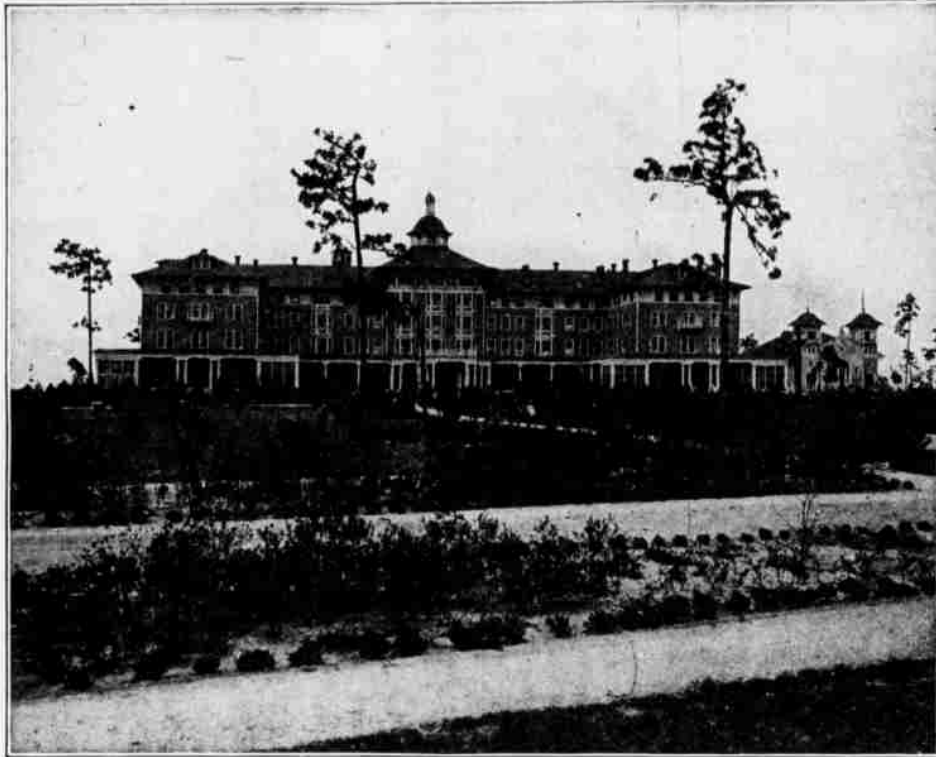


THE CAROLINA

PINEHURST, N. C.



The Carolina is a magnificent four-story building completed in 1900. The interior is a model of elegance, with appointments calculated to suit the most luxurious tastes. The hotel accommodates four hundred guests and is provided with fifty-four suites with bath. The cuisine and table service are unsurpassed.

The house contains every modern comfort and convenience, including elevator, telephone in every room, sun rooms, steam heat night and day, electric lights, and water from the celebrated Pinehurst Springs, and a perfect sanitary system of sewage and plumbing.

H. W. PRIEST, Manager.



The Berkshire,

PINEHURST, N. C.

The Berkshire has all modern conveniences for health and comfort; running water from the celebrated Pinehurst Springs, bath rooms, steam heat, open fires and electric lights. The guests apartments are comfortable and home-like and the public rooms large and attractive.

J. A. SHERRARD, Manager.

PINEY WOODS INN,

SOUTHERN PINES, N. C.

A MODERN HOTEL, HOME-LIKE IN EVERY RESPECT, LUXURIOUSLY FURNISHED APPEALING TO ALL WHO DESIRE HOME COMFORTS AT MODERATE RATES.

NO CONSUMPTIVES

LEON ST. JOHN, - MANAGER.

BOYS GOLF TOURNAMENT

The Pinehurst Outlook Offers Trophy for Nine Hole Handicap.

Preliminary Round Will be Played This Afternoon—The Rules Governing the Contest.



THE PINEHURST OUTLOOK has offered a Sterling trophy for a nine hole medal play handicap golf tournament for the boys of the Village in view of the keen interest they are taking in this game. The event will begin with a preliminary round which will be played this afternoon, the first six and the last three holes of the long course being used.

The tournament is open to all boys who are members of the Golf Club under conditions posted.

RULES GOVERNING THE CONTEST.

Clerk James McNab has prepared the

the hole after you have holed out.

Don't leave holes in a bunker after you; fill them up.

SPECIAL RULES.

Rule 3—Do not play on any Green before starting play.

Rule 4—Each player's scorer shall keep his opponents score and compare with each other at end of each hole. An altered or wrong score card means disqualification.

Rule 6—If a ball be lost return to as near as possible where you struck it, and tee another ball, for which you lose a penalty stroke.

Rule 7—If your ball strikes yourself, your caddie or club you lose a stroke.

Rule 8—If your ball strikes another player or his caddie or club, play the ball where it lies. If your ball be moved by any other player, or his ball, replace it without penalty.

Rule 9—You must *hole out* your ball at every hole or you will be *disqualified*. Replace the marker.

Rule 10—You can lift a ball from any place (medal play) and tee up behind the difficulty for two (2) strokes penalty.

Rule 11—If you strike the other play-



ON THE HOLLY INN TENNIS COURTS.

following list of Donts and an abstract of the Rules of Golf to guide the participants. In this connection it might be well to mention the fact that many older players would find it well to paste these suggestions in their Golf Caps.

GENERAL RULES—DONTs.

Don't play on Green until flag has been removed.

Don't move or break anything fixed or growing before striking the ball.

Don't hand in your card until sure it is correct and properly signed.

Don't take advice from any one while playing.

Don't Putt if the other ball is in line. Make him hole out or lift it.

Don't try to annoy your partner. Pay attention to your own game.

Don't stand on the Green after holeing out. Move right along.

Don't forget to call out your score for

er's ball on the putting green you lose a stroke. If requested you must remove your ball until your opponent has putted out.

Rule 12—Don't ask or take advice from any one while playing, on penalty of disqualification.

Rule 12—When a ball lies in or touches a hazard, you must not move anything nor touch the ground with your club before you strike the ball. Breach of this Rule means loss of two (2) strokes.

Rule 13—Don't press down anything on ground. You may dust green with the hand only.

Rule 26—If you move your ball or cause it to move while addressing it, you lose one stroke.

At The Cedars.

Mr. and Mrs. R. C. Thomes, of Buckfield, Me., are at The Cedars for a long sojourn.