are young romancers gone

wire cuts use Hanford's Balsam

York is now planning popular It will probably be ragtime in reels

siow's Soothing Syrup for Child softens the gums, reduces inflam a pain,curas wind colle,35c a bottle

That \$50,000 prize for flight across Atlantic might safely have been \$50,000,000.

TO STOP THE COUGH-CURE THE TICKLING or mop the throat with the wonderful antisep-B. PORTER'S ANTISEPTIC HEALING OIL ares in one day. Full directions with each a Mc. 50c, \$1.00.

Love comes and grows through rving, not through being served .lenry Clay Trumbull.

For thrush use Hanford's Balsam. Adv.

At the School. "I never saw such heads as you girls have! Who's got your rats?" "Old Miss Prim-the cat."

DOES YOUR HEAD ACHE! Hicks' CAPUDINE. It's liquid—pleas-take-effects immediate-good to prevent leadaches and Nervous Headaches aiso-money back if not satisfied. 19c., 25c. and medicine stores. Adv.

Changed Man.

"Are you the same man who ate my mince pie last week?" "No, mum. I'll never be th' same man again."-New York Mail.

Good Seat.

Madge-Did you have a good seat at the opera?

Mariorie-Lovely! We were near enough to one of the boxes to hear word the society people said .--Judge.

Not So Polite as It Looked. Crowds were on the street car when when the tall woman struggled up the aisle and grasped a strap. Twelve men were seated on each side, but one arose and offered her his seat. At last a small boy touched her on the arm.

"You can have my seat, lady," called the youngster.

"Thank you," said the tall woman, peating herself in the vacant space; "that was very polite of you."

"No," replied the boy, "it wasn't politeness; there's chewing gum all over the darned seat.'

Valuable Beetle Now.

Not long ago a Washington scient-Int, an enthusiastic student of natural history, captured a fine specimen of beetle. On reaching home he, in a moment of haste, pinned the beetle to a library table with his diamond scarfpin.

When he returned to the library from his dinner, he found the captive had got loose and was flying about with the diamond pin glistening from his back.

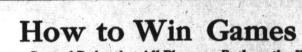
Man and bug made a rush for the window at the same instant, says Harper's Weekly. The beetle got there first and triumphantly sailed barely eluding the scientist's Neither bug nor pin has since hand. been seen.

Loss an Illusion.

1.

James C. McReynolds, who invesdgated the tobacco trust for the goverament, thereby bringing on a lot of things, says that just after he started practicing law in a small town down in Tennessee, a few years ago, a stout billsman came into his one day and announced that he desired to sue a neighbor for \$10,000

damages. stated,



Some General Rules that All Players-Both on the Field and in the Grandstand-Should Understand

By Hugh S. Fullerton

(Copyright, 1918, by W. G. Chapman

Detroit lost a world's championship | practically certain that the next ball will be a good one to hit, and he will by doing one little thing wrong. Chi-"set himself," "grab a toe hold," cago threw away two by wrong seand lecting. Pittsburgh, with the highest double his chances of a base hit.

Ordinarily both the Detroit team honor within grasp, chose wrong just once and was beaten. Philadelphia's and the Athletics are good waiting great Athletics came near defeat at teams, teams that have opposing pitch ers in distress perhaps as often as any the hands of a much weaker team by two bits of faulty play. Not one of Yet Detroit threw away a clubs. these vital things that affected great World's championship that looked easy, and the Athletics came near the series was an error that showed in the scores. They were examples of same fate, by lapses in their system In the World's series between Pitts how the wisest of players and manburg and Detroit it looked as if the agers will make the wrong choice when one of two things must be done. Pirates did not have curve pitchers enough, or of sufficient quality, to pre The plays considered here are those vent Detroit from slugging its way that are played over and over when the "If club" is in session. For, given victory. Fred Clark was forced to a situation and the stage of the game, fall back upon Adams, a fairly good, ninety-nine out of a hundred major but not sensational curve ball pitcher, league players can tell you exactly who was young and inexperienced. how that play should be made. It is In the opening game Adams was at the purpose of this article not so nervous and shaken as any pitcher ever was. He was trembling and white much to show how plays should be

made, as when. A perfectly executed from nervousness and the strain. He passed the first batter without getting play may be correct at one time, and a ball over the plate, and with Bush, entirely wrong a moment later. I am going on the assumption that every one of the best waiters and one of the hardest men in the business to pitch to at bat, Adams seemed in dire straits. There Jennings made the He



signaled Bush to sacrifice on the first ball pitched. There was a groan from a dozen baseball men who realized that Jennings practically was refusing to let Adams throw away his own game. Bush bunted, Detroit scored, but had Bush been permitted to wait, Detroit probably would have won that game in the first inning, driven Adams off the slab, and, had they done that Adams never would have pitched again in that series; as it was he steadied, won the game, came back stronger and again still stronger and won the championship for Pittsburg. In spite of that lesson Connie Mack did exactly the same thing in the World series in 1911, refused to let Marquard throw away his game in the

by it. One of the mysteries of baseball for many years has been the excessive hitting power of every team Connie tempts to drive the ball safe can win consistently. The batter must help the base runner and cover his moves just, as surely as, in war, the artillery must cover a cavalry or infantry charge

The hit and run consists of the bat ter giving or receiving a signal so that both he and the runner know that on the next pitched ball the runner is going to start for the next base. The duty of the batter then is to hit the ball-and toward the spot most likely to be vacated by the infielder who goes to take the throw at second base. But the hit and run, effective as it has proved, has been found inferior to the run and hit. The difference is that the enemy has no chance to dis cover in advance what the play is to be. In the hit and run the passing of signals often warns the opposing catcher or pitcher of the intent to make the play. The result is that the pitcher "pitches out" (that is, throws the ball to the catcher so far from the plate that the batter cannot hit it) and the catcher, being prepared, throws out the base runner. Besides. either the runner or batter may miss the signal, with disastrous results. Still the signal is absolutely neces sary when new players are on a team and often between veterans, especially when the runner is a dashing and inventive player. The greatest of teams and players have been for a number of years abandoning the hit and run and playing run and hit; that is, the runner starts when he sees the best opportunity and the batter, seeing him going, protects him by hitting the ball or by hitting at it, so as to hamper the freedom of the catcher's movements. Crawford and Cobb, of the De-

troit team, have used this system with wonderful success, and Crawford seldom fails to cover Cobb's movements. The "All Star" team of 1910, which prepared the Athletics for their first championship, was composed of about as quick thinking a crowd of players as could be assembled. They held a meeting before they went into the first game against the champions and discussed signals. The second baseman, shortstop and catcher agreed on simple signs to notify the infield whether the shortstop or second baseman would take the throw at second. Then they decided not to attempt any other signal, but to play run and hit. Not once, during the entire series in which they beat the Champions decisively, did any batter fail to see the runner start, or neglect to protect him.

The run and hit is, of course, ex tremely difficult for inexperienced players. It requires a quick eye, a the ball after catching a fleeting glimpse of the runner moving. The run and hit is the most effective style of attack yet devised, and especially adapted to the new conditions, its usefulness as a run producer and in advancing runners being greatly increased after the adoption of the

livelier ball, late in 1910. There is not, nor ever can be, any fixed rule regarding base running. It is all a study of the stages of the game. When one run is needed, any way to get to second base from first is the proper way. Remember that, in base running, the more the situation seems to call for an effort to steal the less chance to steal is given. The opposing pitcher knows that, with two out and a run desperately needed, the runner on first will probably attempt to steal on the first pitched ball; therefore he watches the bases more closely, the catcher is expecting the attempt, and is fortified, the second baseman and shortstop exchange signals and decide which will receive the throw. Therefore the runner who steals on "the wrong ball," that is, steals when the best authorities deer to "put 'em over in the groove." It Mack, commander of the Athletics, clare a steal should not be made, is does not necessarily follow that to be leads. I believe the secret of his suc-Mack, commander of the Athletics, clare a steal should not be made, is steal than is the one who runs at the ers, waiting persistently to get the proper instant. In other words, when you must you seldom can, and when you don't need to it is easy. During last drives. I believe that Mack has the season in both the major leagues the runners violated every previously accepted rule. They stole with none they may be: His team starts to do out, with one or two out, stole on the one thing in the first inning. If it first, second, third or fourth ball first, second, third or fourth ball pitched, stole even with the count one strike and three balls. The season was a reversion to the baseball of 15 years ago in base running. After reaching second base the problem of the steal is much more complicated. Most managers oppose steal ing third, except in rare cases, on the grounds that the risk does not justify the gain, as a hit or a bad error will score a runner from second as easily as it will from third. In regard to the stealing of third. With a runner on second and no one out, the sacrifice bunt, even with the new ball, seems the play if the score is close-that is, close enough for one run to tie, or put the attacking team in the lead. With one out the steal is justified, especially when the fielders around second do not hold up runners or when the pitcher notoriously is weak in watching bases. In that situation I would advise attempts to steal at every opportunity provided the team is ahead or only one run behind. If more than two runs behind,

der the most desperate conditions or against a pitcher who palpably is so "rattled" that he is blind to everything except the man at the plate an allows the runner a flying start. Then an instant of hesitation by the pitcher

may make the steal a success. It is good judgment, at times, for a fleet, daring man who is a good slider, to steal when the batter is helpless be-fore a pitcher and when two are out. The double steal, executed with runners on first and third is, according to the closest students of the game, proper under the following conditions: When two men are out and a weak batter or a slow runner is at the plate and when one run is needed to win the game-the play in the latter case be ing justifiable with no one out, or with two out-but not with only one out. Many judges object to the play unless two are out-but last season I saw it worked repeatedly by clever teams with no one out. With runners on first and third and a decent catches working, the double steal worked to get a runner over the plate, ought not to succeed in more than two cases in seven.

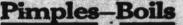
In the defensive end of the game very situation is a study of the batter, and, going beyond the individual batters it is a study of the stage of the game. The great problems of the game are: When to play the infield lose, to choose between attempting a double play when runners are on first and third and letting the run count, and above all to place the outfielders with regard to the stages of the game.

The commonest blunders of really reat managers and players are made in the disposition of the outfield. A great many captains who arrange their infield carefully pay little attention to the second line of defense, and really they rely more upon the dividual brain work of the outfield than they do of the infielders. This is partly because they are more closely in touch with the infield and partly because of the fewer chances for the outfield to get into a vital play.

The outfield problems really are more vexing than those of the infield. The situation mainly is forced upon the infield. With a runner on third and one or none out, and the run means a tie or defeat, the infield is compelled to come forward. In the early stages of the game the manager is forced to decide whether to allow the run to score, or to try to cut it off, and must base his judgment on the ability of his pitcher to hold the other team to a low score, and of his own hitters to bat in enough runs to win. Teams such as Detroit and the Athletics, quick wit and a quick swing to hit hard-hitting and free-scoring teams, can afford to let the other team gain a run, rather than risk its getting two or three, as they can score more later. Teams such as the old Chicago White Sox, "the hitless wonders" of the American league, could not allow the opposing team a run and had to play

he closest inside game. Many of the better major league eams, that is, those possessing fast infielders, will vary the play when runners are on first and third, one out and a run to be cut off from the plate by playing the first baseman and third baseman close, and bringing the short stop and second baseman forward only part of the way-holding them in position either to make a long fast throw to the plate or to try for the double play from second to first. I have seen Evers and Tinker make the double play from second to first even when both were playing close, changing their plan like a flash, covering second and relaying the ball to first at top speed, although they had played in to throw to the plate.

One of the greatest variations of the play I ever witnessed was made by McInnis of the Athletics. Collins and Barry were playing perhaps twelve feet closer to the pla than they ord narily do, runners were on first and third, one out and a run needed to beat the champions. Collins and Bar. ry intended to try the double play if it was possible and to throw home if it was not. McInnis and Baker were



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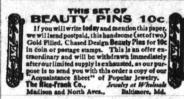
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Manager Clark of Pittsburgh.

run, tie and then win out. The Chicago White Sox, under Fielder Jones. and the Chicago Cubs during the time that Chance possessed pitchers upon whom he could rely, played the same style of ball and won. But as conditions of the game change, the style of play to meet them must also There are three ways of reaching first base: A base on balls, by being

hit by a pitched ball, by hitting the ball. The first two methods are so closely allied as to be one, and they form by far the most important part first inning, and almost lost the game of the system of attack of any club. No team ever won a pennant that was not a "waiting team"-that is, one that could compel the opposing pitch-

ing it may be said that for five years

the American league has been devel-

oping this system while most of the

National league teams were "one run

at a time" clubs. The exceptions

were the New York Giants in the Na-

tional, which played the bunched

runs game, and the Chicago White

Sox, a team that, being strong in

pitchers and weak in hitters, played

The team that plays for one run at

a time must have supreme confidence

in its pitchers. The entire system is

based on the supposition that the

pitcher is strong enough to hold the

I have seen Connie Mack's Athlet-

ics, three runs behind, perhaps in the

fourth or fifth inning, supreme in their

confidence in their pitcher, make the

one run safe, and crawling up run by

opposing team to a low score.

for one run.

change.

tells how the primer is interpreted greatest mistake of his career. and applied by major league players. the has forced a revolution in play and has brought a period of systematic attack with a view of making a bunch of runs at one time. Roughly speak-

As regards offensive baseball, making of runs. There are two great types of teams; the teams that play for one run at a time (a class now heavily handicapped), and those that play for runs in bunches. Inside the last two years a change in conditions

boy in America knows how to play baseball, and understands the rules, which are the baseball primer. This

years ago called me a hippopotamus."

"Tmo years ago!" echoed McRey-"Why didn't you sue him nolds. sooner ?"

"Well, suh," said the injured party, "until that there circus come through here last week I thought all the time he was paying me a compliment."-Saturday Evening Post.

Breakfast **A** Pleasure when you have Post **Toasties**

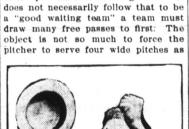
with cream.

A food with snap and zest that wakes up the appetite.

Sprinkle crisp Post Toasties over a saucer of fresh strawberries, add some cream and a little

sugar-Appetizing Nourishing Convenient

"The Memory Lingers" Sold by Grocers um Cereal Co., Lid



"Robber!"

cess lies in this jockeying with pitchpitcher outguessed and puzzled and then breaking up the game with long

following system of upsetting opposing pitchers, no matter how effective starts to wait on the pitcher it waits consistently, every batter doing exactly the same thing. Perhaps for three innings, every batter will wait as long as possible before hitting. Then, just as the opposing pitcher begins to figure that the Athletics will take a strike or two and begins shooting the first ball over, the Athletics change and each man swings with full force at the first ball. Sometimes they do this for two innings, until the pitcher changes; then they will let the first ball go and every batter will hit

the second ball. They keep at it until, in some inning, they get the cluster of drives for which they have been playing, pound out a bunch of runs and win.

There is no way of proving the theory, except by the scores, as Mack is about as communicative as a deaf and dumb diplomat, but in the scores I analyzed it was remarkable to se how many of the Athletics did the same thing, and hit the same ball in certain innings. The idea of the system seems to be to force the pitcher to do the guessing, rather, than to try

to force him to use his full strength to outguess him. And such a system, and to get him "in the hole," which persisted in and changed suddenly, in baseball means to force him into a would explain the hitless, fruitless inposition where, to avoid giving a pass nings during which some pitcher seemed to have the Champions at his he must pitch the ball over the plate. mercy, and the sudden, slam-bang on-If the count is two and no strikes, the batter is morally certain the next ball slaught brings victory.

will be over the plate, whether it is There is science and skill in the will be over the plate, whether it is straight or a curve and he also knows that, in his anxiety to make certain of throwing the ball over the plate, the pitcher will not dare "put as much on" the ball as he would do if there were two strikes and one or two balls called. Therefore he is

stay at second and wait for hits; the chances of scoring on short passed balls, wild pitches, or fumbles that would not permit scoring from second are too small to be counted on. The only justification for stealing third with two out, in my mind, is that the runner intends to bump or interfere with the third baseman and strive to force him or scare him into letting the



Connie Mack.

drawn close with intent to throw to the plate. The ball was hit to McInnis on the second short bound, or rather to his right, and as he was coming for ward and scooped the ball perfectly, he had an easy play to the plate. In-stead of throwing there he flashed the ball like a shot to Barry at second base, whirled, raced for first and caught Barry's return throw on top of idea in at least two cases during the last world's series—either that or his hase runners blundered most aston-ishingly.

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W. N. U., CHARLOTTE, NO. 22-1913.

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