

SPORTS

AUTOMOBILE RACES OF FOURTH DREW CROWDS

Not Much Fast Running Seen, but Crowd Seemed to Enjoy Program That Was Given.

A tremendous crowd of soldiers and civilians, a good number of the latter from nearby towns and counties, thronged the fair grounds on the afternoon of the Fourth to see the automobile races staged by the soldiers at Camp Greene.

Considering the fact that the local track was primarily intended to be churned beneath the hoofs of thoroughbred horses rather than to be steam-rollered by the wheels of whizzing gasoline buggies, the races were fairly good. They were not, with a few exceptions, close enough to excite the interest of the crowd to any high pitch, but after all they were satisfactory, and the big part of the spectators acted as if they had received their money's worth.

The only untoward events that marred the pleasure of the afternoon were minor accidents to two motorcycle riders, who sustained slight injuries, and an argument that brewed up during the progress of the free-for-all automobile race. The latter started when Ralph D. Ormsby, an ex-professional racer, driving a big white Buick, threw one of his rear tires on the fourth lap, and was ruled out because he insisted on continuing the race on three good wheels. When the accident occurred Ormsby was setting the pace, and bade fair to repeat his victory achieved in the five-mile race earlier in the afternoon, and was still holding his own, when finally ruled out and the honors awarded to Lieutenant Wagner, the runner up in the race.

Ormsby contended that it matters not a whit if a driver loses one tire or three, that he is still in the race if he care to be, and is entitled to first honors when he crosses the tape in advance of his rivals, no matter if he has to push his machine in by hand.

The judge, however, ruled otherwise, and although the white Buick flashed under the wire in the lead, the prize went to the first machine finishing on four good wheels.

Cavalry maneuvers, a tug of war, and a wrestling battle royal on horseback, were added features of the day.

Summary of races:
Five mile motorcycle race—Gott, Motor mechanics (Harley-Davidson), first, time 6:54; Mercer, Aviation section, second, time 6:58.

Five mile light car race—Lieutenant Lindsay, Motor mechanics (Maxwell), first, time 6:54; Lieutenant Jenkins, Motor mechanics (Ford) second, time 7:58; Lieutenant Bell, Motor mechanics (Buick), third, time 8:05.

Ten mile motorcycle race—Gullette, Motor mechanics (Harley-Davidson), first, time 13:32; Mercer, Aviation section, second, time 14:08.

Five mile heavy car race—Ormsby, Aviation section (Buick), first, time 6:55; Lieutenant Wagner (Stutz), second, time 7:03.

Fifteen mile motorcycle race—Gullette, Motor mechanics (Harley-Davidson), first, time 20:25; Hart, Aviation section, second, time 20:30.

Ten mile free-for-all—Lieutenant Wagner, Aviation section (Stutz), first, time 13:25.

COOKS AND BAKERS LEARN HOW TO BOX AND WRESTLE

A class in boxing has been started in the C. & B. school, which meets each afternoon from 4:15 to 5:15. Already several of the beginners have set to become real fighters, while the wrestlers in this same squadron intend to hold their own on the mat. The whole 680 squadron are mastering the art of self-defense. They also meet for one hour each day when instruction is given them in mass formation and the other hour of the day is given over to individual instruction. Some of the other units are about to enter into the game of self-defense and the art of the rough-and-tumble which will all be a great help and at times a necessity to lick the Hun.

All forms of sport are engaged in at Y. M. C. A. 102—anything from checkers to the great American games of football and baseball. We have equipment of all kinds and are at your service continually and will be glad to help wherever such help can be rendered. Come over and get into the game.

Y. M. C. A. 102 hopes to get the greater share of the points at "Victory" track and field meets at the fair grounds July 4 at 9 a. m. with all the material surrounding the hut. Come on out men and boost.

THE PLAYING RULES FOR GAME OF QUILTS

Popular Game Among Both Officers and Men—Rules for Correct Playing of Game.

To start the game, one player of each team shall take opposite ends of the rink. The player to take first pitch shall alternate in pitching one quilt until all four have been thrown, when the judges will measure to determine the point winner. In pitching quilts, a player shall stand in line with or back of the pin at his end, and not more than three feet to either side of the pin. He may assume any position while pitching, but may not touch any part of the ground in front of the pin until after the quilt he has thrown strikes the ground. After four quilts have been thrown by the two opponents at one end, the judges shall determine which quilt or quilts are nearest the pin, and shall award points as follows:

One point to the player having the nearest quilt.

Two points to the player having the nearest two quilts.

Three points to the player having a quilt leaning against the pin.

Five points to the player whose quilt encircles the pin.

The distance shall be measured with a yardstick, and shall cover a direct line between the nearest visible parts of the quilt and pin.

Should a quilt be broken, it shall be replaced by a perfect one.

A match shall consist of the best two out of three games.

A game shall consist of 21 points, and the team first securing this number shall be declared the winner.

Players shall exchange ends at the close of each game.

If in a match contest each team wins one game, the teams shall exchange ends when either side has scored ten points in the third game.

The score of a forfeited game shall be 21 to 0. The referee shall declare a game forfeited if a team is not ready to start playing within 15 minutes of the agreed beginning time or if any member of a team refuses to abide by an official decision and continue play when requested to do so.

A substitute may take a player's place if in the judgment of the referee a player has been injured or is sufficiently ill to seriously interfere with his ability to play.

AVIATION TEAM TAKES NUMBER OF VISITORS

Crack Sevier Team Loses Game on Saturday Afternoon to Aviators.

The crack baseball team from Camp Sevier, which has been making bread championship claims, went down in defeat before the strong aviation team at Wearn field on Saturday afternoon. A bunching of hits by the aviators at opportune times accounted largely for the 6 to 2 victory which they achieved over the visitors.

The aviators led off in the third inning, Ellison getting on by a pass. The next three batters singled in succession and there was uneasiness in the dugout of the visitors when the scoreboard was read three to nothing against them. Guthrie tightened up and no more runs were made until the fifth round. Williams singled, Lundgren went out, Clark to Houses, but McDermott got life when Houser tossed wild to Clark, who covered the base. Ellison missed three of Guthrie's fast ones, but Colle singled. McDermott tried for the plate, but was finally chased back to third, the runner and Rector staging a dash down the line that terminated only when McDermott had reached the bag safely. Havrin then hit the centerfield fence for a triple, scoring McDermott and Colle.

The visitors made their two runs in the fifth inning. Houser led off with a single and Groom sacrificed, but Dennings fumbled and both runners were safe. Pittman's second hit of the afternoon and McDermott's error allowed both runners to score. Colle brought down Clark's liner for the third out, with two runners perched on the sack at the time.

One of the military bands from Camp Greene was present and enlivened the occasion by a number of stirring selections.

ENJOYABLE VOLLEY-BALL GAME

On Friday afternoon the volleyball team representing the Fourth company, Fourth Motor Mechanics, met and defeated an improvised team representing the headquarters of the army Y. M. C. A. Three games were played: 21-13, 10-21, 21-10. The line-up was as follows:

Fourth Company—Royer, capt.; Strelser, Webb, Young, Shutt, Garrigus.

Y. M. C. A.—Bergman, Oliver, Patrick, Grogan, Fox, Gaines.

Volleyball in Aero Squadron

A fast volleyball game was played the past week by the scrubs and regulars of the 680th aero squadron. The first game was won by the regulars, the score being 21 to 14. The second and third game was also won by them, the scores being 21 to 14 and

21 to 2. The line-up was as follows: Regulars—Skinner, Overman, Mansfield, Phillips, Rochowick, Gargan, Scrubs—Green, Quinn, Cramer, Maher, Lutz, Legree.

MARINE REDUCES HEIGHT TO ENTER MARINE CORPS

Pittsburgh, Pa., July 7.—Alexander D. Dunsmore, a nephew of Secretary of Labor William B. Wilson, could not add one cubit to his stature but he did reduce his height one-half inch and thereby lowered bars that had kept him out of the marine corps.

Dunsmore, whose home is at Curwensville, Pa., applied here for enlistment two months ago. He was told that he was a half-inch over the height limit. Recently he returned and passed.



ORIGIN OF COX'S BANK.—THE APPOINTMENT OF RICHARD COX AS BANKER AND OFFICIAL AGENT OF HIS MAJESTY'S FIRST REGIMENT OF FOOTGUARDS, BY LORD LIGONIER, BRITISH COMMANDER-IN-CHIEF, IN 1758. (AFTER THE PAINTING BY SIR W. BEECHY, R. A.)

Instead of Carrying Ready Money in France

At the commencement of the present war, Cox & Company established a subsidiary in France under the name of Cox & Co. (France), Ltd., through which Officers in uniform can cash checks on Cox & Company, up to the equivalent of £5 (about \$25) at any one time, without the formality of establishing identity and signature—a convenience which no other Bank can offer—obviating the necessity of carrying large sums of ready money or easily-lost letters of credit in the war zone.

To cover the whole of France, a special arrangement was made with the Bank of France, whereby the same privileges were extended to Officers in uniform by all the many hundred branches of that Bank in places where no branches of Cox & Co. (France), Ltd., existed. The same facilities are also provided throughout Italy, at all branches of the Banca Italiana di Sconto.

These facilities, of which practically all British Officers and a number of United States Officers already in Europe avail themselves, are now accorded to all officers of the American Expeditionary Force, Military, Naval and Air Services, who open banking accounts with Cox & Company.

Founded in 1758—thirty-one years before George Washington became the first President of the United States—Cox & Company's Bank has been inseparably associated with British military enterprise ever since; it has held the appointment of Bankers and Official Agents to the entire British Household Brigade, as well as to the bulk of the Cavalry and Infantry, from the time of the Battle of Waterloo up to the present day.

BEFORE SAILING FOR EUROPE, instruct your Banker to give you a draft or to cable you a transfer to Cox & Company, London. Current accounts are conducted without charge, and interest at prevailing rate is allowed on deposit accounts. International exchange at finest rates.

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