Quick Thinking, Clever Guessing, Faultless Team Work and Intelligent Signaling Necessary for a Pennant Winner Today

Teams Made Up of Specialists.

A skillful player makes both a play of science and a play of the game. There are many such players, and each of them has his own method of doing things. One of the most famous of these players is the catcher, who is called the "signal-caller." His chief duty is to give the pitcher a sign as to which pitch to throw. This is done by means of a signal box, located in the outfield. The signal box is divided into two parts, one for the right-handed pitcher and one for the left-handed pitcher. Each part contains a small blackboard, divided into nine equal sections, each section representing one of the nine pitches used in baseball. The catcher signals the pitcher by touching the section corresponding to the pitch he wants him to throw. The pitcher then throws the ball in the direction of the section, and the batter tries to hit it. The catcher is a very important member of the team, and his skill in getting the ball to the right spot at the right time is often a deciding factor in the game.
SCIENTIFIC BASEBALL HAS CHANGED THE OLD GAME

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is the expected thing, with a good pitcher in the box and a man on first. They come so frequently that the baseball fan has become blasé and no matter how intricate or how perfect the mechanical working out of the play is, he refuses to be surprised any more.

Inside scientific ball is so common now among the best ball teams, that it seems to have been adopted as a matter of course. One season, a ball player or two would have been considered negligent if they had not had a blue-ribbon brain behind them. Nowadays, every team is more or less equipped with a brain. Some of the bigger teams have two or more. The brains work in the executive and coaching departments, the scouting departments, the training departments, the batting departments, the base running departments, and the everything departments. It is the theory that the brain is necessary to win.

Outfielders have reached a high state of perfection in the modern game. One of the most remarkable exhibitions in the game is the judging of a long fly by a fielder. The ball is in the air but a few seconds, and yet just as soon as it is hit one quick look is enough to let the outfielder know just where it is going. If it is over his head, he turns and, without even another glance, runs back toward the fence. As the ball descends he instinctively turns and grubs it in his hands.

Outfielders know the batmen almost as well as the pitchers know them. They come in for some batting, go out for others, shift to the right, and to the left. They are always seen and alert.

In the old days, outfielders made bunters, hit the ball and then died, and the batsmen carried the running of the bases. It is done nowadays, also, but not as often, because of the fear of a steal in the first, second and third base departments. Quick running and bunting are sometimes executed with the same effect.

Base running has entirely changed in the last few years. The shiners of the game every day are far more skilled in running the bases than the shiners of the game were ten years ago. The modern baserunner is a request, the modern basebatter is a scientific "operation. The long, crushing sweep has given way to a short, choppy swing. There are not as many "fence breakers," and hitting averages are not sought for by managers any more. They want a baserunner who can hit safely to advance runners on the bases and drive in runs. Williams Keeler developed the short choppy batting stroke and the bunt to a high state of perfection.

The modern baserunner can do little guessing. His eye must be on the ball from the minute it leaves the pitcher's hand. His swing must be perfect. When the batting season to put the ball where the defense is weakest, or where it does not expect it. That is, he knows the opposition is waiting for him to hit to a certain territory. His task is hit it in another direction.

Team work has had its effect on base running. In this particular the game has not advanced as much as the other departments. In 1889, Harry Stovey of the Athletics stole 150 bases. A marvelous accomplishment. Last year Eddie Collins led the American League with 91, and Bacher led the National League with 101.

It isn't because modern players cannot run as fast as Stovey or Billy Hamilton or Bill Lange that their base-stealing accomplishments are not as great, but it is because a base runner nowadays will not take a chance of stealing a base unless he is signaled to do so.

When the old-time ball players got on the bases, they started to run, and kept on running. The idea was to get the other team throwing the ball, which often resulted disastrously. This same idea is often seen in amateur games nowadays, not seldom among the college teams.

Mike Kelly was a star base runner in his day. He was one of the players-who "kept on running" when he got started. Kelly took long chances, and he was one of the first players to perfect the "slide into a base or the plate." "Slide, Kelly slide" was a slogan at ball parks for years.

Kelly was the inventor of the short route from second base to the home plate. Whatever the ball was hit to right field which attracted the umpire's attention, "King" Kelly would cut third base. Kelly was the trickiest player of his time, the forerunner of the inside play. It has been said by some one that he had the rules of baseball framed to block tricks worked by Kelly.

Base stealing is one of the game's most spectacular features. It gives the player a chance to use his wits and show his intuition. Some of the present-day players disregard the signals and steal anyway. Cobb of Detroit is one of these, and he often goes from first to third on a hit. Stealing home is another of his pastimes.

Often a situation arises, and there is no time for signals, and then in the time that only baseball runners like Cobb and Bacher take the situation in their own hands like the old-timers used to and steal a base or two.

One reason there are not as many stolen bases is because the pitchers and catchers work up a situation on that batter. Cobb and Bacher take the situation in their own hands like the old-timers used to and steal a base or two.

Modern baseball has made the players thinking. They are always looking out for all the tricks in the game. When they are playing a game, they are always thinking of the situation, and how they can take advantage of it. In the old days, the players were more or less mechanical, and they didn't think much about the game. Now, the players are thinking all the time, and they are always looking out for the situation and how they can take advantage of it. In the old days, the players were more or less mechanical, and they didn't think much about the game. Now, the players are thinking all the time, and they are always looking out for the situation and how they can take advantage of it.