

**PLAY THE GAME.**

By H. Addington Bruce.

Matthewson, Bender, Plank, and Walsh.

You have all heard these names, and many times. You are familiar with them as the names of four of the greatest pitchers that our national game has produced.

Perhaps you have seen one or all of these fine ball-players in action. If so, you will be carrying with you some extremely pleasant memories.

And some memories that to-day ought to be of special significance to you.

You will remember that their skill was equaled by their pluck. No matter what the score might be against them, they kept pitching bravely till the call of the last "He's out."

You will remember that, in pitching, they used their minds as well as their muscles. They were masters of strategy no less than masters of the art of throwing curves.

Best of all, you will remember, they were four of the cleanest pitchers that batters ever faced.

Others might abuse umpires. These four did not. If unjust decisions were made against them, they held tempers and tongues in leash.

On the diamond, as well as off, they despised foul tactics. They were keen, but they were not crooked. When luck did not break their way, they simply smiled and went on pitching.

They would win fairly, or not at all. Mostly they won. They won so often that they will forever hold a foremost place in baseball's hall of fame.

As these four played baseball, so, boys, should you play the infinitely bigger game for which you are now in training.

You will be up against a rowdy team—the rowdiest, dirtiest, meanest gang of thugs that ever tried to win, anything.

Don't imitate their tactics when you come to grips with them.

You won't better your chances of winning if you do imitate them. And even should you win by foul play, you will sink so low in the world's esteem, and in your own, that you will be ashamed of yourselves the rest of your lives.

Remember Matthewson, Bender, Plank, and Walsh when you get into the trenches, when you go over the top, and when you pursue the flying foe.

Hit hard but hit fair. If you get a setback, take it with a grin.

Think of the folks at home who will be watching you. Picture them to yourselves as one hundred million "fans," eagle-eyed for every move you make.

You want to win for their sakes as for your own. And you want to win in a way that will make them feel really proud of you.

So play the war game with all your might and main. **AND PLAY IT CLEAN.**

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