

Cox Will Inform Exie
About Fordham's Plays

THE TIMES' COMPLETE SPORTING PAGE

Quakers Make Valiant
Struggle Against PittCHARLIE COX WILL TELL
MENTOR WHAT FORDHAM
SHOWED AGAINST FOEMEN

By LOUIS A. DOUGHER.

Tomorrow Graduate Manager Charles R. Cox, of Georgetown, will confer with Coach Albert A. Exendine, the old Carlisle Indian star end, concerning what Fordham showed him yesterday in its battle against Foster Sanford's Rutgers' team at New York. Cox watched the Maroon in action against Rutgers and is expected to have gained some knowledge of Fordham's formations and strength.

Beginning tomorrow Exie will teach his players just what they should do to bring victory against the ancient enemy—Fordham. Judging by what was seen at the hilltop yesterday, when Georgetown defeated Virginia Polytechnic, 28 to 0, the Hilltoppers should be in good condition for the hardest kind of football. The entire squad came through uninjured, and so Coach Exendine will have them all out for work tomorrow.

That Georgetown will depend largely upon the forward pass against Fordham goes without saying. Against V. P. L. the Blue and Gray showed absolutely nothing of its forward passing game. Gilmour Doble, the Navy coach, was said to be in the stand watching the home boys at work, and neither Exendine nor O'Reilly was willing to have him benefit from his visit.

That Georgetown was not forced much to win by four touchdowns is shown by the fact that the Blackburg contingent had nothing whatever in the way of offensive football. Its defense was good, especially that game shown by Crisp, the one-armed tackle, but whenever Virginia had the ball it was helpless. With Georgetown holding back the game really became rather interesting.

McQuade Shines Most. Johnny McQuade, who scored three of his team's touchdowns, was the real shining star of the Hilltop eleven. His great work in running practically the length of the field in two plays for the final touchdown was worthy of the applause given him. Virginia kicked off on that play to McQuade, who caught the leather on his own 12-yard line. He was off like a jack rabbit, heading for left end. Finding his way blocked at the 30-yard line, he swung to the right and was not thrown until he had reached Georgetown's 46-yard line.

Quickly putting the ball into play, Maloney headed the ball to McQuade. Dudack had a wide hole open and through it he romped, swinging a bit toward the center and then heading away from the Virginians in the backfield. He tore down the left side of the field and was never touched until he had put the ball behind the goal line for a touchdown, the fourth of the day for the Blue and Gray.

Gilroy Runs Far. Of course Johnny Gilroy had to contribute several long runs. That's one of the best things he does. In the very first period he hiked down the field for sixty yards and several times thereafter he raced away from all opponents for from twenty to thirty yards.

Little can be said about Georgetown's defense, for the Virginians showed such a weak offensive that it did not require much to stop it in its tracks. However, Ahern and Dudack were prominent in stopping the rushes of the visitors. Time and again Dudack was seen hurrying back the man with the ball before he reached the end of his line.

For V. P. L. little Eddie Roden, who turned in a fine gallop around Tommy Whelan in the fourth period for a gain of thirty yards, stood out prominently in what offensive his team boasted. The other backs had no interference and no plays of any worth and cannot be blamed for their failure to gain.

Crisp, the one-armed right tackle; McNeill, at left guard; and Curry, at

center, displayed good form against overwhelming odds. They were vulnerable of course, but they can't be blamed for that.

Large Throng, On Hand. An unusually large crowd was on hand to see the contest. On the Virginia side about fifty student officers from Fort Myer, all belonging to V. P. L. and V. M. I. sat and cheered for the boys in the maroon and white. Their yells kept the big Georgetown contingent replying.

Georgetown kicked off and all some fiddling around Virginia punted to midfield. Gilroy took the ball and hiked around right end for a touchdown, covering the fifty yards with never a falter. Dudack's goal from touch-down made the score 7 to 0. Following the next kick-off the teams sallied back and forth until finally Georgetown got the ball on Virginia's 40-yard line. Straight dives into the line allowed McQuade to pound his way across the line for the second touchdown, Dudack bringing the totals to 14 to 0.

Dropkicks Are Failures. The second period opened with Virginia twice trying field goals and failing each time. Georgetown then sought to make some forward passes go, but they were either intercepted or grounded, and the half ended with no change in the score.

Georgetown began roughly in the third period, and soon had the ball in the shadow of Virginia's goal, but there the visitors held for down, punting themselves after failing to gain through the Hilltoppers' line. For the remainder of the period both teams struggled up and down, neither being able to do much with the other. V. P. L. looked better in that third period than at any other time in the contest. It was largely because of his valiant efforts in that period the Crisp was worn out and compelled to leave the line-up in the fourth period. He had done his best.

McQuade Scores Again.

It was Georgetown's ball on Virginia's 46-yard line when the last period opened. A fumble allowed Virginia to capture the leather, but had to kick. On the second play Gilroy hurried a forward pass to Tommy Whelan, who kicked down the field forty-five yards for a touch-down. Dudack kicking the goal and making the score 21 to 0.

Then came Johnny McQuade's great running. Taking the kick-off on his 12-yard line he was not thrown until he had brought the leather to his own 40-yard line. Again he was off, ripping and tearing his way outside of Dudack and shaking off three would-be tacklers until he was in open country. After that there was no stopping him. He ran fifty-five yards for a touchdown, Gilroy adding the extra point with a goal from touch-down.

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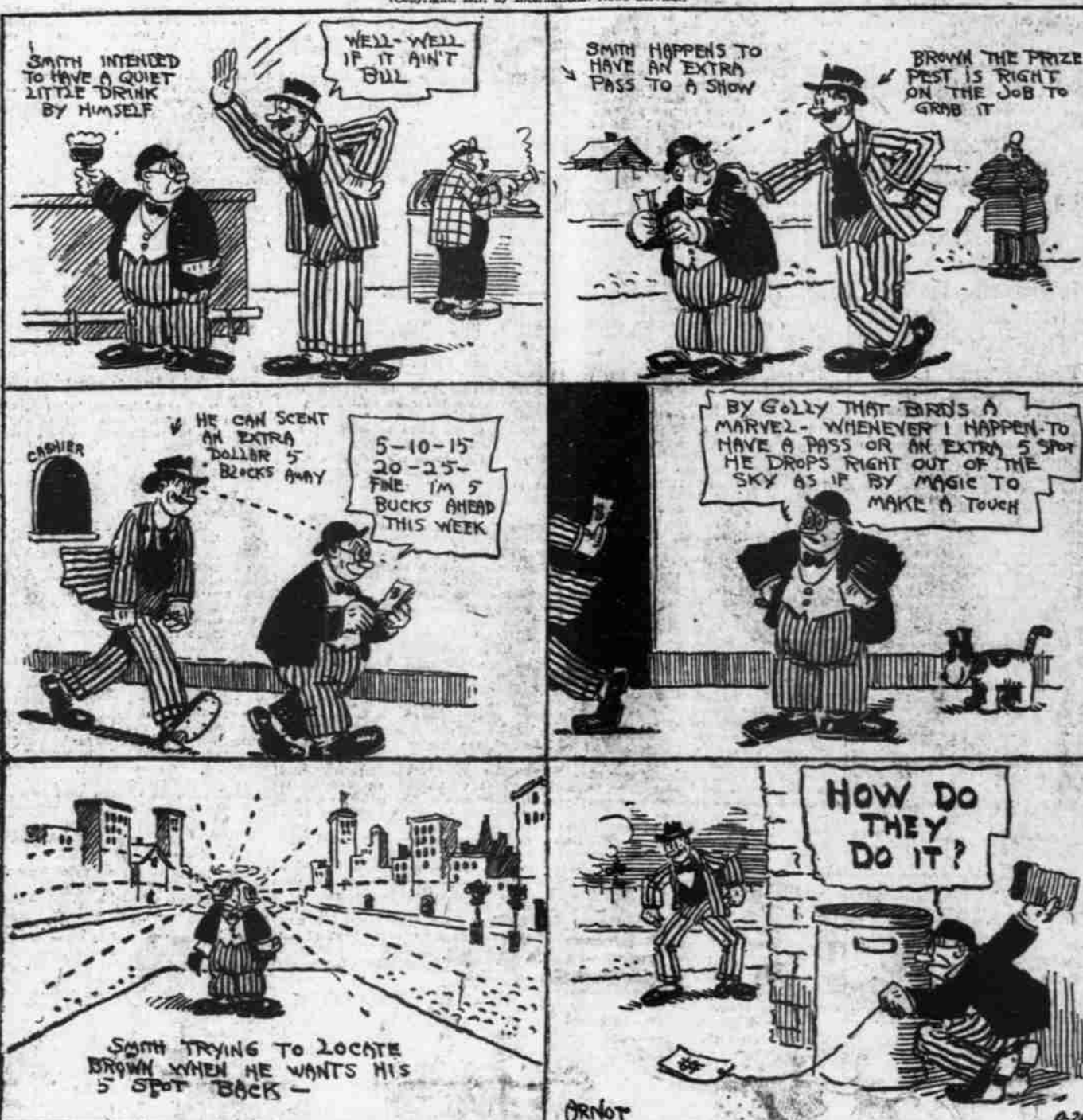
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How Do They Do It?

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PUNTING IS MOST IMPORTANT DEPARTMENT OF A
FOOTBALL ELEVEN, SAYS METZGER, TIMES EXPERTBy SOL METZGER
(Coach Washington and Jefferson Eleven.)

The spectator at a big football game is prone to criticize the play of the two eleven's for a championship because of the large number of punts played by each opponent. To him it makes the game somewhat monotonous and it also causes the belief to arise that each lacks a general, admits its weakness in attack and is poorly coached. Yet the kicking game is by all odds the most important maneuver of attack. It has paved the way for more victories and broken up more games than any other play in modern attack.

If one has followed such games as the Yale-Harvard and Army-Navy affairs he will recall the fact that each team, once it gains possession of the ball in its own end of the field, almost immediately punts it to the other. While this may be monotonous it has proven to be good generalship.

I followed closely the development of the Harvard machine under Haughton in 1910, 1911, and 1912. In the first two years the Yale game was a scoreless tie. In each of these contests Harvard was continually punting, and with Sam Felton doing

the work there was nothing left to be desired.

Haughton, the Harvard coach, who knocked the autocracy out of Cambridge football and put it on a democratic basis, was slowly studying the problem of attack in the modern game. New conditions were met that were difficult of solution. The old days when the ball was punted the length of the field for a touchdown had been automatically eradicated by the forward pass, and seven men on the line of scrimmage. The new game, the game we play today, put a premium on stamina, speed, and skill. It took Haughton some years to develop his attack.

A Matter of History. In the meantime Haughton seized upon the kicking game as the immediate solution, and how well he planned is a matter of history.

In 1910 and 1911 Harvard punted frequently against Yale, but the break did not come. In 1912, at New Haven, Yale fumbled one of Felton's punts and the long waited-for opportunity had arisen. Touchdowns and drop-kicks told the story of the 29-0 victory.

The next season Haughton had not yet mastered the running attack, but the punting game and the drop-kick gave Harvard another victory. By 1914-Brickley's team and by all odds the strongest eleven Haughton developed—had a running attack of power which swept aside the feeble resistance of the Elis.

Haughton's coaching career is most interesting in that it clearly proves the kicking game to be a strong method of attack. It was the base of his whole system, as it is the base of all attack when two teams of something like equal strength meet today. Therefore, it is well to consider the kicking game and to analyze the principles governing it. Football history is crammed full of examples of the right and wrong way to kick.

Punters Born, Not Made.

A punter is born, not made. The candidate finally selected to take care of this important part of the game, which is both an offensive and defensive measure, must have the leg power to drive the ball.

Lacking that no end of coaching will make a punter out of him. Possessing that, coaching will teach him how to get off his punts rapidly—thus avoiding their being blocked—as well as how to place the ball and whether to kick it high or low.

The high spiral punt is the desideratum as it gives the kicking team time to get down under it, is hard to handle and has a certain depressing effect on the mind of the backs selected to catch it. The latter is especially so when kicked with a high wind.

People smile when they read about big teams practicing in their opponents' stadiums before big games in order to study the air currents. They

are not preparing for the handling of high punts should a high wind be blowing in the game.

These high winds play odd tricks with a football when they are kicked above the top of the snorting stands. The inability to handle such punts on its own field in 1912 paved the way for Harvard's four straight victories over Yale.

Must Use Low Ball.

There are other times when the master of the spiral punt must use a low ball. He must drive it far up the field or to one side when kicking from near his own goal line. Otherwise the kick may be short, give the opponent a chance to make a fair catch and kick a placement goal or put them in a favorable position to strike for a touchdown.

A wonderful punt under such conditions gave Cornell its greatest football eleven, that of 1915.

Early in his Harvard game that year Cornell lost its star back, Barrett, through injury. It had wrestled a touchdown from the Crimson by straight football when Barrett was in the game and in the third quarter was leading 7-0, but Harvard was forcing the game with all its might. Without Barrett it began to look as though Mahan and his teammates would win out. Cornell had the ball on its own 12-yard line. Here is what Al Sharpe, the Cornell coach, had to say about the play which turned the day:

"If I had not seen the kick and had not the chance before me I should hesitate to believe the facts I am about to relate. The ball was on Cornell's 12-yard line and Shriverick stood about two yards from his goal line as the ball was put in play. The wind was blowing down the stadium against the kicker and Mahan and Wilcox, the Harvard backs, stood near the Cornell 40-yard line.

The Turning Point. "To me it seemed to spell the turning point of the game for it looked as if things were commencing to break against us, a penalty having been the cause of our being so near our goal line. I could picture Mahan catching the punt and warning his way well into our territory and then they would have us.

"Shriverick kicked the ball out through a mass of outstretched Harvard arms, a low spiral that had the 'follow through' of it. Mahan and Wilcox, to their amazement as well as that of the crowd, saw it go sailing by over their heads. Knowing a home run when they saw one they immediately started to chase it.

"No one touched the ball and it rolled out-of-bounds on Harvard's 24-yard line, making a total gain from where the ball was put in play of seventy-four yards. From where Shriverick punted the distance was something over eighty yards.

Any person who saw that kick will agree with me that it was the banner performance of the 1915 football season: Shriverick was elected cap-

tain of this year's Cornell team and is now a lieutenant in the O. R. C."

An Even Longer Kick. Mike Bennett, playing for Pennsylvania against Cornell in that memorable 1902 game which Penn won 12-11, got off an even longer kick. Then the field was 110 yards long. On a quick kick from his goal line Bennett got the ball over the Cornell quarter-back's head. Brewster touched it and put it inside, and I recovered it just 100 yards from where Bennett had kicked it. Unfortunately, I was offside, and the ball was brought back.

One of the oddest punt plays happened in the Colgate-West Point game when Ellery Huntington, now a captain in the field artillery, was captain of the Colgate team. Here is what he says of it:

"We were playing the Army, and had been 6-0. We wanted to stay on the defensive and save our stuff for Syracuse, and we were having no trouble keeping the Army back of our 40-yard line. With fifty seconds to play and the ball in our possession on our 30 and with three to go on the fourth down, I called for a punt.

Substitutes Came In. "Just then a substitute team, with the exception of Abell, who was doing our kicking, was sent in. He got off a fine high punt to Pritchard. Pritchard, always a good dodger, circled our right end and ran through our team for a touchdown. They kicked the goal and beat us 7-6.

"That game has always remained a nightmare to all of us. The hopeless, helpless feeling of seeing the game snatched away after you thought it 'sewed up' and just as the whistle was to blow, is not soon forgotten. All of which goes to show that anything may happen in the punting game. It is for this reason that the kicking department of a team is by all odds the most important. A coach cannot spend too much time in drilling his men in a play which may turn the battle one way or the other at any time in the game.

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CORNNELL COMES THROUGH.

ITHACA, N. Y., Oct. 28.—Cornell came through in fine shape against Bucknell, winning by a score of 20 to 0, and now Coach Al Sharpe believes there is hope for the larger games to be played. The Ithacans had power in their attack and plowed through the Pennsylvanians' line at will.

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PENN PUTS UP STERLING
GAME BUT LOSES TOUGH
BATTLE TO PITT ELEVEN

PHILADELPHIA, Pa., Oct. 28.—The Red and Blue of Pennsylvania is defeated today but not disgraced. Pitt's forces, coached by the veteran Glenn Warner, defeated Pennsylvania on Franklin Field, 14 to 6. But Penn came back.

With the memory of that 41-to-0 defeat at the hands of Georgia Tech recently, Penn had much to live down. Bob Folwell worked wonders with the team in the past ten days, and today Penn has nothing to be ashamed of when it is considered that Pitt's team ranks as the best in the country.

Pitt came to Franklin with a reputation second to none. Pitt has defeated Syracuse, West Virginia Wesleyan (rated as one of the first-rank team in the country) and Lehigh.

Yesterday's battle will be remembered a long time to Penn followers. Howard Berry, who played for all of Penn followers, was the whole works for the Red and Blue. His work stood out prominently at all stages of the game, and he showed a world of speed and stamina in staving off Penn as long as he did.

The bulk of the credit for Penn's defeat goes to McLaren. Warner's great protegee, who was a tower of strength throughout the afternoon's battling, Pitt's finished team won, and won because it was more powerful and alert than that of Penn, and won because in the ultimate test it was there with the punch.

Unable To Serve.

During the first half both teams were unable to score. The tired field was alive with scrambling warriors. Neither team could gain the advantage, although both eleven's fought for every inch of ground over a spectacular route.

The resourcefulness of both teams was tried to the utmost, and neither was able to gain the upper hand, so the bitter scrap which was apparent from the top of the stands.

The Quaker offense worked up considerably after Bert Ball went into the game, and the second half of the game is told in the second half.

Ball Gets In Game.

Bert Ball, announced as unable to play, went in at quarter for Penn as the second period began. Ducks by Berry and Light, a forward pass—Berry to Wray—and a tenyard plunge through center by Berry gave Penn three first downs.

McLaren intercepted a Penn pass on his 28-yard line. Line plays and an offside penalty gave Pitt two first downs. Pitt punted. Penn made first down on a Pitt penalty and then lost the ball on downs.

Penn intercepted a pass and lost the ball after falling on her own passes. End runs, line plays, and forward passes pushed Pitt forward for two first downs. Further passes failed and Pitt punted. Penn nearly made one first down, but was stopped before the second and punted. Pitt came through for first down in the first three plays as the period ended.

McLaren Is Aided.

Starting on his 30-yard mark where he was downed after receiving Berry's kick-off at the beginning of the second half, McLaren, aided now and then by Easterday, hammered Penn's line for successive short gains, which in three first downs took the ball to Penn's 31-yard line. From here McCarter passed to Carleton, who crossed the line. Sies kicked goal.

Rosenau was hurt and Quigley replaced him. After Penn failed to make first down Berry punted. He was blocked by Carlson, Pitt recovering on Penn's 20-yard mark. McLaren rushed through another touch-down on the next play and Sies kicked goal.

The remainder of the period Berry was Penn's only consistent gainer. He registered two first downs before kicking. The period closed with Penn holding three ball on her own 25-yard line. Goughler replaced McCarter at half for Pitt just before the whistle blew. Score end third period, Pitt, 14; Penn, 0.

Tried Field Goal.

McLaren crashed through for two first downs in three plays. Two

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