For a right-handed fielder, the play is made by taking the ball in his left hand. This is the only play on which the first baseman should deliberately go to foul ground in order to make the put-out.

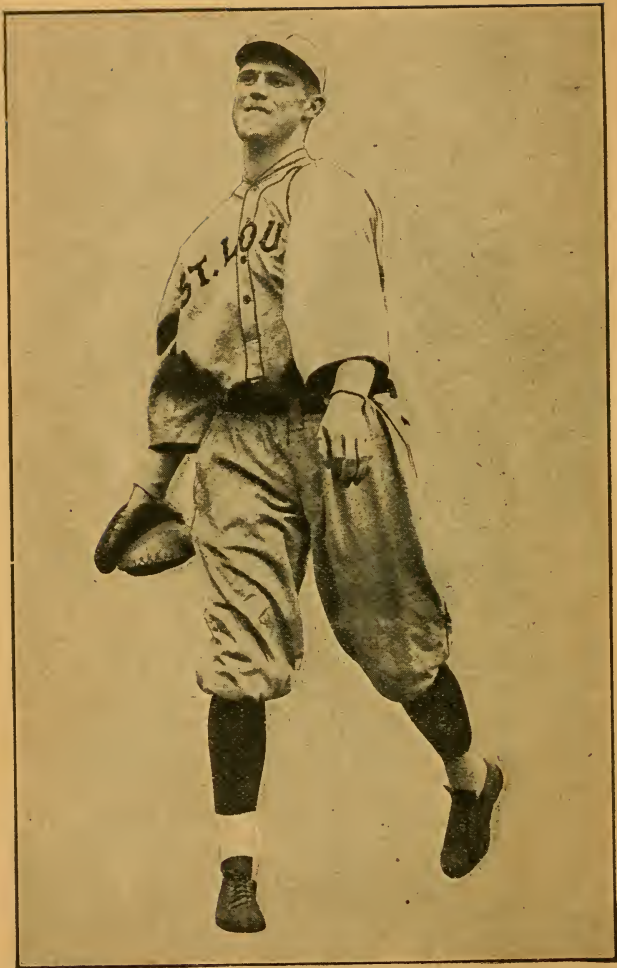
In a general way, always stop the ball at all costs, making the put-out if possible, but not at the risk of letting the ball get entirely away.

HANDLING OF GROUND BALLS

As has been explained previously, the modern first baseman is expected to cover as much ground in the field as any other infielder, with the exception of the shortstop. His work is by no means limited to the handling of thrown balls, but he must protect the entire right side of the diamond, from the foul line to the confines of the territory guarded by the second baseman. Therefore the slow, heavy man is no longer capable of ever becoming a high-class first baseman. The holder of this position must be active on his feet and a reasonably sure handler of ground balls. A speedy first baseman, who can play deep with no one on base, is a wonderful help to the pitcher and the entire team on defensive play.

Every man aspiring to become versed in first base play must practise steadily the art of handling grounders, in order that he may cut off as many hits as possible along the foul line and too far over in that direction for the second baseman to reach.

The first baseman, with no one on base, should play a deep field, that is, he should take his position well back of the bag and as far from the foul line as he can venture and still protect that line on balls hit close to it. There is no specific rule for the exact distance from the bag that he



GEORGE H. SISLER

should assume, as this varies greatly with conditions. It is better to play farther back for a left-handed hitter and not quite so far for a right-handed hitter, unless the latter is known to be a man who habitually drives toward right field. The average left-handed batter hits, in the majority of cases, in the general direction of right field and the first baseman must be ready to stop any ground balls or line drives that he sends toward his position.

The better class of first basemen, when there is a left-handed hitter up, play at least thirty feet back of the bag and sometimes even as far as forty feet. This position gives the player a wide range to cover and enables him to cut off many a promising drive. At the same time he is not so far away but that he has plenty of time to reach the base to receive throws from the other infielders. Left-handed batters are apt to cut the ball swiftly down the foul line and such a hit, if it goes through, is likely to go for extra bases, so the first baseman must play a little closer to the line for left-handed batters than for right-handers. In general, he should always be as far from the foul line as he can get, and yet be able to cut off any hit driven right down the line.

As right-handed batters more generally hit toward left field, the first baseman can come in a little closer when a right-hander is up. Even if such batters do hit toward right field, they do not pull the ball around with so much force as left-

handed hitters and it is therefore safer to play a closer field for them.

On a well-regulated team, the first baseman works with his pitcher on every ball pitched. That is, he knows by signal, usually from the catcher, just what kind of ball is going to be pitched every time. Before the ball leaves the pitcher's hand he knows whether it is going to be a curve, a fast one, a slow ball or a spitter. As different deliveries are hit differently by batters, this knowledge enables him to shift his position slightly and get into the best location for the probable drive of the batter.

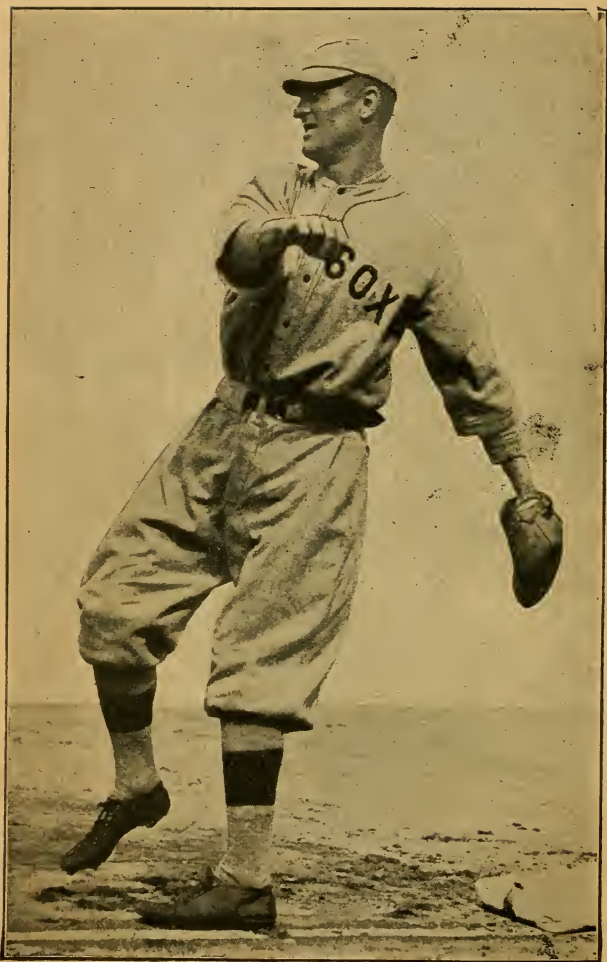
A high-class first baseman—and this applies with equal force to all other fielders—always makes a close study of opposing batsmen. Nearly every batter has some peculiarity which is easily recognized after a little observation. Some tend to hit mainly in one direction, as to left field, while others more often drive through to right field. The baseman must play the percentage on all hitters, taking his position according to the most likely spot toward which the ball will be batted. In the course of a long season, a first baseman who studies carefully the traits of opposing hitters will save many a base-hit by shifting his position to correspond to the individual habits of each hitter.

The first baseman must also work in conjunction with the second baseman in order to achieve the best results from their combined defensive play. He must learn just how far toward the foul line the second baseman can go and handle a ball. It

is always better for the second baseman to handle a ground ball, if he can reach it in time for a clean pickup. As his throw to first is a short one, it is practically impossible for a batter to beat out a hit between second and first, if the second baseman can get to the ball in time. When the first baseman handles a ground ball, he must either cover the bag himself after picking up the ball or throw it to the pitcher, which is a more or less dangerous play with the average hurler, who is not often a first-class fielder. Therefore, let the second baseman handle every ground ball between the positions that he can safely reach. It requires quick judgment to decide on balls hit midway between the two positions and the first baseman is the man who must exercise such judgment. The second baseman will always try for the ball, but the first baseman must decide, the instant it leaves the bat, whether he had better handle it himself or cover the bag and leave it for the second baseman. Precision in such matters comes only with constant practice and the use of brains and judgment.

If the first and second basemen work well together, there is not much chance for many safe hits to go through between them.

On all ground balls which he has no chance to field himself, the first baseman, of course, should start for the bag as soon as the ball is hit, so as to be ready to receive the throw. His object should be to arrive at the base as soon as possible, in order to set himself and be in a position to make any necessary shift without being unduly hurried.

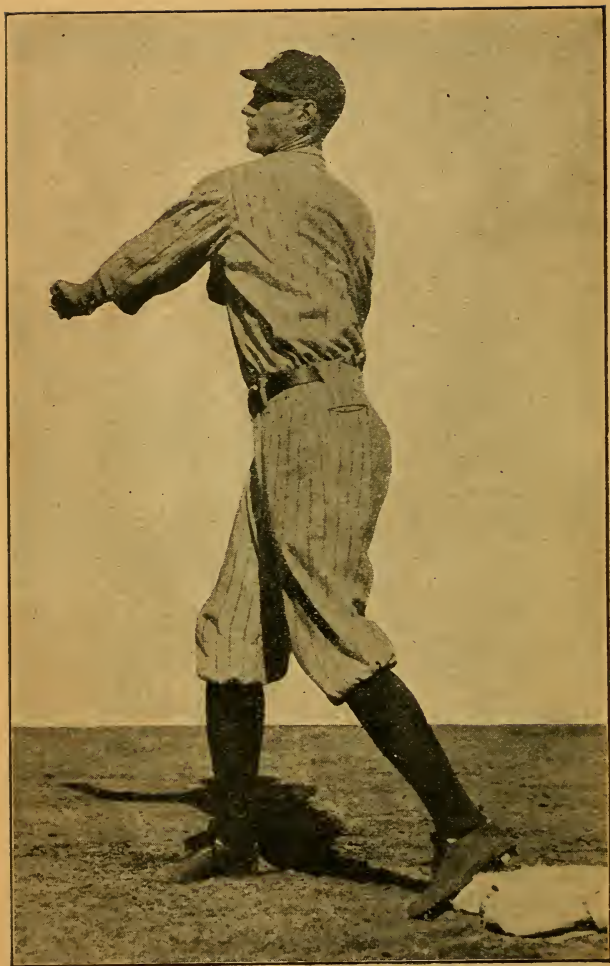


RICHARD J. HOBLITZEL

THE HANDLING OF BUNTS

The modern sacrifice game, now so generally used by all teams, has greatly complicated the play of the first baseman, who must be ready at all times to go up into the diamond and handle a bunt, either making the put-out himself or trying for a force-out at some other base. Bunts almost invariably come with a runner on first base, in which case the baseman is standing close to the bag and is in a position to move rapidly up into the diamond. In most cases, he should make this move when the ball is pitched, provided that he has made up his mind that the batter is going to lay the ball down. The defense on this play again requires good judgment on the part of the fielder, for he must guess right every time if he is to make the play effectively. Nothing looks more hopeless than a first baseman tearing madly into the diamond to handle a prospective bunt while the batter, out-guessing him, instead of bunting hits sharply through him to right field. When the baseman is running up into the diamond to field a bunt, it is practically impossible for him to stop a hard-hit ball, so he must know pretty well what he is doing before he attempts this sort of play.

The clever first baseman, however, always working with his pitcher and knowing just what sort of a ball is going to be pitched, seldom makes a mistake. When he has assured himself that the



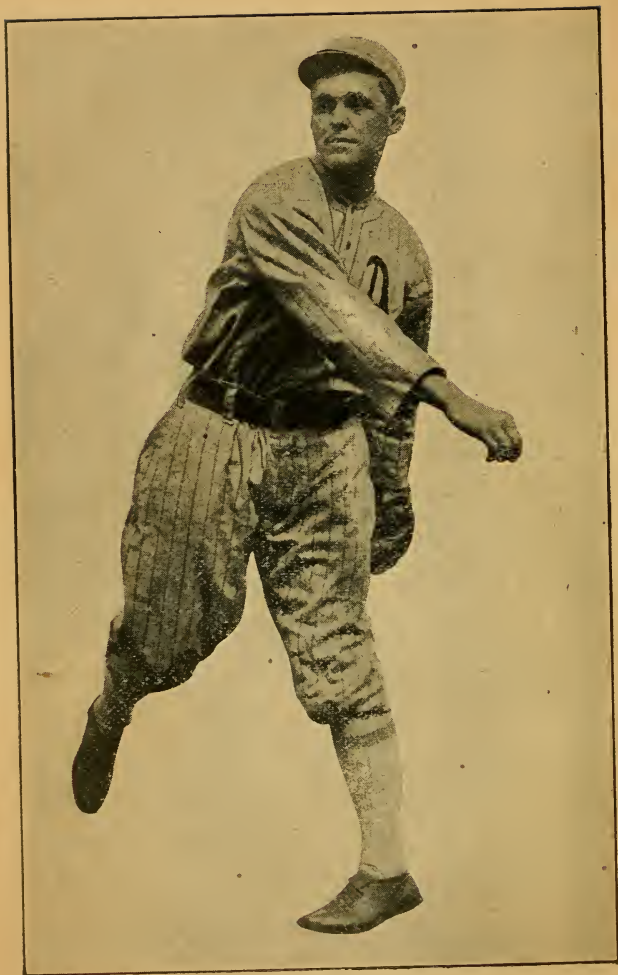
WALTER C. PIPP

batter is going to bunt, he starts with the pitcher's arm and runs rapidly up into the diamond, toward a position about half-way between the foul line and the pitcher's box. He thus covers all the territory on the right side of the diamond which the pitcher cannot very well reach. If the first baseman makes this play properly, it is almost impossible for the batter to lay down a safe bunt. The best he can hope for is a sacrifice.

When handling sacrifice bunts, the first object of the first baseman should be to turn them into put-outs at advanced bases by force-plays. This is not usually practicable, for the runners in nearly every case will have a good start and only very quick handling of the ball will result in a force-out at third or second. The play is much easier for a left-handed first baseman than for a right-hander, because the former is in a more natural position, after coming up with the ball, to throw to either third or second. A force-out on a bunt is a very rare play for a right-handed first baseman, but not so rare for a left-hander. It should always be the first thing in the baseman's mind as he starts to field the ball. Again, very quick thinking is required, for if he decides to try for a force and misses it, the situation is worse than before.

On sacrifice plays, when the first baseman handles the bunt, the second baseman covers first to take his throw, if it is to that point.

As in all other fine points of first-base play, steady and intelligent practice is necessary to give the fielder proper judgment as to what to do.



JOHN McINNIS

POSITION WITH RUNNER ON BASE

Directions have already been given for the position to be assumed by the first baseman when there is no one on base. With runners on, a different form of defense is necessary.

With a runner on first base, unless it is late in the game and his team has an overwhelming lead, the first baseman must take his stand at the bag, assuming the same position that he uses when waiting for a thrown ball. If he played back in his regular fielding position, the runner would be enabled to take a long lead off the bag, making it very easy for him to steal, or to take an extra base on a hit by the succeeding batter. Therefore, as soon as a batter reaches first base in safety, the first baseman must prevent his taking a lead by sticking close to the bag. His position should be inside the diamond and astride of the bag, with his right foot on the line from first to second, thus partially blocking the runner when he attempts to return to the base on a throw-over by the pitcher and forcing him to slide around back of the baseman. With the first baseman in this position, the runner is forced to remain in close proximity to the bag, or he will be caught by a snap throw from the pitcher. Especially with a left hand pitcher in the box, the runner can take only a very small lead, as he is in constant danger of being nipped off the bag.

The first baseman should have a perfect understanding with his pitcher as to throwing over to the base to hold a runner close to the bag. He should always be ready to take a throw from the pitcher and must never take his eyes off the pitcher until the ball has been delivered to the bat. If a throw-over is made, the first baseman should block the runner off as well as he can by keeping his right foot between him and the bag and should try to touch him out as he slides back by swinging the ball around on him with his right hand.

The baseman moves a little off the bag when the ball is pitched, but not far, unless he is going up into the diamond to field a bunt. As soon as the ball leaves the pitcher's hand, he steps into the field, remaining close enough to the bag so that a ball cannot be hit through between him and the foul line. He is thus prepared to handle a grounder unless it is too far over into the diamond, in which case he must depend on the second baseman to handle it.

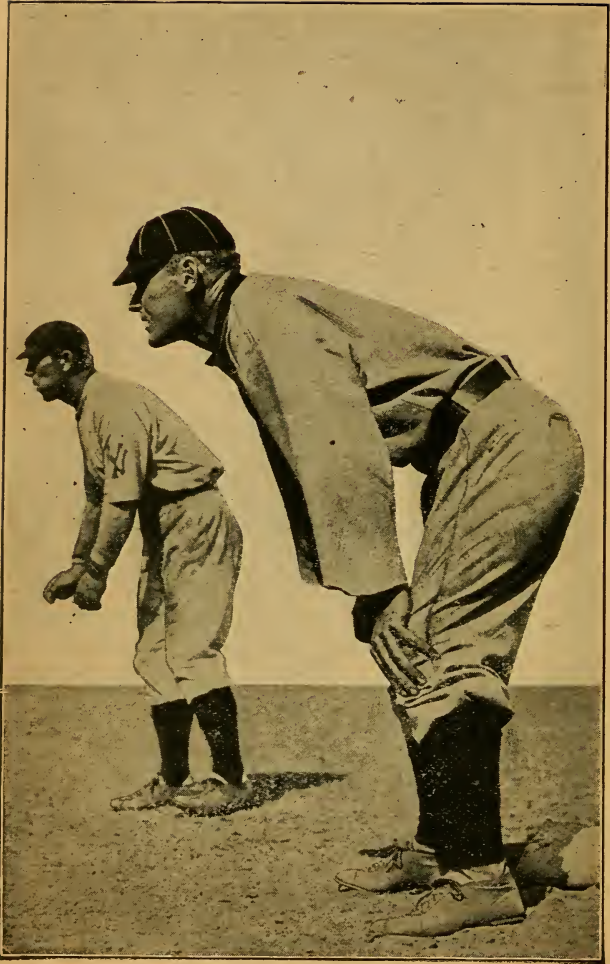
If a bunt is expected, he leaves the base with the pitcher's arm and rushes up into the diamond, as described in a preceding paragraph. His mind must be always working to try to detect the style of attack to be adopted by the batting side and to circumvent the offensive plan, if possible.

If the hit-and-run is attempted with a runner on first base, the baseman sometimes has a chance for a fast double play. A sharp-hit ball right at him will give him time to make the throw to second,

forcing the runner, and to get back to the base and take the return throw from the shortstop in time to retire the batter.

The same position is assumed with runners on first and second as when there is a runner on first only. With the bases full, however, the first baseman should play a little farther from the bag. There is then little chance that the runner on first will try to steal, and the baseman should be able to cover a little more ground. He should not, however, play back of the line running from first to second, for he must be in a position to throw home for a force play at the plate, in case the ball is hit sharply to him.

Of course, when playing on the bag to hold up a runner, the first baseman should be prepared to receive a snap throw from the catcher at any time, with the idea of nipping the runner off his base. This play is spectacular and very effective when it works, being demoralizing to the attacking side. A smart catcher, with an accurate arm, working in conjunction with the first baseman, can often kill off a runner at first by a snap throw when it is least expected by the runner but carefully timed by the catcher and first baseman.



SAMUEL CRAWFORD

Playing first base and holding base-runner close to bag.

RIGHT AND LEFT HANDED FIRST BASEMEN

The great majority of first basemen are right-handed and all instructions given for playing the position must apply to them. There are now, however, and have been in the past, a few left-handed first basemen, and careful observers of the game are practically unanimous in believing that the latter have a distinct advantage over their right-handed brethren in defending this particular position.

There are one or two points on which the right-hander has a little the best of it. Notable is the defense on balls hit sharply down the foul line, which the right-hander can stop with his mitt, but which the left-hander must block down barehanded, if he can get only one hand on the ball. It is also a bit easier for a right-hander to take care of wide throws to the left of the bag.

In all other respects the left-hander has a shade the best of it. He has the advantage on wide throws to his right, but his greatest merit is in throwing to the other bases to head off advancing runners. From the very nature of his position on the field, and the layout of the diamond, the right-handed first baseman is severely handicapped on making throws to either second or third, for he has to turn almost completely around, after pick-



Base-runner safe at first on snap throw by pitcher to catch him napping.

ing up the ball, before he can get it away. As the runners always have a good start, the loss of this small fraction of a second, consumed in turning around, usually enables the runner to beat the throw. The left-hander comes up with the ball in a good position to throw to either second or third and is therefore apt to make many force-plays which are impossible for a right-hander playing the position. These plays do not come up with any great frequency, but when there is a chance for one, it is always at a critical period of the game and the left-hander playing first who can successfully head off an advanced runner at third or second is often saving the game for his side. A young left-handed player, who is tall enough to think of trying to make the first bag his home position, should consider himself fortunate in being able to throw with his left arm, though, of course, by the nature of things, most first basemen will always be right-handed throwers.



Base-runner safe at first on a quick throw from second baseman endeavoring to make a double play.

GLOVES AND TRAINING

The only part of the first baseman's outfit which differs from that of the other players is his mitt or glove. This is a cross between the huge padded affair worn by the catcher and the finger-gloves worn by the other fielders. The first baseman's mitt cannot be nearly so heavy and bulky as that of the catcher, for, if it was, he could not handle ground balls successfully and could not make catches in one hand on widely-thrown balls. On the other hand, he needs more protection than other fielders, for he handles many more chances and a large number of them are hard throws.

The mitt should be large enough to cover the hand completely and soft enough to enable him to hold the ball in it without the assistance of the other hand, when necessary to make a one-hand catch. The fielder will soon discover for himself just how much padding is best suited to his particular case. Under the rules of the game, the first baseman is permitted to wear a mitt of any size, shape or weight, but he will find that it does not pay to use too large, heavy or stiff a glove. The exact size and consistency can be discovered only by practice. He will eventually find just the sort of glove which suits him and he will stick to its size and shape as long as he is playing the bag.

In general, the first baseman must remember that activity and speed are just as much a part of his equipment as ability to handle thrown balls or to hit the ball when he is at the bat. A slow, heavy-footed first sacker is of the past and will never again find a place for himself on a good ball club. Therefore, the young player who aims high in his profession will not only practise faithfully, gradually learning by experience the best methods of filling his important position, but he will also keep himself always in the pink of condition physically and at the top of his bent mentally. There is no longer room on good ball clubs for the slacker or the slow thinker. Like all other players, the first baseman must be ever ready to do his part toward winning the game and this he cannot do unless he is in fine form, with a clear eye and muscles well trained and co-ordinated. This is not a lecture on clean living, but simply a bit of advice of a practical nature to the effect that any man who intends to excel as an athlete must take care of his body and train his mind to be always capable of its best efforts at critical moments. Only by keeping in perfect condition can he hope to achieve a high position in his chosen profession.

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 The only difference between No. 0 and No. 0A uniforms is in the lighter weight shirt supplied with No. 0A. Highest quality throughout. Used exclusively by the major league teams and by teams of the most prominent colleges.

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No. 2. Single suit. \$10.00 Net price to clubs ordering for Entire Team, suit. \$8.00
 Medium weight, nearly all wool. Particularly adapted to college and school teams. NOT recommended for professionals. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

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No. M. Single suit..... \$10.00 Net price to clubs ordering for Entire Team, suit... \$8.00
 Put out originally by us as a special uniform for some of the more prominent minor league teams. Heavy weight material,
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No. W. Single suit..... \$8.50 Net price to clubs ordering for Entire Team, suit .. \$6.2,
 Good quality material in plain White or Gray, and Gray with various stripes. Finished like our best quality. No
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No. 3. Good quality flannel. Well finished. Single suit, \$6.00 Net price 40 clubs ordering for Entire Team, suit, \$5.00 A most excellent outfit for amateur clubs. No extra charge for lettering shirts. Extra charge for all lettering on caps.

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SPALDING "AMATEUR SPECIAL" UNIFORM

No. 4. Single suit, \$5.00 Net price to clubs ordering for Entire Team, suit, \$4.00 Good quality material, and compares favorably with uniforms of other makers quoted at a much higher price. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

Button front, Styles A B or C only. Three-quarter length sleeves only. See our catalogue.	Plain.	Plain, Phila. style or New York style, same color as material in uniform.	No. 4 web or solid leather belt No. 754. Tan or Black.	No. 4R Plain Striped, but in stock colors only.	Blue Gray Light Gray Brown Gray Brown Gray with Green Stripe White with Navy Stripe Gray with Navy Stripe Yale Gray with Purple Stripe Gray with 1/2-inch Navy Stripe Gray with Green Stripe
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SPALDING "JUNIOR" UNIFORM

No. 5. Made for boys and youths clubs, Single suit, \$3.50 Net price to clubs ordering nine or more uniforms, suit, \$3.00 Will stand a great deal of wear. One letter only furnished on shirts. Extra charge for all lettering on caps.

Style A only, button front, with A style collar, same color as material in uniform. Half length plain sleeves only.	Plain.	Plain, Phila. style, same color as goods in uniform. See catalogue.	No. 5 web.	No. 4R Plain Striped, but in stock colors only.	Light Gray Brown Gray White with Navy Stripe Gray with White Stripe Gray with Navy Stripe Brown Gray with Red Stripe
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SPALDING "YOUTH'S" UNIFORM

No. 6. Good quality gray material. Single suit... \$1.50 Net price to clubs ordering for Entire Team suit... \$1.25

Style A only, button front, with A style collar; collar of solid Navy Blue or solid Maroon. Half length sleeves only.	Plain.	Plain, Phila. style, same color as goods in uniform. See catalogue.	No. 5 web.	No. 4R Plain Striped, but in stock colors only.	Gray only No larger sizes than 30-inch waist and 34-inch chest furnished in this uniform. One letter only furnished on shirts.
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SPALDING "OFFICIAL NATIONAL LEAGUE" (REG. U. S. PAT. OFF.) BALL

PATENT CORK CENTER
(Patented August 31, 1909)



THE
OFFICIAL BALL
OF THE
WORLD SERIES

Adopted by the National League

Used in all Championship games. Double stitched, red and black. Each ball wrapped in tin foil, packed in a separate box, and sealed in accordance with the latest League regulations.



No. 1. Each, \$1.25 Dozen, \$15.00

Spalding

Rubber Core League Ball

No. 1A. Pure Para rubber center. Wound in same manner and with same yarn as "Official National League" Cork Center Ball. Double stitched, red and black. . . . Each, \$1.25

Spalding

Double Seam League Ball

No. O. Pure Para rubber center. Sewed with double seam, rendering it doubly secure against ripping. Horsehide cover, pure Para rubber center, wound with best all-wool yarn. Each, \$1.25

GUARANTEE—Balls listed above have horse hide cover and are all warranted to last a full game when used under ordinary conditions.

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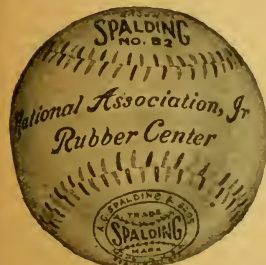
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SPALDING BASE BALLS



No. B1



No. B2



No. 2RC

Spalding

"Official National League" Jr. Ball

Reg. U. S. Pat. Off.

No. B1. Horse hide cover and in every respect, including patent cork center, same as Spalding "Official National League" (Reg. U.S. Pat. Off.) Ball No. 1, except slightly smaller in size. Each, \$1.00

Spalding League Rubber Center Ball
No. 1RC. Pure Para Rubber Center. Wound with best all wool yarn. League regulation size and weight. Official with many leagues. Each, \$1.00

Spalding National Association Jr.
No. B2. Horse hide cover, and pure Para rubber center, wound with best all wool yarn. Slightly under regulation size. Best rubber-cored Junior size ball. Each, 75c.

Spalding College League Rubber Center
No. 2RC. Horse hide cover, and rubber center, wound with yarn. Full size and weight. Very well made and excellent for general practice. Each, 75c.
Above base balls warranted to last a full game when used under ordinary conditions.

Spalding Professional
No. 3RC. Horse hide cover; full size ball. Very well made of carefully selected material. Each, 50c.

Spalding Match
No. 4. Full size; horse hide cover. Ea., 50c.

Spalding Boys' League
No. B3. Junior size ball, with horse hide cover, and rubber center wound with yarn. Each, 50c.

Spalding Lively Bounder
No. 10. Horse hide cover. Inside is all rubber, making it very lively. . . Each, 35c.

Spalding Junior Professional
No. 7B. Slightly under regular size. Horse-hide cover. Carefully made. Each, 25c.

Spalding King of the Diamond
No. 5. Full size, well made of good material, and has horse hide cover. Each, 25c.

Spalding Boys' Favorite Ball
No. 12. A good lively boys' size ball; two-piece cover. Each, 10c.

Spalding Boys' Amateur Ball
No. 11. Nearly regulation size and weight. Each, 1^c

Spalding Rocket Ball
No. 13. Good bounding ball, boys' size. Two-piece cover. Each, 5c.

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SPALDING "PLAYERS' AUTOGRAPH" BATS

No. 125. Made from finest air-dried, second growth, straight grained white ash, cut from upland timber. Special oil finish hardens with age increasing the resiliency and driving power. Each, \$1.25 ★ \$12.00 Doz.

Furnished in following models. Mention name of player when ordering.



LARRY DOYLE Autograph Model
Large and heavy bat. Weights from 51 to 55 ounces. Length 35 inches.

VIC SAIER Autograph Model
Fairly thin handle, well distributed striking surface. Weights 40 to 44 ounces. Length 34 inches.

BENNIE KAUFF Autograph Model
More tapered than Saier model, good striking surface. Weights from 38 to 42 ounces. Length 33 1-2 inches.

JOHN J. EVERS Autograph Model
Sufficient wood to give splendid driving power. Weights from 40 to 44 ounces. Length 34 inches.

DAVIS ROBERTSON Autograph Model
Longest bat in regular line. Fairly thin handle, even tapered. Weights from 37 to 42 ounces. Length 35 1-2 inches.

ROGER P. BRESNAHAN Autograph Model
Short large handle, well rounded end. Weights from 40 to 44 ounces. Length 32 1-2 inches.

FRED WILLIAMS Autograph Model
Handle slightly thicker than Zimmerman model, good striking surface. Weights from 36 to 42 ounces. Length 34 inches.

MILLER J. HUGGINS Autograph Model
Short small handle, body quite thick. Weights from 38 to 42 ounces. Length 32 inches.

NORMAN ELBERFELD Autograph Model
Specially adapted to small or light men. Weights from 35 to 39 ounces. Length 31 inches.

FRED C. CLARKE Autograph Model
A wonderful all-around model. Weights from 39 to 43 ounces. Length 34 1-2 inches.

HEINIE ZIMMERMAN Autograph Model
Medium small handle and good striking surface. Weights from 40 to 45 ounces. Length 34 inches.

HARRY H. DAVIS Autograph Model
Light weight but well balanced. Weights from 36 to 40 ounces. Length 34 1-2 inches.

FRANK M. SCHULTE Autograph Model
An excellent model. Weights from 37 to 41 ounces. Length 35 inches.

SAMUEL E. CRAWFORD Autograph Model
Comparatively small handle, well balanced. Weights from 40 to 44 ounces. Length 35 inches.

FRANK L. CHANCE Autograph Model
Extra large heavy bat with thick handle. Weights from 44 to 48 ounces. Length 35 inches.

Can also supply on special orders, Donlin, Oakes, and Keeler models.

SPALDING SPECIAL MODEL BATS

Supplied on special orders. Same as we have made for famous batsmen on National and American League teams, among which are the following:

- CALLAHAN, Pittsburgh, National League Model C
- DAUBERT, Brooklyn, National League Model D
- FLETCHEER, New York, National League Model F
- HERZOG, New York, National League Model H
- BAKER, New York, American League Model B
- OLDRING, New York, American League Model O

- LUDERUS, Philadelphia, National League Model L
- MEYERS, Brooklyn, National League Model M
- PASKERT, Philadelphia, National League Model P
- WHEAT, Brooklyn, National League Model W
- SPEAKER, Cleveland, American League Model S
- THOMAS, Philadelphia, American League Model T

Original bats of the above-named players are held at our bat factory, making duplicates on special order only. These bats do not bear players' autographs. Professional oil finish..... Each, \$1.25.

NOTE.-If you have any particular model of bat which you wish made up or an old bat that you want duplicated, special attention will be given to your order, if complete specifications are sent to any A. G. SPALDING & BROS.' Store, accompanied by the price, \$1.50

SPALDING BASE BALL BATS

No. 150A. Spalding Gold Medal Autograph Ash Bats. Ebony finish (12 in. of handle left natural). Finest selected northern second growth white ash. 12 superb models..... Each, \$1.50; ★\$15.00 doz.

No. 150P. Spalding Double Oil Tempered Autograph Ash Bats. Finest second growth northern white ash. (Boiled in oil two successive days), hard filled, hand rubbed. 12 models. . Each, \$1.50; ★\$15.00 doz.

No. 150H. Spalding Autograph "Old Hickory" Bats. Silver gray stained, hard filled, French polished. 12 models. Ea. \$1.50; ★\$15.00 doz.

No. 150G. Spalding Autograph Professional Finished "Old Hickory" Bats. Finished, hard filler, dark silver gray stained, hand rubbed. Second growth white hickory. 12 models. . . Each, \$1.50; ★\$15.00 doz.

SPECIFICATIONS of Models furnished in the Nos. 150A, 150P, 150H and 150G Bats listed above.

MODEL	LENGTH	WEIGHT	MODEL	LENGTH	WEIGHT	MODEL	LENGTH	WEIGHT
150	34 in.	37 to 44 oz.	154	33 in.	36 to 43 oz.	158	34 1-2 in.	37 to 43 oz.
151	32 1-2 in.	38 to 45 oz.	155	32 1-2 in.	37 to 45 oz.	159	33 1-2 in.	36 to 43 oz.
152	34 in.	37 to 44 oz.	156	33 1-2 in.	37 to 44 oz.	160	33 in.	37 to 45 oz.
153	34 in.	37 to 45 oz.	157	33 1-2 in.	35 to 42 oz.	161	34 in.	37 to 45 oz.

We require at least two weeks' time for the execution of special bat orders.

★ Prices quoted only on orders for one-half dozen or more at one time.

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SPALDING BASE BALL BATS

Nos. 125N, 125P, 125T, 125D and 125B made of specially selected second growth northern white ash.

No. 125N. Spalding Natural Finish Ash Bats. Finished plain white, hard filler, French polished. 12 models. Each, \$1.25 ★\$12.00 doz.

No. 125P. Spalding Professional Oil Finished Ash Bats. Finish, hard filler, special oil tempered, hand rubbed, smooth dead surface. 12 special models. Each, \$1.25 ★\$12.00 doz.

No. 125D. Spalding Dark Brown Ash Bats. Stained full length. Hard filled, high French polished. 12 special models. Each, \$1.25 ★\$12.00 doz.

SPECIFICATIONS of Models furnished in the Nos. 125N, 125P and 125D Bats listed above.

MODEL	LENGTH	WEIGHT	MODEL	LENGTH	WEIGHT	MODEL	LENGTH	WEIGHT
N1	31 in.	32 to 39 oz.	N5	34 in.	36 to 44 oz.	N9	34 1-2 in.	37 to 45 oz.
N2	33 in.	34 to 43 oz.	N6	35 in.	36 to 44 oz.	N10	34 in.	36 to 44 oz.
N3	33 in.	35 to 44 oz.	*N7	34 1-2 in.	35 to 43 oz.	N11	35 in.	40 to 48 oz.
N4	33 in.	32 to 40 oz.	N8	34 in.	36 to 43 oz.	N12	35 in.	36 to 44 oz.

*Special Bottle Shaped Model.

No. 125T. Spalding Natural Oil Tempered Ash Bats. Stained yellow, genuine oil tempered, hard filled, hand rubbed to special dead smooth finish. 12 special models. Each, \$1.25 ★\$12.00 doz.

SPECIFICATIONS of Models furnished in No. 125T Bats listed above.

MODEL	LENGTH	WEIGHT	MODEL	LENGTH	WEIGHT	MODEL	LENGTH	WEIGHT
T1	33 1-2 in.	33 to 41 oz.	T5	32 1-2 in.	40 to 48 oz.	T9	33 1-2 in.	41 to 49 oz.
*T2	34 in.	35 to 43 oz.	T6	34 1-2 in.	37 to 45 oz.	T10	36 in.	40 to 48 oz.
T3	35 in.	36 to 44 oz.	T7	34 in.	39 to 47 oz.	T11	34 in.	34 to 41 oz.
T4	34 1-2 in.	34 to 42 oz.	T8	33 in.	41 to 49 oz.	T12	35 in.	37 to 45 oz.

*Bottle Shaped.

No. 125B. Spalding Dark Brown Taped Ash Bats. Very dark brown stained, except 12 in. of handle left natural. Tape wound grip. Hard filled, high French polished. 12 models. Each, \$1.25 ★\$12.00 doz.

SPECIFICATIONS of Models furnished in No. 125B Bats listed above.

MODEL	LENGTH	MODEL	LENGTH	MODEL	LENGTH	MODEL	LENGTH
B1	31 in.	B4	33 in.	B7	34 in.	B10	35 in.
B2	31 1-2 in.	B5	34 in.	B8	33 in.	B11	33 in.
B3	32 1-2 in.	B6	34 1-2 in.	B9	34 in.	B12	35 in.

No. 100S. Spalding "All-Star" Ash Bats. Yellow stained, mottle burnt, hard filled, high French polished. Good quality second growth white ash. Supplied in twelve special models similar to those in No. 150A, but usually lighter in weight. Each, \$1.00 ★\$10.00 doz.

No. 100M. Spalding New Special College Ash Bats. Special oil tempered, natural finish, hard filled. Fine quality second growth white ash. Supplied in twelve special models similar to those in No. 150A but usually lighter in weight. Each, \$1.00 ★\$10.00 doz.

No. 100X. Spalding New Special High School Ash Bats. Hard filled, dark flame burnt, high French polished. Fine quality second growth white ash. Models similar to No. 125B. Each, \$1.00 ★\$10.00 doz.

No. 100Y. Spalding Special National Association Ash Bats. Yellow stained, hard filled, two-thirds of bat dark flame burnt, French polished. Fine grade second growth white ash. Supplied in twelve models similar to No. 125B, but usually lighter in weight. Each, \$1.00 ★\$10.00 doz.

No. 100Z. Spalding League Special Ash Bats. Green stained, mottle burnt, hard filled, French polished. Fine grade second growth white ash. Supplied in twelve models similar to those in No. 150A, but usually lighter in weight. Each, \$1.00 ★\$10.00 doz.

No. 100W. Spalding Special Intercollegiate Ash Bat. Dark Silver stained, mottle burnt, hard filled, French polished. Fine second growth white ash. Models similar to No. 125P. Each, \$1.00 ★\$10.00 doz.

No. F. Spalding Hardwood Fungo Bat. 38 in. long, thin model, professional oil finish. Each, \$1.00

We carry in stock a line of bats of assorted lengths and weights at 50c., 25c. and 10c. Send for Catalogue.

We do not guarantee bats against breaking.

★ Prices in italics quoted only on orders for one-half dozen or more at one time.

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SPALDING CATCHERS' MITTS



No. 11-0

- No. 9-0. "Three-and-Out." Brown leather. Patented Molded Face and hand-formed pocket. Padded with best hair felt; patent laced back; leather lace; leather strap and brass buckle fastening. . . . Each, \$10.00
- No. 9-0P. Patent "Perforated" Palm. Otherwise as No. 9-0. . . . 10.00
- No. 8-0. "Olympic." Palm made of special leather that we put in "Broken-In" Basemen's Mitts. Back and side piece of special brown calfskin. Leather lace. Leather bound edges. Hand stitched, formed padding. Leather strap and brass buckle fastening. . . . Each, \$9.00
- No. F0. "Foxy." Brown calfskin throughout, padding of hair felt and Fox Patent Padding Pocket, extra felt padding with each mitt. Patent laced back, leather lace. Special "Stick-on-the-Hand" strap-and-buckle fastening. Leather bound edges. . . . Each, \$9.00
- No. 7-0. "Perfection." Brown leather. Padding of hair felt. Patent laced back and thumb; leather lace; leather strap and brass buckle fastening. Heel of hand piece felt lined. Leather bound edges. \$8.00
- No. 6-0. "Collegiate." Molded face. Special olive-colored leather. King Patent Felt Padding; laced back and thumb; strap-and-buckle fastening. Heel of hand piece felt lined. Leather bound edges. Ea., \$8.00
- No. 0G. "Conqueror." Semi-molded face, brown leather, felt padding; patent laced back and thumb; leather strap and brass buckle fastening. Heel of hand piece felt lined. . . . Each, \$7.00
- No. OK. "OK Model." Semi-molded face. Brown leather face, back and finger-piece, oak colored side-piece. Felt padding, patent laced back and thumb; leather lace. Leather strap and brass buckle fastening. Heel of hand piece felt lined. . . . Each, \$7.00
- No. 5-0. "League Extra." Molded face. Special tanned buff-colored leather, felt padding; strap-and-buckle fastening at back; laced at thumb, laced back. Heel of hand piece felt lined. Leather bound edges Each, \$6.00
- No. 5-OR. "League Extra." Molded face. Black leather, felt padding; strap-and-buckle fastening; laced at thumb, patent laced back. Heel of hand piece felt lined. Leather bound edges. . . . Each, \$6.00
- No. 4-0. "League Special." Molded face. Special brown leather; felt padding, laced at thumb; patent laced back, strap-and-buckle fastening at back. Heel of hand piece felt lined. Leather bound edges. Each, \$5.00
- No. 3-0. "Decker Patent." Brown oak leather; laced back, laced at thumb. Sole leather Decker Patent finger protection. . . . Each, \$5.00

No. 12-0. "Honor." The pride of the Spalding factory. Special, brown leather. Padding cannot get out of shape, as it is held by an "inside mitt" of leather. Leather laced back and strap-and-buckle reinforcement at thumb. "Stick-on-the-Hand" strap-and-buckle fastening

Each, \$12.00

No. 11-0. "The Giant. Heavy brown leather. Face specially shaped. Leather laced back and special "Stick-on-the-Hand" strap-and-buckle fastening. . . . Each, \$12.00

No. 10-0. "World Series." Finest selected brown calfskin King Patent Felt Padding, leather laced back and special "Stick-on-the-Hand" strap and brass buckle fastening

Each, \$10.00

Made in Rights and Letts. When ordering for Left Hand Players Specify "Full Right."

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No. OA

- No. OA. "Inter-City." Buff colored face, black leather back and trim. Leather binding and leather lace. Strap-and-buckle fastening at back; laced at thumb; patent laced back. Each, \$3.50
- No. 1S. "Athletic." Large model. Smoked horse hide, brown leather side piece and back; laced at thumb; patent laced back, leather lace; strap-and-buckle fastening at back. Each, \$3.00
- No. 1X. "Trade League." Large model. Buff-colored leather, black leather back and side piece; leather bound and leather lace; strap-and-buckle fastening; patent laced back. Special felt padding. Each, \$3.00
- No. 1C. "Back-Stop." Large model. Gray leather face and finger piece; oak leather side and back. Padded; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back, leather lace. Each, \$2.50
- No. 1D. "Champion." Black leather face, back and finger piece, brown leather side. Padded; patent laced back; laced and reinforced at thumb; strap-and-buckle fastening; leather lace. Each, \$2.50
- No. 1A. "Catcher." Oak tanned leather, black leather side piece. Face reinforced on outside with extra leather palm. Padded; patent laced back, laced at thumb; strap-and-buckle fastening. Each, \$2.00
- No. 1AR. "Right Here." Durable black leather, with reinforced oak colored leather palm. Patent laced back, leather lace; strap-and-buckle fastening. Each, \$2.00
- No. 2C. "Foul Tip." Oak tanned leather face and finger piece, imitation leather back. Padded; reinforced and laced at thumb; back patent full laced, strap-and-buckle fastening. Each, \$1.50
- No. 3. "Amateur." Oak tanned leather face, and finger piece, imitation leather back. Laced thumb, patent laced back. Padded Each, \$1.25
- No. 3R. "Interscholastic." Black leather face, and finger piece, imitation leather back; padded; laced at thumb. Each, \$1.25
- No. 3A. "Public School." Oak colored leather face and fingers, with imitation leather back. Laced thumb and patent laced back. Each, \$1.00
- No. 4E. "Boy's Amateur." Oak colored leather face and fingers, canvas back. Good size. Each, 75c.
- No. 4D. "Boy's Own." Oak colored leather patch palm and fingers, canvas face and back. Good size. Each, 50c.

All Styles Made in Rights and Lefts.

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SPALDING INFIELDER'S' GLOVES

- No. BBH. "Honor" All horsehide, special buck tanning, including full lining, making this really the most durable and "wearable" fielders' glove ever put out. Leather welted seams, King Patent Padding. Each, \$6.00
- No. VXL. "Just Right." "Broken-In" style. Brown calfskin, specially treated. Full leather lined. Welted seams. Supplied in regular or "Cadet" fingers. King Patent Padding. Each, \$6.00
- No. SXL. "All-Players." "Broken-In" style. Specially prepared buckskin. Needs no breaking in. Finest quality material. Full leather lined. Welted seams. King Patent Padding. Each, \$6.00
- No. BB1. "World Series." Finest quality buckskin. It is most carefully constructed, being of good width and length, but not clumsy. Leather lined. Welted seams. King Patent Felt Padding. Each, \$5.00
- No. AA1. "World Series." Finest quality buckskin, specially treated. Very little padding and that in just the right place. Welted seams. Leather lined. Regular padding. Each, \$5.00
- No. SS. "Leaguer." Made with shorter "Cadet" fingers than in other gloves. We might really call it a special "short-stop" glove, although an all around style and is equally suitable for any infield player. Best quality buckskin, welted seams and leather lined. Each, \$5.00
- No. PXL. "Professional." Finest buckskin obtainable. Heavily padded around edges and little finger. Extra long to protect the wrist. Leather lined. Welted seams. In regular and "Cadet" fingers. Each, \$4.50
- No. RXL. "League Extra." Finest quality black calfskin. Full leather lined. Welted seams. Each, \$4.50
- No. PXN. "Professional." Fine quality buckskin. Similar to No. PXL, but has special "no button" back. Leather lined. Each, \$4.50
- No. XWL. "League Special." Specially tanned calfskin. Padded with felt. Extra long to protect wrist. Leather lined. Welted seams. Each, \$4.50
- No. 2W. "Minor League." Smoked horse hide. Professional model; leather lined, King Patent Felt Padding. Welted seams. Each, \$4.50
- No. 2Y. "International." Special quality smoked horse hide; professional style, specially padded little finger; welted seams. Full leather lined. Each, \$4.00
- No. PX. "Professional." Finest quality buckskin. Felt lined. Properly padded according to ideas of some very prominent players, who prefer felt instead of leather lining. Welted seams. Each, \$4.00
- No. 2XR. "Inter-City." Black calfskin, specially treated. Specially padded little finger; welted seams; leather lined. Each, \$4.00
- No. 2X. "League." Specially tanned pearl colored grain leather. Model same as our No. SS. Welted seams; leather lined throughout. Ea., \$4.00
- No. 3X. "Semi-Pro." Gray buck tanned leather. A very large model. Correctly padded; welted seams. Leather lined. Each, \$3.50
- No. 2RL. "Intercollegiate." Black leather. Full leather lined. Laced at wrist to adjust padding. Leather welted seams. Each, \$3.50
- No. 2YC. "Acme." Light brown colored leather. Full leather lined. Laced at wrist to adjust padding. Leather welted seams. Each, \$3.50



No. VXL

An extra piece of felt padding is enclosed with each King Patent Glove.

All of above gloves are made with Diverted Seam (Pat. March 10, 1908), and have web of leather between thumb and first finger which can be cut out if not required.

Made in Rights and Lefts. When ordering for Left Hand Players Specify "Full Right."

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SPALDING INFIELDER'S' GLOVES

- No. CH. "Well Made." Buff colored horse hide, specially treated. Leather welted seams; leather lined throughout. Each, \$3.50
- No. PBL. "Professional Jr." Velvet tanned buckskin. Leather lined. Welted seams. Same as No. PXL, only smaller. Each, \$3.00
- No. 3XR. "Amateur." Black tanned leather; laced at wrist to adjust padding; welted seams. Leather lined. Each, \$3.00
- No. XL. "Club Special." Special white tanned leather; laced at wrist to adjust padding; welted seams; leather lined. Ea., \$3.00
- No. 11. "Match." Professional style; special tanned buff colored leather; welted seams; correctly padded; leather lined. Each, \$3.00
- No. 4X. "Association." Brown leather, specially treated. Padded little finger. Welted seams; leather lined. Each, \$2.50
- No. MRL. "Fielders' Choice." Good quality black tanned leather, welted seams. Laced at wrist to adjust padding. Leather lined. Each, \$2.50
- No. ML. "Diamond." Special model, very popular. Made of smoked leather, properly padded, full leather lined. Each, \$2.50
- No. MO. "Ours." Made of selected oak tanned leather, leather welt and binding. Full leather lined. Each, \$2.50
- No. MR. "Wizard." Made of good quality black tanned grain leather. Welted seams. Full leather lined. Each, \$2.50
- No. XS. "Practice." Good quality pearl tanned leather; well finished; welted seams; full leather lined. Each, \$2.00
- No. XT. "Defender." Men's size. Oak tanned leather, welted seams. Laced at wrist to adjust padding. Palm leather lined. Each, \$2.00
- No. XR. "Champion." Black tanned leather, welted seams; correctly padded. Leather lined. Each, \$2.00
- No. XO. "Leader." Olive tanned leather, welted seams. Popular model. Leather lined. Each, \$2.00
- No. 15. "Regulation." Men's size. Brown tanned leather, padded; welted seams; leather lined. Each, \$1.50
- No. 15R. "Regulation." Men's size. Black tanned leather, laced at wrist for padding adjustment; leather lined. Each, \$1.50
- No. XB. "Boys' Special." Boys' professional style; special tanned white leather, welted seams; leather lined. Each, \$1.50
- No. 15W. "Mascot." Men's size. Oak colored leather, correctly padded, with inside hump; leather lined. Each, \$1.25
- No. 15S. "Public School." Men's size. Olive colored leather, nicely padded; inside hump; leather lined. Each, \$1.25
- No. X. "Special." Men's size. Gray leather, professional model; padded; welted seams and leather lined. Each, \$1.25
- No. 13. "Interscholastic." Youths size. Oak tanned brown leather, professional model, padded; welted seams and leather lined. Each, \$1.25
- No. 12R. "League Jr." Youth's size. Special black tanned leather, padded, otherwise same as No. 13. Each, \$1.25
- No. 17. "Youths'." Good size, special brown tanned leather, padded; inside hump; palm leather lined. Each, \$1.00
- No. 16W. "Star." Good size; white chrome tanned leather; welted seams; correctly padded; palm leather lined. Each, \$1.00
- No. 17X. "Old Scout." Good size: brown colored leather face with olive canvas back and lining; correc. padded. Each, 75c.
- No. 31X. "The Winner." Olive colored leather face with canvas back; felt padded. Each, 50c.
- All of above Gloves are made with Diverted Seam (Pat. March 10, 1908), and have web of leather between thumb and first finger which can be cut out if not required.
- Made in Rights and Letts. When ordering for Left Hand Players Specify "Full Right."



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SPALDING BASEMEN'S MITTS



No. AAX

- No. AAX. "First Choice." "Broken-In" Model. Special leather prepared so that it Holds its Shape. Ready to put on and play, no breaking in necessary. King Patent Padding. Laced entirely around mitt, including thumb. Leather lace. Strap reinforcement at thumb. Each, \$7.00
- No. ABX. "Stick-on-the-Hand." The "Stick-on-the-Hand" construction will prove of wonderful assistance. Laced, except around thumb and heel, leather lace; strap-and-buckle adjustment at thumb, and special strap "Stick-on-the-Hand," with buckle at back. Each, \$7.00
- No. AXP. "World Series." Finest white tanned buck; leather lacing around mitt, including thumb; strap-and-buckle fastening. Leather strap support at thumb. King Patent Padding Ea. \$6.50
- No. BXP. "World Series." Finest selected brown calfskin; leather lacing; strap-and-buckle fastening. Leather strap support at thumb. King Patent Padding. Each, \$6.50
- No. AXX. "Good Fit." Selected brown calfskin, bound with black leather. Leather laced, except heel, strap-and-buckle support at thumb, and strap-and-buckle at back. Each, \$6.00
- No. BXS. "League Special." Selected brown calfskin, bound with brown leather. Leather laced, except heel; leather strap support at thumb; strap-and-buckle fastening. Each, \$6.00
- No. BXB. "Well Broke." Brown horse hide, bound with black leather. Leather laced, except thumb and heel. Strap-and-buckle adjustment at thumb. Special strap "Stick-on-the-Hand," buckle at back. Each, \$5.00
- No. BXR. "Right Here." Selected black horse hide, bound with brown leather. Leather laced, except thumb and heel. Strap-and-buckle adjustment at thumb. Special strap "Stick-on-the-Hand," with brass buckle at back. Each, \$5.00
- No. CO. "Professional." Selected calfskin, specially treated. Correctly padded; leather laced, except at heel. Strap-and-buckle fastening Ea. \$4.00
- No. CD. "Red Oak." Leather binding. Leather laced, except at thumb and heel, leather strap support at thumb. Strap-and-buckle fastening. Each, \$3.50
- No. CX. "Semi-Pro." Face of specially tanned smoke color leather, back of firm tanned brown leather, laced all around, except heel; extra well padded at wrist and thumb. Strap-and-buckle fastening. Each, \$3.00
- No. CXS. "Amateur" Special oak colored leather. Correctly padded; laced, except at heel. Strap-and-buckle fastening. Each, \$2.50
- No. CXR. "Amateur". Black leather face, back and finger piece. Padded; laced, except at heel. Strap-and-buckle fastening. Each, \$2.50
- No. DX. "Double Play." Oak tanned leather, laced all around, except at heel, Strap-and-buckle fastening. Nicely padded. Each \$2.00
- No. EX. "League Jr." Black, smooth leather, laced all around, except at heel. Suitably padded, Strap-and-buckle fastening. Each, \$1.50
- No. EXC. "Practice." Good size. Oak covered leather face and back with canvas inside palm. Leather laced all around, except at heel. Each, \$1.25
- No. FX. "Public School." Good size. Oak colored leather face and back with canvas inside palm. Each, \$1.00

All Styles Made in Rights and Lefts.

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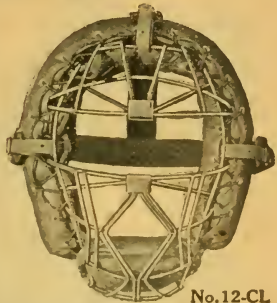
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SPALDING CATCHERS' MASKS



No. 14SF. "Super-Protected" Wires in this mask support each other and are arranged according to an entirely new principle of mask construction. Eye opening is straight across with "Diamond" point wired protection. Extra ear wiring and patented steel spring head strap adjustment. Each, \$7.50

No. 12-CL. "Double Diamond." Has special truss supported frame besides double wiring at point where greatest strength is needed. Padding of new design. Each, \$6.50

No. 11-0D. "Safety First" Double Wire Frame, Open Vision, Electric Welded. No question about safety with this mask. Double wiring adds little to ordinary weight of a mask. Properly padded. Circular opening in front. Each, \$6.50

No. 10-0W. "World Series." Special electric welded, "Open Vision," black finish frame, including wire ear guards and circular opening in front. Weight is as light as consistent with absolute safety; padding made to conform to the face with comfort. Each, \$5.50

No. 6-0. "Special Soldered." Principal crossings of wires steel reinforced. "Open Vision," extra heavy wire frame, black finished; improved design padding, with soft chin-pad; special elastic head-band. Each, \$5.00

No. 4-0. "Sun Protecting." Patent leather sunshade, protects eyes without obstructing view. "Open Vision," electric welded frame of finest steel wire, heavy black finish. Diamond shaped opening in front. Fitted with soft chin-pad; improved design hair-filled pads, including forehead pad, and special elastic head-band; soft chin-pad. Each, \$4.50

No. 3-0. "Neck Protecting." Arrangement affords positive protection to neck. "Open Vision," electric welded and black finish frame; improved style padding, with soft chin-pad and special elastic head-strap. Ea., \$4.00

No. O-P. "Semi-Pro" League. "Open Vision," electric welded best black annealed steel wire frame. Special continuous pads, leather covered; soft forehead and chin-pad; elastic head-band. Each, \$3.00

"Regulation League" Masks

No. 2-0. "Open Vision," heavy black annealed steel wire frame, clinched and welded. Padded. Soft chin-pad; elastic head-band. . . Each, \$2.50

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No. C.Y.B. Youths' "Open Vision," electric welded frame, black finish. Improved padding; molded leather chin-pad. Each, \$2.00

No. A. Men's. Electric welded black enameled frame. Leather covered pads and forehead, soft chin-pad. Each, \$1.25

No. B. Youths'. Electric welded black enameled frame, similar in quality throughout to No. A, but smaller in size. Each, \$1.00

No. X. Electric welded black enameled frame. Canvas covered pads; elastic head-strap; leather chin-piece. Each, 75c.

No. C. Electric welded black enameled frame. Leather covered pads, elastic head-strap; molded leather chin-strap. Each, 50c.

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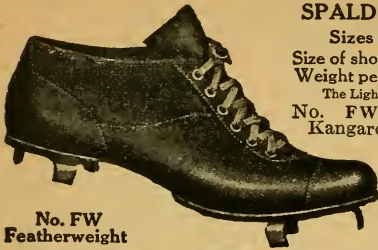
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Sizes and Weights of No. FW Shoes

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

The Lightest and Best Base Ball Shoes ever made.



No. FW
Featherweight



No. FW. "World Series" Selected Kangaroo leather uppers, finest white oak leather soles. Hand sewed, bench made; strong, soft laces.. Pair, \$9.00 ★ \$96.00 Doz.

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

No. 30-S. "Sprinting" Selected kangaroo leather uppers, finest white oak leather soles. Strongly made, yet light in weight. Hand sewed and bench-made shoes. Strong laces.. Pair, \$9.00 ★ \$96.00 Doz.

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- No. 35. "Amateur Special" Good quality leather, machine sewed, High point carefully tempered carbon steel plates, hand riveted to heels and soles..... Pair, \$4.50 ★ \$51.00 Doz.
- No. 37. "Junior" Leather shoes, made on regular base ball shoe last. Plates hand riveted to heels and soles. Excellent shoes for the money but not guaranteed..... Pair, \$3.00 ★ \$33.00 Doz.

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