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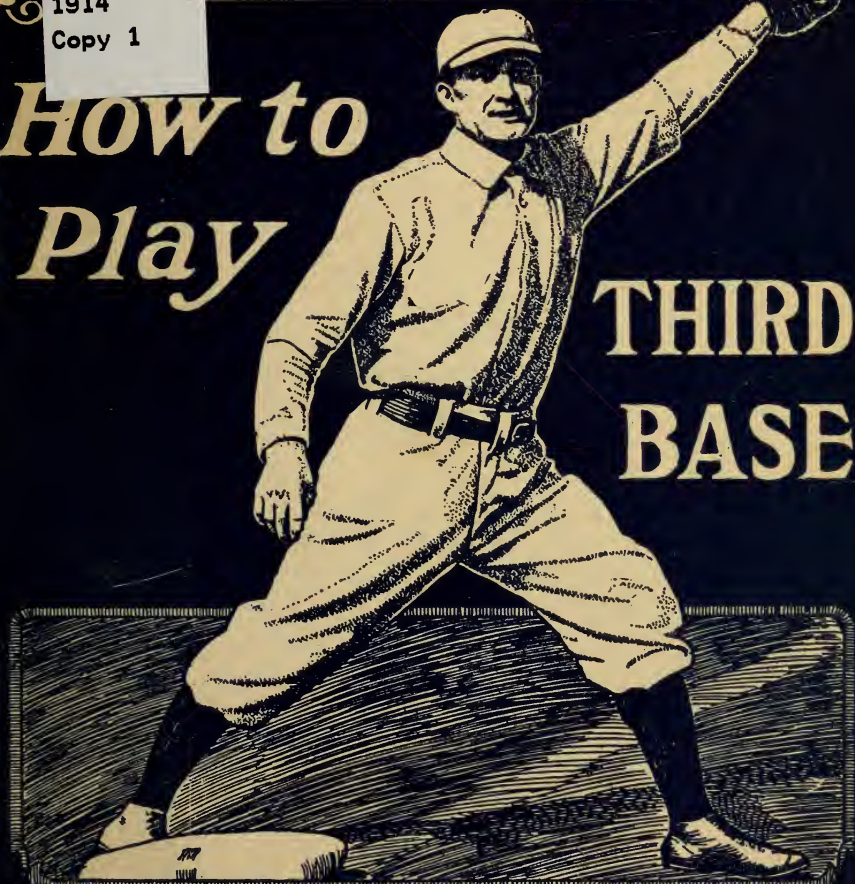
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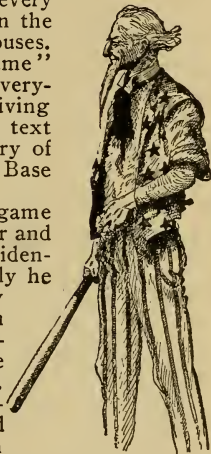
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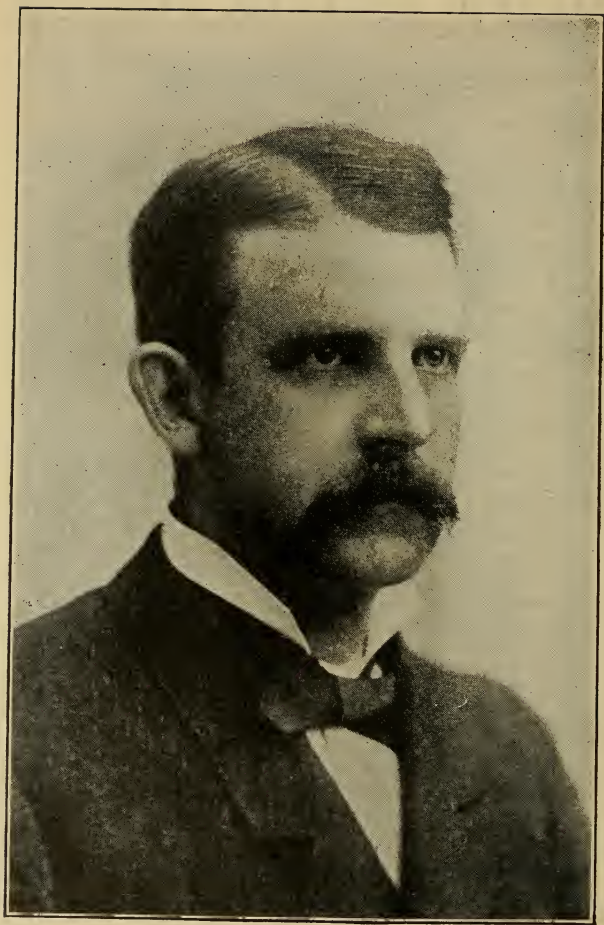
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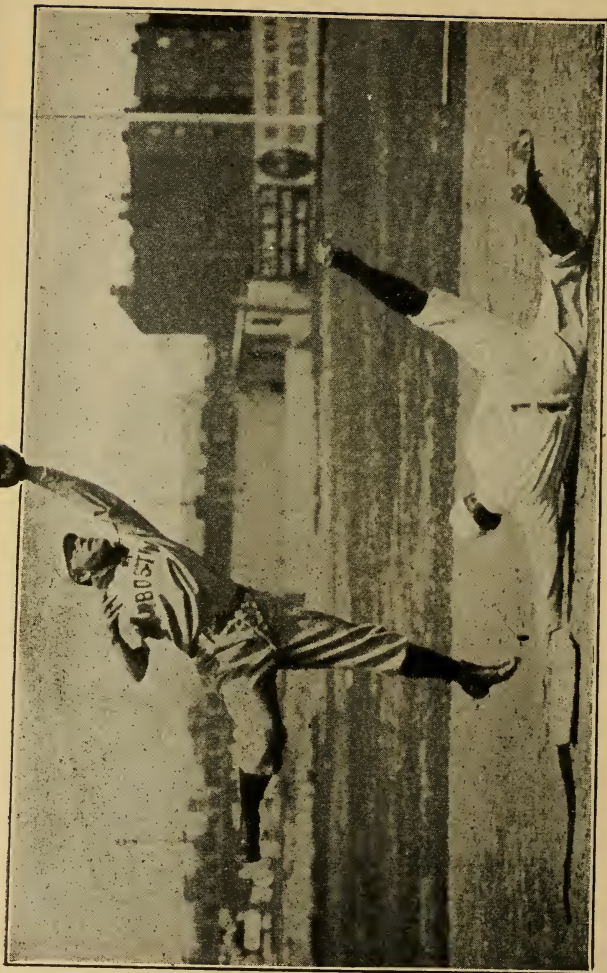
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PLAY  
THIRD BASE



NEW YORK  
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A third baseman stopping a wild throw and preventing a base runner from making an extra base.

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## HOW TO PLACE YOURSELF

With the bases empty the regular position at third is about ten feet inside of the bag along the base line between second and third. This position covers practically all of the territory toward second not taken care of by the shortstop and yet enables one to cut off drives over or just inside of third.

Every player of note has practically the same position while waiting for the batsman. Stand with the feet in line with a line drawn between second and third, but facing slightly toward third. The body should be pitched slightly forward and the weight borne mainly on the toes. This will give a quick start, and if the weight is evenly distributed on both feet it is easy to cover ground to the right, left or in front. Some players have a habit of keeping one foot in advance of the other. This is a gain in getting forward or to one side, but a handicap in the other. If you must play this way always be sure it is the left foot you keep forward. That will give you a better start toward home and third and the shortstop can cover to your left.

While waiting for the batsman the body should be stooped and the hands can be rested on the knees. Some third basemen swing their hands, but this is bad form as it gives the arms useless work without giving any advantage in return. When the ball is pitched get a start for the plate so as to be in motion when it is hit.

In fielding a ball there are several things to remember. Always get your glove right on the ground for a ball which is hugging the latter. Failure to do this will lead to hard driven balls being forced under your glove. Always use both hands in fielding whenever possible. One-hand catches and stops may appeal to the spectators, but they are likely to prove costly to a team. When you get your hands on a ball grip it tightly or a

twist may pull it out of your glove. In fielding grounders keep your knees well together and your body low so as to block the ball in case it misses your hands. Many an out can be made by following this rule even after you have had the misfortune to make a fumble.

In making a catch set yourself in such a way that you will be in a position to throw to first whenever that is possible. In order to get the ball away clean and hard you should be able to take a step directly toward the point at which you are throwing, and if you can get in a position to do this without first shifting your feet after catching the ball you save precious time.

To the third baseman falls some of the hardest chances in gathering in flies and good work in this line goes far toward making his reputation. Watch out for flies just back of third. This is one of the easiest places on the diamond to dump a ball and a well placed hit there is likely to result in a two-bagger. In order to get these, practice catching flies over your shoulder while running with the ball. There is a knack in it which can only be learned by practice and most players get too little of this kind of work. There is always plenty of work during practice on grounders, but rarely do the batters pop up flies around third during practice time. Make your team mates bat some out for you and try fielding them starting from your regular position at third.

Flies outside of the foul line afford many chances for spectacular plays, and at the same time offer opportunities to pull your team out of tight places. Always try hard for these kind of chances, even when the bases are vacant. Loafing may eventually change the result of the game.

With men on base watch out for a steal after the catch and whenever possible get the ball in such a position as to be set for a throw. With a man on third and but one run needed to tie or win it is sometimes best to drop a long foul fly when you know that it would be impossible to catch the runner going home.



## PLAYING FOR BATTERS

Up to this we have been dealing with the position under ordinary conditions mainly. Now we come to the variations and inside work and here is where the brain work begins to tell. Most any one can become a good mechanical fielder, provided he will practice sufficiently, 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 note is whether the batsman is right or left handed. This will make all the difference in the world as to where he is most likely to place a hit. With a batter who stands to the left of the plate and a fast pitcher the third baseman is the least likely to have hits to handle. With a slow pitcher the batter is likely to pull the ball around toward third. With a batter on the right side of the plate and a fast pitcher the third baseman is likely to have his hands full. With a slow pitcher and a fast batter the first baseman is the one most in danger.

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 has too much speed. A straight pitched ball is generally hit without skew or twist and as a rule there is little doubt as to whether it is to be classed as a hit or an error when missed.

Watch out for bad bounders on curves and breaks. The ball almost always has a certain amount of rotary motion and this causes sharp breaks and bad bounds. It is this which makes clean fielding difficult. No rule can be laid down for fielding such hits and much judgment and experience is necessary in handling them properly. Even the greatest players are some-

times fooled so there is no reason to get discouraged if one or two get past you. Always try to study out for yourself the reason for such breaks and whether they are caused by pitching, peculiar batting or irregularities of the diamond. 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 a batter you should know something about the man you are playing for. It is safe to play well in for a fast man who is good at placing the ball. For a heavy hitter play well back on the base lines. This is especially true with an exceptionally heavy batter who is slow on his feet. With such a one it pays to get back to the edge of the base line. In case the base line is skinned and the grass begins back of it never field on the grass as the ball will invariably take a bound when it hits the edge of the turf. In fielding plays of this kind it is of importance to get yourself set for the throw as well as the catch. For weak hitters or when it is necessary to prevent a run from scoring with a man on third, field well in toward the plate so as to prevent the batter bunting the runner home.

In conclusion, and most important of all, always play the ball and never let the latter play you. The moment you get unfixed in your ideas and become wobbly you are almost sure to make a break.

## HOW TO HANDLE BUNTS

Now we come to the most important signal problem a third baseman has to face—bunting. The first baseman and pitcher also have to take care of bunts, but upon the third baseman falls most of the work in this line. This work is increasing in importance right along as the batting becomes more scientific and more restrictions are placed on the pitcher.

Formerly bunting was restricted mainly to sacrificing with a man on base. Now the third baseman has to look for it almost any time with a fast man at bat.

The first thing to do is to know your batter. With the bases unoccupied a heavy hitter is not likely to try for a bunt, especially if slow. A light hitting, speedy batter, on the other hand, is always dangerous in this respect. Therefore it is safe to field in closer for the latter than the former. Try to judge what your man intends to do from his actions. If he takes the bat short when that is not his regular style of handling it be ready for a slow hit or bunt. Watch the way he places his feet, as some batters forecast the direction in which they are going to pull the ball by the way they stand. Some batters have a habit of looking around in the direction they are trying to place a hit, and this is a good sign to follow. If up against a trick batter, however, he may try to throw you off by doing something to indicate a hit in one direction and sending it in the other, and this is a case where only your good judgment can be of any avail.

With a man on first and no outs a bunt is always to be looked for, no matter whether a batter is fast or slow. The same is

true with a man on second only in less degree. With one out and a man on first or second, a bunt must also be expected, though conditions of the game will cut a figure here. With one out, a man on second, a fast man at bat and but one run needed to tie or win, a bunt is always to be looked for and quick work is called for in this case as there is a chance to catch the runner going to third. With a man on third a good man at bunting will sometimes try to bunt the runner home, a trick used by McGraw, and under these conditions the third baseman should field well in toward home.

Bunts require more judgment in their handling than any other kind of hits. Frequently they must be picked up with the ungloved hand and thrown without a chance for the fielder to set himself. The fielder must know the men on the bases and their speed to make the correct play even after he has the ball. With a slow runner on first and a fast one at bat as a rule the try should be made at second, giving a chance for a double. With a man on second it takes fast fielding and a quick turn to catch him going to third, but the play is worth trying for especially if the game is so close that a run is likely to prove decisive.

In order to handle bunts properly the third baseman must have the situation figured out before the pitcher delivers the ball to the plate. Then if something crops up which makes the play planned impossible quick thinking on the spur of the moment will sometimes save the day. Don't rely on this latter, however, but plan your plays before they come up and then you can devote all of your time to fielding the ball and at the same time be sure you will know what to do with it after it is secured.

Special instruction in regard to form in fielding bunts is of but little value. The play comes in so many different forms and so fast that it is a case of adaptability rather than any special style. When a bunt is looked for field well inside of third and closer to the foul line than under ordinary conditions. A fast start is an essential and practice will do much



toward giving you this. Have one of your team mates bunt for you and you will soon increase your speed and gain confidence in handling the ball. Care must be taken in coming in fast, however, that you are not moving so fast as to be unable to pick up the ball. Practice throwing the ball to first under handed as that is the quickest way to get the ball over on short throws.

Always have a good understanding with the pitcher and catcher in regard to fielding bunts. This will avoid collisions and prevent getting mixed up. In case there is an infield captain, he is supposed to call the player who is to take the ball. Even if you think you have the best chance to get the ball follow his advice. He is in a better position to judge the play than you are.

## FIELDING FOR BASE RUNNERS

In guarding third base it is necessary to know something of blocking. Blocking is forbidden by the rules, but the umpire seldom pays any attention to it provided the case is not a flagrant one, and nearly every third baseman does it to help him make an out. Never block a player unless it is to assist you in putting the ball on him and never intentionally injure a player in doing it at any time. Miss an out before taking chances of injuring a fellow player.

When a base runner slides for third it is often possible to block him momentarily while you put the ball on him, when the side step would be to miss the out. In other cases it is possible to shove the runner to one side or the other enough and cause him to slide past the bag. Always watch the base runner who is sliding closely as frequently he will slide over or past the bag and you can get him before he can return.

Keep your eyes open for an attempt to spike you. This is "dirty" ball of the worst kind and it is more likely to be found among non-professional players than among those who follow the game for a living. A professional who uses his spikes in trying to injure a player soon gets a bad reputation and is shunned by others. Some amateurs think the trick a smart one. Protect yourself from a runner who is sliding feet first by stepping to one side or the other and in case he goes out of his way to reach you your duty is to protect yourself as best you can without regard to the runner.

A trick you must look out for is being pulled or thrown off your feet either by a base runner catching you with his arm or striking your leg with some part of his body. Always get a firm footing to avoid being thrown and if you should be knocked over put the ball on the runner as you fall on him.

In a run up or when a man is coming into third standing up watch out for an attempt to jostle the ball out of your grasp.

Try tricks occasionally to catch a base runner off third. To do this you must have signals to exchange with the catcher and pitcher. A catcher with a quick snap can frequently nail a runner, but the signals must be exchanged before the ball is pitched or a misplay is more likely than one that will prove successful. The catcher will see that the proper signal is given to the pitcher so that the batsman will not hit the ball and you must hustle back to first without waiting to see whether the batsman is successful in making connections or not. Work your man before signaling for the play and try to get him to take a dangerous lead. If he is too daring before the ball is pitched hustle back to the bag after signaling the pitcher and try to catch him this way. If caught off the bag the runner will sometimes make a dash for the plate and try to save himself by a slide. If you are prepared for this he should be an easy out, but if not a wild throw will cause trouble.

## TEAM WORK EXPLAINED

Even though perfect in individual play no third baseman can ever hope to be successful without team work. Team work is the point which wins games and upon the third baseman falls a large share of team work. That is one of the reasons why no great team has ever existed without a great third baseman. It also explains why some third basemen of but ordinary mechanical ability are regarded as among the leading players at third.

The secret of team play as well as nearly everything else in base ball lies in hard study. No exact lines can be laid down as to team play which will leave nothing to be learned. Rules for the mechanical plays are easy enough and anyone who takes the pains can soon learn them. Practice will make these second nature and enable you to work them correctly, even when working at top speed. This is the first point to master. After that you must depend largely upon your own ability to think clearly and quickly.

The first thing that the third baseman runs against in team work is in fielding both grounders and flies. The men he works with are the shortstop, pitcher and catcher. Frequently the fraction of a second's hesitation will prove fatal in handling a bunt. As a rule the third baseman should handle bunts toward third. He is in the best position to field and throw. With a slow fielding pitcher, and especially with a left handed pitcher, it is of the utmost importance for the third baseman to go after almost any ball not dropped directly in front of the plate or toward first. Call your ball when you go after it so as to leave no chance for a mistake and pay no attention to anything else until you get it.

In getting flies it is well to let the catcher have the chance if he has as good an opportunity to reach the ball as you have, owing to his larger glove. The trouble with fielding flies is



that many opportunities are afforded for spectacular plays and fielders can not be prevented from "starring" to the detriment of the team. The only way to avoid collisions is by obeying the call of the captain no matter what you think of your own chances.

A big point in team work is in knowing the capabilities of the men you are working with. Some first basemen are weak on high or wide throws while others can not stop low ones. Hurried throws can not always be directed correctly, but a little care will prevent throws to a baseman's bad point on ordinary chances.

Throws to the bases must be governed by the conditions at the time. On a force out at second throw at the body of the baseman. If he is taking care of his part of the work he will hold his hands in such a position as to guide your throw. Where a slide is looked for in an endeavor to avoid being tagged the throw must be low and far enough out on the side from which the slide is expected to give the baseman a chance to tag the runner before the runner's feet or hands can get to the bag. When it is necessary to throw past a runner look out for some sign from the man you are to throw to telling you which side to throw to. Unless you do this you are likely to hit the runner and make a bad break.

The most frequent opportunities the third baseman has for a double play is on an attempted bunt with a man on first. Another opportunity comes at times with a man on second. Fast fielding on a infield tap will get the runner at first and a quick return to third will catch the runner from second trying to gain that base. If the runner at second gets too far off second on an infield tap try for him or make a bluff to scare him back and then make your throw to first. In throwing to second for a double play get the ball waist high and to the outside of the bag so that the player fielding at that point can whip it to first without delay. In taking a throw yourself always guide the aim of the man throwing, by holding your hands where you want the throw.

Backing up is an essential feature of team work. On hits which the shortstop takes the third baseman should back up behind him whenever possible. If the pitcher fields over toward third on bunts back him up also. On throws the third baseman is mainly called upon to back up the second baseman and catcher. On all throws from right field back up behind second, third or home as the throw may be directed. In case of a wild throw past first back up on the return throw to first and in case of a wild throw to the plate cover the latter or back up the pitcher if he does so. The catcher, pitcher, left fielder and shortstop will on the other hand back up the particular one depending upon the direction of the throw. In case you field for a grounder and miss it, it is always well to remember the old trick of throwing yourself flat on the ground in order to give the shortstop a chance to throw in case he gets the ball, **and you can not get out of his way otherwise.**

## **SOME FACTS ABOUT THIRD BASE**

BY ARTHUR DEVLIN.

One strange thing in connection with third basemen in the major leagues, and it seems to be a rule which applies in the minor leagues, too, is the fact that third basemen, as a rule, are always third basemen. It is seldom that any one hears of a third baseman who was once a pitcher, or an outfielder, or an infielder in some other position. It is customary for players to drift from one position to another, as relates to the other fielding points on the diamond, but there does not seem to be much of that sort of thing in regard to the third baseman.

I asked a veteran manager once why such was the case. He replied: "My boy, I am not saying anything to praise you or the other third basemen who are prominent throughout the major league world, but it is a fact that third basemen are born, not made. It is one position on the diamond in which players who are moderately successful, seem to fit by intuition, although I shall not say that some of them can profit a great deal by practice and attention to the details of the game."

As a matter of curiosity I have asked other third basemen if they ever cared particularly to play other positions on the field. Most of them replied that they would like to do so, if they could play them as well as certain players who had built up reputations for expertness, but if my memory serves me right many of them said that they never felt quite at home when they were shifted away from the sharpest left field angle, which is formed by the proximity of the foul line to the territory which the third basemen is usually expected to cover.

Ball players, who begin to play third, and continue to do so, are quick to learn that hits come with greater speed to that

position than to almost any other, except liners that go directly to the pitchers. This, of course, is due to the fact that left field batting is more or less prevalent and that grounders met with the full swing of the bat are twisted around toward third with the speed of a bullet.

There is little time to gauge such hits. Frequently there is no time. The ball barely is off the bat before it is in the hands of the baseman, if he is fortunate enough to stop it. In any event it is obvious that it is necessary to have a quick eye to field the position, and that is something which is not to be obtained by practice, but which must be possessed when the player makes a beginning at the place.

To hold your own fairly well at third base it is also necessary to be possessed of a free pair of hands. By that I mean the ability to grasp the ball firmly, or at least break it down, without finding it essential to take it in a certain way. No third baseman can depend upon having his position so assured to stop the ball that he is ready to make the play to first base the moment that he touches the bounding sphere.

He may be off his balance, for one thing, as the ball comes to him. Whether he is or not, it is vital to his team that he stop it, and then recover himself quickly to pick it up and throw it to first. Possibly he will be able to stop it with the flat of his hand. Just as likely he will only be able to impede its force by touching it with his fingers, or it may strike him on the wrist, or, as often happens, on the forearm, but wherever it comes, and wherever it drops, if he fails to hold it securely it is essential that he get possession of it as soon as possible in order to retire the batter at first.

Time is a valuable factor with a third baseman. Fully fifty per cent. of the throws which he makes across the field are long and at bad angles. If he is slow of recovery after fielding a ball, which it is impossible to stop cleanly, his chances of catching a batter, who is also a fast runner, are appreciably diminished. Almost all of his plays must be made in a hurry, and half the time he has no chance to "set himself" for the throw, and must



deliver the ball to the first baseman with a continuance of the motion which he makes in securing it.

It has generally been agreed that a player at third, who is expert in making one-hand plays, has a double advantage over one who is not. By that I do not mean that it is justifiable to try one-hand plays in order to add a little of the spectacular to the game, but I do not think that it will be denied that a player who can reach out to his right or to his left with a reasonable certainty of receiving the ball, and handling it cleanly, is the more valuable to a team by reason of the greater ground which he is able to cover.

One of the best third basemen who ever lived, Jerry Denny, was famous for his one-hand plays, and it was said of him by many a manager that they would prefer to see Denny try to make a play with one hand then to bank with conviction in the chances of some other players making the same stop with both.

Managers have told me that as a rule they would prefer to have third basemen with height and a wide reach. The height is essential in pulling down liners which are batted to left field with much force. The wide reach, of course, means that the player *is* more certain on his right, where the grounders go fastest as they pass near the base. A wide reach is a valuable asset to any infielder, whether he plays third base, second, first or shortstop.

Since the art of sacrifice hitting has been so much elaborated in recent years the duties of the third basemen have increased greatly. Formerly the basemen could play well back and be in a better position to stop hard hits. Nowadays, when it is a question whether the batter means to sacrifice or to hit the ball out, the third basemen is kept fairly close to the line, and must be on the alert to try for the ball, no matter where it is batted.

Fielding bunt hits is an art in which the third basemen can improve by practice. Spectators frequently criticise a third baseman for trying to pick up a bunt hit with one hand, and yet, as a rule, it is the only proper way in which to play for the ball,

This is almost invariably true where the batter is very fast on his feet, and is known to be specially good in running to first base.

It is evident that if the third baseman runs forward, with the intention of picking up a bunt with both hands, he will not be in such good position to throw to first as he will if he is able to get the ball with one hand, and then, as he assumes an erect position, throw to first without trying to brace himself for a line snap across the diamond. When the ball is picked up with both hands there is always a fraction of a second lost in shifting it firmly to the throwing hand. If the ball is picked up alone with the throwing hand, it falls into a natural position to throw by intuition.

Another aid to playing third base is in the matter of learning to throw properly. It will not do to depend entirely upon overhand throws. It takes too long to get the arm up and the shoulder drawn back for a swift shot to first. One-third of the stops which are made by the third baseman, leave the ball in such a position in the hands that it is far better to get it over to first with an underhand throw—and the underhand throw is just as easy to make as the overhand throw if a player will practice it persistently.

Young players tell me that it is awkward and not natural for them to throw underhand. That is more a matter of superstition than actual fact. It is true that underhand throwing is, if anything, more natural than overhand throwing, and players who try to see whether they cannot throw underhand find out after they have tried a bit that after all it is nothing but an amplification of the old-fashioned jerk, and there is not a boy but will recall that when he first began to throw a stone, or an apple, or something of that kind, he found it came almost as second nature to him to jerk the missile, while he possibly acquired the art of overhand throwing by watching his big brother or some older companion. It is well to remember that when raising one's self from a stooping position it is simply out of the question to make an overhand throw, while the ball can be

snapped with an underhand throw with the body half bent to the ground.

In touching runners who are trying to make third either on a steal or a long hit with but little time it is not out of place to call the attention of beginners to the fact that almost all runners who come to third slide in behind the base. It is more common of this base than it is of second. Therefore the third baseman should always be in a position to reach for his man behind, and not trust to luck to see him sliding in at his feet, or directly in front of him. This being the case, the third baseman should be sufficiently quick to "duck down," and touch the runner with the same motion as which he received the ball. It will save him many a close call if he learns how properly to touch the runners out.

## POINTS WORTH LEARNING

BY ARTHUR DEVLIN.

Every boy who essays to play third base must begin with the idea firmly fixed in his mind that it is imperative for him to be a hustler. It is impossible to loiter and be successful at this position on the base ball field. Between ground hits and line drives, and the work of backing up the base when runners come full tilt from second, trying to reach third in safety or possibly trying to turn it full speed for home before they can be shut off by other infielders, the third baseman is a busy individual.

Almost the whole method of playing third has changed within the last ten years. There was a time when the third baseman stood back on the line and did his best literally to knock down the hard hits which were usually driven in his direction by the right hand batters. That was considered to be quite great enough task by itself, and no manager deemed it possible to get much else out of a third baseman. Now and then a fielder would be found who could cut across the diamond and stop some of those sharp drives which are made between third and short, and which are usually too deep for a shortstop to reach in time to retire the runner and in those days too fast for the average third baseman. Many of the third basemen who are playing now think nothing of stopping half a dozen such smashes in a week.

It is true that the style of batting, which changed with the introduction of the bunt hit into common practice, changed the style of third base, and it is also true that the new style of batting put more work on the third baseman than he had under the old order of things.

It so changed the hazards, which are a part of the third baseman's lot, that it was impossible for him to be a deep infielder. It made him as much a fielder of short hits as the pitcher. For a time there were some of the third basemen who took the

ground that it was the lot of the pitcher to take care of all the short hits that were batted close to home plate, but as the newer third basemen made their reputations and began to show what they could do in handling bunts, it became imperative that all third basemen should be skillful in handling batted balls of that kind if they wished to retain their positions in the larger leagues.

In the leading base ball organizations of the United States there are now many batters who are able to place the ball. They may not place it so definitely that a foot one way or the other will mark its limitations, but they will place it close to the base lines, and by a skillful manner of handling their bats will be able to drop the ball to the ground so that it shall roll slowly or fast. These batters must be watched with the greatest of care by a third basemen. They furnish the real test whether a third baseman is good or simply just average.

It is also a fact that there are younger players now developing who are able to use almost the same skill with the bat and the games in the primary and secondary leagues are conducted under conditions which correspond in many ways to those of the larger leagues. For that reason the boys and the youths of the country who play base ball, and who follow the fortunes of third base, find that at the very beginning of their undertaking they are compelled to play third base after the modern style.

There is only one thing which may be said in regard to the batter who can bunt as well as hit the ball out. "Keep your eye on him." He is a dangerous customer. With the ability to shift suddenly at the plate so that he shall poke the ball with the easiest motion imaginable toward third, just inside the line, and just where it is almost out of the question to get it in time to throw him out at first base, the third baseman must try to out-guess him. That is probably the only manner in which he will catch him at first.

When a batter of this type is at the plate it is not advisable to play too far back in the field. Hug the base line rather closely and try to be on your toes, so that if he does bunt, you will be able to take a quick step forward for the ball. There are some



batters on whom it is almost necessary to start with the first motion of the pitcher in delivering the ball, because they are so clever that they will have succeeded in pushing the ball as they wish to push it, and will be more than half way to first base when the fielder has been smart enough to get up to the ball.

Almost all bunters are fast, so it is always well to keep a keen watch out for the tricks of the bunter. If a third baseman to a certain extent can conceal what his course will be in trying to field the ball, it will be much to his personal advantage, for the batter will be unable to fool him by divining whether he intends to run in or stick to the base line as the ball nears the plate.

Young players who are now learning the rudiments of the game, must not forget that speed enters far more freely into base ball than it did ten years ago. If there is one feature more than another in which there has been improvement in the national sport, it is in the matter of quickness on the part of players.

The old style of batters, with their long, free, hard swing at the ball, were much slower in getting "on to the ball" than are the batters of the present day. It is true that they did plenty of execution when they did hit the ball, and that was largely the reason why the third baseman was compelled to play back. Grounders would come rolling over the turf with almost enough force to break a man's bones, and there were few third basemen who were not at some time of the season pretty badly battered because they had faced hot liners and hot grounders. The hard work of the third baseman was one of the principal reasons for the improvement in the fielder's glove.

The third baseman of the present day still gets many of these hard hits to handle, but he is more baffled by the deliberately placed slower hits, which are extremely difficult to handle because of the lead which a fast batter obtains on his way to first base.

To settle upon any fixed position on the infield is foolish on the part of the baseman. The conditions may vary not only with every batter who walks to the plate, but with the same batter

during one trial to hit the ball. If a batter tries twice to make a sacrifice, and fails to do so, if he is not an expert bunter, on the next effort he may be likely to hit the ball out. Yet the third baseman who foolishly gives up every idea that he will try for a bunt may be completely deceived. Now and then the cleverest kind of a play is made by the batter doing the very thing for which the third baseman is not prepared, and there are some batters who will take another chance on bunting the moment that they see the third baseman likely to abandon the idea that they are going to attempt a sacrifice.

All things considered, a third baseman who is quite tall has an advantage over a third baseman who is short. It is surprising how many line hits will go screaming over a third baseman's head to the outfield. The shorter man, it is quite evident, will miss more of these than the player who is tall.

When a line drive does go by the third baseman it is usually a hit which does much damage. It is more likely to be a two-base hit than it is a single, and it is quite as likely to be a three-bagger, or a home-run, because the ball is most generally driven by the batter very close to the line, and none but the swiftest and most expert left fielders are able to get up in time to choke the runner down.

Another feature in favor of the tall third baseman is his ability to stop throws which come across from first. Very frequently the first baseman will be compelled to send the ball across the diamond without hesitation. He has no time to aim, or even to take a good look at what he is going to do, but hurls the ball with all of his force and trusts to luck. If it happens to go high, and too high for the man who is to receive it, there is little prospect of its being stopped short of the stand, and that is all to the advantage of the runner.

Of course I do not try to maintain that the short man cannot be a successful third baseman, for there are plenty of short men who have done well in the position, but my idea is to encourage the tall boy to play third base if he shows an inclination to devote his time to that department of the sport. Tall third

basemen and tall first basemen always will be welcomed in professional base ball, more particularly if they display skill in other directions which are of value on the field.

The third baseman of the present day should learn to throw from almost any position and with almost any motion. There are times in fielding bunts that it is out of the question to make an overhand throw. The time lost in straightening up to start the ball from over the shoulder would practically give first base to the batter. The only way in which to catch him is with a quick underhand toss.

Nor must the third baseman wait to straighten himself before making the toss. He must be able to throw when half bent over and, if he can do so, has one-third more chance to catch the batter than if he is unable to throw except from a certain attitude.

## FEATURES OF THIRD BASE PLAY

BY BOBBY BYRNE.

Yes, it's the "hot corner" all right, but at that I don't consider the position more difficult than shortstop. The two are about on a par. Both call for long throws across the diamond, both call for speed and accuracy and both call for quick thinking.

If third base has a slight shade on the shortstop for difficulty, it is caused by the bunts the third baseman must handle and those bunts, after all, are the keynote of the third baseman's ability. If he can get away with them, he may fall down in several other points and yet be rated a crack-a-jack. It is very sensational work when the third baseman can sprint in toward the plate, scoop up a neatly laid down bunt with one hand and with the same motion while on the run heave accurately to the waiting first sacker. Very showy is such work and never fails to bring applause from the gallery. But, after all, while proficiency in such things comes from much practice and a good deal of luck, give me the third baseman with plenty of nerve, who is not afraid to stand up and run in, if necessary, when the ball comes at him like a streak of lightning.

If I have had any particular success at the position, I attribute it to the determination to play close—closer than anyone else. In this way, no bunts get away from me. That's the secret of good work—be right on top of bunts and the batsman will rarely get away with one on you. Of course this requires nerve. The batsman—particularly the heady batsman—will see that the third baseman is "laying" for him and he will switch his plan to a red-hot drive that will come near "taking your block off." The fact is, however, that the thought of getting your head broken or sustaining other severe injuries is the worst feature of the whole business. Rarely if ever does the third baseman get injured and, should the fates decree that he does get a smart rap on some tender spot, take it when it comes and look pleasant.

It's all in the game and the few such happenings will not over-balance the times without number when you will distinguish yourself by plays you could not have made had you played as though you were afraid of getting hurt.

It goes without saying that the third baseman must have a good arm. He must be able to use the underhand as well as the overhand throw and must practice for speed in getting the ball away and for accuracy in getting it to its destination. It is seldom that he can straighten up for a throw to first base.

He should have a perfect understanding with both the pitcher and the shortstop. The understanding with the pitcher is not merely on which shall cover bunts with a runner on second, for instance, but on simplifying a bit of the fielding question, particularly when the batter gives evidence of a propensity to bunt. Suppose you see a batsman with his mind made up to bunt and you know that he usually bunts toward third base. When the pitcher is working with me, I sing out to him to "let him hit it" or something to that effect, apparently giving the batsman the tip that I am willing to take the chance.

The pitcher, however, knows what I mean. He knows that I wish him to give the batter—we are talking about right hand batters now—a ball on the outside, which will make him slice the bunt off toward first base. A right-hand batsman will hit a ball "on the inside" toward third, but he can't pull a ball "on the outside" toward third to save his life. Thus between us, the pitcher and I "cross" the batsman and he either makes a feeble attempt and goes out, or he fails to hit the ball at all.

The third baseman has to use his brains—in what position can he do without them? He must know when to play in for a bunt and when to relinquish the attempt to get a bunt to the pitcher or to the shortstop and get back to his bag. He must also never neglect to cover his position when fielding a bunt the moment he lets the ball go. It is absolutely necessary to have a perfect understanding with the shortstop about covering third when drawn in for a bunt, but he must remember that it is his station and that when the shortstop fails to cover he is responsible, whether the shortstop is really guilty of negligence or not.



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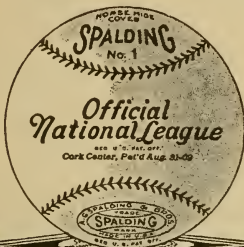
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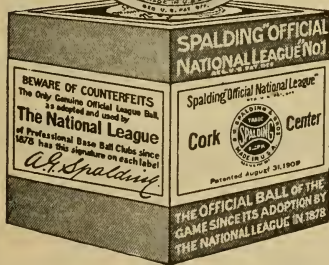
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# Spalding "Official National League" Jr. Ball

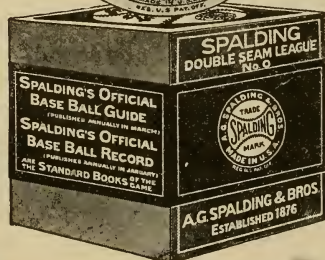
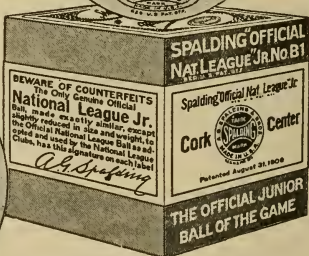
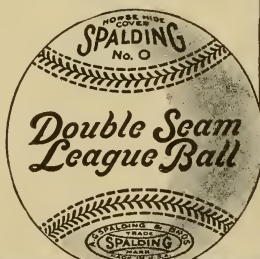
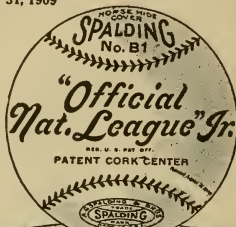
Reg. U.S. Pat. Off.

## 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. Pat. Off.) 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. O. Each, \$1.25 Dozen, \$15.00

Spalding Complete Catalogue of Athletic Goods Mailed Free.

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**Spalding League Rubber Center Ball**

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



**Spalding City League**

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



**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.**



**King of the Diamond**

**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.**

**Spalding King of the Diamond**  
No. **5**. Full-size, good material, horse hide cover. In separate box. Each, **25c.**



**Boys' Amateur**

**Spalding Boys' Favorite Ball**  
No. **12**. Lively, two-piece cover. Dozen balls in box. . . . . Each, **10c.**

**Spalding Boys' Amateur Ball**  
No. **11**. Nearly regulation size and weight. Best for the money on market. Dozen balls in box. . . . . Each, **10c.**



**Public School League**



**Junior Professional**



**Boys' Favorite**



**Rocket**

**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.**

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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.

\* Bottle shape.

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. 50M. Mushroom.** Plain, special finish. Invaluable as an all around bat. Each, 50c.

**No. F. "Fungo."** Hardwood, 38 inches long, thin model. Professional oil finish. . . . . Each, \$1.00

**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.

**No. 50B. "Spalding Junior,"** special finish. Specially selected models; lengths and weights proper for younger players. . . . . Each, 50c.

**No. 25B. "Junior League,"** plain, extra quality ash, spotted burning. . . . . Each, 25c.

**No. 10B. "Boys' League" Bat.** good ash, varnished. Ea., 10c.

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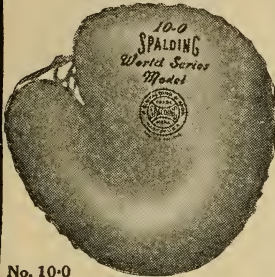


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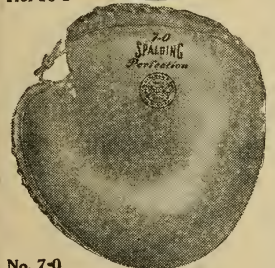
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## SPALDING CATCHERS' MITTS



No. 10-0



No. 7-0



No. 5-0

No. 11-0. "The Giant." Heavy brown leather 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 (June 25, 1919). Leather lace; leather strap and brass buckle fastening. Ea., \$8.00

No. 10-0P. "WORLD SERIES." Same as No. 10-0, except special perforated palm. King Patent Padding (June 25, 1919). 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 (February 25, '11) 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 (June 25, '19). 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

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

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.

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### SPALDING INFIELDERS' GLOVES



No. AA1

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

No. AA1. "WORLD SERIES" Professional model. Finest buckskin, specially treated to help player break glove into shape. Very little padding. Welled seams. Leather lined. One of the most popular models. Regular padding. . . . Each, \$4.00



No. SS

No. BB1. "WORLD SERIES" Professional model. Finest buckskin. Worn by successful National and American League infielders. Good width and length. Leather lined throughout. Welled seams. King Patent Felt Padding (Patented June 29, 1910). . . . Each, \$4.00

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. Welled seams. Leather lined. . . . Each, \$4.00



No. PX

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

No. RXL. "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Welled 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. Welled seams. Ea. \$3.00

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

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



No. 2XR

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

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

No. 2Y. "International." Smoked horse hide. Professional style. Padded little finger; leather strap at thumb. Welled 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, Welled 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.

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

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A. G. SPALDING & BROS. STORES IN ALL LARGE CITIES

COMPLETE LIST OF STORES ON INSIDE FRONT COVER OF THIS BOOK

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THE SPALDING



TRADE-MARK

GUARANTEES QUALITY

**SPALDING INFIELDERS' GLOVES**

No. 4X. "Association." Brown leather, specially treated to make it pliable. Padded little finger; leather strap at thumb. Weltd seams. Leather lined. **\$2.00**

No. 3X. "Semi-Pro." Gray buck leather. Large model. Padded; weltd seams. Leather lined. Each, **\$2.00**

No. 3XR. "Amateur." Black leather. Padded; extra large thumb; weltd seams. Leather lined. Ea., **\$2.00**

No. XL. "Club Special." Special white tanned leather. Correctly padded on professional model. Weltd seams. Full leather lined. . . . Each, **\$1.50**

No. XLA. "Either Hand." Worn on right or left hand. Special white tanned leather. Correctly padded. Weltd seams. Full leather lined. Each, **\$1.50**

No. 11. "Match." Professional style. Special tanned olive colored leather throughout. Weltd 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. Weltd seams; inside hump. Full leather lined. Each, **\$1.25**

No. 15. "Regulation." Men's size. Brown leather, padded. Weltd 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. Weltd seams. Leather lined. . . . Each, **\$1.00**

No. XB. "Boys' Special." Professional style. Special white leather. Weltd 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. Weltd 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. Weltd seams. Leather lined. Ea., **75c.**

No. 16W. "Star." Full size. White chrome leather. Weltd 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.**



No. 3X



No. XLA



No. XB



No. 14

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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## SPALDING BASE BALL MASKS

Spalding "WORLD SERIES" Open Vision Mask

Patented December 15, 1911; January 30, 1912

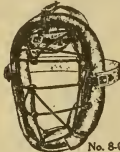


No. 10-0W

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

Spalding Open Vision Specially Soldered Frame Mask

Patented December 15, 1911; January 30, 1912



No. 8-0

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

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

Spalding "Sun Protecting" Mask



No. 5-0

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

Spalding "Neck Protecting" Mask



No. 4-0

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

Spalding "Regulation League" Masks



No. 4-0

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

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.

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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	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>\$12.50</b>
Spalding "WORLD SERIES" Uniform No. OA. . . . .	Single Suit, \$14.00	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>11.50</b>
Spalding "League" Uniform No. 1. . . . .	Single Suit, \$12.50	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>10.00</b>
Spalding "League" Uniform No. 1A. . . . .	Single Suit, \$11.50	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>9.00</b>
Spalding "Interscholastic" Uniform No. 2. . . . .	Single Suit, \$9.00	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>7.50</b>
Spalding "Minor League" Uniform No. M. . . . .	Single Suit, \$9.00	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>7.50</b>
Spalding "City League" Uniform No. W. . . . .	Single Suit, \$7.50	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>6.00</b>
Spalding "Club Special" Uniform No. 3. . . . .	Single Suit, \$6.00	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>5.00</b>
Spalding "Amateur Special" Uniform No. 4. . . . .	Single Suit, \$4.00	
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	<b>3.50</b>
Spalding "Junior" Uniform No. 5. . . . .	Single Suit, \$3.00	
Net price to clubs ordering <i>nine or more uniforms</i> . . . . .	Suit,	<b>2.50</b>
Spalding "Youths" Uniform No. 6. Good quality Gray material		
No larger sizes than 30-in. waist and 34-in. chest. . . . .	Complete,	<b>1.00</b>
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, **\$2.60**

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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COMPLETE LIST OF STORES  
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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.

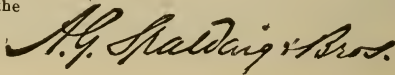
In purchasing a genuine Spalding Athletic article, you are protected by the broad Spalding Guarantee, which reads as follows:

**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.



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# SPALDING

# NEW ATHLETIC GOODS CATALOGUE

The following selection of items from Spalding's latest Catalogue will give an idea of the great variety of **ATHLETIC GOODS** manufactured by A. G. SPALDING & BROS. ∴ ∴ SEND FOR A FREE COPY.

SEE LIST OF SPALDING STORE ADDRESSES ON INSIDE FRONT COVER OF THIS BOOK

- |  |   |  |  |  |
|--|---|--|--|--|
| Archery<br>Ash Bars<br>Athletic Library<br>Attach'm'ts, Chest Weight<br><br><b>Caddy Badges</b><br><b>Caps—</b><br>Base Ball<br>University<br>Water Polo<br>Center Forks, Iron<br>Center Straps, Canvas<br>Chest Weights<br>Circle, Seven-Foot<br>Clock Golf<br>Corks, Running<br>Covers, Racket<br>Cricket Goods<br>Croquet Goods<br>Cross Bars.<br><br><b>Bags—</b><br>Bat<br>Bathing Suit<br>Caddy<br>Cricket<br>Striking<br>Tennis<br>Uniform<br><b>Ball—</b><br>Base<br>Basket<br>Cricket<br>Field Hockey<br>Golf<br>Hand<br>Indoor<br>Medicine<br>Playground<br>Squash<br>Tennis<br>Volley<br>Water Polo<br>Ball Cleaner, Golf<br>Bandages, Elastic<br>Bar Bells<br>Bars, Horizontal<br><b>Bats—</b><br>Base Ball<br>Indoor<br>Bathing Suits<br><b>Bats—</b><br>Base Ball<br>Cricket<br>Indoor<br>Batting Cage, Base Ball<br><b>Belt—</b><br>Leather and Worsted<br><b>Bladders—</b><br>Basket Ball<br>Striking Bag<br>Blades, Fencing | Discs—<br>Marking, Golf<br>Discus, Olympic<br>Discs, Striking Bag<br>Dumb Bells<br><br><b>Emblems</b><br>Embroidery<br>Equestrian Polo<br><br><b>Felt Letters</b><br>Fencing Sticks<br>Field Hockey<br>Finger Protection<br><b>Flags—</b><br>College<br>Marking Golf<br>Foils, Fencing<br><br><b>Glasses, Base Ball Sun</b><br><b>Gloves—</b><br>Base Ball<br>Boxing<br>Cricket<br>Fencing<br>Golf<br>Hand Ball<br>Glove Softener<br><b>Goals—</b><br>Basket Ball<br>Golf Clubs<br>Golf Course<br>Golfette<br><b>Grips—</b><br>Athletic<br>Golf<br>Gut Preservative, Tennis;<br>Guy Ropes and Pegs<br>Gym'm Suits, Women's<br><br><b>Hammers, Athletic.</b><br>Handle Cover, Rubber<br>Hangers for Indian Clubs<br>Hats, University<br>Health Pull<br>Hob Nails<br>Hole Cutter, Golf<br>Hole Rim, Golf<br>Hurdles, Safety<br>Hurley Goods<br><br><b>Indian Clubs</b><br><b>Inflaters—</b><br>Striking Bag<br><br><b>Jackets, Fencing</b><br><b>Javelins.</b><br>Jerseys | <b>Knee Protectors</b><br><br><b>Lacrosse</b><br>Lanes for Sprints<br>Lawn Bowls<br><b>Leg Guards—</b><br>Base Ball<br>Cricket<br>Field Hockey<br><b>Leotards</b><br><b>Letters—</b><br>Embroidered<br>Felt<br>Liniment<br><br><b>Mallets—</b><br>Cricket<br>Croquet<br>Equestrian Polo<br>Roque<br><b>Markers, Tennis</b><br><b>Masks—</b><br>Base Ball<br>Fencing<br><b>Mattresses</b><br><b>Megaphones</b><br><b>Mits—</b><br>Base Ball<br>Hand Ball<br>Striking Bag<br><b>Monograms</b><br><b>Muffers, Knitted</b><br><b>Nets—</b><br>Cricket<br>Golf Driving<br>Tennis<br>Volley Ball<br>Numbers, Competitors<br><br><b>Pads—</b><br>Chamois, Fencing<br>Sliding, Base Ball<br>Wrestling<br><b>Paint, Golf</b><br><b>Pants—</b><br>Base Ball<br>Bathing, Knee<br>Boys' Knee<br>Running<br>Penants, College<br>Pistol, Starters<br>Plastrons, Fencing<br><b>Plates—</b><br>Base Ball Shoe<br>Home<br>Marking, Tennis<br>Pitchers Box<br>Pitchers Toe<br>Tennis, Golf<br>Poles, Striking Bag<br>Floors, Vaulting<br>Polo, Equestrian<br>Polo Roller Goods | <b>Posts—</b><br>Backstop, Tennis<br>Lawn Tennis<br><b>Protectors—</b><br>Abdomen<br>Base Ball Body<br>Indoor Base Ball<br>Thumb<br>Palleys and Axle, Tennis<br>Push Ball<br>Pushers, Chamois<br>Puttees, Golf<br><br><b>Quoits</b><br><br><b>Racket Covers</b><br><b>Racket Presses</b><br><b>Rackets, Lawn Tennis</b><br><b>Rackets Restrung</b><br><b>Racks Golf Ball</b><br><b>Rapiers</b><br><b>Reels for Tennis Posts</b><br><b>Referees' Whistle</b><br><b>Rings—</b><br>Exercising<br>Swinging<br><b>Roque</b><br><b>Roving Machines</b> | <b>Skate Rollers</b><br><b>Skates, Roller</b><br><b>Slippers, Bathing</b><br><b>Squash Goods</b><br><b>Standards—</b><br>Vaulting<br>Volley Ball<br><b>Straps—</b><br>Base Ball<br>For Three-Legged Race<br><b>Spikes, Cricket</b><br><b>Steel Cable, Tennis Net</b><br><b>Sticks, Polo</b><br><b>Stockings</b><br><b>Stop Boards</b><br><b>Striking Bags</b><br><b>Stumps and Balls</b><br><b>Suits—</b><br>Gymna'm, Women's<br>Swimming<br><b>Supporters—</b><br>Ankle<br>Wrist<br><b>Suspensories</b><br><b>Sweat Band</b><br><b>Sweaters</b><br><b>Swivels, Striking Bag</b><br><b>Swords—</b><br>Duelling<br>Fencing<br><br><b>Take-Off Board</b><br><b>Tape—</b><br>Adhesive<br>Cricket, Measuring<br>Marking, Tennis<br>Measuring Steel<br><b>Tees, Golf</b><br><b>Tether Tennis</b><br><b>Tights—</b><br>Athletic<br>Full<br>Full, Wrestling<br>Knee<br>Toe Boards<br><b>Trapeze</b><br><b>Trousers, Y.M.C.A.</b><br><b>Trunks—</b><br>Bathing<br>Velvet<br>Worsted<br><br><b>Umpire Indicator</b><br><b>Uniforms, Base Ball</b><br><br><b>Wands, Calisthenic</b><br><b>Watches, Stop</b><br><b>Water Wings</b><br><b>Weights, 56-lb.</b><br><b>Whistles, Referees</b><br><b>Wrestling Equipmen</b><br><b>Wrist Machines</b> |
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# Standard Policy

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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

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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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MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

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EDINBURGH, SCOTLAND		DALLAS
GLASGOW, SCOTLAND		MONTREAL, CANADA
		TORONTO, CANADA
		PARIS, FRANCE
		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.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.