

FOOTBALL BOOK

THE SPORTING GLOBE



1946

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the XVIIIth and
early XIXth Centuries.*



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* * *

THE
SPORTING GLOBE
FOOTBALL BOOK

Instructive, Informative, Pictorial
A Record of Australian Football

Compiled by H. A. de LACY

HOW TO PLAY THE GAME

Helpful advice to young players by Ron Todd,
Bob Quinn, Haydn Bunton, Percy Bentley,
"Checker" Hughes, Bob McCaskill, Jack Dyer,
Charlie Hardy, "Joker" Hall, "Bluey" Richards
and Bruce Andrew.



Most spectacular mark of his time, Bob Pratt (Sth. Melb.) takes an amazing mark high above Bolger and Sheehan, the Richmond defenders.

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Our thanks are due to the Victorian League and the Victorian Association for their co-operation. *



One of the most remarkable football pictures ever taken. This sensational mark by "Dick" Lee (Collingwood) was taken by Albert Sutcliffe of The Herald Staff with the old type bulb release tripod camera. It shows "Dick" Lee taking a typically spectacular mark against Carlton. He is shown poised in the air. When he landed, after taking the mark he broke the bootlaces of his right boot, wrenching the boot off his foot. He kicked the goal with his boot off.

Football Morale Builder

FOOTBALL during the war meant fun, side bets and excitement to the service man. On the home front it was pounds in the coffers of patriotic funds. The Victorian League alone paid £48,540 to patriotic funds—the result of levies, patriotic matches, contributions and special efforts by clubs. Richmond Club raised £10,000 for the Red Cross Prisoners of War Fund. South Australian League raised £25,000 for patriotic funds.

Football has always played its part in war, as in peace, but never more so than during our recent struggle in Europe, Africa and the Pacific.

When war broke out, we were nearing the end of the 1939 season. Among the many questions asked on subjects likely to affect our social and domestic life was "Will football continue?" The authorities wisely answered that it would until such time as a direction came from the leaders of Australia that the game should stop.

Early in the war, Mr R. G. Menzies, then Prime Minister, when asked for a direction as to whether sports should continue or be stopped, said that sport helped build up the morale of the people and that it should be continued. He himself, as opportunity offered, attended football and other sporting fixtures.

The late Mr John Curtin, when Prime Minister, was often at football matches, and took a very keen interest in the game. Football continued almost at full strength until the Japanese struck.

At the commencement of the 1942 season, however, there were grave doubts about the game being able to carry on. Enlistments were heavy, essential industries called for more and more men, grounds were taken by the Services, and the outlook generally was most pessimistic.

Once again the decision was made to carry on. Geelong dropped out. The M.C.G. was taken over by the Americans, South Melbourne, St. Kilda, Port Melbourne and Brighton grounds, together with Olympic Park and part of Collingwood, became Service depots.

Fortunately, at this time there were many big camps around Melbourne and the nearer country centres. Service chiefs of the day helped players obtain leave. The senior teams therefore consisted of servicemen, essential servicemen and munition workers. Eleven teams carried on.

Carlton became the venue for the finals. South Melbourne played on this ground, later transferring to St. Kilda.

In 1944, St. Kilda ground was released and the League finals were played there that year. While their ground was occupied, Saints played at Prahran.

In 1942, the Association ceased, and did not resume until last season. The Victorian Amateur Football Association maintained only the under-age competition.

Enlistment of footballers was heavy. The most highly-decorated football-player in Australia is Group Captain Hugh Edwards, who played in the Western Australian League. He was the first Australian airman to win the V.C., and his later decorations included the D.S.O., D.F.C. and bar.

The captain of the South Australian team that beat Victoria last year, Lieut. Bob Quinn, was awarded the M.M. for gallantry, while among the Victorian players decorations were numerous.

(Continued on Page 9)



Jumping early, George Smeaton (Richmond) flies high above Norman Smith (Melb.). Note how Smith's left arm is under Smeaton's leg. Ian Hull is the other player.

Perhaps football made its greatest contribution to the war among the fighting men themselves. No matter where Australians became static troops, they produced a football and commenced a game. Lieut.-General S. G. Savage told a story relating to troops after the attack on Libya. The Australian attack had been more stubbornly opposed than was anticipated, and the troops returned in doubtful mood. Morale was badly affected. The General, then a brigadier, told me how, failing to arouse them by other means, he kicked a football among them. The ball rolled to a stop.

The General looked upon that as serious. However, he kicked another ball to them. This time one man kicked it out of his road. It hit another man, who put his boot to it much harder than the first one, and in no time a game was in progress. The morale of the troops was back to its former level.

No sooner had the Germans capitulated in Africa than Australian airmen at Cape Bon borrowed a rugby ball from some Tommies and began a game of football with a shell crater to mark the centre.

And so throughout the whole of our campaign, Australians played football when and where opportunity offered.

On the Melville Oval—outside Darwin—site of many a hard service football battle, thousands of pounds changed hands on a kick for goal taken after the final bell had been rung.

Less than a goal separated two service teams—their names I have forgotten—in the grand final of the area. A player in a hectic see-sawing finish took a mark just as the bell rang to end the game. Allowed his kick, he went back to square up the goals. He was 40 yards out at least. The crowd swarmed on the ground and in those exciting few minutes there was an orgy of furious betting.

The player was worthy of his colors. He kicked it straight and true, and it is said that £4000 was paid to backers of the winners.

In service football games, one backed his cause, and did not stint himself, either.

Recently in Darwin one of the best eighteens playing in the competition consisted entirely of Australian aborigines. They knew the game thoroughly, and mostly played in bare feet.

In the Pacific, conditions were all against good football, sweaty jungle and torrential rains making grounds quagmires, or, alternatively, terrific heat making ironstone or coral grounds hard and fierce. Still the boys played.

One difficulty on the home front during the war years was to keep under-aged players fully occupied. In Adelaide, the South Australian League combined teams, making its eight teams into four. In Perth, the under-age competition was introduced; in Tasmania, play was abandoned.

In Brisbane and Sydney the game flourished; Southern servicemen, members of senior teams, bolstered up weak sides and gave the competitions a stimulus they had never before had.

Inter-service games were quite a feature in the capital cities.

In Melbourne, the Sunday games attracted up to 36,000 people to Richmond Ground, the takings, by collection only, exceeding £860.

To the Services, let us pay tribute, for I fully believe it was their efforts that kept the game alive in capital cities during war years. Often they had to play on both Saturdays and Sundays, but they did it in the spirit of the game, and the morale of the general public was the better for it.

Season after Season Top-Line Sportsmen



Rely on the
M.S.D.

Top-line players in football and every other form of sport have found that it pays to rely on the M.S.D. Such champions, first in their class, naturally look to the top-line sports store in Victoria—the M.S.D.—for the supply of all reliable sporting equipment.

CHOOSE THE CHAMPIONS' STORE—THE M.S.D.

"FIRST FOR ALL SPORT"

Melbourne Sports Depot

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Record Crowds

THE largest crowd ever to attend a football match saw the English Cup Finals at Wembley Stadium on April 28th, 1923. That day 150,000 were counted through the turnstiles, but as the crowd broke down the gates and many swarmed on to the playing arena, it must have been considerably greater than the recorded number.

At Hampden Park, Glasgow, on April 17, 1937, 149,547 saw England play Scotland.

Pre-war (1914) English Cup Final drew 120,028 to Crystal Palace. That was in 1913.

The Australian record crowd for football is 96,834. They paid £6778 to see Carlton beat Collingwood on the M.C.G. in the grand final of 1938. The Health Department closed the gates 15 minutes prior to the play. The fence was broken down, and fully 6000 people sat around on the playing space outside the boundary line. The four final games drew a record aggregate crowd of 289,703.

The record cricket crowd is held also by Melbourne. The Third Test at Melbourne on January 4, 1937, drew a crowd of 87,798.

The Australian record Rugby crowd is 70,204, at the Australia v. England match in 1932. This is also the biggest crowd at the Sydney Cricket Ground.

The record Victorian Association Football crowd assembled at the M.C.G. in 1939, when Williamstown defeated Brunswick in the Grand Final. The attendance was 48,238 and the takings £3121/18/11.

The record for an interstate game is 40,454 — West Australia v. Victoria at M.C.G., August, 1927. Takings were £2128/3/11.

It has been estimated that 110,000 people saw Spearfelt win the 1926 Melbourne Cup at Flemington.

Victorian League Dividends for Finals Since 1932

Year	Attendance	Gate Receipts	Nominal Dividend
1932	230,706	£11,697	£585
1933	213,407	£10,640	£491
1934	186,692	£11,176	£563
1935	203,870	£10,375	£480
1936	235,566	£11,974	£570
1937	233,548	£14,587	£755
1938	290,703	£19,389/19/0	£900
1939	251,145	£16,257/13/6	£800
1940	215,420	£13,354/18/0 (plus £1000 rain insurance)	£700
1941	263,654	£21,767	£1000 (record)
1942	132,000	£12,113	£750
1943	133,382	£13,226	£740
1944	134,542	£14,493	£600
1945	205,373	£17,680	£850

Football's Honor Roll

From club records this Honor Roll has been compiled. It embraces men of club first eighteens who made the supreme sacrifice in the call of duty.

*"That we might live they died—
Hail—And farewell!
—Their courage tried,
By every mean device of treacherous hate,
Like Kings they died."*—John Oxenham.

Brighton	Hawthorn	Williamstown
G. Robertson.	R. Pirrie.	Jack Munn.
H. Hunt.	Gus Young.	
Carlton	J. Drake.	Prahran
J. Park.	Max Wheeler.	Archie Roberts.
W. Atkinson.		Roy Lette.
Camberwell	Melbourne	Richmond
D. Eccles.	Sid Anderson.	F. Stamford.
K. Keck,	J. Atkins.	A. Jennings.
N. Prest.	H. Ball.	W. Cosgrove.
Collingwood	Ron Barassi.	
Norman Oliver,	N. Ellis.	St. Kilda
Norman Le Brun	J. Fraser.	Stuart King.
	Keith Truscott.	W. Hudson.
Coburg	Northcote	H. Comte.
L. La Franchl.	W. Downie.	R. Flegg.
T. French.	T. Bretherton.	B. Shields.
Essendon	F. Thorn.	South Melbourne
J. Keddie.		G. Sawley.
G. Goldin.	Oakleigh	A. Pearsall.
E. Regan.	W. Heintz.	J. Wade.
Geelong		North Melbourne
J. Knight. (Also played with Carlton.)		M. Shapir.
C. Helmer. (Also played with Melbourne.)		S. Mutimer.
J. Lynch. (Also played with Preston.)		A. Egan.
R. Lancaster.		L. Thomas. (Also played with Hawthorn and South Melbourne.)
Preston		Supporters of other clubs can be thankful that although ser- vice enlistments were heavy, no player was killed.
J. Lynch. (Also played with Geelong.)		

*"Here—or hereafter, you shall see it ended—
This mighty work to which your souls were set
If from beyond — then with the vision splendid,
You shall smile back and never know regret."*—John Oxenham.



Regan times a nice one—Jack Regan, Collingwood full back, beats the pack for the mark with a well-timed leap. Other players are Ross and Kyne (Collingwood) and J. Wrouth (Carlton).

Goalkicking Records

The 188 goals kicked by Ron Todd for Williamstown last season (1945) is an all-time national record for Senior Australian Football. High-scoring records are:—

UNDER LEAGUE RULES

1934	George Dolg	East Fremantle	152 goals
1934	Bob Pratt	South Melbourne	150 "

UNDER ASSOCIATION RULES

1945	Ron Todd	Williamstown	188 "
1941	Bob Pratt	Coburg	183 "

George Gough kicked 25 goals for Northcote against Prahran in 1924. This is an inter-club Victorian record.

Ken Farmer (North Adelaide) has kicked more goals in club matches than any other player. His total is 1418. His record in League matches is:—

1929	62	1934	108	1938	112
1930	105	1935	128	1939	113
1931	126	1936	134	1940	123
1932	102	1937	108	1941	87
1933	112				

He also kicked 69 goals in interstate games. On July 6, 1940, Farmer kicked 23 goals for North Adelaide against West Torrens and equalled the South Australian record made in 1896 by Alf Daley of Norwood.

E. Tyson of the West Perth club kicked 1185 goals in 222 matches in 12 seasons from 1930 to 1941.

LONG KICKS AND MEN WHO KICKED THEM

LONG KICKS—AUSTRALIAN BALL

Place.—86 yds. 1 ft., D. McNamara (St. Kilda), at Launceston, 1913.
84 yds. 2 ft. 5 in., D. McNamara (St. Kilda), at St. Kilda, 3/4/1910.

79 yds. 1 ft. 11 ins., Bill Paulman, at Stanford (U.S.A.) University, April, 1938.

Drop.—74 yds. 2 ft. 2 in., R. Greep (Sturt, S.A.), 2/7/1938.

74 yds., H. Nudd (Carlton), at Carlton, 1877.

73 yds., L. Kew Ming, at Echuca, 20/9/1928.

83 yds., 11 in., Fred Hughson, at Fitzroy, 1943, against the American thrower, Bill Jost.

Punt.—74 yds., L. Kew Ming, at Echuca, 20/9/1928.

73 yds. 0 ft. 10 ins., R. Elliot (North Adelaide), 2/7/1938.

LONG KICKS—AMERICAN BALL

Place.—75 yds., Bill Paulman, Stanford University (U.S.A.), 1938.

Drop (over a 10 ft. cross bar).—63 yds., M. Payne (Wesleyan Dakota), 1915.

Punt.—91 yds., Ray Percheval (U.S.A.).

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04

O.T. LIMITED MELBOURNE & SYDNEY

A Real Value to Community

BY L. H. MCBRIEN

Secretary of the Victorian Football League

THE intense devotion of Victoria to the National Winter game has made that game a gigantic industry. At a conservative estimate, the amount of money circulated in the State each year by football, with all its direct and indirect avenues of expenditure, is not less than £250,000.

The 12 Victorian Football League clubs alone, distribute more than £50,000 in direct expenditure upon the placing of teams in the field for the rounds of home-and-home matches, semi-finals and finals. Starting from this figure, calculations assume gigantic proportions.

Statistics as to clubs, memberships and attendances provide all the proof that is necessary of the importance of this sporting industry.

	Clubs	Players	Officials	Regular Patrons
Metropolitan	452	13,680	6,640	257,800
Country	1,000	30,000	18,000	200,000
Total	1,452	43,680	24,640	457,800

This makes a grand total of players, officials and regular patrons of the game of 526,000.

The expenditure amounts to approximately 10/- per head throughout the six months of the season.

What might be termed direct disbursements occasioned by the game of football include purchase of material, payment of players, administrative expenses of clubs, transport, labor, umpires' fees, and training expenses. These are items which involve expenditure from club funds, and by regular patrons of the game.

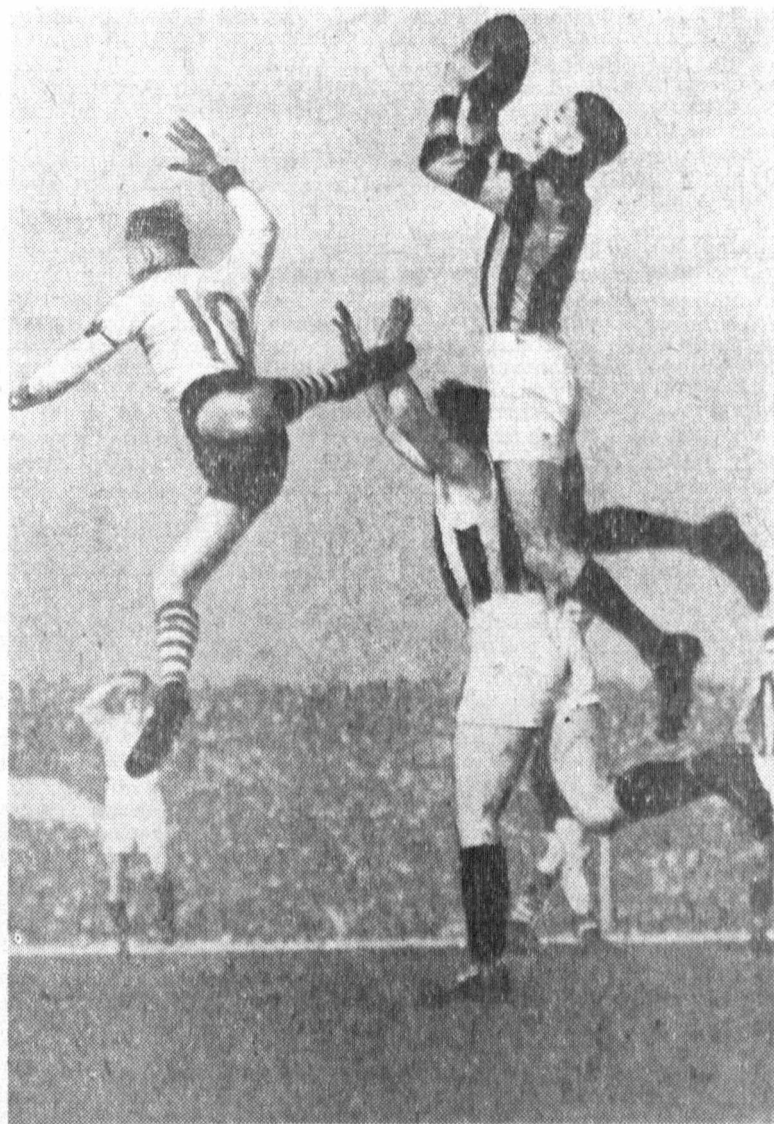
Club and individual expenditure on material, which includes footballs, uniforms (guernseys, stockings and knickers), boots straps and bandages, supports in employment hundreds of leather-workers, knitting mill hands, bootmakers, manufacturers of surgical requirements and rubber workers.

Averaging two new footballs a week for 26 weeks—which is a very conservative estimate—to every club in Victoria, no fewer than 53,504 balls are purchased.

It is imperative that each player shall have a complete change of outfit—boots, stockings, knickers and guernseys—and an outfit does not cost less than £2. All League clubs provide for this. Ankle straps, wrist and knee bandages, elastic supports and stockings all must be kept in stock.

Clubs in the Victorian Football Association, which do not have the revenues of League clubs, spend considerably less on footballs and other material, and the reduction is proportionate in clubs belonging to minor metropolitan leagues and associations and to country bodies. But there must be footballs, and every player must have his outfit, even though he has to provide it himself.

(Continued on Page 18)



A Perfect Save.—One Pratt did not get—Champion full back Jack Regan (C'wood) led Pratt too far under the ball, then in turn took a telling mark over team 'mate Fraser—a nice piece of judgment in defence.

It is no exaggeration to say that to put one footballer into the field properly equipped means work for at least seven persons.

All Victorian League, and most Victorian Association, players receive a weekly remuneration, the payments ranging from £3 (which is the maximum amount allowable under the V.F.L. "Coulter" Law) to 10/-.

Seasonal expenditure by individual League clubs ranges from £5400 to £3000. Payments to players by Association clubs absorb about £6000.

All this money is received from shares of "gates," sales of membership tickets and donations. It goes back into circulation, and to that extent is of assistance to industry.

Employment of trainers, masseurs, bootstudders, doorkeepers, and payments for laundry, repairs, and medical attention involves an expenditure of about £200 a week, spread over League, Association, and other clubs in Melbourne—a total of £5000, in round figures, for the season. It is safe to say that the amount expended throughout the country would not be less.

Every week, while football is being played in Victoria, I receive from country executives an amount averaging £600 a week as fees and travelling expenses for field umpires provided by the League.

In the metropolitan area fees for central umpires vary from £4 a match in the V.F.L. roster, to 10/- or 15/- in the minor games. In the case of League and Association senior grades and second eighTEENS, and sub-district organisations, boundary and goal umpires also have to be paid. It is safe to set down £2500 as the sum required to cover all disbursements in respect of umpires in and around Melbourne. This makes a total for the season, city and country, of £15,700.

Transport of players and spectators is a tremendous item. In a normal season, 16 special trains were chartered to carry passengers to matches in which Geelong were engaged. Each of these trains carried an average load of 1000, and the fares averaged about 5/- a head. That put £4000 into the coffers of the Railways Department. But we must consider, also, the special trains that are run throughout the country every Saturday, which mean a revenue of at least £500 a week to the department for a minimum of 22 weeks. This means that the Railways Department secures £40,000 in six months from special trains for football matches mainly in the country.

In the city an average of 130,000 people travel to the League and Association matches by train, tram, and other public conveyances each Saturday. Estimating each fare at fourpence—a very modest estimate—we find that there is paid in fares about £2500 each Saturday afternoon, or £55,000 for the season.

Lastly, there must be calculated the wages of groundsmen, gatekeepers, clerks and other attendants. The season's total for both League and Association is not short of £10,000.

Insurances, purchase of material, other than footballs and uniforms, office expenses, printing, and entertainment cost, roughly, £8000 for the season.

(Continued on Page 20)

*Choice of the
Champions!*



Denzil Don "Star" brand footballs — the best grade obtainable. Perfectly balanced, for longer, straighter kicking! Limited supplies at all city sports stores.

The several main lines of expenditure may be itemised as under:—

Footballs	£40,500
Football outfits (uniforms, stockings, boots— 44,000 at £2 each)	88,000
Payments to players	27,000
Employment of trainers, masseurs, etc.	10,000
Umpires (city and country)	15,700
Gatekeepers, clerks, ground attendants, police protection	10,000
Insurances, purchase of material, office expenses, printing, entertainment and incidentals	8,000
Special trains	40,000
Fares and transport in city for players and spectators	40,000
Total	£279,200

Perhaps if there were calculated the indirect return to industry for which Australian Rules Football is responsible in Victoria the figures would be even more amazing. There would have to be counted then the wages paid to those who make the sweets, ice-creams, soft drinks, yes, and even the "hot dogs" that are consumed in huge quantities by the vast crowds.

The figures quoted prove the immense value to industry of Victoria's winter pastime—and all that pertains to it.

Have the best!

GUMRICE

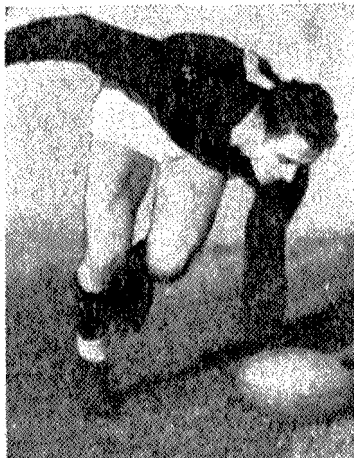
**cigarette
papers**

What's wrong with that?

VICTORIAN FOOTBALL ASSOCIATION

Premiership List

Year.	Premiers.	Runners-Up.	Third.	Fourth.
1897	Port Melb.	North Melb.	Footscray	Williamstown
1898	Footscray	North Melb.	Port Melb.	Richmond
1899	Footscray	North Melb.	Port Melb.	Williamstown
1900	Footscray	Williamstown	Richmond	Prahran
1901	Port Melb.	Richmond	North Melb.	Williamstown
1902	Richmond	Port Melb.	North Melb.	Williamstown
1903	North Melb.	Richmond	Footscray	West Melb.
1904	North Melb.	Richmond	Footscray	Port Melb.
1905	Richmond	North Melb.	Williamstown	Port Melb.
1906	West Melb.	Footscray	Richmond	North Melb.
1907	Williamstown	West Melb.	Richmond	Footscray
1908	Footscray	Brunswick	Essendon	Williamstown
1909	Brunswick	Prahran	Essendon	Footscray
1910	North Melb.	Brunswick	Essendon	Prahran
1911	Essendon	Brunswick	North Melb.	Prahran
1912	Essendon	Footscray	North Melb.	Brunswick
1913	Footscray	North Melb.	Essendon	Brunswick
1914	North Melb.	Footscray	Essendon	Williamstown
1915	North Melb.	Brunswick	Williamstown	Port Melb.
1916	Football suspended on account of war.			
1917	Football suspended on account of war.			
1918	North Melb.	Prahran	Brunswick	Port Melb.
1919	Footscray	North Melb.	Brunswick	Northcote
1920	Footscray	Brunswick	North Melb.	Port Melb.
1921	Williamstown	Footscray	Port Melb.	Brunswick
1922	Port Melb.	Footscray	North Melb.	Williamstown
1923	Footscray	Port Melb.	Williamstown	Hawthorn
1924	Footscray	Williamstown	Northcote	Brunswick
1925	Brunswick	Port Melb.	Northcote	Coburg
1926	Coburg	Brighton	Northcote	Port Melb.
1927	Coburg	Brighton	Port Melb.	Preston
1928	Coburg	Port Melb.	Brighton	Preston
1929	Northcote	Port Melb.	Preston	Brunswick
1930	Oakleigh	Northcote	Williamstown	Yarraville
1931	Oakleigh	Northcote	Preston	Port Melb.
1932	Northcote	Coburg	Camberwell	Preston
1933	Northcote	Coburg	Port Melb.	Yarraville
1934	Northcote	Coburg	Preston	Prahran
1935	Yarraville	Camberwell	Northcote	Coburg
1936	Northcote	Prahran	Brunswick	Camberwell
1937	Prahran	Brunswick	Brighton	Yarraville
1938	Brunswick	Brighton	Northcote	Prahran
1939	Williamstown	Brunswick	Prahran	Northcote
1940	Port Melb.	Prahran	Williamstown	Preston
1941	Port Melb.	Coburg	Prahran	Preston
1942	Football suspended on account of war.			
1943	Football suspended on account of war.			
1944	Football suspended on account of war.			
1945	Williamstown	Port Melb.	Coburg	Camberwell



HAYDN BUNTON, three times Brownlow Medal winner, and Australia's outstanding footballer, writes:

"Having been treated and rubbed by Mr Fred Linay, I have found that your Penetrene was most beneficial. I can speak very highly of it, and I can also recommend it to any persons with any type of injuries."

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Penetrene

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Wonder Liniment of the Century!**

★ After playing FOOTBALL, or after any physical exertion, use "Penetrene" Wash. Take Two Tablespoonsful (1 ounce) of "PENETRENE" to One Quart of water and Rub on at night, morning and when exercising. Get a bottle today! 1 oz. (Trial Size), 1/6; 4 oz., 5/-; 8 oz., 8/6. Obtainable All Chemists or from—

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A Comparison

Adelaide Game Has Charm, In Vic. It's Tough
Says Haydn Bunton

NO one has played the top brand of football till he has proved himself in the Victorian League. I have played in Melbourne, Perth and Adelaide and no one knows better than I do that the Victorian game is far ahead of either Perth or Adelaide. Further I have seen so much of what takes place in interstate games that I don't take Victoria's reverses seriously. If the Victorians went determinedly after the points in interstate football they would annihilate the other states.

Where does Victorian football differ from the other states?

A Victorian club team in normal times is strong to 30 or more places, whereas in the other States club teams tail off after about 14 places and there is a dearth of reserves. Further, the Victorian plays for big money — and this despite the Victorian League's Coulter Law. That makes a big difference to a player's outlook. If he fails to make selection he loses good money—and money is money in any man's pocket.

Training even in Victoria could be improved no doubt, but by comparison with what takes place on practice nights in Adelaide and Perth, the one is a first class show and the others aren't shows at all.

In Melbourne if the first thirty on the training list are not out on the dot they are asked why in no uncertain terms. In Adelaide about ten regulars train, and no questions are asked regarding the others. They just haven't the time. In Melbourne a player must make time, even to taking time-off from his work.

Never be surprised either if the Victorians go farther ahead and sooner or later demand of their players full time service for adequate remuneration. This would be straight out professional football but why not? The game in Melbourne is big enough to support it.

In Adelaide and Perth the game is still on an amateur, rather than a big business, basis. That then is the greatest factor in making Victorian football superior to that in the other states.

Neither in Perth nor Adelaide are local junior teams encouraged as they are in Melbourne. Some senior Melbourne teams sponsor two or three junior clubs, supplying coach, boots and uniforms, and allowing the best of the junior side to train with the senior side.

This brings about a very desirable affiliation between junior clubs and their seniors. The junior secretary brings his troubles to the senior club and is helped. Yet even in Victoria more could be done for colts.

But if this is true, how far behind are the clubs of Perth and Adelaide!

The hectic recruiting trips to the country for the "champion"

of the district are unknown here. As far as recruiting goes, a Percy Page would play havoc with the interstate secretaries.

In the playing of a game, tactics are not exploited to the same extent. Opponents in Melbourne analyse the other's strengths and weaknesses and go out to blanket the one and exploit the other.

Remember the day Melbourne sent Les Jones to run shoulder to shoulder with me in a Melbourne-Fitzroy game? That would not be done here. South Australian football is the easiest place in Australia to play the loose man.

The game is bright and breezy in Adelaide and I prefer it, both to play and to watch; but never be mistaken, it will never beat the tougher, closer Victorian brand.

Spolling, as in Victoria is unknown here. Whereas a good full back like Jack Regan or Fred Hughson would not hesitate to punch the ball away from a forward trying to mark, in South Australia the full back tries to mark—makes it a matter of personal challenge, as it were.

Shepherding as a science has not been developed. The idea here seems to be to hit a man with the shoulder. The clever running of an opponent into a pocket while a club mate gets the ball is never seen. Yet it is the hall mark of Victorian co-operation.

In the ruck shepherding is taboo, but no one has thought how difficult it is for a player to get in close to the ball when an opponent springs up and across him, protecting a club mate cleverly. Jack Dyer was a master at this. Dyer had to be knocked out of the air to get the ball.

The rovers are the good players over here because they make for the open spaces and exploit the loose man. In Melbourne they would be picked up and shadowed, more especially when they attacked.

I have seen Bob Quinn and Jack Oatey, two of our best rovers in Adelaide, each play the game of his side. Each avoided the other and it seemed to be no one's job to cover either Quinn or Oatey.

That would not go on ten minutes in Victoria.

A fast open side in Melbourne is closed up by the opposition, and it is belted into subjection. I make no apologies for saying "belted" for that is what happens. In the crushes big men use their weight unsparingly, and the light man is sick and sorry at the end of the game. Therefore protective football comes into the equation.

Victorian teams pick protective players, men who can absorb the hard stuff and give it back, irrespective of their real football value to the side. That is unknown in other States.

I am not saying that the Victorian brand is in the best interests of the game. The play in other states is much more attractive to watch. It breeds the cleverer type of player. It lacks the he man tumbles and red raw full-blooded clashes that so thrill a Victorian crowd.

Then there is this point. In Adelaide one plays to crowds of 5000. In Melbourne it is more like 30,000. That makes a tremendous difference. One has to experience the two to realise just what those big, yelling, swaying crowds do to players. The atmosphere is entirely a part of the game.

I don't know whether I want to see the Adelaide or Western Australia pattern be supplanted by the Victorian type. Some charm would be lost if it did. But I sometimes wish that I could transport an Adelaide crowd to a Grand Final in Melbourne where it is win, and win early, or take it hard and often on the chin. They would see something that would startle them. It would enlighten them on the subject of big business football.

Since coming to Adelaide I have often been asked if there are players here up to the requirements of the Victorian game. The best player by far in Adelaide is Bob Quinn, brother of Geelong's coach, Tommy. He is clever, brilliant in fact, but he might require the extra pounds on his shoulders that brother Tom had to succeed as a rover in Melbourne. He is faster than Tommy, and he might be clever enough to use that pace to get out of trouble. Many stars in Adelaide, however, would be in sore trouble in Melbourne. The best Western Australians are more the pattern required.

ASSOCIATION GROUND DIMENSIONS

Means of access and position of goal posts and sizes of Association grounds are:—

- BRIGHTON**—Elsternwick Park. 172 x 172 yds. North-west and south-east. Train to Elsternwick; tram from Flinders Street Station.
- BRUNSWICK**—Brunswick Park, Victoria Street, Brunswick. 186¾ x 145. East and west. Tram from Elizabeth Street and William Street; train to Brunswick.
- CAMBERWELL**—170 x 130. North and south. Burwood and Bowen Street electric trams from Princes Bridge.
- COBURG**—185 x 185. North and south. Tram from Elizabeth Street; train to Coburg.
- NORTHCOTE**—Northcote Park. 177 x 133. East and west. Train to Westgarth Station; Clifton Hill and Northcote tram from Bourke Street.
- OAKLEIGH**—Recreation Reserve. 177 x 140. East and west. Train to Oakleigh Railway Station.
- PORT MELBOURNE**—Port Melbourne Cricket Ground. 180 x 147. East and west. Train to North Port Station; bus from Market Street.
- PRAHRAN**—Prahran Cricket Ground (Toorak Park). 170 x 140. North-east and south-west. Train to Toorak Station; Camberwell tram from Swanston Street.
- PRESTON**—183 x 121 (to be widened). North and south. East Preston tram from Collins Street.
- SANDRINGHAM**—Oval. 175 x 133. North and south. Train to Hampton Railway Station.
- WILLIAMSTOWN**—Williamstown Cricket Ground. 195 x 150. North-east and south-west. Train to Williamstown Station.
- YARRAVILLE**—Yarraville Cricket Ground. 176 x 130. North and south. Train to Yarraville Station.



Harland (Camberwell) breaks away with the ball from the ruck, with Brockenshire backing him up. Torney (Williamstown) is in the background. The picture illustrates how a ruck man should break clear with the ball on a throw in if opportunity offers.

Association Pioneers

BY HAROLD SNOOK

Association Secretary

THE Victorian Football Association was the pioneer of Australian football and it would seem that in the further development of the code in Victoria we will still be pioneering.

Every League Club had its beginning or its development in the Association, and, in the near future, it would seem that many other municipalities will win senior football representation through our body.

The Association is, therefore, justly proud of its record in football. There have been boom days and lean days, but I feel the football public can confidently expect a steady revival of prestige and patronage by the Association.

One would be foolish to deny that there have been stormy times between the Association and the League. There may be more.

That is a natural outcome, as anyone knowing the genesis of both bodies will readily realise.

However, when the wrangling dies away, and the last hard word has been said, I feel that saner men in both bodies will recognise that the League could not carry on satisfactorily without the Association, nor the Association without the League, and that only the two working in harmony can bring about the best for Australian football in this State.

The Association has always followed settlement. Where the population has spread, there the Association has raised its business sign. Some ventures have not been so satisfactory as others. In some cases, a lot has been left undone that might, with a little more thought and application, have been accomplished.

Still, the Association can rightly claim to have raised the flag of Australian football in the outlying and rapidly developing districts of greater Melbourne.

This pioneering has not always paid dividends, for teams have been forced to travel long distances and supporters do not always take kindly to that sort of thing.

With the post-war expansion in housing, we will be called upon to consider further excursions and the admission of new teams representative of growing suburbs.

Speaking from the individual viewpoint rather than that of committing the Association to any fixed policy, I see the possibility of strong northern and strong southern competitions, with the leaders meeting in a grand championship.

To mention just a few likely places:—Kew has a rapidly growing population with North Balwyn and Doncaster adjacent; Heidelberg and Ivanhoe represent a strong body of football allegiance in the north-west; Nunawading, with Box Hill, Ringwood, Mitcham and Blackburn, and farther east, the Gembrook-Ferntree Gully line, are other possibilities.

Perhaps the strongest field for pioneering work, however, is in the south, where the whole of the area represented by the Federal

THE ASSOCIATION DELIVERS THE GOODS

The records are full of the improvements initiated by the V.F.A. Few are the good rules not pioneered and retained by the parent body of football. The throw-pass is the latest innovation. It enables the game to be played with . . .

LESS PACKS,
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MORE SPEED,
MORE SKILL.

The throw opens up the game and provides non-stop, clean thrilling football from bell to bell, so . . .

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Football Association—Cheltenham, Mordialloc, Chelsea, etc.—is without senior representation.

Nearer, the inner circle, Ormond, Bentleigh and Moorabbin, have enormous possibilities, while Caulfield has a population of more than 70,000 people, and is not represented in senior ranks.

It might rightly be argued, why should we worry about these outlying places when the people can easily come to the metropolis for their football? There is much more to the problem than that.

The newer municipalities with an eye to the needs of the youngsters have set aside wide tracts for playing fields within their boundaries. This was overlooked in such older centres as Fitzroy, Collingwood, Richmond and North Melbourne.

Places like Camberwell and Coburg have as many as 20 enclosed playing fields with dressing room accommodation. These playing fields are necessary for the development of the Australian code. They must be occupied by one or the other of a hundred junior sides from which will graduate the senior footballer of tomorrow.

Obviously, the way to hold grounds and encourage the junior is to create civic football pride through a first-class senior team. There the pioneering work of the Association begins. It has in the past, and will in the future, give the newer suburbs their opportunities.

On the matter of rules, too, we have been pioneers. It would take too long to enlarge on the many introductions and betterments to rules made by the Association since its inception.

Of more recent date, however, the Association just before 1938 realised that the Australian code had reached a stage when the rules placed most of the penalties on the man game enough to go in and get the ball. At the same time, it offered him little protection, not against legitimate tackling, but against the aggressive bullying acts of the roughneck who seems to find a place in every team.

With this in mind, we altered the application rather than the operation of some rules, gave greater liberty under others, and rigidly enforced the penal clauses of still others with whatever variation we thought necessary.

Despite the criticism of detractors, we know that we have produced a more humane set of laws, which give all the plums to the man enterprising enough to go into the packs and make the game.

In the development of this code we introduced the throw. Associated as it was with Australian football's greatest rival, rugby, the throw was always frowned on in official "rules" circles. However, the difference between legitimate handball and open throwing was so hair-lined that it became a contentious matter not only between clubs but also State bodies. The Victorians always averred that South Australians threw the ball.

We did away with all the doubt by accepting the throw. Opponents have tried to scorn it. We are not concerned; we like the throw. It has proved a key to many deadlocks in a very arbitrary football code. We are not alone in our admiration.

The knock-down rule, with its penalty on rough play, was so good that the Australian Football Council adopted it. They took also the "no-drop" holding-the-ball rule, but the key to that rule

is easy handball, and in rejecting the throw the Australian Council took only half the cure, and brought upon itself untold complications.

There remains the subject of country football. During the war the game died in the country. Now it has to be revived. We are going into the forgotten places, and are endeavoring to rebuild what has been broken down. In this we are meeting with marked success.

Therefore, when the hot-heads of the League and the Association have an annual flare-up, please don't get the idea that we are engaged only in a cut-throat fight for football dominance.

Fighters we have proved ourselves, but our immediate role is pioneering. And, incidentally, we do wish with all our hearts that we were all united in Victoria and working, not for club interests, but for the game itself.

Until the day when an equitable solution of our disunity is found, however, it seems there will be plenty of rivalry, with here and there a shower of sparks.

A little blood-letting does not do a great deal of harm. It shows at least that we are worthy of the other fellow's steel.

W. A. TITLE WINNERS

Winners of the Western Australian premierships are:—

Year.	Team.	Year.	Team.
1885	Fremantle	1916	South Fremantle
1886	Unions	1917	South Fremantle
1887	Fremantle	1918	East Fremantle
1888	Fremantle	1919	East Perth
1889	Fremantle	1920	East Perth
1890	Fremantle	1921	East Perth
1891	Fremantle	1922	East Perth
1892	Fremantle	1923	East Perth
1893	Fremantle	1924	Subiaco
1894	Fremantle	1925	East Fremantle
1895	Fremantle	1926	East Perth
1896	Fremantle	1927	East Perth
1897	West Perth	1928	East Fremantle
1898	Fremantle	1929	East Fremantle
1899	West Perth	1930	East Fremantle
1900	East Fremantle	1931	East Fremantle
1901	West Perth	1932	West Perth
1902	East Fremantle	1933	East Fremantle
1903	East Fremantle	1934	West Perth
1904	East Fremantle	1935	West Perth
1905	West Perth	1936	East Perth
1906	East Fremantle	1937	East Fremantle
1907	Perth	1938	Claremont
1908	East Fremantle	1939	Claremont
1909	East Fremantle	1940	Claremont
1910	East Fremantle	1941	West Perth
1911	East Fremantle	1942	West Perth
1912	Subiaco	1943	East Fremantle
1913	Subiaco	1944	East Perth
1914	East Fremantle	1945	East Fremantle
1915	Subiaco		

England Saw Game Again

BY BRUCE ANDREW

(Member of R.A.A.F. Abroad)

THE Englishman was no stranger to Australian football. In the last war the A.I.F. had introduced the game to the Londoners but nothing had come of it.

With Australian airmen and a Forestry unit in England, it seemed a unique opportunity to re-introduce Australian football, especially as sport was welcomed by most commanding officers as a means of maintaining morale, and afford general recreation for troops.

Our first great difficulty in staging the game was to obtain grounds of sufficient size. Soccer fields there were in plenty, but Australian football demands an area at least 170 x 140 yards. The only spaces conforming to the requirements were the cricket grounds; but in England a cricket ground is a sanctuary and no games are played on it other than cricket.

I well recall the day I approached Sir Pelham Warner with the request that we stage a game of Australian rules on famous Lord's. The grand old man of cricket nearly took a fit. None other than an Australian would have had the audacity to put forward such a suggestion.

Sir Pelham with a kindly smile pointed out that football could never be played on a cricket pitch. When I recalled that football was played on Australian test wickets only a matter of weeks before test matches were played, he shook his head and said "Yes, but the grass grows much quicker in Australia."

Our most amusing attempt to stage a game was on the famous Sussex county ground at Hove. On receipt of advice that the ground had been made available by Sir Home Gordon, we journeyed to Brighton, full of enthusiasm. Imagine our surprise when on arrival at the ground we found that the square used for cricket pitches had been roped off and the goal posts erected at each end, along one side of the ground. All our appeals were unavailing. The cricket pitch was "holy territory". We reduced our teams to 10 a side to play in an area 120 x 95 yards.

The English people were anxious to see this new type of football. The directors of Wembley stadium and White City, and the controllers of Tottenham Hotspurs, Chelsea and Arsenal offered their grounds, but we had to turn them down as the widest was only 80 yards across with a depth of approximately 120 yards.

The first game was played between teams from the Royal Australian Navy and the R.A.A.F. at Rutilsh College, Merton, Wimbledon. Two adjoining square pitches were used. The game was so popular and the play so keen that when the final bell rang with only two points separating the teams, it was decided to play for a further 10 minutes.

After this match, there were many inter-unit challenges, games being played at various centres. The idea of staging an exhibition match in London, still rankled in the minds of those who were

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organising the games, but the ground continued to be the major problem.

Possibly the highlight of all matches took place at Hyde Park. The only corner of London's famous park which was large enough to stage a game had been used as a dump for rubble from blitzed buildings. The rubble had been cleared, but it took us some time to clear away stones, bricks and broken glass. An air raid shelter was used as a dressing shed. A barrage balloon anchored behind the goal post towered high over the centre of the arena.

Hyde Park's famous spruikers lost their interest as people drifted across to see what the Australian airmen and soldiers were yelling about. With so many allied service personnel wandering about London, I doubt if any Australian Rules game has had such a cosmopolitan audience.

Many of the spectators had no idea of the game, but Australians outside the boundary—in Rotten Row—were kept busy explaining the absence of "offside" and our "play-on" rule.

One English Rugby fan expressed the opinion: "The speed of the game is really bewildering, and I never realised that kicking could become such an art. The no offside rule helps to make the game. I think some of the features of the Australian game could be readily introduced to Rugby."

The Americans, who make a practice of padding themselves from head to toe, were amazed at the so-called "toughness" and stamina of our players.

Australians in England, most of whom had the opportunity of watching and playing Soccer and Rugby, are convinced that Australian rules is undoubtedly the most spectacular and attractive football code in the world.

LEAGUE GROUND DIMENSIONS

The dimensions of the League grounds and the direction of the goal-posts are:—

CARLTON—190 x 170 yards. Posts: East and west. Tram Elizabeth Street; train North Carlton.

COLLINGWOOD—182 x 156. East and west. Train Victoria Park, and Kew Tramway Buses State Theatre.

ESSENDON—184 x 165. East and west. Train, Essendon; tram Elizabeth Street.

FITZROY—170 x 155. East and west. Tram Collins Street.

FOOTSCRAY—197 x 145. North and south. Train to Footscray.

GEELONG—190 x 151. North and south. Train to Geelong.

HAWTHORN—185 x 136. East and west. Train to Glenferrie.

MELBOURNE—186 x 168. East and west. Tram Flinders Street.

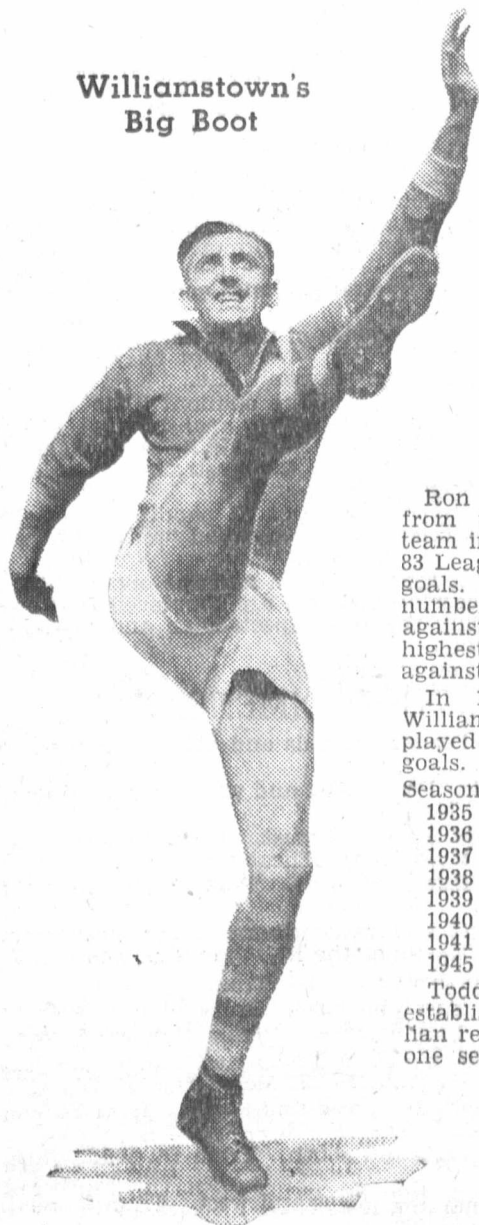
NORTH MELBOURNE—202 x 147. North-west and south-east. Tram Elizabeth Street; train North Melbourne.

RICHMOND—180 x 150. North-east and south-west. Tram Flinders Street; train Richmond.

ST. KILDA—186 x 154. North and south. Tram St. Kilda Road; train St. Kilda.

SOUTH MELBOURNE—189 x 154. East and west. Tram to South Melbourne; train St. Kilda line.

Williamstown's Big Boot



RON TODD

Ron Todd joined Collingwood from the Heidelberg Railways team in 1935. He has played in 83 League games and scored 327 goals. Todd scored the highest number of goals (11) in the final against Geelong in 1938, and the highest number (11) in the final against St. Kilda in 1939.

In 1940, he transferred to Williamstown, for whom he has played 55 games and kicked 326 goals.

Season	Goals
1935	6
1936	19
1937	62
1938	120
1939	120
1940	99
1941	39
1945	188

Todd's 1945 total of 188 goals established an all-time Australian record for an individual for one season.

How To Get Goals

BY RON TODD

Williamstown's Record Breaker

THE first thing a young and aspiring forward must realise is that you can't get goals without the ball. It is no good being the straightest kick in the game unless you can get the ball to kick. Therefore, specialise first in ball handling— safe marking not only in the air and on the chest, but below the knees, too, gathering the ball up with the tips of the fingers while travelling fast.

Be enterprising; therefore, never be caught flat-footed. That is the greatest sin in forward play. Play the game straight for a start. Cleverness comes with experience.

The next thing I have to say is that no forward can succeed unless his play fits in with that of other members of his team. The selfish, self-seeking forward freezes. Consequently, don't be goal-hungry. Lure the defenders away, and give the other forwards a chance to get goals for the side. They will work for you if you work for them.

It is a bad thing to focus all the team's work around one forward. If he is beaten, the team is beaten.

To get the rest of the team working for you, talk to your centre man and half-forwards. Tell them where you want the ball driven. If you are short, it is useless the rest of the team kicking the ball high to you. Encourage them to drive it low to an empty space, and assure them of your ability to get there and gather it.

If, however, as in my case, you are tall, then the high-kicked ball is often an advantage. Never allow the ball to be kicked to you in a manner that holds you fast to one spot and allows the defenders to have a sitting shot at spoiling you. The defenders today are mostly spoilers. They will endeavor to punch the ball away from you rather than outmark you.

Never sacrifice the idea of leading well away from your opponent, always having the understanding with your team-mates that they will kick the ball to the spot for which you are making.

The danger here is that you must not lead so far away from goal as to be out of range. It is not the long lead that counts. It is the short, sharp, unexpected dash.

In the air, most opponents will play you from behind, endeavoring to punch the ball away from your hands. To counter this, practise marking with your body jack-knifed over your hips, your tail stuck out, and your hands reaching forward. This prevents him reaching the ball. As a variation, run him in under the ball, double back and then leap high. Often his leap will carry you higher. Poised over him, you can pick the ball off his fingers.

Watch the way a ball swings. Play him so that you are on the side to which the ball will swing; then, pivoting off his hips, break away after the ball, often marking it as it swings across and down.

(Continued on Page 99)

The Do's and Don'ts OF GOOD FOOTBALL.

By the well-known veteran coach ALEX. ("Joker") HALL

I AM an old-timer, but I've never been out of football, so I've seen a lot more football than most. Lads, don't let anyone tell you that you are not so good as grandfather used to be. The footballer today is just as good as at any period of the game. Where he falls short, however, is in the finer points of the game. He does not work to cultivate the niceties of the football art, and of artful football.

He can't kick with either foot. He often can't kick at all. Stab kicking—that low skimming arrow foot pass—is a lost art. He can punt the ball only on the run. Now, all those things are necessary if grandson is to out-distance grandfather.

* * * * *

A coach cannot carry the full responsibility for a team. He can correct individual faults, but his big job is to co-ordinate a combination from 18 individual styles and personalities. Combination is built out of knowledgable football. Try to understand where the player ahead of you wants the ball, so that he can give his best. Try to help the man who must take delivery of the ball from you.

Never belittle the other fellow by show-off stuff. A good effective piece of shepherding means more to a side than a sequence of flash play. Take the cane out to the player who wants to hog the ball. He breaks up combination.

Always work at your football with a ball. Turn, twist, side-step, back turn, and blind turn, but always while handling the ball. A player cannot handle the ball too much. Handling brings control and the player who can make the ball do what he wants is never at a loss in wet or dry conditions.

* * * * *

Practise for long periods kicking with your wrong foot. And don't forget to practise handball off the wrong hand. It will get you out of many a tight corner. The one-foot, one-way player soon has his avenue of escape blocked. He gets a tough time trying to squirm out of a jam against an intelligent opponent who is always crowding him on his kicking leg.

Never contact a man you can avoid. Physical contact takes something out of you, no matter whether you win the clash or are knocked over. By the same token, never squib an issue with an opponent. If you have to meet him, meet him with shoulder and hip, backed up with all you have in your body. Hit him hard. It will save you getting hit hard unnecessarily. In body clashes never be half-hearted.

* * * * *

In no circumstances should a player with the ball run more than 15 strides. Always remember that the speed of a ball properly kicked will outstrip the fastest player yet produced. The so-called brilliant runs of players who cover 40 yards, while very spectacular,

demoralise his own side and neutralise the natural leads given by his team-mates. So kick the ball—don't run with it. Conserve your energy and serve your side better. Beat your opponent in the race for the ball. Get clear of him, then drive it on to a team-mate. That is winning football.

* * * * *

A footballer is conceited when he has nothing more to learn. Yet the wisest heads have yet to find the perfect player.

Practise hand and foot passing morning, noon, and night, until you can get rid of the ball quickly and with accuracy and purpose. Constant practice will bring its own reward in making your football easy.

Shepherding without interfering with the opposing player is an art, a real football science. Keep working at it. It will bring its reward.

* * * * *

Always feel neat when you go out to play, no matter how you finish. The slovenly-dressed player is a slovenly player. See that the waist-band of your knicks fits you comfortably. Don't have to stop and hitch up your pants. Have your stockings kept up with a free and comfortable, not a tight, pair of elastic garters. The player with stockings over his boots carries extra weight on the ends of his legs. He tires more rapidly. Besides, no one can kick accurately with three or four rolls of stocking over his boot.

Any kind of boots will not do to play football in. You buy the best you can afford for dally wear. It is equally important that you get comfortable, well-fitting football boots. Good boots give you an advantage in accuracy and distance.

If the studs are uneven the balance of the player is certain to be affected. Only one stop used in the heel helps turning.

When the ball is kicked off the instep it will be sliced if the laces are knotted and tied in a bow in front.

The last three holes are not laced. This gives more freedom to the foot.

* * * * *

Never argue with nor abuse the umpire. He is doing his best, although it might be a poor best. He's there for the day, so adapt your play to his umpiring, and get on with the game.

This season League teams will consist of 20 players, only 18 to be on the field at the one time. A captain can replace two men for any reason at any time during a game. The player leaving the field must be over the boundary line before the new man runs on. Once replaced a player cannot return to the field.

* * * * *

At one time some amateur teams were the second eighteens of Victorian League clubs. Leopold became South Melbourne Seconds, and Beverley, Richmond Seconds. Collegians is the oldest amateur club, one of the originals, and at one time had many well known players in its ranks, including Vic Cumberland and Harry Curtis, the Collingwood president. Collegians are really the Old Wesley Collegians.

The Junior Has Wrong Ideas

BY CHARLIE HARDY

former North Melbourne and Essendon Champion

THERE is one thing to which the authorities of the game should apply themselves without delay—the sponsoring and succoring of the parklands junior. It is not the job of anybody today despite the best intentions of many organised bodies. The junior organisation has not the money nor the opportunity to employ the right men as coaches and lecturers. The lead must come right from the top, be that top the League or the Association.

In my experience with junior footballers I have noticed many faults which must react against the boys in higher grades.

To begin with, teams are selected more with a view to winning games than with any idea to the boys' futures as footballers. Boys are played in positions which they would have no chance of holding in higher grades. A junior team lacking full team equipment sacrifices good players for its needs.

The junior, through lack of encouragement, uses force instead of strategy. The very atmosphere of junior football leads him to believe that brawn and not brains is required. To be clever is often considered to be flash. Don't believe it. No player will get anywhere in football unless he is prepared to take a business risk in his attempts to get the ball. However, a youngster does not need to knock down half a dozen players on the other side to prove his courage.

Therefore, in your efforts to get rid of the ball avoid unnecessary contact with the opposition. Get clear, and stay clear, until such times as you can give the ball to a team mate.

In passing the ball, often insufficient allowance is made for the speed of the man who is to receive it. By making a speedy player wait for the ball you handicap him tremendously. It is useless for a fast, clever player to dash for the open only to find that the ball has been passed behind his back, and that he has to double back to collect it. Therefore, kick the ball wide and allow every opportunity for your fast team mate to get out after it. It's clever play to capitalise the speed of every man on the side.

Far too many slow men try to run with the ball. Big men should get rid of the ball as quickly as they can. Over-running with the ball is one of the cardinal faults in junior football.

Most juniors kick the ball badly because they are unbalanced. The first thing in kicking a football is to hold it correctly. The hand should be evenly spread, with the thumbs toward the lace, over the top of the ball. The hands should be level and the arms extended to a natural but not a strained distance from the body.

Don't hold the ball too close to your body; give yourself room to kick. The ball should be dropped on its nose just on the under side, and when it hits the ground should be at an angle of about 45 degrees.

In the leg action there must be a smooth, even back-swing of the kicking leg. The leg should be swung through as if along a straight line. The foot should go through, and not just to the ball.

Follow through is essential to straight kicking. For those who might not know, to "follow through" is to drive your foot straight through after the ball even though it has left your boot.

All this is only possible by retaining perfect balance both of body and ball throughout the operation.

A common fault in kicking today arises from the popularity of the torpedo punt. This is the most dangerous kick in the game. In the hands of the juniors it is inaccurate, difficult to mark, and also difficult to kick in some circumstances. Certainly it covers long distances but a long distance covered, if the ball lands with your opponent, is an opportunity thrown away.

Another bad fault in connection with kicking is that of getting too close to the man at the mark. This is one of the unforgivable sins in football. Boys should see that they give themselves plenty of room to kick. They should never fall into this error.

I have always been an advocate of the stab kick, and the driving 40 to 50 yards drop kick. This art appears to be lost on present day juniors. In its place we see aimless punting of the ball which by comparison gets a player nowhere.

I would strongly advise all juniors to cultivate both the stab kick and the drive. Both kicks find their objective quickly and accurately, and if used intelligently are both spectacular and effective.

Perhaps I should explain what stab kicking is. As the name implies, the ball is kicked with a sharp, stab action without the follow through. The ball is dropped closer to the body at a more acute angle (approximately 60 degrees) than in the drop kick. The impact is made with the instep pressing hard on the ball.

In general play most lads are obsessed with the idea that they must get the ball by their own individual effort. It is much easier and more effective to have the ball given you by means of co-ordinated strategy. Command the ball by the position you make—and then see that you get it.

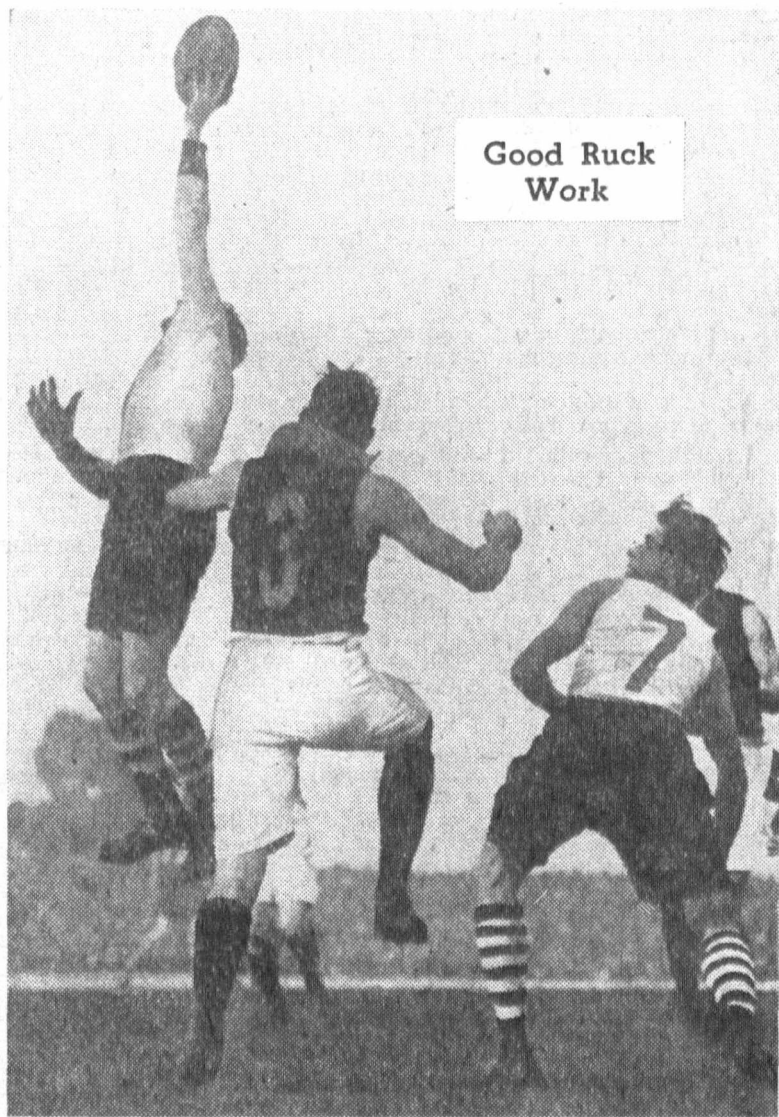
PIONEERED IN NEW ZEALAND

In 1908 Victoria defeated a New Zealand team in Melbourne during the first Australian National Football Carnival.

Few people know that the game was established in New Zealand as well as throughout Australia.

In the Jubilee Carnival in 1908, the first Australian football carnival held in Melbourne, New Zealanders appeared clad in their all-black guernseys with a gold fern leaf. As a fact New Zealanders created quite a good impression at the carnival.

It is a great pity that the game has been allowed to die in the sister Dominion, and that the first big chance of establishing it on an international basis has been lost.



Perfect hit-out to rover—"Cazzer" Roy Cazaly, now of Hobart, uses his fingers to push the ball to his rover Mark Tandy. The Cazaly, Flecher, Tandy trio stood out for ruck combination. Cazaly, left-handed, was an adept at feeding a rover.

(See Opposite Page)

Ruck Drives Team

BY PERCY BENTLEY

*For many years Richmond's captain, coach and follower,
leader of Victoria and coach of Carlton's premierships side
last year.*

THE ruck is the driving force of the football team. The opening advantage is decided in the centre when the ball is bounced to start the game. The winning ruck attacks. The beaten ruck defends. So plan the opening sortle against the opposing pack very carefully.

A ruck must talk over its plans. Although shepherding is forbidden under the present rules it still exists in the form of scientific baulking.

To walk in front of a man anticipating a dash for the ball is to baulk him. There is no rule against it.

It might be decided that one man will go for the ball. The other will walk across the opposing strike-ruck, as the ball is bounced, making it necessary for him to almost vault over a back to get to the ball.

Meanwhile, the rover should be running to a pre-arranged open space. It is here that he should receive the hit-out from his follower.

This is where the wingman and the centreman can each play a part. The wingman must decide his role quickly. If he is certain in his own mind his rover will get the ball then he must be breaking away to receive a further pass. If, however, he sees his rover checked he must quickly attack and crowd the position in an endeavor to prevent the other side breaking clear.

The centreman must see that it is not the opposing rover that breaks away. He is responsible for the opposition scout and must check him. So it boils down to teamwork, and the team that thinks quickest wins the breakaway.

It is, therefore, important that a follower be accurate with his tapping or hitting-out of the ball. If the rover breaks away and the follower hits the ball to the wrong place the whole plan breaks down. Learn to hit-out with either hand. Palm the ball, never use the clenched fist.

Remember, too, that the opposing ruckmen are not idle and will be trying to prevent the development of your system, and at the same time striving to gain a breakaway themselves.

The ball once launched in attack, the followers must be guarded against one important thing. They must not crowd the forwards. One man can go in and help the attack provided he works in an open space and does not bring in his opposing number, in the defending side's ruck, to hinder free movement forward. That is important. It is wrong for both ruckmen to go down.

The other follower and the rover should hang around the centre waiting for the defending kick that must come if a score is not recorded.

If a score is made then the ruck is ready to intercept the kick-off,

in the case of a behind, or is waiting at the centre for the fresh bounce which re-starts the game after a goal has been scored.

In general play the follower should travel within an inner-circle to the boundary. He then always has the inside running on the play. For instance, if the ball is out of bounds he can move swiftly in to meet the throw-in.

A big man is helped if he always attacks his football problems by taking up the position which enables him to break straight away with the ball towards his goal without having to turn and squirm round smaller opponents.

Smaller place men usually handle themselves with greater certainty than the bigger ruckmen. Therefore, the big fellow should avoid being trapped while trying to turn around.

Perfect understanding must be developed between the two followers. How futile it is for both to fly for the same mark. How silly for both to stand down and neither get it.

When resting in a place, if forward, shepherd and block with your body to enable your forward to get a free run to the ball. If the ball is kicked high into the goal square, it is the big man's ball. Otherwise, stay back and try to keep as many of your opponents as you can back with you. This assures to the man, who is put there to get the goals, as little hindrance as possible.

If resting in defence, pick up the big man who should also be resting and walk with him shoulder to shoulder. Never give him a half yard.

Remember the cardinal rule for a ruckman is to make the place men, and the smaller men of the side, play around him. In this he is both a battleship and a supply ship. He protects, and he opens up opportunities.

At the throw-in from the boundary never allow your rover to stand flat-footed. Know where the rover is and try to give him the ball ahead of him so that he can break away towards the goal. That type of understanding brings fast, odd man exchanges that are the soul of good teamwork.

A big man should have a ready pair of hands. He can't turn as quickly as the small men. Therefore, he should be ready to give a hand pass to a scouting team mate rather than to try to break away into the clear himself. Hit the ball into the open ahead of your fast men and let them do the breaking away for you.

The struggling, wrestling ruckman who tries to do it all himself is a penalty to his side. He gets caught in possession and free-kicked.

In marking, a big man should not only perfect his judgment in flying for the ball, but should be an adept at leading an opponent in under the ball and then doubling back for the mark himself. Clever use of these tactics often enables the big man resting in a forward pocket to mark almost unopposed on the very goal itself.

He should be fit, have a quick pair of hands and develop a fast, accurate kick in disposing of the ball. He should use his weight fearlessly to protect his small men or to make an opening for them, but never needlessly knock himself about.

A tired ruck is a liability to a team. A virile, quick thinking ruck wins matches.



BERTIE



*The Committee
of the Ballarat
Historical Mu-
seum has invited
Bertie to join
the ranks of the
immortals*

BALLARAT BERTIE

ON

"Such is Fame"

"They've put my statue in the Ballarat Historical Museum!" Bertie announced proudly.

"Your statue?"

"A statue of me, I mean. They put a card at the foot calling me the most widely known Ballarat character of the 20th Century!"

"That'll teach you to talk about Museum pieces!"

"That was only a figure of speech to show how old-fashioned our Licensing Act is. Why, it still makes the hotels close at 6 o'clock, although the Tasmanians have had 10 o'clock closing and praised it for years! It's time we shook the dust off ourselves in Victoria and stopped the 6 o'clock scandal; or we'll all be museum pieces! The public demands service from hotels, but the law keeps them closed!"

Yours Sincerely,

THE BALLARAT BREWING

CO. LTD.

Don't Give Forwards a Kick

Says Jack Dyer

Captain-Coach of Richmond

THERE is only one way to be a good defender in Australian football—play shoulder to shoulder with your opponent. Let nothing deter you from that determination.

Because defence is largely counterfighting — thwarting the moves of the other fellow—it does not demand the theorising that say, forward work or ruck work does.

The one theory that matters in defence is, "Don't let your opponent get a kick." Sum him up quickly. If he is tall and rangy and likely to out-mark you then set your mind on spoiling him.

Remember he is a clever footballer, or he would not be in the attacking zone. Therefore never give him an inch. Play on the inside of him, never giving him a break towards the goal. Watch for his turn. If he kicks only with his right foot, then peg him down on that foot and don't let him turn.

Lure the forward in toward the goal so that he will assist to crowd the game. It makes defence easy.

Be the defender a half-back or a full-back, he has one immediate problem and one only—he must counter his opponent's every move. It becomes a matter of individual merit, therefore, a matter of single combat first and foremost.

There is nevertheless another side to defence and it is becoming more prominent every week. I mean defence which begins an attack.

Perhaps readers will remember a final on the M.C.G. in which St. Kilda were struggling in the last quarter against Collingwood. Saints looked like winning it. The Magpie defenders played with such purpose that they not only saved the game by turning Saints' many attacks out, but also finally developed attacks from the back lines that routed Saints and gave the Magpies an easy win.

Wide on the wing, Campbell, of Collingwood, waited patiently for the relieving kicks he knew his defenders would make. His St. Kilda opponent, Kelly, was up among the forwards. The defenders saw the move and, driving the ball to Campbell, gave him the opportunity to turn the ball into attack and get badly wanted goals.

A master at turning defence into attack is Fred Hughson, Fitzroy full-back. He races out to meet the ball, and with long driving kicks sends it to wing-men and half-forwards ready to develop an attack.

There is one thing to stress in this defensive-attacking football. Never run with the ball. Make the dash that gives you a chance to drive the ball on and leave it there. The defender who runs with the ball is a menace to his side. He leaves his opponent uncovered, and the opposite defenders are given a royal chance of opening an attack behind his back.

Remember in defence that a good kick travels farther and faster than any man can run with the ball.

Make defence an individual battle with your opponent, but also remember that combination wins matches.

Clever Defence Work

*Intercepted — Kevin
O'Neill, Richmond
back pocket player,
chips in to beat
Southern Hartridges
for the ball.*



Bob McCaskill says—

Create Space to Play In

TOO many men play bad football because they have not the mental picture of the task ahead of them, or the confidence in themselves to carry out that task. Therefore there is a big psychological side to the handling of footballers, and their successful development in a team.

Every man in a team must be used to capacity if a team is to win. The team in which one or two men have to carry the odd parts breaks down unexpectedly on the big occasion because the willing horses are tired from the doing of too much.

The "big occasion," too, has the unfortunate habit of being the game that "must" be won.

Even the ordinary player can be a great asset to his side if he will picture to himself what he has to do, and apply himself to the best of his natural ability and sometimes a little better even than that.

No one in any walk of life can hope to become really great without four essentials—**DESIRE, OPPORTUNITY, APPLICATION, AND EXPERIENCE.**

In sport these things are equally essential. But in sport, opportunity generally stimulates the desire, whereas in other matters desire usually finds the opportunity.

By desire I mean strength of desire, and in sport that means love of the game strengthened by the determination to succeed.

Very many elements are necessary in the make-up of a top line footballer, but there are three fundamentals—**TO GET THE BALL, TO PROTECT ONESELF, AND TO DISPOSE OF IT CONSTRUCTIVELY.**

To get the ball, consistently maintain a position of advantage in relation to your opponent.

Create space. Entice your opponent away from the "space" in which you will play. The ball should not be passed to you, but to the space into which you will run to receive it.

Persistently keep between your opponent and the ball—wherever the ball may travel—with your hip in front of him. Keep him where you can always see him out of the corner of your eye.

In this position you will have a constant advantage. You will deprive him of initiative and anticipation while you retain your own.

Should you obtain the ball your opponent will immediately claim you or meet you with the full impact of his body. To protect yourself, use your hips and shoulders like a full-blooded man. Always legitimately use an outstretched arm to ward him off. Otherwise you will not "make your way" in the game.

Concerning disposal—this should be designed in your mind before you get the ball. Without mental alertness no player can become great in the game.

VICTORIAN FOOTBALL LEAGUE

Founded 1896. Incorporated 1929.

Proudly Announce 50 Years Achievement

1896 — CHRONOLOGY — 1945

- | | | | |
|------|--|------|---|
| 1896 | Victorian Football League instituted. Eight Clubs:—Carlton, Collingwood, Essendon, Fitzroy, Geelong, Melbourne, South Melbourne and St. Kilda constituting the League. | 1929 | V.F.L. incorporated under Companies Act 1915. "Harrison House," V.F.L. Headquarters purchased. |
| 1897 | First series of premiership matches played. | 1930 | Substitute allowed for injured player. Regulation for payments to players adopted. Seventh Australian Carnival—Played in Adelaide—Won by Victoria. |
| 1906 | Australian National Football Council instituted. | 1931 | Page System of playing finals introduced. |
| 1908 | Richmond and University clubs admitted. First Australian Carnival—Played in Melbourne—Won by Victoria. | 1933 | Eighth Australian Carnival—Played in Sydney—Won by Victoria. |
| 1911 | Second Australian Carnival—Played in Adelaide—Won by South Australia. | 1937 | Record attendances and receipts. Grand Final gates closed prior to play after 88,540 admitted. Ninth Australian Carnival—Played in Perth—Won by Victoria. |
| 1912 | Numbering of players introduced. | 1938 | Attendance records broken at each Final match. Grand Final all-time record established; 96,834 persons admitted. Gates closed prior to play. |
| 1913 | Independent Tribunal instituted. | 1940 | War Period. Full round of matches. V.F.L. Patriotic Fund established. |
| 1914 | Third Australian Carnival—Played in Sydney—Won by Victoria. | 1941 | War Period. Club Districts revised. |
| 1915 | War Period. University Club disbanded. District football introduced. | 1942 | War Period. Brownlow Medal suspended. Geelong Club did not compete. Melbourne, St. Kilda, South Melbourne and Footscray grounds and "Harrison House" occupied for war purposes. Final matches played at Carlton. |
| 1916 | War Period. Four clubs competed—Carlton, Collingwood, Fitzroy and Richmond. | 1943 | War Period. Final matches played at Carlton. |
| 1917 | War Period. Six clubs competed—Geelong and South Melbourne resumed. | 1944 | War Period. Geelong Club resumed play. Final matches played at St. Kilda. |
| 1918 | War Period. Eight clubs competed—Essendon and St. Kilda resumed. | 1945 | Final matches played at Carlton. Aggregate receipts all-time record of £23,335. V.F.L. and Club Patriotic Fund contributions exceeded £50,000. Commonwealth Government remains in possession of Melbourne and South Melb. grounds and "Harrison House." |
| 1919 | Nine clubs resumed following declaration of peace. | | |
| 1921 | Fourth Australian Carnival—Played in Perth—Won by West Australia. | | |
| 1924 | Footscray, Hawthorn and North Melbourne Clubs admitted. Brownlow Medal for best and fairest player instituted. Fifth Australian Carnival—Played in Hobart—Won by Victoria. | | |
| 1927 | Sixth Australian Carnival—Played in Melbourne—Won by Victoria. | | |

President:

Dr. W. G. McCLELLAND, J.P.,

Secretary:

Hon. L. H. McBRIEN, M.L.C.,

No player of recent years had this gift developed to a greater extent than Laurie Nash. It is the key to the game.

Just as a batsman surveys a cricket field before he faces up to the bowler, so that he may place the ball through the gaps, so should a footballer constantly survey his field, that he may in a split second deliver the ball into the "space" to which he knows a team mate will lead.

A player should be ever alert to back up his team mate on the next line of his team's play. For instance, when a centre is cornered, and has to turn to take his kick, the centre half-back should be running forward calling for a hand pass and be ready to drive the ball up the field.

So in every part of the field. Be alert to race up for the pass and avoid the necessity of a team mate having to beat a pack to turn and kick the ball towards his objective.

Collingwood play this perfectly and their successes have been featured by this play and team co-operation.

Now a few don'ts.—Don't go on to an arena to tell the crowd by your actions that your parents have raised a son who is afraid. If you are timid, football isn't your game. But if you are nervous it is a different thing. A nervous player is often a really great player. A sensitive man is capable of the greatest things. So if you feel nervous don't show it. Grit your teeth. Have a go, and I promise you you will turn out trumps.

Don't advertise yourself to the crowd by stooping to a mean or cowardly attack on an opponent.

Don't become professional in your outlook. Remember that the game is always worth playing for its own sake. Don't become a hireling and play just for the hard cash you get out of it. If you do the finer experiences of the game and its associations are lost.

If it is your lot to captain the side and lead the club's cause you require personality and scrupulous honesty of thought. You should know your men. You should observe moderation in all things. The extremist never makes a sound leader.

You should set an example by your courage and determination, by your fairness in play and your choice of language to your men.

While you lead your men, you should not forget you are their servant. You must "respect all men, but none too much." If some receive too much consideration it will lead to cliques—and disaster.

Your demeanor should compel the confidence of your men to the degree that they will always know, whatever change may be made during a game, you will have done it for the good of the side and never as a reflection on a player's performance.

If a player appears to be failing against an opponent you will not on any account move him without first giving him ample time to settle down to his game. Should you eventually choose to make a change, the player who appears to have failed must be called to a task which will challenge him, lift him, and inspire him. The player must not on any account be made conscious of his poor showing.



The amazing Pratt again—Bob Pratt playing full forward for South Melbourne takes a sensational mark over the back of the late Jim Park, Carlton defender.

Rover Stimulates The Side

BY BOB QUINN

Bob Quinn, South Australian captain, is the best footballer produced in that State in 10 years. He led S.A. in its surprise victory over Victoria last year. Quinn won the Magarey Medal, 1938 and 1945. He was defeated by one vote only in 1937. He has been captain and coach of Port Adelaide for a number of years. Enlisting, at Tobruk he won the Military Medal and his commission. He is undoubtedly one of the greatest exponents of roving in Australia today.

THE rover is the spare part in an Australian football team. He fits in to help and bolster any part of his eighteen. Therefore, since he plays from end to end of the ground, he must be absolutely fit.

His main duties are to scout the fringes ready for the break-aways his big men give him. He must also be prepared to go into the packs and get the ball, especially when his team is hard pressed.

His ground work must be perfect. He should be able to scoop the ball off the ground with either hand or, if need be, with both hands. He must be fast, carrying himself low to the ground. He has to gather the ball before it bounds high. With the ball in the air he is a mark for the big man. That is not his role.

He must dispose of the ball while travelling at his top. Most important is that he should be able to stab that ball accurately to a club mate, and then continue his dash, making again the odd man which is so important in our football.

A rover must be up with the play at all times. If he is tired, then his place is resting forward, not on the ball. Therefore, it is important that as soon as he starts to lag behind, he must call in the change rover and rest himself.

Too many rovers think they are playing the loose man by lagging behind the play, hoping that a team mate will get the ball and kick it to them. That is bad roving for the good and proper reason that the opposition rover at such a time is up with the pack playing a merry part.

A good rover, by his anticipation, is always racing into position to receive and despatch the ball. He should adopt a swerving run and always remember that the best football is played in five-yard dashes. Never try to run with the ball.

The real rover is a stimulator. He must be not only the means of getting the ball to his men, but must be racing into the best positions to receive still yet another pass.

Too many rovers are judged by the number of goals they kick. The real worth of a rover is judged in the mid-field. If he does his work well he has few needs to be within kicking distance, except, of course, when resting in a pocket. Then he is a forward, not a rover.

Some cardinal rules of good roving:—

Never be flat-footed. Take, for instance, an occasion when the ball is kicked to a duel between the centre half-forward and the

opposing centre half-back. The fast rover without a doubt can get there and stand back on his heels waiting for the crumbs. That is very wrong. He should time the run-in so that, when the crumbs fall, he is racing through at top speed gathering the ball and driving it on before the placed men regain balance.

Similarly at the boundary throw-in. Never race up to the pack and stand still waiting for the ball. Trot up, and, as the ball is hit by the followers, try to "shark" it from the opposing rover, or accept it from your own followers.

I try to come in from the side of a pack, swerving to anticipate and gather the ball. I believe this best. If I come in from the front, I have then to break through a cordon of big men. If, however, I come from the side or the back—and I like the back of the pack on a wet day, when the ball is most likely to slide off the followers' hands back over their heads I know that whatever the opposition forces might be, I can scout round them or pick a hole to go through.

At top pace a man can swerve better than if just trotting.

Always be intelligent. If the wind is in the big men's faces, then scout round behind them. It's a certainty that the ball will be carried over their heads. Alternately, if the wind is coming from the back of the pack the ball will invariably fall short. Then play in front.

I like to go after the opposing rover, and beat him, and early make him realise he isn't top dog. To do this, I give a lot of concentration to checking him very closely the second his side begins an attack.

This will often upset the poise of rovers, especially those who rely most on the ability of their big men to give them the ball.

Remember two cardinal points—a greasy ball skids back; a high wind calls for intelligent tactics, mostly to windward.

The rover who cannot kick is a menace. The floating punt, from a rover, only slows up his side, causing the place men to wait under the drop of the ball.

Don't kick directly to your object-man, but wide of him, if possible to a pre-arranged spot to which he can run and gather the ball on the move.

If the situation is grim ahead of you, with every man covered by the opposition, then drive the ball forward with all you have.

If you have a speedy wing man, kick wide to his wing and give him the chance of using his speed. The same factor applies equally to a half-forward flanker.

In attack, never go over the half-forward line. Never go in and congest your scoring area.

In defence, go in and drag as many in with you as you can. This congests the area of the opposition attack, minimises their scoring area, and forces hurried shots for goal.

In conclusion, good roving is the life-blood of a side. A successful team can be built around good roving, but, again, I stress it—he must be a very fit rover, and an intelligent one. He must never be caught napping. That means he must never slouch around nor be caught on his heels

Clever Forward Scouting

The fast foot that gets goals — Lou Richards (Collingwood) snaps a goal despite the best efforts of Carlton defender, Bob Atkin-son. Mears is in the background.



Fast Attack Beats Defence

BY "CHECKER" HUGHES

Melbourne Coach

THE forward division is the sales department of the successful football team. Its work has to be planned so that every man playing in that part of the field can have his ability exploited and developed into goals.

A forward division without method is hopeless. Method has its beginning in the correct posting of men, each with a role to play according to his ability and strength.

A forward line that crowds itself kills itself. The half forward who crowds down to the goal base plans the funeral. The wing half forward should be on the fence, and must stay always wide out with the centre half forward within, say, 15 yards of the circle. The object of playing the wing half forwards wide is to create a space or area either for them to run into to receive a pass, or for other attacking players of the side to stream through without interruption.

It is obvious that the ball must be given free access to the forward zone by the attackers. To encourage crowding is to do half the work for the defenders.

Similarly, the forward line should be well back and well spread. There must also be considerable space between the half forward and the full forward line. This enables the forwards to make a break into the clear to intercept the pass from their team mate further out into the field. Forwards should never be standing still, but should be always on the move.

A forward should never allow the defender to engage him in conversation. If a forward is close enough to his opponent to engage in conversation the opponent certainly knows where he is. It is part of a forward's role to create uncertainty in the defender's mind. He must never be quite certain where the forward is, or which way he intends to run as the ball comes down.

Usually in the forward pockets is a resting ruck man and a resting rover. With the ball coming down the field it is usual for the full forward to give a lead by breaking into the open space, in which case it is the responsibility of the men in the forward pocket to hang back ready to move across into the goal square should the ball be kicked high toward the goal.

The physique of the centre forward alters the style of play of the forward division. If he is a small forward he has to get his kicks by clever scouting. He must be protected and given openings by the bigger men. If, however, he is a big man whose specialty is marking, he must have the ball kicked high to him so that he can lead quickly into the mark. When the centre forward makes his lead up the field he may be well covered by the full back. Seeing this, his team mate with the kick will drive the ball high up to goal. This is the time when the resting ruck

man drifts across to pull down a good mark in the goal square. On the other hand, the resting rover must be alert to come in from the other pocket to gather any crumbs that might fall.

It is a mistake for a ruck man to go down forward when his side attacks, more especially if he wants to contest marks in front of goal. He tends only to crowd the play, thereby destroying a system by which it is hoped to make the attack positive. When the ball is in the forward zone ruck men should take up a position somewhere about the centre half forward area. From here they can meet any repulse that the defenders might give to the forwards.

They are there ready to drive the ball in again. In an ideal team they should be the first line of players to protect the attack and make certain that it is driven home.

During these operations the half forwards must not crowd into the goal mouth. They must play their correct positions and always be prepared to meet the relieving kick of the defender and to drive the ball in again. Similarly, the wing man must play slightly behind his position for the same good purpose.

The centre man is as vital to the forward division as the thumb is to the hand. He has unlimited opportunities. Unlike most other place players, he can be pardoned for playing wide of his opponents—but under certain circumstances. This doesn't mean that he should roam, for a centre man should never forget that he is really the pivot of the team, and therefore must be near or at the centre of the ground.

But he does get more chance than most players to break away, take a lead and develop it into an attack. By virtue of his position the play swings through him or past him. His possibilities as an interceptor are as great as are his opportunities to develop his own side's defence into an attack.

Once he has the ball it is a crime for him to waste a kick. He must be an accurate pass; and it is preferable that he kick well with either foot. He must be able to stab the ball low, or, if need be, to drop a ball accurately over the head of an opponent to his own man.

He must guard against over-running with the ball. A centre man who runs with the ball puts his own forward men out of position. They give him the lead but he runs in too close and hasn't anybody to kick the ball to. A short dash and an accurate kick is perfection from a centre man.

Similarly, the wing half forwards must not become over-eager and crowd in to meet the man who has the ball. Better to go away from him. Obviously, to rush in to meet the man with the ball is to upset the smooth working of the whole division.

Play on the forward line is a game of quick movement. Anything static makes the defence easier, while a mobile attack tends to disorganise defence.

RECORD GATE FOR HOME AND HOME MATCHES

Takings	Match	Ground	Date
£1,365	Carlton v. Richmond	Carlton	1933

HIGH AND LOW SCORES IN GAMES

- Part Melbourne's** 43-20-287 to Sandringham's 7-9-51 at Sandringham on August 30, 1941, is the highest score ever recorded in Victorian senior football.
- Highest League aggregate score** was recorded by Richmond, 30-16-106, and Melbourne, 18-9-117—a grand total of 313 points — at Richmond, May 16, 1942.
- Next best**—Geelong, 24-10-154, Melbourne 22-10-151, at M.C.G., June 29, 1940. The late Ron Barassi had a kick after the bell in an endeavor to win the game for Melbourne, but he got only a point.
- Melbourne's** 22-10-151 is the highest losing total.
- The lowest scores in a match** are one point by St. Kilda against Geelong in 1899 and five points by South Melbourne against Carlton in 1899.
- The lowest winning score in a final match** is Collingwood 2-13 against Richmond 1-7 in 1927. It was a wet day. The lowest winning scores in a League match are 1-9 by Essendon against Melbourne 0-10 in 1897, and 1-9 by Essendon against South Melbourne 0-9 in 1899.
- The highest aggregate** (328 points) in interstate matches is Victoria 31-28—214 points—and Queensland 17-12—114 points—at Hobart in 1924. Every Victorian player kicked a goal and immediately transferred to the full-back position. It was a farcical game.
- The highest first class Adelaide score**, other than interstate, is by Port Adelaide 33-19—217 points—against Glenelg in 1934.
- Highest Score in an interstate match:** 1924 Carnival in Hobart — Western Australia 43-19, Queensland 2-1.
- Carlton Amateurs** kicked 59-47—401 points—against Fawcener Socials on August 27, 1934. This is the highest score recorded anywhere.
- The highest Public School score**—43-21 (270)—was made by Melbourne Grammar in 1941 against Geelong College at Geelong. Most goals in match—21—kicked by H. H. Bowden (Scotch) against Xavier in 1907. Greatest number of goals in season—40—R. J. Webb (Melbourne Grammar), 1932.
- In his seven years with Old Scotch** in the Victorian Amateurs, Bill Pearson scored 1023 goals, including 240 in one season and 30 in one match.
- Dick Chandler** (State Savings Bank) had scored 1000 goals in 12 years when the Amateur competition ceased, because of the war, on June 22, 1940.
- Highest individual tally in interstate football** was 23 goals kicked by Bonny Campbell, Western Australia, against Queensland in the 1924 Carnival at Hobart.
- Highest Victorian individual tally of goals in an interstate match** — 18 goals — kicked by L. Nash, Victoria v. South Australia, on M.C.G., 1934.
- G. Coventry** (Collingwood) kicked the highest number of goals in a Victorian League game—17—against Fitzroy in 1930.
- E. Freyer** (Essendon) holds the record with 12 goals, against Melbourne in 1934, for the opening day of the season.

**Follower chips in
to mark and goal**

(See Page 53)



Melbourne forward methods—Norman Smith, full forward, has led up the field. Centre half forward, Ron Baggott, has doubled back while resting ruckman Jack Mueller (No. 12) chips in to take a wing mark right on the goal line. Bert McTaggart is the Footscray player.

Wingman—THE SIDE'S ALL-ROUNDER

BY BRUCE ANDREW

*For five years wing man in Collingwood's premiership side
(1927-1930)*

A WINGMAN must be an all-rounder, a two-way player—combining pace, football intelligence, courage and natural ability. He must be able to play in defence or attack. He covers more ground than any other man afield, therefore he must be perfectly fit.

Passing, marking, handball, turning, and all forms of kicking are essential to the ideal centre-line player.

Sum up your opponent, study his weaknesses and apply them to your own game. Play inside your opponent, particularly if he is a left-footer with a wide sweep. Don't try to outmark him if he is too good for you; far better to spoil his mark and try to outmanoeuvre him on the ground.

If the ball is in your forward zone, drop back to the centre line so that you can act as an extra defender, ready to drive the ball back into attack again. If your opponents are attacking, play close to your man. Try to crowd him on his own forwards, so that you can get the "break" when the ball is cleared by your defenders.

Study the play of your team-mates, and learn to anticipate their moves. Particularly study your wing half-back and wing half-forward. You must have complete understanding with these flankers and your centre man. Develop team work and co-operation and play as a link in a chain, not as a separate individual.

Learn to use handball to the advantage of your side, to open up play and create the loose man.

It is bad football to wait until you have run into trouble before getting rid of the ball. Hasty disposal is usually erratic and often leaves your team-mate on a spot.

When receiving a hand pass don't run into the team-mate who is giving the ball to you. Break away from him so that you can play on.

Learn to dispose of the ball with either hand. Do not become a "one-way" player. You may be called on to switch over to the opposite wing.

Become a master of all types of kicking. The stab-kick should be used to pick out a team-mate moving into position. Learn to "stab" pass.

If you have high-flying forwards, you must be able to give the ball loft and distance. This calls for a study of drop-kicking and punt-kicking. Deliver the ball quickly and accurately.

Don't waste your practice nights trying to kick goals from 50 yards out. Arrange with your comrades to "take a lead," then "stab" the ball to them. Try hitting them on the chest as they come to meet the ball. Vary the leads to left and right.

You must be able to pass with either foot.

Experiment with, and develop the art of short-distance punts. They are not easy, but, once mastered, you will find them in-

valuable. Try running alongside a team-mate, about 20 to 30 yards apart, then "screw" the ball to him. Try lobbing short punts over the head of one team-mate to the arms of another.

Do all your work at top speed. Wing men should not waste time on training nights jogging around the ground and kicking end to end. DO something with every kick.

If you go to pick up a ball, run to it.

After you pick it up, run a few paces at top speed, then deliver it to a comrade. Keep your stab-passes low, and give them to a team-mate on the move.

A wingman is not expected to be a brilliant mark, but should be "safe." He cannot afford to drop "sitters." Chest-marking must be backed up with determination. He must always be ready to play on.

Speed is essential, but must not be overdone. Use it to the advantage of your side, not for the spectacular. Over-running with the ball can upset team balance by over-running team-mates who have made position cleverly. It is a common fault with fast men.

Finally, you cannot get enough "ball" practice. Handle the ball as much as possible. Get the "feel" of it. "Play" with it whenever possible. Don't confine your ball-handling to training nights. Keep a ball at home, and spin it around in your hands or toss it about from hand to hand before going to bed each night.

Remember this: You must give time and thought to the game to get the best out of it.

ROSS FAULKNER'S

NATIVE BRAND FOOTBALLS



The Only Ball Used in the Australian Goalkicking Record of Australia, and in both League and Association Finals.

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*Used and Recommended
by All Leading Clubs
throughout the Commonwealth*

"The Ball that Speaks for Itself"



Pick-a-back — Ron Todd (Collingwood), now of Williamstown, takes a ride on the back of Robertson, the St. Kilda full back.

RECORDS AND FACTS ABOUT THE GAME

Did You Know That - - ?

- North Melbourne** had never defeated Collingwood until 1933, when they scored 17-11 to 14-13.
- Fitzroy** had not won a game against St. Kilda since 1927 until 1933. They scored 21-17 to 9-5 at St. Kilda and 19-10 to 6-9 at Fitzroy.
- Essendon's** victory over Collingwood in 1931 was their first against that club since 1926.
- Hawthorn** had never defeated Collingwood, and have never defeated Melbourne on the Melbourne ground. They defeated Richmond for the first time in 1936.
- South Melbourne** won every time they met Melbourne on the Melbourne ground from 1909 to 1919. Then Melbourne won every match there until 1931, when South Melbourne won by 12-10 to 4-7.
- Geelong** did not win a match at South Melbourne from 1905 to 1927.
- No team** had ever scored 100 points in a final match until South Melbourne kicked 15-18 (108 points) against Geelong in 1934.
- North Melbourne**, after losing 35 matches in succession, won their first game for more than two years by defeating Footscray by seven points on August 24, 1935.
- Collingwood** had not lost an opening match since 1928 until South Melbourne defeated them on May 5, 1934. The South Melbourne score was the first of more than 100 points the Southerners had kicked against Collingwood.
- Essendon** won their first game against Carlton since 1926 when they won at Essendon in 1931 by 16-14 to 11-22.
- St. Kilda** won their first game against Collingwood since 1925 when they won at St. Kilda, 21-16 to 20-8, in 1931.
- Footscray** had never beaten Collingwood until the match at Footscray in 1933.
- South Melbourne** lost 16 games in succession against Collingwood. The sequence was broken when the teams met at South Melbourne in 1933. That day South won by a goal scored after bell had rung, the field umpire not hearing the signal.
- Footscray** won their first game at Essendon in 1933. Footscray first played in the League in 1925.
- Collingwood** had not won a match at Geelong from 1929 until May 18, 1935. That day they won by 17-13 to 14-17. The match in 1934 was a tie, 16-13 each.
- St. Kilda**, kicking 9-9 to 4-12 in 1931, won their first game against Melbourne on the Melbourne Cricket Ground since 1923.

Protests in League Matches

Protests have been lodged in six matches played by League clubs; four have been dismissed.

The matches are:—

- 1897 South Melbourne v. Essendon.
- 1900 St. Kilda v. Melbourne.
- 1911 Melbourne v. Geelong
- 1921 St. Kilda v. Melbourne.
- 1931 Essendon v. Melbourne.
- 1931 Hawthorn v. Footscray.



THE QUESTING EYES OF YOUTH . . .

One thing time does not change is Youth's eternal scanning of dream horizons. Generations ago, a ship to young hopefuls was . . . magic carpet on which to travel over illimitable seas . . . to mains of derring-do. Today, in youthful imaginings, the aeroplane has taken the place of the old galleons. As it flashes by on wings of the wind, adventurous youth travels to lands of everywhere and nowhere. So it has always been: so it will always be.

Whether the dreams of boyhood and girlhood will come true . . . whether the future will be what youth expects it to be, what you as parents hope it will be . . . is largely a matter of the good health possessed by children now and its maintenance in the formative years ahead.

The possession of a sturdy body and the mental fitness that goes with it is the birthright of all children. World opinion now recognises this and the United Nations have come together to ensure this by raising food standards for all people. In the world listing of essential foods, Ice Cream is unanimously admitted as one of the first.

THE ALMOST COMPLETE FOOD.

Nature has provided no better balanced food than milk and cream. In the manufacture of Peters Ice Cream only daily-fresh milk and cream of the highest quality is used. It is pasteurised and subject daily to bacteriological tests to ensure purity. It has three times the health value of a similar quantity of milk, and is more easily digested. Always ask for Peters Ice Cream—at any time in any season.

Peters ICE CREAM

THE HEALTH FOOD OF A NATION

Champion Forwards

—and their Records

G. COVENTRY

G. Coventry (Collingwood) was born on 25th September, 1901, came from Diamond Creek in 1920, and retired on his 36th birthday, playing his last match in the Grand Final against Geelong in 1937.

Seasons	Goals	Games
1920	13	5
1921	19	11
1922	42	18
1923	36	13
1924	28	14
1925	68	18
1926	83	20
1927	97	20
1928	89	20
1929	124	20
1930	118	21
1931	67	18
1932	82	19
1933	108	17
1934	105	19
1935	88	21
1936	60	13
1937	72	19

Totals: 18 years 1299 306

OUTSTANDING PERFORMANCES

17 goals against Fitzroy in 1930.
 16 goals against Hawthorn in 1929.
 15 goals against Essendon in 1933.
 14 goals against Hawthorn in 1934.
 11 in one match five times.
 10 in one match twice.
 Headed goal-kicking list **SIX TIMES**: 1926-27-28-29-30-37.
 Four times over 100 in one season: 1929, 1930, 1933, 1934.
 Interstate and Carnival matches: Kicked 94 goals and played in 21.

In League games, Coventry kicked against each club:

South Melbourne	141
(Scored his 500th goal)	
Fitzroy	137
(Scored his 1000th goal)	
Hawthorn	134
Melbourne	126
Geelong	121
Carlton	116
Richmond	115
North Melbourne	112
Essendon	108
St. Kilda	100
Footscray	89

1299

Played in 15 semi-finals.

Played in 8 finals.

Played in 7 grand finals.

Kicked 111 goals in final series.

Played his last game against Geelong.

H. VALLENCE

H. Vallence came from Bacchus Marsh to Carlton in 1926. He transferred to Williamstown in 1939.

Season	Goals
1926	19
1927	25
1928	22
1929	64
1930	18
1931	86
1932	97
1933	84
1934	35
1935	66
1936	86
1937	39
1938	81
1939	133
1940	111
1941	93
1945 (with Brighton)	11

W. H. LEE

W. H. (Dick) Lee started with Collingwood in 1906, and finished with the club in 1922. He appeared with Collingwood in 17 seasons, and played 233 League games. Lee was 50 on March 19, 1940. He won the League goal kicking honors for nine years, and once, although he did not play a full season because of injuries, he tied with Cliff Rankin (Geelong). Lee topped the list each year he played the full number of matches.

Season	Goals
1906	35
1907	47
1908	54
1909	58
1910	58
1911	28
1912 (injury)	2
1913 (injury)	13
1914	57
1915	66
1916	48
1917	54
1918 (injury)	15
1919	56
1920 (injury)	20
1921	64
1922 (injury)	38
TOTAL	708

J. MORIARTY

Season	Came from	Essendon to	Goals
1924	Fitzroy		82
1925			63
1926			48
1927			83
1928			58
1929			58
1930			20
1931			53
1932			81
1933			70
			626

R. PRATT

R. Pratt (South Melbourne) came from Mitcham in 1930, and transferred to Coburg in 1940.

Season	Goals
1930	41
1931	25
1932	71
1933	109
1934	150
1935	103
1936	64
1937	12
1938	31
1939	72
1940	80
1941	182

Pratt broke Coventry's record of 124 when he kicked 150 goals in 1934 season, and he kicked 15 goals in match against Essendon in 1934. He headed League list in three successive seasons with scores over 100 goals. His 182 goals in 1941 was a Victorian record—since broken by Ron Todd.

Facts About Players

Jack Titus played 294 games with Richmond—204 in succession. He started in 1926, and in 18 seasons kicked 970 goals for the Tigers. Transferring to Coburg in 1945 he kicked 119 goals.

Sid Coventry, former Collingwood captain, is older than his brother Gordon. Sid was born on June 13, 1899, and Gordon on September 25, 1901.

Few people know that Roy Cazaly, "Cazzer," now in Tasmania, and considered by some the greatest player of all time, was a promising oarsman with South Melbourne Rowing Club.

Collin Deane, of Melbourne's 1926 premiership team, was a champion stroke with Tasmania King's Cup crews.

Brownlow Medal Winners

THE Brownlow Medal was instituted in 1924 to place on record the great services rendered to Australian football by the late Charles Brownlow who for many years was secretary and delegate of the Geelong Club. It was awarded annually to the best and fairest player in the Victorian Football League.

This is how the Brownlow Medal is decided:—

The field umpire of each match must mail, to the League secretary, by first post after the match, the names of the three fairest and best players in the match umpired by him on the Saturday, to be numbered 1, 2 and 3, in order of preference. The votes must be forwarded to the secretary of the League in a sealed, addressed and stamped envelope marked "Brownlow Medal"

No. 1 choice receives three votes, No. 2 two votes, and No. 3 one vote.

At the end of the first round of each season's matches the votes are counted, and the player receiving the largest number of votes receives the medal. No player shall be eligible to win the medal unless he has played in at least six premierships matches during the season.

In case of an equal number of votes, the player who receives the greatest number of first preferences is adjudged the winner. If a tie still results, the same system applies with the second and third preferences respectively. Any player who has incurred disqualification during the season is ineligible to receive the medal.

In 1940 the count of the votes showed Des Fothergill, Collingwood, and H. Matthews, South Melbourne, equal. It was decided that the Brownlow Medal for that year should remain at the League rooms and that replicas should be given to each player.

BROWNLOW MEDAL WINNERS

1924—Greeves, E.	Geelong	1934—Reynolds, R. S.	Essendon
1925—Watson, C.	St. Kilda	1935—Bunton, H.	Fitzroy
1926—Warne-Smith, I. P.	Melbourne	1936—Ryan, D.	Fitzroy
1927—Coventry, S.	Collingwood	1937—Reynolds, R. S.	Essendon
1928—Warne-Smith, I. P.	Melbourne	1938—Reynolds, R. S.	Essendon
1929—Collier, A.	Collingwood	1939—Whelan, M.	Collingwood
1930—Judkins, S.	Richmond	1940—	
1931—Bunton, H.	Fitzroy	Fothergill, D.	Collingwood
1932—Bunton, H.	Fitzroy	Matthews, H.	South Melb.
1933—Smallhorn, W.	Fitzroy	1941—Ware, N.	Footscray
		1942—Award suspended for	
		duration of war.	

South Australia league award.

MAGAREY MEDAL WINNERS

1898—A. Green	Norwood	1904—Not known.	
1899—S. Malin	Port Adelaide	1905—T. McKenzie Nth. Adelaide	
1900—Not known.		1906—T. McKenzie Nth. Adelaide	
1901—P. Sandland Nth. Adelaide		1907—J. Mack	Port Adelaide
1902—T. McKenzie West Torrens		1908—J. Tierney	West Adelaide
1903—S. Waye	Sturt	1909—H. R. Head	West Adelaide

1910—S. Hosking Port Adelaide	1928—J. Handby Glenelg
1911—H. V. Cumberland Sturt	1929—R. Snell West Adelaide
1912—D. Lowe West Torrens	1930—W. Scott Norwood
1913—T. Leahy North Adelaide	1931—J. Sexton West Adelaide
1914—J. Ashley Port Adelaide	1932—S. M. Pontifex
1915—F. M. Barry Sth. Adelaide	West Torrens
1919—D. Moriarty Sth. Adelaide	1933—W. K. Dunn Sturt
1920—D. Moriarty Sth. Adelaide	1934—G. B. Johnston Glenelg
1921—D. Moriarty Sth. Adelaide	1935—J. Cockburn Sth. Adelaide
1922—R. Barnes West Adelaide	1936—W. B. McCallum Norwood
1923—H. Riley Sturt	1937—H. J. Hawke Nth. Adelaide
1924—W. Scott Norwood	1938—R. B. Quinn Port Adelaide
1925—A. G. Lill Norwood	1939—J. Pash Nth. Adelaide
1926—B. McGregor West Adelaide	1940—M. Brock Glenelg
1927—B. McGregor West Adelaide	1941—M. Boyall Glenelg
	1945—R. B. Quinn Port Adelaide

The Western Australian League awards the Sandover Medal along similar lines to the Brownlow Medal.

SANDOVER MEDALLISTS

1921—Outridge, T. Subiaco	1933—Clarke, S. C. Claremont
1922—Boyd, H. West Perth	1934—Clarke, S. C. Claremont
1923—Thomas, W. East Perth	1935—Dally, L. and Krepp, G.
1924—Gosnell, J. West Perth	Subiaco and Swan Districts
1925—Owens, G. East Perth	1936—Moloney, G. Claremont
1926—Leonard, J. Subiaco	1937—Jenkins, F. Sth. Fremantle
1927—Craig, J. West Perth	1938—Bunton, H. W. Subiaco
1928—Rocchi, J. Sth. Fremantle	1939—Bunton, H. W. Subiaco
1929—Thomas, W. East Perth	1940—O'Keefe, E. West Perth
1930—Flemming, E. J. West Perth	1941—Bunton, H. W. Subiaco
1931—Richards, L. G. East Fremantle	1942—L. Bowen West Perth
1932—Hough, K. Claremont	1943—Moriarty, T. Perth
	1944—Davies, J. D. Swan Dists.
	1945—Bailey, G. Perth

DIVIDING THE SPOILS

MANY people wonder how the takings at League football matches are divided. From every 1/ paid for admission to the outer 2d. goes towards the Outer Ground Improvements and Maintenance Account. During the war the 2d. was devoted to Patriotic Funds. Now it will revert again to the Outer Ground Improvement and Maintenance Account.

The first charge against the takings is entertainment tax. The next charge is the current expenses of the game, umpires' fees, police charges, salaries for staff at turnstiles and gates, etc., advertising and sundries.

The extra 1/ paid for admission to the grandstand (admission is 2/) is divided in the proportion of 6d. to the ground managers and 3d. each to the competing clubs. The remainder of the takings is then divided three ways—one part to each of the competing clubs and the other part to the ground managers.



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GAMES WON and LOST by CLUBS—1897-1945**CARLTON**

Against	Won	Lost	Tied	Played
Collingwood	55	52	2	109
Essendon	56	42	2	100
Fitzroy	57	47	3	107
Footscray	22	7	1	30
Geelong	55	42	1	95
Hawthorn	34	3	—	37
Melbourne	53	37	1	91
North Melbourne	25	6	—	31
Richmond	50	32	—	82
South Melbourne	55	45	4	104
St. Kilda	80	13	—	93
University	13	1	—	14
	<hr/> 552	<hr/> 327	<hr/> 14	<hr/> 893

FITZROY

Against	Won	Lost	Tied	Played
Carlton	47	57	3	103
Collingwood	45	68	2	115
Essendon	42	55	4	101
Footscray	15	22	—	37
Geelong	49	44	1	94
Hawthorn	16	9	1	26
Melbourne	51	36	1	88
North Melbourne	25	10	1	36
Richmond	36	38	—	74
South Melbourne	53	39	2	94
St. Kilda	65	27	—	92
University	10	3	1	14
	<hr/> 454	<hr/> 408	<hr/> 16	<hr/> 878

COLLINGWOOD

Against	Won	Lost	Tied	Played
Carlton	51	55	2	108
Essendon	62	30	—	92
Fitzroy	68	45	2	115
Footscray	22	7	—	29
Geelong	60	37	1	98
Hawthorn	34	2	—	36
Melbourne	76	26	2	104
North Melbourne	31	3	—	34
Richmond	49	30	1	80
South Melbourne	62	43	—	105
St. Kilda	74	17	—	91
University	13	0	1	14
	<hr/> 602	<hr/> 305	<hr/> 9	<hr/> 906

Games Won and Lost by Clubs—1897-1945—Continued.

FOOTSCRAY

Against	Won	Lost	Tied	Played
Carlton	7	22	1	30
Collingwood	8	21	—	29
Essendon	14	23	—	37
Fitzroy	22	16	—	37
Geelong	12	16	1	29
Hawthorn	24	11	—	35
Melbourne	11	24	1	36
North Melbourne	23	12	—	35
Richmond	9	20	1	30
South Melbourne	14	24	—	38
St. Kilda	15	17	—	32
University	—	—	—	—
	<u>159</u>	<u>211</u>	<u>4</u>	<u>374</u>

ESSENDON

Against	Won	Lost	Tied	Played
Carlton	42	56	2	100
Collingwood	31	61	—	92
Fitzroy	53	44	4	101
Footscray	23	14	—	37
Geelong	51	38	1	90
Hawthorn	28	7	—	35
Melbourne	53	36	1	90
North Melbourne	27	6	—	33
Richmond	32	39	1	72
South Melbourne	52	47	—	99
St. Kilda	59	28	3	90
University	12	2	—	14
	<u>463</u>	<u>378</u>	<u>12</u>	<u>853</u>

GEELONG

Against	Won	Lost	Tied	Played
Carlton	42	52	1	95
Collingwood	37	60	1	98
Essendon	38	51	1	90
Fitzroy	44	49	1	94
Footscray	16	12	1	29
Hawthorn	20	7	—	27
Melbourne	51	36	1	88
North Melbourne	25	6	—	31
Richmond	28	40	2	70
South Melbourne	41	55	—	96
St. Kilda	52	37	—	89
University	8	6	—	14
	<u>402</u>	<u>411</u>	<u>8</u>	<u>821</u>



Ron Todd again — Todd does a juggling act as Gneil (Geelong) falls. Pannam (Collingwood) is No. 8.

Games Won and Lost by Clubs—1897-1945—Continued.

HAWTHORN

Against	Won	Lost	Tied	Played
Carlton	3	34	—	37
Collingwood	2	34	—	36
Essendon	7	28	—	35
Fitzroy	9	16	1	26
Footscray	11	25	—	36
Geelong	7	20	—	27
Melbourne	5	20	—	34
North Melbourne	17	17	1	35
Richmond	0	31	—	37
South Melbourne	8	26	—	34
St. Kilda	9	26	1	36
University	—	—	—	—
	84	286	3	373

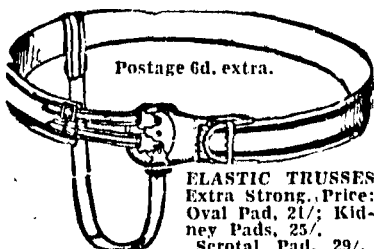
RICHMOND

Against	Won	Lost	Tied	Played
Carlton	32	50	—	82
Collingwood	30	40	1	80
Essendon	39	32	1	72
Fitzroy	38	36	—	74
Footscray	26	9	1	36
Geelong	40	28	2	70
Hawthorn	31	6	—	37
Melbourne	42	24	1	67
North Melbourne	29	4	—	33
South Melbourne	34	35	1	70
St. Kilda	43	18	—	61
University	9	5	—	14
	393	296	7	696

SOUTH MELBOURNE

Against	Won	Lost	Tied	Played
Carlton	45	55	4	104
Collingwood	44	62	—	106
Essendon	47	52	—	99
Fitzroy	39	53	2	94
Footscray	24	14	—	38
Geelong	55	41	—	96
Hawthorn	26	8	—	34
Melbourne	48	36	—	84
North Melbourne	25	11	—	36
Richmond	35	34	1	70
St. Kilda	64	24	1	89
University	13	1	—	14
	465	391	8	864

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Scrotal Pad, 29/.

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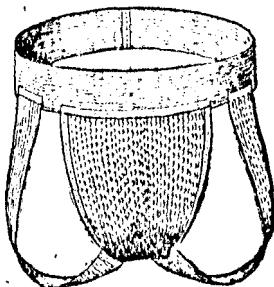


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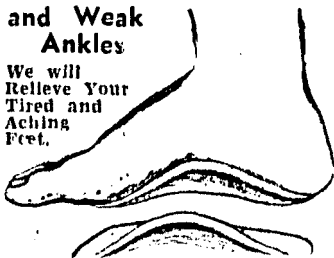
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Games Won and Lost by Clubs—1897-1945—Continued.

NORTH MELBOURNE

Against	Won	Lost	Tied	Played
Carlton	6	25	—	31
Collingwood	3	31	—	34
Essendon	6	27	—	33
Fitzroy	10	25	1	36
Footscray	12	23	—	35
Geelong	6	25	—	31
Hawthorn	17	17	1	35
Melbourne	8	26	—	34
Richmond	4	29	—	33
South Melbourne	10	26	—	36
St. Kilda	11	23	1	35
University	—	—	—	—
	<u>93</u>	<u>277</u>	<u>3</u>	<u>372</u>

ST. KILDA

Against	Won	Lost	Tied	Played
Carlton	13	80	—	93
Collingwood	17	74	—	91
Essendon	28	69	3	90
Fitzroy	27	65	—	92
Footscray	17	15	—	32
Geelong	37	51	—	88
Hawthorn	26	9	1	36
Melbourne	31	57	1	89
North Melbourne	23	11	1	35
Richmond	18	43	—	61
South Melbourne	24	64	1	89
University	8	6	—	14
	<u>269</u>	<u>534</u>	<u>7</u>	<u>810</u>

MELBOURNE

Against	Won	Lost	Tied	Played
Carlton	37	53	1	91
Collingwood	26	76	2	104
Essendon	36	53	1	90
Fitzroy	36	51	1	88
Footscray	23	12	1	36
Geelong	36	51	1	88
Hawthorn	29	5	—	34
North Melbourne	26	8	—	34
Richmond	24	42	1	67
South Melbourne	36	48	—	84
St. Kilda	57	31	1	89
University	11	3	—	14
	<u>377</u>	<u>433</u>	<u>6</u>	<u>819</u>



Gordon Hocking (C'wood) foils the efforts of Jack Graham (Sth. Melb.) to punch the ball out of his hands. A perfect example of spoiling methods although Graham is too far back to be effective.

Games Won and Lost by Clubs—1897-1945—Continued.

UNIVERSITY (Disbanded 1915)

Against	Won	Lost	Tied	Played
Carlton	1	13	—	14
Collingwood	—	13	1	14
Essendon	2	12	—	14
Fitzroy	3	10	1	14
Geelong	6	8	—	14
Melbourne	3	11	—	14
Richmond	5	9	—	14
South Melbourne	1	13	—	14
St. Kilda	6	8	—	14
	<u>27</u>	<u>97</u>	<u>2</u>	<u>126</u>

Premiership Places Gained 1897 to 1945

	First	Second	Third	Fourth	Total
Collingwood	11	12	9	7	39
Carlton	7	6	11	8	32
Fitzroy	8	5	5	2	20
Essendon	7	5	4	7	23
South Melbourne	3	8	0	3	20
Geelong	3	2	6	8	19
Richmond	5	10	1	4	20
Melbourne	5	—	4	3	12
St. Kilda	—	1	3	2	6
Footscray	—	—	—	3	3
North Melbourne	—	—	—	1	1
Hawthorn	—	—	—	—	—

REGISTERED STATE COLORS

NEW SOUTH WALES.—Light blue jersey with black collar and cuffs and waratah on right breast. Black knickers. Socks, light blue, with black tops.

QUEENSLAND.—Maroon jersey, with white "Q" on left breast, white knickers, maroon socks with white tops.

SOUTH AUSTRALIA.—Jersey, red body and collar, navy blue and gold V front, navy blue edge around armholes, and S.A. in navy blue on chest. Gold numbers. Black knickers. Socks, navy blue with red tops and two gold bands around calf, with one navy band between same.

TASMANIA.—Rose, primrose and green. Design not decided upon.

VICTORIA.—Navy blue jersey, with white V, white knickers and navy blue socks.

WESTERN AUSTRALIA.—Gold jersey with black trimmings and black swan, white knickers, black socks with gold hoops.

CANBERRA.—Royal blue jersey with gold V, gold cuffs and collar, royal blue socks with gold tops.

S.A. Records Broken

After VP Day, the South Australian League football had a record-breaking run.

From August 16 until September 29, the eight playing days in that period attracted more than 217,000 spectators.

Five new records were established as follows:—

1. Highest Attendance at a Second Semi-final:
September 15, 1945—Port Adelaide v. Norwood—Total, 36,383.
Previous best: September 19, 1925—Port Adelaide v. West Torrens—Total, 35,479.
2. Highest Attendance, League Grand Final:
September 29, 1945—West Torrens v. Port Adelaide—Total, 47,500.
Previous Best: September 27, 1924—West Torrens v. Sturt—Total, 44,345.
3. Highest Attendance, Preliminary Final:
September 22, 1945—West Torrens v. Norwood—Total, 29,359.
Previous Best: September 26, 1931—North Adelaide v. Port Adelaide—Total, 27,205.
4. Highest Gate takings in any League Game:
September 29, 1945—West Torrens v. Port Adelaide—£2,668/0/.
Previous Best: October 2, 1943—Norwood-North v. Port-Torrens—£2,313/10/0.
5. Highest Gate takings for Final Round:

September 8, 1945—West Torrens v. Nth. Adelaide	£1,231	11	1
September 15, 1945—Pt. Adelaide v. Norwood ..	2,183	0	2
September 22, 1945—West Torrens v. Norwood ..	1,500	2	4
September 29, 1945—West Torrens v. Pt. Adelaide	2,668	0	0
	<hr/>		
	£7,643	2	7

Previous best:

September 6, 1924—Norwood v. West Torrens ..	£1,655	3	0
September 13, 1924—Sturt v. Port Adelaide	1,379	18	9
September 20, 1924—Sturt v. Norwood	2,118	2	0
September 27, 1924—Sturt v. West Torrens	2,228	8	10
	<hr/>		
	£7,381	14	1

Results of League and Association Matches

1902—League d. Association by 44 points.

1931—At Melbourne C.G., Saturday, June 6 (proceeds for charity). League, 12.17, defeated Association, 3.10. Attendance, 16,500. Gate, £780, and £1500 rain insurance.

1932—At Carlton, Monday, June 6 (proceeds for charity). League, 15.17, defeated Association, 14.15. Attendance, 31,000. Gate, £1527.

1934—At Melbourne C.G., Saturday, June 16. League, 21.17, defeated Association, 17.8. Attendance, 17,931. Gate, £780.

1936—At Carlton, Monday, June 29. League, 16.21, defeated Association, 10.10. Attendance, 12,000. Gate, £800.

1937—At St. Kilda, Wednesday, May 12 (Coronation Day)? League, 20.15, defeated Association, 11.11. Attendance, 11,000. Gate, £593.

Perfect
Hit Out



The hit out — Bob Bowden (Richmond) beats Alan Linden (South Melbourne) for the hit out after a throw in from the boundary.

Winners of South Australian Premierships

1878	Norwood	1899	South Adelaide
1879	Norwood	1900	North Adelaide
1880	Norwood	1901	Norwood
1881	Norwood	1902	North Adelaide
1882	Norwood	1903	Port Adelaide
1883	Norwood	1904	Norwood
1884	Port Adelaide	1905	North Adelaide
1885	South Adelaide	1906	Port Adelaide
1886	Adelaide	1907	Norwood
1887	Norwood	1908	West Adelaide
1888	Norwood	1909	West Adelaide
1889	Norwood	1910	Port Adelaide
1890	Port Adelaide	1911	West Adelaide
1891	Norwood	1912	West Adelaide
1892	South Adelaide	1913	Port Adelaide
1893	South Adelaide	1914	Port Adelaide
1894	Norwood	1915	Sturt
1895	South Adelaide	1916	Suspended
1896	South Adelaide	1917	Suspended
1897	Port Adelaide	1918	Suspended
1898	South Adelaide			

Results of South Australian League Grand Finals after 1918

Year	Teams and Scores	Attendance	Takeings
1919	—Sturt, 3.5; North, 2.6	25,000	£1,184 16 6
1920	—North, 9.15; Norwood, 3.3	30,177	1,386 2 11
1921	—Port, 4.8; Norwood, 3.6	34,820	1,554 10 3
1922	—Norwood, 9.7; West, 2.16	30,744	1,404 2 0
1923	—Norwood, 9.12; North, 4.6	36,844	1,816 2 11
1924	—Torrens, 9.12; Sturt, 8.10	44,345	2,228 8 10
1925	—Norwood, 8.4; Torrens, 7.9	37,760	1,986 14 0
1926	—Sturt, 9.10; North, 7.9	40,072	2,052 16 0
1927	—West, 10.10; North, 8.10	33,222	1,765 10 6
1928	—Port, 15.14; Norwood, 7.14	35,734	1,713 5 0
1929	—Norwood, 16.14; Port, 10.9	35,804	1,703 14 9
1930	—North, 9.13; Port, 9.9	23,609	1,112 19 3
1931	—North, 17.13; Sturt, 11.11	34,202	1,636 2 9
1932	—Sturt, 16.14; North, 10.9	29,717	1,331 17 3
1933	—Torrens, 13.10; Norwood, 9.11	33,444	1,761 7 10
1934	—Glenelg, 18.15; Port, 16.18	30,045	1,566 10 3
1935	—South, 15.9; Port, 13.13	26,494	1,378 0 5
1936	—Port, 13.19; Sturt, 14.10	35,120	1,923 14 10
1937	—Port, 13.16; South, 9.16	35,895	1,939 15 0
1938	—South, 23.14; Port, 15.16	33,384	1,651 15 8
1939	—Port, 16.28; Torrens, 11.11	43,885	2,267 0 0
1940	—Sturt, 14.16; South, 11.13	28,500	1,452 18 4
1941	—Norwood, 14.16; Sturt, 10.11	30,742	1,618 3 10
1942	—Port-Tor., 18.12; West-Glen., 16.13	31,245	1,647 3 1
1943	—Nor.-North, 12.10; Port-Tor., 8.13	36,400	2,313 10 10
1944	—Nor.-North, 9.7; Port-Tor., 7.13	22,428	1,402 6 5
1945	—West Tor., 15.25; Port Adel., 15.12	47,500	2,668 9 0

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Chronology of the Game

- 1858—Australian game initiated by Messrs H. C. A. Harrison, W. J. Hammersley, J. B. Thompson, and T. W. Wills, who formed the Melbourne Club.
- August 7. — First recorded match, Scotch College v. Melbourne Grammar School. Played all afternoon; match undecided. Resumed on August 21 still with no result. Adjourned till September 4. As on this date neither side had scored two goals, the match was abandoned.
- 1859—Geelong club formed.
- 1860—South Yarra and Richmond clubs formed.
- 1864—Carlton, Emerald Hill (now South Melbourne), and Royal Park clubs formed.
First club formed in New South Wales (Sydney University).
- 1865 — Brunswick, Collingwood and Williamstown clubs formed.
- 1866—The University and Warehousemen's clubs formed.
First codification of rules made by meeting of delegates from Melbourne, South Yarra, Carlton and Royal Park.
- 1868—Kyneton club formed.
- 1869—North Melbourne, Ballarat and Port Fairy clubs formed.
The practice whereby the team scoring two goals won the match was discontinued, and the winner was the highest scorer in a limited time.
- 1870—Melbourne premiers, Albert Park (2).
- 1871—Castlemaine and Ararat clubs formed.
Carlton premiers, Melbourne (2).
- 1872—Revision of rules. Umpires were introduced; hitherto the rival captains had decided any points, and had awarded free kicks. Ends were changed at half-time. Goals had to be kicked, not forced.
Bendigo and Maryborough clubs formed.
Melbourne premiers, Carlton (2).
- 1873—Uniforms were introduced. Hitherto caps had been the only distinguishing mark.
Essendon, North Melbourne and St. Kilda clubs formed.
Carlton premiers, Melbourne (2).
- 1874—New code of rules drawn up.
Carlton premiers, Melbourne (2).
- 1875 — Carlton premiers, Melbourne (2).
- 1876 — Australian game established in New Zealand.
Melbourne premiers, Carlton (2).
- 1877 — Victorian Football Association established. Rules again revised.
Carlton team visited Sydney and played the Waratah Club. Melbourne and St. Kilda teams visited Adelaide.
Carlton premiers, Melbourne (2).
- 1878—A South Australian team visited Victoria, and played the Melbourne and Geelong clubs.
Geelong premiers, Melbourne (2).
- 1879—First intercolonial match, Victoria v. South Australia, played in Melbourne.
Geelong visited South Australia.
Geelong premiers, Carlton (2).

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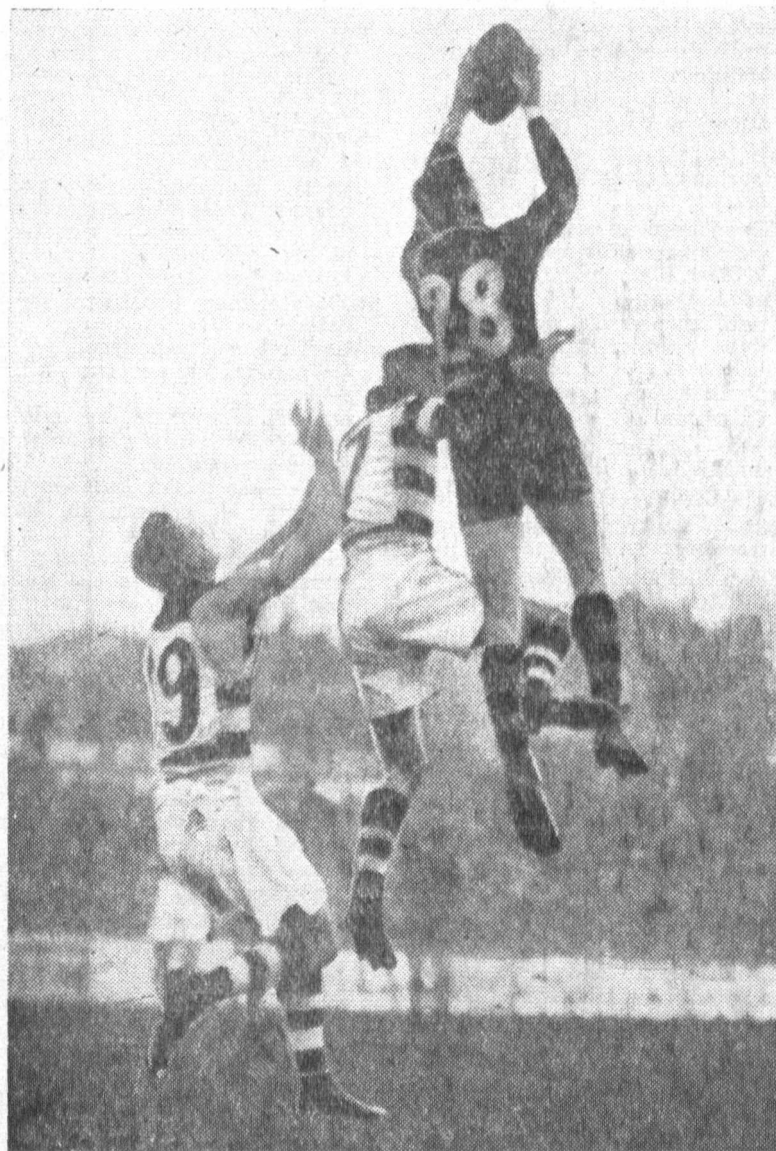


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- 1880—Geelong premiers for the third successive year. South Melbourne (2).
- 1881 — South Melbourne premiers, Geelong (2).
- 1882 — Fitzroy Club formed. Geelong premiers, Essendon (2).
- 1883—Footscray club formed. Geelong premiers, South Melbourne (2).
- 1884 — Geelong for the second time gained its third successive premiership. Essendon (2).
- 1885 — South Melbourne (P.), Essendon (2).
- 1886 — Geelong (P.), South Melbourne (2).
- 1887—Carlton (P.), Geelong (2).
- 1888 — South Melbourne (P.), Geelong (2).
- 1889 — South Melbourne (P.), Carlton (2).
- 1890 — South Melbourne won its third successive premiership, Carlton (2).
- 1891 — Essendon (P.), Carlton (2). Collingwood formed after meeting at Grace Darling Hotel.
- 1892 — Essendon (P.), Fitzroy (2). Metropolitan Junior Football Association formed — now Victorian Amateur Football Association — Foundation teams were — Alberton, Collegians, Brighton Seconds, St. Jude's, St. Mary's, Y.M.C.A., Footscray District, Toorak Grosvenor.
- 1893 — Essendon won the championship. Undefeated during season, 3rd successive premiership—Melbourne (2).
- 1894 — Essendon premiers for the fourth season in succession, Melbourne (2).
- 1895 — Fitzroy (P.), three teams equal second.
- 1896 — Carlton, Collingwood, Essendon, Fitzroy, Melbourne, South Melbourne seceded from the Association. St. Kilda and Geelong followed, and the Victorian Football League was established.
- North Melbourne, Port Melbourne, Footscray, Richmond, and Williamstown remained in the Association. For premiers see League list.
- 1897—Victorian Football League played its first matches. "Little mark" abolished. Brunswick joined the Association. System of scoring by points introduced; hitherto behinds had not counted.
- 1898 — Association reduced the number of players in each team from 20 to 18.
- 1899 — Prahran and West Melbourne admitted to the Association.
- 1900 — Essendon Town (later known as Essendon "A") admitted to the Association.
- 1903 — Preston joined the Association.
- 1906 — Australian Football Council formed. "Dick" Lee, recognised as Prince of Full Forwards, joined Collingwood.
- 1907 — Association introduced the numbering of players.
- 1908 — First Australian Football Carnival in Melbourne. Won by Victoria. New Zealand, Victoria, New South Wales, Queensland, Tasmania and Western Australia competed. Richmond and the University admitted to the League. Brighton became an Association club. The Association reduced the number of players in a team from 18 to 17. Carlton won its third successive premiership.



Doug Strang, former Richmond forward, was renowned for his high leaps. He is shown marking in typical fashion over Geelong opponents.

- 1909—Northcote joined the Association.
- 1910 — Honorary Commissioners appointed by the Association.
- 1911 — Second Australian Football Carnival held in Adelaide. Won by South Australia. Open payment to players approved of by the League. First instructor to umpires (Mr. John Worrall) appointed by the League.
- 1912—Numbering of players introduced by the League. Melbourne City admitted to the Association. The Association introduced boundary umpires. Stewards, with power to report players, introduced by the League.
- 1913 — Hawthorn admitted to the Association. Independent Tribunal instituted by the League. The Association reduced the number of players in a team to 16. Agreement between the League and the Association, whereby each body recognised the other's clearances.
- 1914 — Third Australian Football Carnival, held in Sydney. Won by Victoria. War declared between Allies and Germany, August 4.
- 1915 — The University club disbanded on account of the Great War. District football introduced by the League. Amateurs discontinued owing to war.
- 1916 — Association discontinued play on account of the Great War. Four League Clubs competed—Carlton, Fitzroy, Collingwood and Richmond.
- 1917—Six League clubs competed—Carlton, Collingwood, Fitzroy, Richmond, Geelong and South Melbourne.
- 1918 — The Association resumed its competition, and increased the number of players in a team from 16 to 18. Eight League clubs competed—Carlton, Collingwood, Essendon, Fitzroy, Geelong, Richmond, South Melbourne and St. Kilda.
- 1919 — Record League scores, 29 goals 15 behinds, kicked by South Melbourne against St. Kilda.
- 1920 — The semi-final Association match—North Melbourne v. Footscray — could not be finished, as the crowd rushed the ground. G. Coventry joined Collingwood. Public Schools introduce rule allowing replacement of injured players. League withdraws umpires to school games. Victorian Amateurs resume Competition.
- 1921 — Fourth Australian Football Carnival, held at Perth. Won by Western Australia. Final Association match, Williamstown v. Footscray, abandoned during third quarter on account of a terrific hailstorm.
1922. — Geelong (Association) joined the Association. Hawthorn kicked 30 goals 31 behinds (211 points) against Prahran—the record for a senior match.
- 1924 — Fifth Australian Football Carnival, held at Hobart. Won by Victoria. Footscray, Hawthorn and North Melbourne clubs admitted to the League. Brownlow Medal for the best and fairest player in the League established. "Recorder" Cup for best and fairest player in the Association.

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- "Bonnie" Campbell (Western Australia) kicks 23 goals against Queensland in Carnival. Highest individual score in interstate games. Western Australia kicked 43.19 to 2.1 (record). G. Gough (Northcote) kicked 25 goals against Prahran. (Australian individual record).
- 1925 — Coburg joined the Association.
Agreement between League and Association cancelled.
- 1926 — Camberwell and Preston joined the Association.
- 1927 — Sixth Australian Football Carnival, held at Melbourne. Won by Victoria. Highest attendance at interstate match — 40,454; £2128 3/11—W.A. v. Vic.
- 1928 — Record attendance at a League match (66,381), Carlton v. Richmond. Geelong (Association) retired, and Yarraville joined the Association.
Melbourne and Collingwood tied in a semi-final match, 9 goals 8 behinds each.
- 1929 — Oakleigh and Sandringham joined the Association. Collingwood gained its third successive premiership. Association introduced a rule providing for a substitute to take the place of an injured player.
- 1930—Seventh Australian Football Carnival, held in Adelaide. Won by Victoria. Collingwood gained its fourth successive premiership — the first team to do so in the League.
The League adopted the principle of allowing a substitute for an injured player.
"Coulter Law," regulating payments to players, was adopted by the League.
- 1931 — A reciprocity agreement was entered into whereby the League and the Association recognised each other's clearances.
Page system of playing finals introduced.
- 1932 — Record attendance (69,274) at grand final, Richmond v. Carlton.
Brownlow Medal won by H. Bunton (Fitzroy). First occasion medal won by same player on two successive years.
- 1938—Record Australian attendance (75,724) at grand final, South Melbourne v. Richmond. Total attendance for season 1,959,507. Eighth Australian National Football Carnival, held at Sydney. Won by Victoria.
First occasion team entered by Canberra.
Murray Border and Riverina districts of N.S.W. now Victorian territory.
"Association Medal" for best and fairest player established.
- 1934 — Centenary Premiership won by Richmond.
183,692 persons attended the final matches.
Bob Pratt (S.M.) kicks 150 goals for season — Victorian record.
- 1935 — First night match in Victoria under electric light— Richmond v. South Melbourne at Olympic Park. at 8 p.m. Attendance 20,000.
Brownlow Medal awarded to H. Bunton — the third occasion.
- 1936 — Victoria won South Australian Centenary Cup by defeating South Australia at Adelaide. Final matches attracted 235,545 persons—establishing a new record.

Collingwood defeated South Melbourne and gained eleventh premiership.

Victorian Football Association, Victorian Country Leagues, and Interstate Leagues report improved attendances.

1937—Ninth Australian National Football Carnival, held at Perth. Won by Victoria. Record attendances and receipts.

V.F.L. Final Matches — record aggregate receipts, £14,587.

V.F.L. Grand Final — record attendance at League match, 88,540. Record receipts, £5960. Gates closed prior to commencement of play.

Kicking and throwing contests established between Carlton and Stanford (U.S.A.) University.

138 — League and Association Agreement terminated by Association, which introduced amendments to Laws, including throwing the ball and penalty kick for interference where ball lands. V.F.L. Final Matches — record attendance broken at each game.

V.F.L. Grand Final—all time record established, 96,834 persons paid £6778. Gates closed 15 minutes prior to play. Record aggregate for finals—289,703 persons paid £19,479 11/8. Brownlow Medal awarded to R. S. Reynolds — third occasion.

Use of M.C.G. refused for V.F.A. finals.

L. Nash transfers from South Melbourne to Camberwell without permit and restarts trafficking between the rival bodies.

Attempts to establish kicking and throwing contests between Australia and Californian Universities unsuccessful.

1939 — A.N.F.C. Amendments to Laws awarding free kick against player who drops ball when held by an opponent, and re-introduction of throw-in from boundary.

Matches postponed August 26 owing to adverse weather.

Record attendance preliminary final—66,848.

Grand Final attendance—78,110.

Aggregate attendance 250,835, and receipts £10,226 for final matches exceeded only by 1938 figures.

Association final played at M.C.G.

Association record in attendance and takings, 48,238. £3121/18/11. Williamstown win premiership from Brunswick.

Brunswick, 37.16, d. Oakleigh, 7.10, and established record club score for Victorian senior football.

George Hawkins (Prahran) kicked 164 goals in season to break Australian goal-kicking record of 152 goals for season by Doig (East Fremantle) in 1934.

1940 — Rivalry between League and Association continued.

Ron Todd (Collingwood) joins Williamstown after big fight by Collingwood supporters to retain him. Bob Pratt, South Melbourne champion forward, transfers to Coburg without permit.

W. Maslen (St. Kilda) rejoins Preston without permit.

1941 — Geelong Club transferred to Kardinia Park. Additional territory allotted as club districts. Final matches attracted 263,595 persons, who paid £21,748 — a record amount. Grand Final attendance, 79,687; receipts, £6701.

1942 — Games remain on war-time basis. The Brownlow Medal award suspended. Payments to players limited to 30/ per match. Sixteen home and home rounds played. Geelong Club did not compete. V.F.A. games suspended. Melbourne, St. Kilda, South Melbourne and Footscray grounds and Harrison House occupied by defence authorities. Final matches played at the Carlton ground; aggregate attendance 132,000; receipts £13,203. Grand Final figures — 49,000 and £4925.

1943 — Sixteen home and home rounds played, lowest club, St. Kilda, being eliminated after 11 rounds. Footscray ground vacated by defence authorities. Final matches played at Carlton; aggregate attendance, 134,600; receipts, £15,949. Grand Final figures were 42,100 and £4981.

1944—Eighteen home and home rounds attracted 1,409,950 persons. Geelong Club resumed play. St. Kilda ground

vacated by defence authorities. Final matches played at St. Kilda — aggregate attendance, 137,000; receipts, £14,535. Despite general tramway strike, 43,000 attended the Grand Final, receipts being £4438.

1945 — The Association recommenced after three years' recess owing to the war. Melbourne Cricket Ground still not available. South Melbourne ground vacated but unfit for use. Finals played at Carlton. 62,986 saw the Grand Final—a record for the Carlton ground. The gates were closed at 2.45. The takings were £7212 gross. Aggregate attendances at all finals was 205,373 and the takings £17,080.

As a result of incidents in the Grand Final between Carlton and South Melbourne, six players received terms of disqualification.

The Association Finals were played at St. Kilda, and 43,000 saw Williamstown beat Port Melbourne for the title.

ASSOCIATION CLUB COLORS

BRUNSWICK.—Black and white vertical stripes; black sleeves and back; black and white hose.

PORT MELBOURNE.—Red and blue vertical stripes; blue sleeves; red and blue hose.

NORTHCOTE.—Green, gold shoulder saddle; green hose, gold tops.

SANDRINGHAM.—Blue, black and gold wide vertical stripes; hose to correspond.

WILLIAMSTOWN.—Royal blue, gold sash; gold tops to hose

OAKLEIGH.—Purple, gold trimmings and monogram.

YARRAVILLE.—Blue, with red and white trimmings and monogram.

PRAHRAN.—Dark blue, with pale blue trimmings; light blue topped hose.

COBURG.—Dark blue, red sash; red topped hose.

CAMBERWELL.—Red, white and blue in wide vertical stripes; red, white and blue hose.

PRESTON.—Red, white collar and monogram; red and white hose.

BRIGHTON.—Maroon, gold collar and monogram; maroon hose, gold tops.



**Defender
Outwitted**

Full forward Ron Todd (then C'wood) out-manoevres Frank Gill (Carlton full back) and takes a spectacular mark. Gill tried to outplay Todd from the front but the Collingwood man came from behind and flew higher to take the mark.

They Played The Finals

Victorian Premiership Winners Since 1870

	First	Second	Third
1870	Melbourne	Albert Park	Carlton
1871	Carlton	Melbourne	Albert Park
1872	Melbourne	Carlton	Albert Park
1873	Carlton	Melbourne	Geelong
1874	Carlton	Melbourne	St. Kilda
1875	Carlton	Melbourne	Carlton Imperial
1876	Melbourne	Carlton	Albert Park
1877	Carlton	Melbourne	Hotham
1878	Geelong	Melbourne	Carlton
1879	Geelong	Carlton	South Melbourne
1880	Geelong	South Melb.	Carlton
1881	South Melb.	Geelong	Carlton
1882	Geelong	Essendon	South Melbourne
1883	Geelong	South Melb.	Carlton
1884	Geelong	Essendon	Hotham
1885	South Melb.	Essendon	Geelong
1886	Geelong	South Melb.	Carlton
1887	Carlton	Geelong	South Melbourne
1888	South Melb.	Geelong	Williamstown
1889	South Melb.	Carlton	Port Melbourne
1890	South Melb.	Carlton	Fitzroy
1891	Essendon	Carlton	Fitzroy
1892	Essendon	Fitzroy	Geelong
1893	Essendon	Melbourne	Geelong
1894	Essendon	Melbourne	South Melbourne
1895	Fitzroy	Collingwood, Geelong, Melbourne	—
1896	Collingwood	South Melbourne	Essendon

Record of Premiership Since League Formed

Season	First	Second	Third	Fourth
1897	Essendon	Geelong	Collingwood	Melbourne
1898	Fitzroy	Essendon	Collingwood	Geelong
1899	Fitzroy	South Melb.	Geelong	Collingwood
1900	Melbourne	Fitzroy	Essendon	Collingwood
1901	Essendon	Collingwood	Geelong	Fitzroy
1902	Collingwood	Essendon	Fitzroy	Melbourne
1903	Collingwood	Fitzroy	Carlton	Geelong
1904	Fitzroy	Carlton	Collingwood	Essendon
1905	Fitzroy	Collingwood	Carlton	Essendon
1906	Carlton	Fitzroy	Collingwood	Essendon
1907	Carlton	South Melb.	St. Kilda	Collingwood
1908	Carlton	Essendon	St. Kilda	Collingwood
1909	South Melb.	Carlton	Collingwood	Essendon
1910	Collingwood	Carlton	South Melb.	Essendon
1911	Essendon	Collingwood	South Melb.	Carlton
1912	Essendon	South Melb.	Carlton	Geelong



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THEY PLAYED THE FINALS—Continued.

Season	First	Second	Third	Fourth
1913	Fitzroy	St. Kilda	South Melb.	Collingwood
1914	Carlton	South Melb.	Fitzroy	Geelong
1915	Carlton	Collingwood	Fitzroy	Melbourne
1916	Fitzroy	Carlton	Collingwood	Richmond
1917	Collingwood	Fitzroy	Carlton	South Melb.
1918	South Melb.	Collingwood	Carlton	St. Kilda
1919	Collingwood	Richmond	South Melb.	Carlton
1920	Richmond	Collingwood	Carlton	Fitzroy
1921	Richmond	Carlton	Collingwood	Geelong
1922	Fitzroy	Collingwood	Essendon	Carlton
1923	Essendon	Fitzroy	South Melb.	Geelong
1924	Essendon	Richmond	Fitzroy	South Melb.
1925	Geelong	Collingwood	Melbourne	Essendon
1926	Melbourne	Collingwood	Geelong	Essendon
1927	Collingwood	Richmond	Carlton	Geelong
1928	Collingwood	Richmond	Melbourne	Carlton
1929	Collingwood	Richmond	Carlton	St. Kilda
1930	Collingwood	Geelong	Carlton	Richmond
1931	Geelong	Richmond	Carlton	Collingwood
1932	Richmond	Carlton	Collingwood	South Melb.
1933	South Melb.	Richmond	Geelong	Carlton
1934	Richmond	South Melb.	Geelong	Collingwood
1935	Collingwood	South Melb.	Richmond	Carlton
1936	Collingwood	South Melb.	Melbourne	Carlton
1937	Geelong	Collingwood	Melbourne	Richmond
1938	Carlton	Collingwood	Geelong	Footscray
1939	Melbourne	Collingwood	St. Kilda	Richmond
1940	Melbourne	Richmond	Essendon	Geelong
1941	Melbourne	Essendon	Carlton	Richmond
1942	Essendon	Richmond	South Melb.	Footscray
1943	Richmond	Essendon	Fitzroy	Carlton
1944	Fitzroy	Richmond	Essendon	Footscray
1945	Carlton	South Melb.	Collingwood	North Melb.

* System of second round matches did not provide for a final match.

Australian National Football Council Carnivals

1908—	Played at Melbourne	Won by Victoria
1911—	Played at Adelaide	Won by South Australia
1914—	Played at Sydney	Won by Victoria
1921—	Played at Perth	Won by West Australia
1924—	Played at Hobart	Won by Victoria
1927—	Played at Melbourne	Won by Victoria
1930—	Played at Adelaide	Won by Victoria
1933—	Played at Sydney	Won by Victoria
1937—	Played at Perth	Won by Victoria



(Triennial Carnivals suspended during period of war)

THE
SPORTING GLOBE
FOOTBALL BOOK

Page 92



Eurythmics — The dancers are Betson (Essendon), No. 31, C. Ruddell (Essendon), No. 21 and Set Murray (Richmond).



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Once There Were 13 Rules

THE rules of Australian Football have always been a contentious subject. No matter what decision an umpire gives, he is certain to be wrong, on either one side of the ground or the other, according to which team the decision favors.

Once upon a time there were thirteen rules, and the game was played just as satisfactorily as now.

Actually the first set of rules of the Australian game was codified in 1856, but they were indefinite. Three years later the rather indefinite procedure of awarding the match to the first team scoring two goals was dropped. The winner was the highest scorer in a limited time.

Apparently prior to 1872, when umpires were introduced, the rules favored the loudest voices, and all matters of appeal were referred to the rival captains.

But this rather haphazard method of controlling games ended with the introduction of independent umpires, the awarding of free kicks and the decision that goals had to be kicked cleanly and not forced.

When the Victorian Football Association, the parent governing body, was established in 1877, the rules were again revised; and we have it recorded that the Carlton Club visited Sydney and played their first interstate match against the Waratah Club. The same year Melbourne and St. Kilda played in Adelaide. A year later a South Australian team came to Victoria.

From then to the present time there has been a sequence of alterations to the rules.

The first set of rules actually adopted is printed. Their simplicity is in marked contrast to the rule book of today, with its numerous rules and interpretations.

These rules were formulated and adopted at a meeting of delegates held at Nissen's Cafe on May 12, 1874. They read:—

RULES

- 1.—The distance between the goals shall not be more than 200 yards, and the width of playing space (to be measured equally on each side of a line drawn through the centres of the goals), not more than 150 yards. The goal posts shall be seven yards apart, of unlimited height.
- 2.—The captains on each side shall toss for choice of goal, the side losing the toss, or a goal, has the kick-off from the centre point between the goals. When half the time arranged for play has expired, the sides shall change ends, and the ball be thrown in the air by the umpire in the centre of the ground.
- 3.—A goal must be kicked by one of the side playing for the goal between the posts, without touching either of them or any player after being kicked.
- 4.—Two posts, to be called the "kick-off" posts, shall be erected at a distance of 20 yards on each side of the goal posts, and in a straight line with them.

- 5.—In case the ball is kicked behind goal, within the "kick-off" posts, any one of the side behind whose goal it is kicked may bring it 20 yards in front of any portion of the space between the "kick-off" posts, and shall kick it towards the opposite goal.
- 6.—Any player catching the ball directly from the foot or leg, on or below the knee of another player, may call "Mark!" He then has a free kick from any spot in a line with his mark and the centre of his opponents' goal posts, no player being allowed to come inside the spot marked, or within five yards in any other direction.
- 7.—The ball may be taken in hand at any time, but not carried further than is necessary for a kick, and no player shall run with the ball unless he strikes it against the ground in every five or six yards. In the event of a player, with the ball in hand, trying to pass an adversary and being held by him, he shall at once drop the ball, which shall not be again taken in hand by any player till after it has been kicked.
- 8.—Tripping, hacking and rabbiting are prohibited. Pushing with the hands or body is allowed only when any player is in rapid motion. Holding is allowed while a player has the ball in hand, except in the cases provided for in Rules 5 and 6.
- 9.—When the ball goes out of bounds (the same being indicated by a row of posts), it shall be brought back to the point where it crossed the boundary-line, and thrown in at right angles with that line, but shall not be playable until after it touch the ground within bounds.
- 10.—The ball, while in play, may, under no circumstances, be thrown.
- 11.—In case of infringement of any of the above rules, any player of the opposite side may claim that any one of his party may have a free kick from the place where the breach of rule was made. The umpire's decision shall in every case be final, and the club disputing the same shall lose the match.
- 12.—Before the commencement of a match each side shall appoint an umpire, and they shall be the sole judges of goals and of cases of the ball going behind goal.
A field umpire shall also be appointed, who shall decide in all other matters and may appeal to the goal umpire.
- 13.—No player shall play with more than one club during one season. For the purpose of this rule, schools shall not be considered clubs.

DEFINITIONS

- 1.—A Drop Kick or Drop is made by letting the ball drop from your hands on to the ground and kicking it the very instant it rises.
- 2.—A place Kick or Place is kicking the ball after it has been placed on the ground.
- 3.—A Punt consists in letting the ball fall from your hands, and kicking it before it touches the ground.
- 4.—A scrummage commences when the ball is on the ground and all who have closed round on their respective sides begin kicking at it.
- 5.—Rabbiting is one player stooping down so as to cause another to fall by placing his body below the other's hips.

There Are Now

Three Australian Codes

FROM a simple code of 13 laws (mentioned in page 94) Australian football has not only become over-burdened by rules, but also has split up into three differing codes. The differences might appear of small moment, but in practice they are important.

There is the code of the Australian National Football Council as played by the Victorian League, that of the Victorian Football Association, and that of the Australian National Amateur Football Council as played by the Victorian Amateur Football Association.

The sad thing is that schoolboys living in the same district, and often brothers in the same house but attending different schools, play under the three codes in the one week. Umpires, trying to be fair, are often forced in the interests of justice to umpire only the cardinal offences which are embraced in all codes and which in broad terms include tripping, pushing in the back, silnging, etc.

Public Schools and the Associated Grammar Schools in Victoria play Amateur rules. The State schools and high schools play League rules, and the Catholic and Technical schools play Association rules. When they meet in friendly or trial games it is anybody's guess what rules will operate.

The first big difference is the penalty limitations on hand passing. The League and the Amateurs say that the ball must be held clearly in one hand and knocked with the other hand.

The Association do not debar this definition, but allow a two-handed throw in addition in which neither hand must be raised above the level of the shoulder in disposing of the ball.

When a player is knocked down after delivering the ball, a free kick is given downfield to the team-mate nearest the spot where the ball lands. The Association introduced and the League now play that rule. The Amateurs do not.

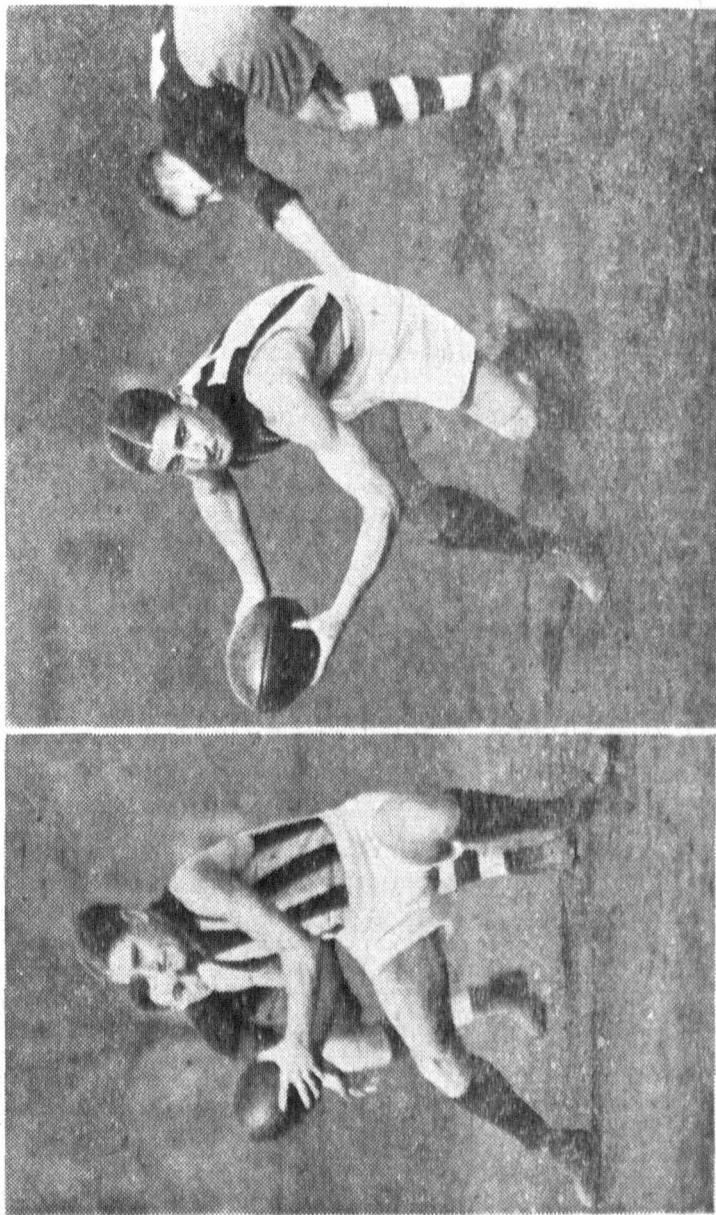
The Association introduced and the League adopted a rule on holding the ball which demands that a player when tackled must kick or hand-pass the ball, but cannot hold nor drop it. The Amateurs unanimously rejected this rule, declaring that without the throw-pass the Association obedience to the rule was a physical impossibility.

So that in the League and the Association a player when tackled cannot drop the ball, in the Amateurs he can.

The Amateurs encourage the latitude given a player with the ball when he tears through a pack to take his kick. They argue that a player is holding the ball only when he ceases to endeavor to play it on.

When a player has taken a mark or been awarded a free kick and the player standing on the mark deliberately wastes time by refusing to obey the umpire's command to "come back" or perhaps by refusing to give up the ball, the "mark" is advanced downfield 15 yards nearer the goal line.

The rule puts a severe penalty on the player who schemes to allow his defenders time to "cover" the opposing forwards. This



The "blind" or wrong way turn.—In the first picture the player with the ball baulks, pretending to turn to the right. In doing so he throws his weight across on to his right leg. Then pushing hard off the right leg he dives to the left with his opponent floundering on the wrong foot.

has at times been a very objectionable habit in the League, but the League have rejected the rule. The Amateurs, while liking the rule, have not adopted it.

The Association is the only body which allows a team-mate to take a player's kick when he is too badly injured to profit from a free kick or a mark.

The League allows two replacements for any reason at any time during a game. The Association allows only one. The Amateurs allow every man certified as injured to be replaced. The League and Association can replace a player who is playing badly. In the Amateurs he must be injured.

The Amateurs allow ruckmen to shepherd, one for the other, when the ball is thrown in from the boundary line. The League and Association free kick shepherding at the throw-in.

The Amateurs give the field umpire power to order a rough player off the ground. Neither the League nor the Association like this rule.

In practice, these differences are more real than in their recital. The three codes can be very confusing, particularly to the young player.

Is it any wonder that the umpire comes in for severe censure? With three possible interpretations of the code, how is the father, who sees League football on the Saturday, to understand the umpiring when he goes to see junior play a school match?

LEAGUE GOALKICKERS

1907—W. H. Lee, C'wood ..	47	1926—G. Coventry, C'wood	83
1908—W. H. Lee, C'wood ..	54	1927—G. Coventry, C'wood	97
1909—W. H. Lee, C'wood ..	58	1928—G. Coventry, C'wood	89
1910—W. H. Lee, C'wood ..	58	1929—G. Coventry, C'wood	124
1911—V. Gardner, Carlton ..	47	1930—G. Coventry, C'wood	118
1912—H. Brereton, Melb. ..	54	1931—H. Vallenge, Carlton	86
1913—J. Freake, Fitzroy ..	56	1932—G. Moloney, Geelong	109
1914—W. H. Lee, C'wood ..	54	1933—R. Pratt, Sth. Melb.	109
1915—W. H. Lee, C'wood ..	66	1934—R. Pratt, Sth. Melb.	150
1916—W. H. Lee, C'wood ..	48	1935—R. Pratt, Sth. Melb.	103
1917—W. H. Lee, C'wood ..	54	1936—W. Mohr, St. Kilda	101
1918—E. Cowley, Carlton ..	35	1937—G. Coventry, C'wood	72
1919—W. H. Lee, C'wood ..	56	1938—R. Todd, C'wood	120
1920—G. Bayliss, R'mond	03	1939—R. Todd, C'wood	120
1921—W. H. Lee, C'wood, and C. Rankin, Geel., ea.	64	1940—J. Titus, R'mond	100
1922—H. Clover, Carlton	54	1941—N. Smith, Melb.	80
1923—G. Stockdale, E'don	68	1942—L. White, Geelong	80
1924—J. Moriarty, Fitzroy	83	1943—R. Harris, R'mond	63
1925—L. Hagger, Geelong	78	1944—F. Fanning, Melb.	87
		1945—F. Fanning, Melb	67

RECORD FOR HOME AND HOME MATCHES

Crowd	Match	Ground	Date
52,000	Carlton v. Collingwood	Carlton	2/7/21

HOW TO GET GOALS—*(Continued from Page 35)*

Naturally, one has to be always practising these things, and here the co-operation of the wing men and centre is invaluable. Work with them on practice nights, forsaking the ring-a-ring-a-rosie business so popular these days. Train as you hope to play.

Develop a keen goal sense. To help my goal sense, immediately I go out on a ground I pick out objects in relation to the goals. It might be the end of a grandstand, the top of a tree, or the gable of a near-by house. By associating my position on the ground with these objects, I know almost to a fraction where the goals are.

Study the day and the wind conditions. Against a strong wind it is useless leading well up the field. From the other end you can add ten yards to your kicking and your leading can be bolder.

In kicking, I use the flat punt whenever I can. I used to kick the torpedo punt. When it was going well it was a winner, but mostly I got 3-7 from ten shots, and anyone knows that is not nearly good enough. However, when kicking across goal from a pocket and slightly against wind, I find a driven drop-kick more accurate.

Now, don't forget—you can't get goals unless you get the ball; and you can't get the ball unless your team-mates work with you. It's team-work gets goals, not individualism.

Don't let the team down by mulling the chances they give you. Work hard and kick straight. And here's a final tip. Watch the star forwards at work and learn from them why it is they get goals. If a move is good enough for a successful forward, it is worth a try-out by a beginner.



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Gentleman Jim Park

GENTLEMAN JIM" PARK combined the qualities of sportsmanship with citizenship. Given a job to do he did it with all he had. He died in the forlorn hope that his cobbles might be saved.

Park was the admiration of officials, players and supporters alike at Carlton, for he played the game hard and fairly. He asked no quarter from anyone and he gave none. Yet with all his battling he was scrupulously fair—a gentleman on and off the field.

He went to Carlton from Gippsland in 1932. In 1940 he enlisted in the A.I.F., and left for service in the Middle East.

At varying times, as the needs of Carlton demanded, Park played in the ruck, full back, or in a back pocket. He was one man who could counter Ron Todd, then a Collingwood champion, always playing him from the side and never from the front or back. He represented Victoria several times.

Jim had intended studying agricultural science, but a family tragedy prevented this, and he was in business in Melbourne when he enlisted.

Back from the Middle East he met his death in the defence of Wau.

Two trails were secured against possible Japanese infiltration, but the Lutheran Missionaries knew still a third trail and a secret one. Down this came a horde of Nips, and Park was one of those who flung themselves across their advance in a desperate effort to stay their advance and save the all-important Wau drome. It was there he fell.

What is the correct size of a football ground? The rules say width 100 to 170 yards; length, 150 to 200 yards. The distance between goal posts and goal post and behind post, is seven yards. The kick off rectangle extends ten yards into the playing space. The circle in the centre of the ground in which the ball is bounced to start the game is ten yards in diameter.

* * * *

It is not a "charge" in Australian football if the player has the ball no matter how violently he is met and dealt with by an opponent. The definition of "charging" reads: "Charging consists of rushing at and pushing an opponent in a manner not authorised by the laws of football when he is not in possession of the ball or when he is in the air."

* * * *

When a defender has a mark or a kick on the goal line and in taking his kick hits the goal post with the ball—What should happen? Most fans say "A behind is registered"; but Rule 16 says "the umpire shall direct the timekeepers to add time-on and the player shall be given another kick."

* * * *

The size of an Australian football is 22¾ inches by 29½ inches and the weight not less than 16 ounces nor more than 17.

No Free Kick

Despite the disadvantage suffered by "Tarsan" Glass, no free kick is allowed under the rules. The late Jim Park in taking this spectacular mark has certainly "interfered" with an opponent. Since, however, he is legitimately marking the ball the rules state that no free kick is to be awarded. Park's career is summarised in opposite page.

Interstate Matches

VICTORIA v SOUTH AUSTRALIA

Date.	Where Played.	Winner.	Date	Where Played.	Winner.
1879—			1913—		
July	E. Melb.	Victoria	July	Adelaide	Victoria
July	E. Melb.	Victoria	Aug.	Melb.	Victoria
1880—			1914—		
Aug.	Adelaide	Victoria	†Aug.	Sydney	Victoria
Aug.	Adelaide	Victoria	1919—		
1881 —			July	Adelaide	Victoria
Aug.	Melb.	Victoria	Aug.	Melb.	Victoria
Aug.	E. Melb.	Victoria	1920—		
1890—			May	Melb.	Sth. Aust.
July	Melb.	Victoria	July	Adelaide	Victoria
July	S. Melb.	Sth. Aust.	1921—		
1891—			†Aug.	Fremantle	Victoria
June	Adelaide	Victoria	Aug.	Adelaide	Victoria
June	Adelaide	Sth. Aust.	Aug.	Melb.	Victoria
1892—			1922—		
June	Melb.	Victoria	July	Melb.	Victoria
1893—			Aug.	Adelaide	Sth. Aust.
June	Adelaide	Victoria	1923—		
1894—			June	Adelaide	Sth. Aust.
July	Melb.	Victoria	Aug.	Melb.	Victoria
1899—			1924—		
July	Melb.	Victoria	Aug.	Melb.	Victoria
1900—			†Aug.	Hobart	Victoria
July	Adelaide	Victoria	Aug.	Adelaide	Sth. Aust.
1901—			1925—		
June	Melb.	Victoria	July	Adelaide	Sth. Aust.
Aug.	Adelaide	Sth. Aust.	Aug.	Melb.	Victoria
1902—			1926—		
June	Adelaide	Sth. Aust.	June	Melb.	Sth. Aust.
Aug.	Melb.	Sth. Aust.	July	Adelaide	Victoria
1903—			1927—		
June	Melb.	Victoria	†Aug.	Melb.	Victoria
1905—			1928—		
*Aug.	Adelaide	Sth. Aust.	June	Adelaide	Tie
1906—			Aug.	Melb.	Victoria
*June	Adelaide	Victoria	1929—		
1907—			June	Melb.	Victoria
*June	E. Melb.	Sth. Aust.	July	Adelaide	Sth. Aust.
1908—			1930—		
†Aug.	Melb.	Victoria	†Aug.	Adelaide	Victoria
1911—			1931—		
†Aug.	Adelaide	Sth. Aust.	June	Adelaide	Victoria
1912—			Aug.	Melb.	Victoria
July	Melb.	Victoria			
Aug.	Adelaide	Sth. Aust.			

* Against the V.F.A.

† Signifies that the contests were in connection with the triennial carnivals.



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Date.	Where Played.	Winner.	Date.	Where Played.	Winner.
1932—			1936—		
June	Adelaide	Victoria	Aug.	Adelaide	Victoria
Aug.	Melb.	Sth. Aust.	1937—		
1933—			†Aug.	Perth	Victoria
Aug.	Adelaide	Victoria	Aug.	Adelaide	Sth. Aust.
†Aug.	Sydney	Victoria	1938—		
†Aug.	Sydney	Victoria	July	Adelaide	Victoria
1934—			1939—		
June	Adelaide	Sth. Aust.	July	Adelaide	Victoria
Aug.	Melb.	Victoria	July	Melb.	Victoria
1935—			1941—		
June	Adelaide	Victoria	July	Adelaide	Victoria
Aug.	Melb.	Victoria	1945—		
			July	Adelaide	Sth. Aust.

VICTORIA v. QUEENSLAND

1914—			1930—		
Aug.	Sydney	Victoria	†Aug.	Adelaide	Victoria

VICTORIA v. NEW SOUTH WALES

1905—			1925—		
Aug.	Melb.	Victoria	July	Melb.	Victoria
1911—			Aug.	Sydney	N.S.W.
†Aug.	Adelaide	Victoria	1926—		
1914—			June	Sydney	Victoria
†Aug.	Sydney	Victoria	July	Melb.	Victoria
1920—			1927—		
Sept.	Sydney	Victoria	†Aug.	Melb.	Victoria
1921—			1928—		
†Aug.	Melb.	Victoria	June	Melb.	Victoria
1922—			1929—		
July	Sydney	Victoria	June	Sydney	Victoria
Aug.	Melb.	Victoria	1930—		
1923—			Aug.	Adelaide	Victoria
June	Melb.	Victoria	1932—		
Aug.	Sydney	N.S.W.	June	Sydney	Victoria
1924—			1933—		
†Aug.	Sydney	Victoria	†Aug.	Sydney	Victoria
Aug.	Melb.	Victoria	1941—		
			May	Sydney	Victoria

VICTORIA v. TASMANIA

1911—			1930—		
†Aug.	Adelaide	Victoria	†Aug.	Adelaide	Victoria
1914—			1932—		
†Aug.	Sydney	Victoria	June	Hobart	Victoria
1924—			1933—		
†July	Melb.	Victoria	†Aug.	Sydney	Victoria
1927—					
†Aug.	Melb.	Victoria			

† Signifies that the contests were in connection with the triennial carnivals.

**Timely
Shepherd**



Two defenders co-operate to turn an attack. One meets the opposing forward with a timely shoulder, while his team mate hugs in a mark to the pit of the stomach. And note how he hugs the ball. No chance of a slip-up or a fumble.

VICTORIA v. WESTERN AUSTRALIA

Date.	Where Played.	Winner.	Date.	Where Played.	Winner.
1904—			1928—		
Aug.	Melb.	Victoria	July	Melb.	Victoria
1908—			1929—		
†Aug.	Melb.	Victoria	July	Perth	Victoria
1911—			July	Perth	W. Aust.
†Aug.	Adelaide	Victoria	1930—		
1914—			†Aug.	Adelaide	Victoria
†Aug.	Sydney	Victoria	1933—		
1921—			†Aug.	Sydney	Victoria
†Aug.	Subiaco	W. Aust.	1935—		
1924—			June	Perth	Victoria
†Aug.	Hobart	Victoria	June	Perth	Victoria
1925—			1937—		
July	Melb.	Victoria	†Aug.	Perth	Victoria
1926—			1938—		
July	Perth	W. Aust.	July	Melb.	Victoria
July	Subiaco	W. Aust.	1939—		
1927—			June	Perth	Victoria
†Aug.	Melb.	Victoria	June	Perth	W. Aust.

VICTORIA v. NEW ZEALAND

1908—				
† Aug.	Melb.	Victoria	† Signifies that the contests were in connection with the triennial carnivals.	

RESULTS OF INTERSTATE MATCHES—1879-1945

	Won	Lost	Tied	Played
Victoria	52	20	1	73
South Australia	20	52	1	73
Victoria	20	2	—	22
New South Wales	2	20	—	22
Victoria	16	5	—	21
West Australia	5	16	—	21
Victoria	7	—	—	7
Tasmania	—	7	—	7
Victoria	2	—	—	2
Queensland	—	2	—	2
Victoria	1	—	—	1
New Zealand	—	1	—	1

TIE IN LEAGUE SEMI-FINAL

The only occasion on which there has been a tie in a semi-final was in 1928, when Melbourne and Collingwood each scored 9 goals 8 behinds. In the play-off on the following Saturday Collingwood won, 10.8 to 9.10.

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FOR ALL
INFORMATION

J. J. LISTON CUP WINNER

Eric Beard (Oakleigh), with the J. J. Liston Cup, which he won in 1945—the first time the trophy was presented.



* *
Prior to 1940, the awards for Recorder Cup and V.F.A. Medal were determined by different points system. From 1940 the medal and cup were determined by same method.

* *
In 1945 both awards became the J. J. Liston Cup. It was won that year by Eric Beard (Oakleigh).

Recorder Cup

- 1923—C. McCarthy Fscray.
- 1924—R. Johnson . N'cote
- 1925—T. Downs . . N'cote
- 1926—W. Summers . Preston
- 1927—E. Martin . Coburg
- 1928—F. Smith . . Prahran
- 1929—E. Bourke . Sand'ham

V.F.A. Medal

- 1933—C. Stanbridge . W'town
- D. Withers . . . Oakleigh
- 1934—J. Dowling . . . Bruns.
- 1935—F. Brooks . . . W'town
- J. Dowling . . . Bruns.
- 1936—N. Huggins . . . W'town
- 1937—N. Huggins . . . W'town
- J. Lowry . . . Prahran
- 1938—A. Cutting . . . W'town
- 1939—A. Cutting . . . W'town
- 1940—J. Davis . . . Brighton
- 1941—D. Fothergill . . . W'town

- 1930—E. Hyde . . . Port Melb.
- 1931—W. Koop . . . Prahran
- 1932—R. Ross . . . Northcote
- 1933—C. Stanbridge . W'town
- 1934—D. Warr . . . Preston
- 1935—L. White . . . Prahran
- 1936—A. Hyde . . . Preston
- P. Reville . . . Coburg
- 1937—N. Huggins . . . W'town
- 1938—A. Cutting . . . W'town
- W. Downey . . . Northcote
- 1939—P. Hartnett . . Brighton
- 1940—J. Davis . . . Brighton
- 1941—D. Fothergill . . W'town
- 1942-44—No football.

A Three-Day Battle

VICTORIA'S first game of Australian rules of football was more like a mob fight. Eighty schoolboys and masters wrestled and scrummed for three days over the paddock which now includes the Melbourne Cricket Ground and the Richmond Cricket Ground. The rules were elastic. The ground was hard.

Three days were not sufficient for the first game of Australian football to be completed.

Outside the Melbourne Cricket Ground on August 7, 1858, there gathered teams from Scotch College and Melbourne Grammar School to decide a football match and incidentally to play the first game of Australian football recorded.

Prior to this, the game, similar to Irish football in many of its characteristics, had the picturesque setting of the goldfields. It seems to have developed from a type of kick-about with a rugby ball in which the diggers observed a very elastic code.

It was certainly chaotic, but from the chaos came a code which has been developed into the fine Australian game of today.

An advertisement in the Melbourne Morning Herald of August 7, 1858, stated that luncheon would be served at the Melbourne Cricket Club pavilion, and that the game between Scotch College and Melbourne Grammar would commence at 12 o'clock with 40 players a side.

It was marathon football in those days; if a game was undecided in one day, as in the case of a test match, it went on and on and on until one side or the other had obtained a winning advantage.

In this first recorded game, one goal was pitched at Jolimont, and the other near Punt Road, Richmond.

With 80 eager boys on the ball and no defined ground, the play swung over the broad acres of the park and little or no scoring resulted despite the energy expended.

At the close of the first day, with both sides exhausted, each had scored only a goal.

The match was adjourned for a fortnight, and on August 21 they abandoned play with no decision reached.

Back again they came on September 4, but the best efforts of either side could not pierce the opposing goal, and there it ended with the promise of another date.

A year later, in 1859, when, at the end of two hours' solid football, Scotch College succeeded in scoring the necessary two goals, the long-drawn-out match ended in their favor.

At this time there was no objection to masters playing with the scholars, and it is recorded that in the Scotch College team there were two masters, and in the Melbourne Grammar team one master and two old boys who were University students.

The Public Schools, which launched the Australian code, have remained a power in football. They are at present affiliated with the Victorian Amateurs. In matters of rule reform they have been progressive and were the first to introduce the rule allowing the replacement of injured players. The old boys of the Public Schools all have teams playing amateur football—a powerful link in the code.



Wiggins (Richmond full back) saves the day with a powerful punch, which drove the ball from the hands of champion forward Fred Fanning (Melb.). Fanning is a dangerous mark in the goal mouth and Wiggins has done the right thing. The other Richmond player is Priestley.

Foiling the Champions

By "BLUEY" RICHARDS, centre half-back in South Melbourne's line of champion teams

(Linton Richards came from the Western Australian goldfields and earned a reputation as the finest foiler of forward champions seen in Victoria for many years. He tells the young player how he tackled the job of beating many crack centre half-forwards, and there were some top-notchers in Victoria at the time.)

THE first thing that any defender must do is to play right up to his man physically and be a thought ahead of him.

While some of the best men can kick with either foot I have found that, as a rule, even these fellows prefer to kick with their natural leg. Therefore, if a man kicked with his right foot I played him from the right side and made his favorite leg a "blind alley" to him. A left-footer would be played from the left side.

I never made it my business to be in front of a man before the ball arrived. To be in front is to play an opponent blind. Keep him in sight, but when the ball does come then have the toe and the anticipation to get to it first.

That is a cardinal rule for all defenders. The one difficulty that arises from playing a countering game from the front of the opposition comes when your opponent can outmark you, both from the front or from behind. Make no mistake, no matter how good you might be in in the air, there is always a better man somewhere.

Against a good mark you are thrown on your mettle. Let him gain the lead to the ball. If he is good in the air, the ball will undoubtedly be kicked high to him. Your game then is to beat his attempt to mark with a well-timed punch. This takes practice and judgment and the defender must not spare himself in his attempt to punch the ball away. It must be neck or nothing.

Few clever players like their opponent to play them close up. Therefore, rub your shoulder up against your forward and feel him there. Never give him a yard; it might prove too much.

The worst fault in a defender is to run with the ball. It is unpardonable. I would go so far as to say that it is unforgivable in any part of the field.

Give me eighteen men that can get the ball and kick it and I'll back them against any team of flash running players you can produce.

The defender who runs with the ball not only uncovers the man he should be countering, but far too often puts his team-mate, who is giving him a lead up the field, right out of position.

Get the ball and drive it. Encourage your flankers to play wide in anticipation of your kick. When they see you with the ball they drop back and you kick the ball with all you have right over the head of their opponents.

For this reason, no doubt, the young wing man has been instructed never to go down into the defence but to hang out wide, waiting to snap up the relieving kick.

Imprint this over all your play:—**THE JOB OF EVERY DEFENDER IS TO CLEAR HIS GOAL.** Nothing else matters. Hence



Tackled by Sanger (Carlton defender) Clarrie Mears (Collingwood rover) punches the ball on in a flash. His quick thinking and quicker disposal have saved him from the penalty of the holding-the-ball rule. A good maxim in football is get rid of the ball.

the preference for the kick that sends the ball right up among your own forwards. Never short-pass in defence. It might come off. Usually it doesn't.

Hand-passing in defence is the absolute last line of resource. It is a desperate measure to help a defender in sore trouble.

Co-operation in a defence comes from the determination of every unit to stop his opponent getting a kick. This makes the job of the team as a whole easier.

Study the wind. When it is in your face, run your opponent in under the ball, doubling back to mark it as it swings over his head.

If the opposition are playing to a forward, keeping the ball low, take it for granted that that player is very fast. Stick to him like a leech and be content to do little more than stick to him. He'll break up under the strain unless he is an exceptional player.

Bear in mind that a forward getting free kicks can win a game.

* * * *

Canberra Best and Fairest

The competition for the John L. Mulrooney trophy (discontinued in 1942) was awarded again for the season 1945. It was won by Fred Green, captain of the Royal Australian Navy team. The winners of this award are:—

1936—R. Seton (Acton) and	1939—A. Ware (Manuka).
R. Roe (Ainslie).	1940—R. Bloomfield (Ainslie).
1937—P. Barrett (Manuka).	1941—J. K. Furniss (RAAF).
1938—T. Kelly (Queanbeyan).	1945—F. Green (R.A.N.).

* * * *

Taboo at Duntroon

"During the seasons 1942, 1943, 1944, the Royal Military College took part in our competition. In 1945 the game was suppressed. Every effort was made to have the ban lifted. An Australian Parliamentary delegation appealed unsuccessfully to the Commandant.

"Eventually, however, this undesirable situation will be ended and the Australian national game which has such excellent qualifications will be restored to those places where now it is forbidden. Surely this unnational and undemocratic policy cannot be permitted to continue in a land famous for its sportsmanship."

—Extract Canberra Australian National Football League.

* * * *

During the war the Canberra Football League donated more than £1000 to various patriotic efforts.

* * * *

To push an opponent in the face is to incur a free kick. Many leading players use the open hand to fend off an attacking player. If the hand contacts the chest or the front of the body no free kick is awarded, but if he palms his opponent in the face he is penalised.



Nice Judgment

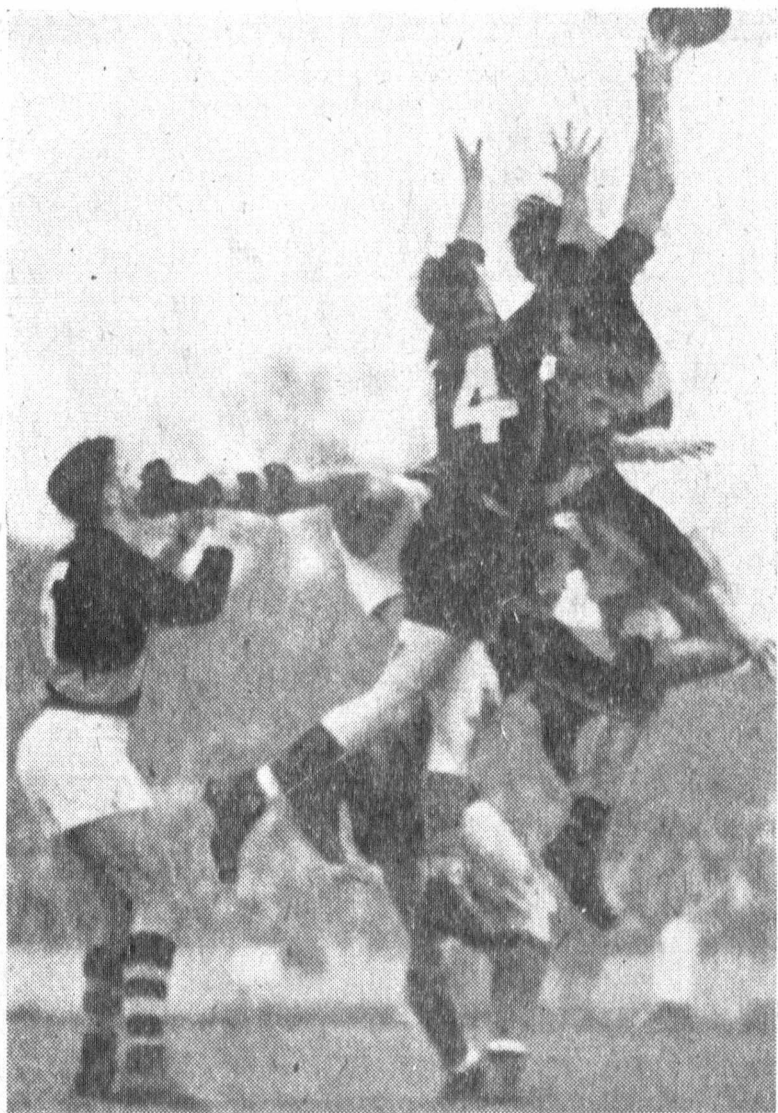
Jack Crane, North Melbourne full back, takes a nicely judged mark when in desperate straits. He led Betson (Essendon) in under the ball, and then swung back to take the mark. Drummond is the other Essendon player.



*They're well worn but
they've worn well . . .
thanks to*

KIWI

BLACK . . . DARK TAN



Bawden's Mark—Bob Bawden, Richmond follower flies high in front of the pack to take a nicely judged mark. Don Cordner (Melb.) seems to be holding the bunch in the air. Kemp (Richmond), has a very precarious position. Archibald is No. 14 while Morris (Rich.) No. 5 awaits his chance.

Fixtures for League Season

The fixtures for the 1946 League season are as follow:—

- April 20—Fitzroy v. Richmond, Melbourne v. Geelong, Footscray v. Essendon.
- April 22—North Melbourne v. St. Kilda, Hawthorn v. Collingwood, South Melbourne v. Carlton.
- April 27—St. Kilda v. Footscray, Essendon v. South Melbourne, Carlton v. Melbourne, Geelong v. Hawthorn, Collingwood v. Fitzroy, Richmond v. North Melbourne.
- May 4—Essendon v. Melbourne, North Melbourne v. Collingwood, Fitzroy v. Geelong, Hawthorn v. Carlton, Richmond v. St. Kilda, South Melbourne v. Footscray.
- May 11—St. Kilda v. Collingwood, Carlton v. Fitzroy, Hawthorn v. Essendon, Melbourne v. South Melbourne, Footscray v. Richmond, Geelong v. North Melbourne.
- May 18—Essendon v. Fitzroy, Carlton v. North Melbourne, Geelong v. St. Kilda, Collingwood v. Richmond, Melbourne v. Footscray, South Melbourne v. Hawthorn.
- May 25—St. Kilda v. Carlton, North Melbourne v. Essendon, Fitzroy v. South Melbourne, Hawthorn v. Melbourne, Richmond v. Geelong, Footscray v. Collingwood.
- June 1—Essendon v. St. Kilda, Carlton v. Richmond, Geelong v. Collingwood, Hawthorn v. Footscray, Melbourne v. Fitzroy, South Melbourne v. North Melbourne.
- June 8—to be divided—St. Kilda v. South Melbourne, North Melbourne v. Melbourne, Fitzroy v. Hawthorn, Collingwood v. Carlton, Richmond v. Essendon, Footscray v. Geelong.
- June 15—to be divided—Essendon v. Collingwood, Carlton v. Geelong, Hawthorn v. North Melbourne, Melbourne v. St. Kilda, South Melbourne v. Richmond, Footscray v. Fitzroy.
- June 22—St. Kilda v. Hawthorn, North Melbourne v. Fitzroy, Carlton v. Footscray, Geelong v. Essendon, Collingwood v. South Melbourne, Richmond v. Melbourne.
- June 29—Representative games to be arranged.
- July 6—Essendon v. Carlton, Fitzroy v. St. Kilda, Hawthorn v. Richmond, Melbourne v. Collingwood, South Melbourne v. Geelong, Footscray v. North Melbourne.
- July 13—St. Kilda v. North Melbourne, Richmond v. Fitzroy, Collingwood v. Hawthorn, Geelong v. Melbourne, Carlton v. South Melbourne, Essendon v. Footscray.
- July 20—Footscray v. St. Kilda, South Melbourne v. Essendon, Melbourne v. Carlton, Hawthorn v. Geelong, Fitzroy v. Collingwood, North Melbourne v. Richmond.
- July 27—Melbourne v. Essendon, Collingwood v. North Melbourne, Geelong v. Fitzroy, Carlton v. Hawthorn, St. Kilda v. Richmond, Footscray v. South Melbourne.
- August 3—Collingwood v. St. Kilda, Fitzroy v. Carlton, Essendon v. Hawthorn, South Melbourne v. Melbourne, Richmond v. Footscray, North Melbourne v. Geelong.

- August 10—Fitzroy v. Essendon, North Melbourne v. Carlton, St. Kilda v. Geelong, Richmond v. Collingwood, Footscray v. Melbourne, Hawthorn v. South Melbourne.
- August 17—Carlton v. St. Kilda, Essendon v. North Melbourne, South Melbourne v. Fitzroy, Melbourne v. Hawthorn, Geelong v. Richmond, Collingwood v. Footscray.
- August 24—St. Kilda v. Essendon, Richmond v. Carlton, Collingwood v. Geelong, Footscray v. Hawthorn, Fitzroy v. Melbourne, North Melbourne v. South Melbourne.
- August 31—South Melbourne v. St. Kilda, Melbourne v. North Melbourne, Hawthorn v. Fitzroy, Carlton v. Collingwood, Essendon v. Richmond, Geelong v. Footscray.
- September 7 and 14—Semi-finals.
- September 21—Final (preliminary).
- September 28—Grand Final.

REGISTERED LEAGUE CLUB COLORS

- CARLTON**—Dark navy blue jersey with white monogram. Dark navy blue hose.
- COLLINGWOOD**—Black and white jersey. Vertical stripes on jacket and horizontal stripes on sleeves. Black hose.
- ESSENDON**—Black jersey with red sash. Red and black striped hose.
- FITZROY**—Dark maroon, navy blue collar and yoke, navy blue monogram. Hose: Maroon with blue tops.
- FOOTSCRAY**—Blue jersey, red collar, red and white bands. Hose: Royal blue, with red top.
- GEELOG**—Navy blue and white hoops, jersey and hose.
- HAWTHORN**—Dark brown, gold V from shoulders to chest, brown hose, gold tops.
- MELBOURNE**—Navy blue jersey, red V neck and band, red hose.
- NORTH MELBOURNE**—Royal blue and white, vertical stripes. Hose: Royal blue and white hoops.
- RICHMOND**—Black jersey, yellow sash, black and yellow striped hose.
- SOUTH MELBOURNE**—White jersey, red V, red cuffs and collar, red and white striped hose.
- ST. KILDA**—Red, white and black jersey, crest on left breast, vertical stripes, white sleeves, black hose and red and white tops.

DIMENSIONS OF CAPITAL GROUNDS

- ADELAIDE OVAL**—208 x 138 yds.
- SYDNEY OVAL**—174½ x 162 (4 acres, 2 roods, 10 perches; perimeter of 529).
- MELBOURNE OVAL**—186 x 168.
- PERTH (Subiaco)**—200 x 150.
- BRISBANE**—155 x 130 (Exhibition Ground); 187 x 133 (Cricket Ground); 165 x 125 (Perry Park Ground).



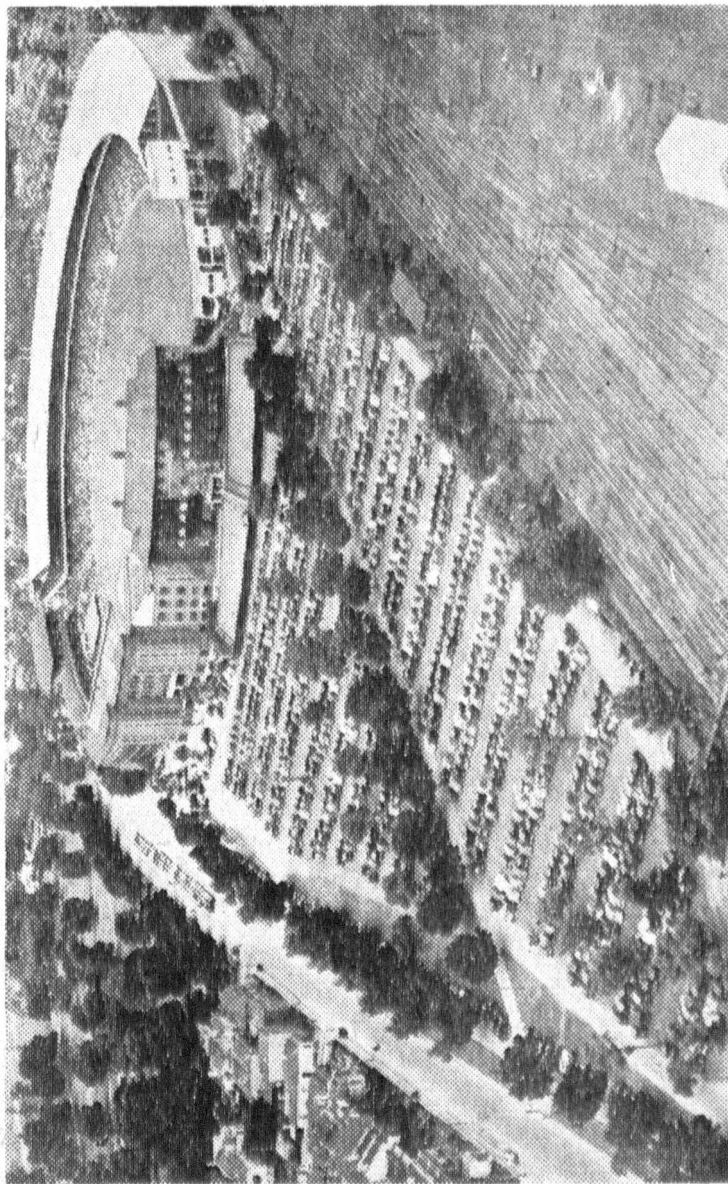
**Bulldogs
Score**

The breakaway—Moncrieff (Footscray) gets clear of Richmond rover, Wilson, and goals. Again the quick foot and sure eye that gets goals.

Association Fixtures

The VFA draw for 1946 season is as follows:

- April 13—Coburg v. Brunswick, Prahran v. Port Melbourne, Williamstown v. Yarraville, Sandringham v. Brighton, Oakleigh v. Camberwell, Northcote v. Preston.
- April 20 (Easter Saturday).—Camberwell v. Prahran, Brunswick v. Oakleigh, Brighton v. Williamstown, Preston v. Sandringham.
- April 22 (Easter Monday). — Port Melbourne v. Northcote, Yarraville v. Coburg.
- April 27—Northcote v. Camberwell, Prahran v. Brunswick, Oakleigh v. Yarraville, Coburg v. Brighton, Williamstown v. Sandringham, Port Melbourne v. Preston.
- May 4—Camberwell v. Port Melbourne, Sandringham v. Coburg, Brighton v. Oakleigh, Yarraville v. Prahran, Preston v. Williamstown, Brunswick v. Northcote.
- May 11—Northcote v. Yarraville, Prahran v. Brighton, Oakleigh v. Sandringham, Coburg v. Williamstown, Camberwell v. Preston, Port Melbourne v. Brunswick.
- May 18 — Brighton v. Northcote, Sandringham v. Prahran, Williamstown v. Oakleigh, Preston v. Coburg, Yarraville v. Port Melbourne, Brunswick v. Camberwell.
- May 25—Northcote v. Sandringham, Prahran v. Williamstown, Oakleigh v. Coburg, Brunswick v. Preston, Camberwell v. Yarraville, Port Melbourne v. Brighton.
- June 1—Williamstown v. Northcote, Coburg v. Prahran, Brighton v. Camberwell, Sandringham v. Port Melbourne, Preston v. Oakleigh, Yarraville v. Brunswick.
- June 8—to be divided—Yarraville v. Preston, Port Melbourne v. Williamstown, Brunswick v. Brighton, Northcote v. Coburg, Prahran v. Oakleigh, Camberwell v. Sandringham.
- June 15—to be divided—Williamstown v. Camberwell, Oakleigh v. Northcote, Prahran v. Preston, Coburg v. Port Melbourne, Sandringham v. Brunswick, Brighton v. Yarraville.
- June 22—Northcote v. Prahran, Preston v. Brighton, Port Melbourne v. Oakleigh, Camberwell v. Coburg, Brunswick v. Williamstown, Yarraville v. Sandringham.
- June 29—Lightning premiership.
- July 6—Preston v. Northcote, Port Melbourne v. Prahran, Brunswick v. Coburg, Brighton v. Sandringham, Yarraville v. Williamstown, Camberwell v. Oakleigh.
- July 13—Northcote v. Port Melbourne, Prahran v. Camberwell, Oakleigh v. Brunswick, Coburg v. Yarraville, Williamstown v. Brighton, Sandringham v. Preston.
- July 20—Camberwell v. Northcote, Brunswick v. Prahran, Yarraville v. Oakleigh, Brighton v. Coburg, Sandringham v. Williamstown, Preston v. Port Melbourne.
- July 27—Port Melbourne v. Camberwell, Coburg v. Sandringham, Oakleigh v. Brighton, Prahran v. Yarraville, Williamstown v. Preston, Northcote v. Brunswick.



Headquarters of the Australian Game of Football.—Melbourne Cricket Ground, where 96,834 people have gathered to see a League Grand Final. Record attendance for cricket is also held. No player has really played Australian football at its best until he has played in a grand final on the M.C.G.

August 3—Yarraville v. Northcote, Brighton v. Prahran, Sandringham v. Oakleigh, Williamstown v. Coburg, Preston v. Camberwell, Brunswick v. Port Melbourne.

August 10—Vacant. Probably country visits by clubs.

August 17—Northcote v. Brighton, Prahran v. Sandringham, Oakleigh v. Williamstown, Coburg v. Preston, Port Melbourne v. Yarraville, Camberwell v. Brunswick.

August 24—Coburg v. Northcote, Oakleigh v. Prahran, Preston v. Yarraville, Williamstown v. Port Melbourne, Sandringham v. Camberwell, Brighton v. Brunswick.

August 31—Northcote v. Oakleigh, Preston v. Prahran, Port Melbourne v. Coburg, Camberwell v. Williamstown, Brunswick v. Sandringham, Yarraville v. Brighton.

September 7—Prahran v. Northcote, Brighton v. Preston, Oakleigh v. Port Melbourne, Coburg v. Camberwell, Williamstown v. Brunswick, Sandringham v. Yarraville.

* * * * *
Some fans think that the reportable offence of "hacking" is chopping an opponent with the hand or forearm. This is a popular fallacy. "Hacking" is kicking or attempting to kick an opponent.

* * * * *
Slinging is the act of catching a player by or around the neck and throwing or attempting to throw him on the ground. By the neck includes the top of the shoulder but not the arm.

* * * * *
There are three golden rules in marking. (1) Keep your head up and your eye on the ball. (2) Make full use of your height and reach. (3) Go for your marks with confidence and determination. If you are taking a chest mark or a low pass, go in and meet the ball. Hug it to your body. Chest marks must not be taken with the hands as if you were catching a cricket ball. Wrap your arm around the ball firmly.

* * * * *
When time is added to the playing time of a quarter, after the field umpire has signalled to the time-keepers, the correct term is "Time-on" not "Time-off" as popularly stated.

* * * * *
Rabbitting occurs when one player stoops down so as to cause another to fall, by placing his body below the other's hips.

* * * * *
A player who has placed the ball for a place kick may replace the ball—Rule 21.

NEXT CARNIVAL IN HOBART

The next carnival of the Australian National Football Council will be held in Hobart in 1947.

Club percentages are arrived at by multiplying "points for" by 100 and dividing the result by "points against."

AT YOUR SERVICE SINCE 1866



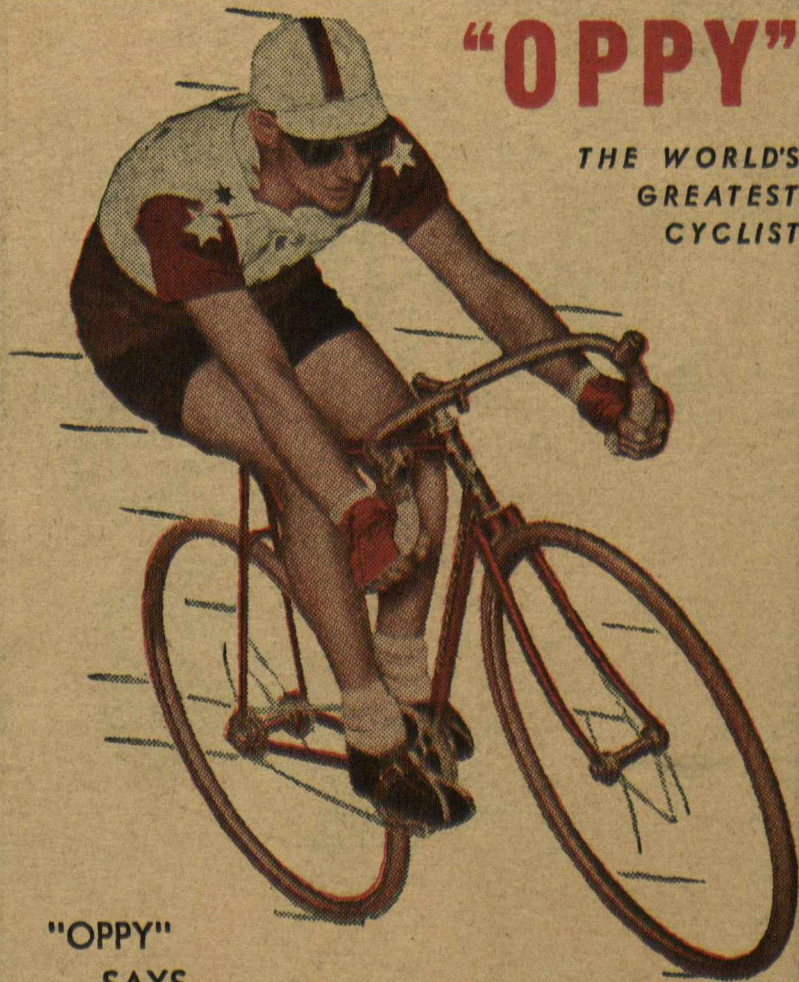
FOY'S

"Compare Our Values"

- ★ Bourke Street, Melbourne
- ★ Smith Street, Collingwood
- ★ Chapel Street, Prahran

"OPPY"

THE WORLD'S
GREATEST
CYCLIST



"OPPY"
SAYS,

YOU'D BE BETTER ON A

Malvern Stars