

ing to the golfer the impression he cannot be up without being over. This is a prominent feature of many St. Andrews greens.

"No putting green should be higher at the back than it is in front (the vast majority are). Such a feature gives the player confidence; the last thing in the world the architect should do. That semivisibility is an attractive feature, where only half of the flagstick can be seen from where approach shot to the green should be played; of which there are no less than eight examples at St. Andrews."

The Element of Luck

(8) "A course should never pretend to be, nor it is intended to be, an infallible tribunal of skill alone. The element of chance is the very essence of the game, part of the legitimate fun of the game. Take for instance the thirteenth hole at St. Andrews, perhaps the finest hole of its length in the world. (See Fig. 1.)

"To have any hope of a 4, tee shot must be placed alongside Coffin bunker 225 yards from the tee. Anyhow on that line. The area short of the green that receives second shot, A on the plan, is ragged and unkempt, and not infrequently kicks the ball either into 'Lion's Mouth' on the left, or 'Hole O'Cross' on the right. Another glorious feature of this green is that when once the ball has climbed on to the plateau it is met with a diabolical slope away from the player. All very disconcerting."

For important events, old Tom Morris used to cut the hole half behind Hole O'Cross bunker, where I have placed the flag. Old Tom understood the true spirit of the game.

"This is one of those holes which John Low described as having the quality of indestructibility."

"By indestructibility is meant the attribute or quality of successfully resisting the machinations of the golf ball manufacturer and the clubmaker."

"This does not necessarily involve great length, quite the contrary, for the following holes have this quality of indestructibility, sixteenth St. Andrews, 351 yards;