TORQUAY'S TURN

LUTON LOSE FOR FIRST TIME AT PLAINMOOR

Fighting Spirit Lacking

(By CRUSADER)

LUTON.—Harford; Kingham, Mackey; rown, McGinnigie, Fraser; Mills, Nel-on, Talt, Alderson, Roberts. Referee: Mr. J. H. Wiltshire, Sher-orne

Referee: Mr. J. H. Wiltshire, Sherborne.

TORGUN TOWN were well beaten at TORGUN 70 Saturnay, but the best summary of the game might well be given in the views expressed by one of the players of each side at different times, neither having the players of each side at different times, neither having the players of the players of the players of the players and that the 'coun player remarked that the Cup-ties were beating them in League games; the 'lorquay player's spint the 'coun were playing like a beam the were saving themselves. I prefer the latter part of the players were all out, but there was a definite reluctance on the players were all out, but there was a definite reluctance on the form of the players were all out, but there was a definite reluctance on to. Indeed, but for this, I fancy there would have been or two of the home players "straightened out," notably the local lasts, apply. Stabb anticularly inclined to roughness, aid, with a referee who, in my opinion, was "hanging to the crowd," offences passed without rebute, when a Luton player menting, on say, usually with dramatic gesture, and so evoked the plaudits of the crowd. I shall have something to say in my deceived that would have reduced a Bedfordshire junior official from Class A to Class C.

FRASER AS CAPTAIN

FRASEA AS CAPTAN

I am not blaming the referce for the defeat. Although not as lackadaisical as in the match at Coventry, the Town did not look like winning, because they never strove with that courage and persistency necessary to win League games they gave glimpses of the ability they showed against the 'Spurs, and in the first half against Brentford, but, generally, they were content to maintain an even pace that was quite as gomes that of Torquay, but minus the punch.

We had a thrill in the first few seconds, for the first Luton player to touch the ball was Harford, who made a great save. Stabb kicked off, secured the ball from one of his colleagues and went right through to shoot hard and low, and Harford dived to push the ball round the upright just in time. Too the stable of the same that the same

TORQUAY ... 0
LUTON 10
The second half opened in like manner
the first, but this time the Town
cks were on the look out for Stabb, and
was eastly frustrated by Kingham,
agas watched a couple of shots go past
e upright, and then Welsh changed
scene of operations with a good

ADER)

dribble and a hot shot which was wide of the mark. A nil pass by McGinnighe of the mark. A nil pass by McGinnighe has been also b

TORQUAY THREE UP

Torquay redoubled their efforts after
this, and Harford made a couple of brilliant saves, once leaping across the goal
them snappling the ball off Stabb's boot.
Long and hard sicks by the Torquay
backs were chased by the home forwards,
and Harford was often ir action, though
spaces. Nece chased by the home forwards,
and Harford was often ir action, though
spaces. The second half
believe the space of the space of the space
at it in the goal area. The second half
had ween Torques at the second half
had ween Torques at it in the goal area.
Anderson banged the ball into the goal
mouth, and Harford ran out to punch
as Kingham and Mackey went to head
it, but HOTQUINSON got there first and
minute later there was a similar goal.
This time the ball came from the left.
Orr banging it in front of goal with
none to interefere with STABB. Harford
ran out, but he had no chance.

NELSON SUCCEEDS TORQUAY THREE UP

NELSON SICCEEDS

The Town came again, showing very next footwork, beating the home halves easily, but they wanted to go close brice of the state of

PLAYERS

Harford again kept goal spichdidiy, though it was a moot point whether he was not at fault when Torquay scored their second goal. There was a proper should be also a proper should be also a proper should be also and a proper should be a proper s PLAYERS