

Globe

TROTTER

By FORTES WITCH

Captain Horton Smith, just back from France, and Perry Maxwell of Tulsa, a golf architect, looked over about 120 acres of Green county terrain northeast of Springfield last week and laid out a golf course. At least they formed a layout in their minds and discussed the possibilities of all the impossibilities Springfield's amateur golfers no doubt will encounter.

Most important thing they agreed upon was that a links, designed for the rank amateur—and all amateur golfers rank in that division—was that the layout be built to test the limited capabilities of the beginner and not the hot-shot experts.

The idea is, or was, to make the rather straight-away, 18-hole course a fairly easy par 70. Now no course is going to be a simple 70, even if laid out in your kitchen with nothing more than the legs of a rocking stove to punt through.

But Captain Smith and Mr. Maxwell expended a lot of time and came up with these suggestions:

Captain Smith: "Feature straight holes and pins for simple, cheap maintenance. Springfield is a cheap town."

Maxwell: "I've found that out. The park board wants a \$75,000 golf course for \$33,000."

Smith: "I'd suggest big tees, too. If you don't they'll dig holes in the small ones; and Springfield won't take care of sand greens, so maybe you'd better use mounds of swales as hazards."

Horton also remarked something very seldom heard, but certainly known in golf circles, when he stated: "It can be a fairly easy course and you still will have plenty of play—very few golfers quit the game because they have mastered it."

Smith, who quit as a caddy at Springfield in 1927 and came to Joplin as pro of the Oak Hill Golf and Country Club, from where he went to fame and fortune, stressed the need of a practice fairway and practice greens, and also a good professional.

But Maxwell made the best suggestion when he urged a good groundskeeper. For the man who looks after the greens and fairways, the roughs and other little items on a couple of hundred acres, can do as much as anybody about making a so-called enjoyable game enjoyable. At least as enjoyable as possible.