

THE HISTORY AND HERITAGE

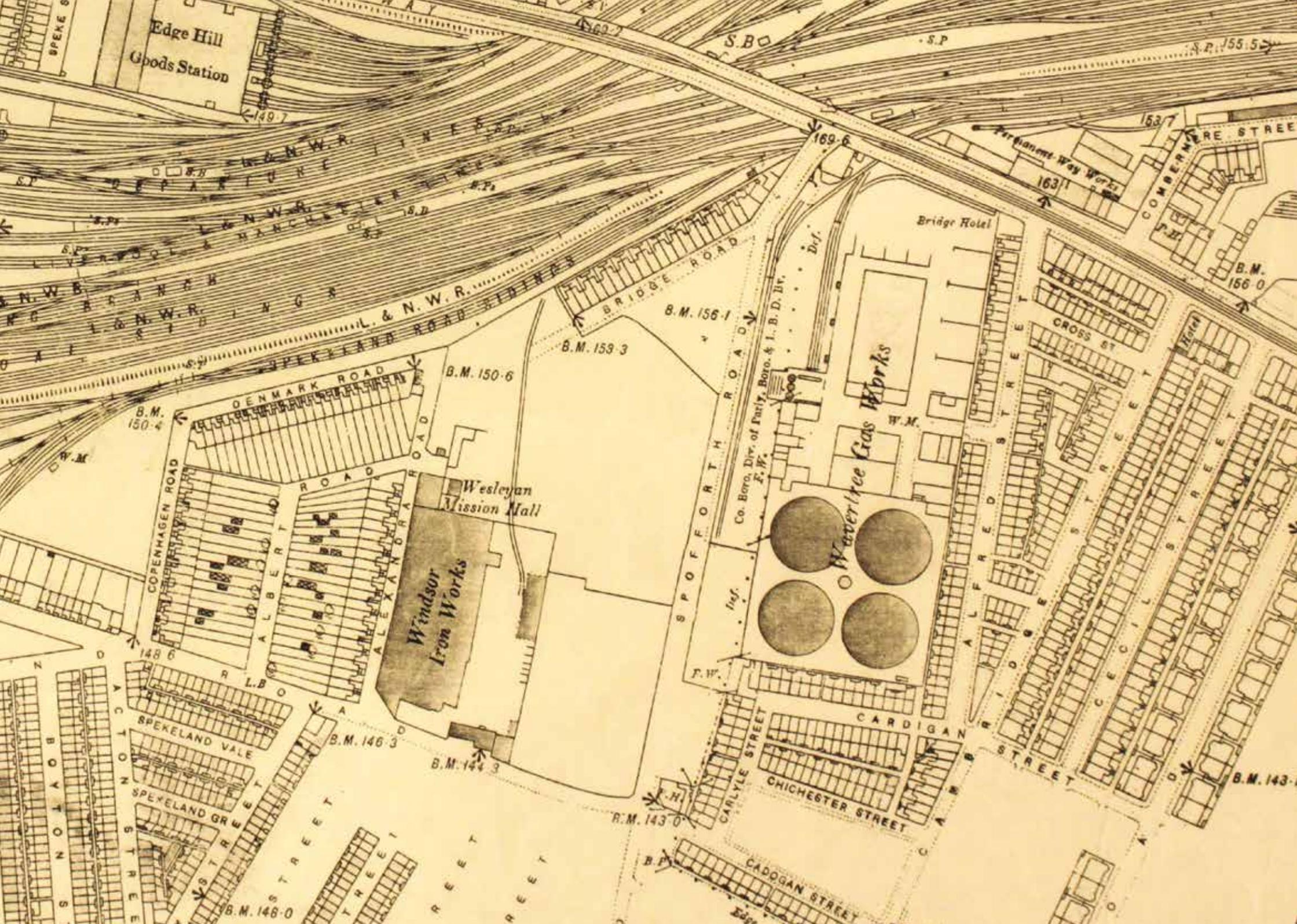


**THE BIRTH OF
CLUB RUGBY**

OF LIVERPOOL ST HELENS FC

Educational Resources





Edge Hill Goods Station

L. & N. W. R. LINE
SPEKELAND ROAD SIDINGS

B.M. 150.4

B.M. 150.6

B.M. 153.3

B.M. 156.1

Wesleyan Mission Hall
Windsor Iron Works

Waverley Gas Works

Bridge Hotel

Co. Boro. Div. of Fairly, Boro. & I. B. D. Div. S. P.

SPOFFORTH ROAD

COPENHAGEN ROAD

DENMARK ROAD

ALBERT ROAD

ALEXANDRA ROAD

SPEKELAND VALE

SPEKELAND GREEN

B.M. 146.0

B.M. 146.3

B.M. 144.3

R.M. 143.0

CARYLE STREET

CHICHESTER STREET

CADOGAN STREET

CARDIGAN

ALFRED STREET

BRIDGEMAN STREET

CROSS STREET

COMBERWIRE STREET

B.M. 143.0

B.M. 156.0

S.P. 155.5

153.7

163.1

169.6

156.2

149.7

S.P.

S.P.

S.P.

S.B.

SPEKE

S.P.



Introduction

Liverpool St Helens Football Club (LSH for short) is the world's oldest open rugby club. The club dates back to 1857, when their first game was organised by the founders Richard Sykes and Frank Mather.

This educational resource pack was created and printed as part of The Birth of Club Rugby Heritage Project which was funded by the Heritage Lottery Fund.

The pack provides suggestions for a range of activities relating to the history and heritage of the club. It also includes specially selected resources from the club's archive to support the activities and outlines links to relevant National Curriculum targets.

More information about the club, and its history, can be found on the website:

www.lshheritage.co.uk

This resource pack was developed and designed by David Bixter. David is a freelance artist and designer specialising in working with schools. For more information about his work, please visit:

www.davidbixter.co.uk

Heritage project branding and design was carried out by St Helens College Graphic Design students as part of their course. For more information about St. Helens College, please visit:

www.sthelens.ac.uk

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All heritage project resources are available online at:

www.resources.lshheritage.co.uk



LOTTERY FUNDED



Design a Club Badge

Cross curricular links: Art, Design, English & History

Background

In 1986, Liverpool FC and St Helens RUFC merged to become Liverpool St Helens Football Club. The newly merged club needed a new crest, and this was created by combining elements from both club's existing crests and incorporating the new club motto.

Activity

Using the creation of LSH's club crest as inspiration, students will create their own crest or badge designs for a club of their choosing. This could be for a whole school sports team, a class team, or a fictional team that the students create themselves. The crest can be designed for any club or team, for example: the school athletics team, chess club or dance group.

To reflect the merger of the two rugby clubs, students could work in pairs or small groups to develop the designs in collaboration with their peers. Draw and annotate the final design and present it to the class - discuss any design compromises made by the group and why the different elements of the design were chosen.

Suggested Materials

Plain paper
Coloured pencils
Fineliner pens
Coloured paper & Glue Sticks for making collages

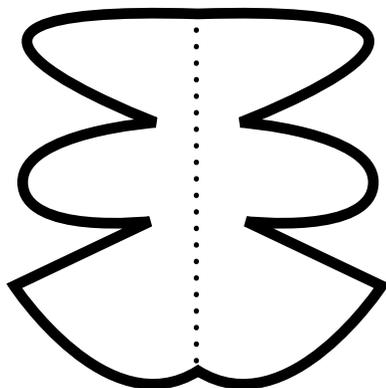
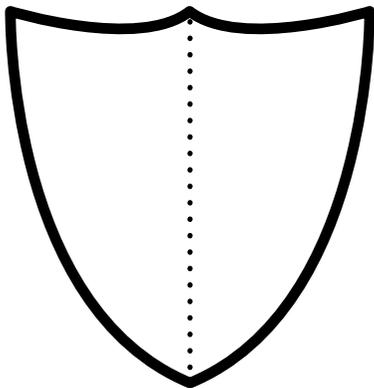
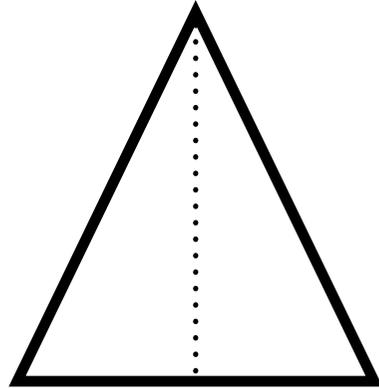
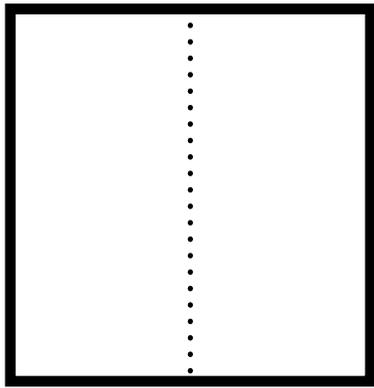
Talking Points

- ⑦ Decide on the club that you are designing for.
- ⑦ Think about the shape of the design and how to incorporate the team name or motto.
- ⑦ What do you want the badge to say about the team, what are the principles of the club or what attributes are important to the team?
- ⑦ How can you represent this using symbolism?
- ⑦ For more in depth designs, students can look at heraldry and the symbolism of colour, shape and different creatures.





LSH Club Crest, created in 1986 for the merger of Liverpool and St. Helens clubs



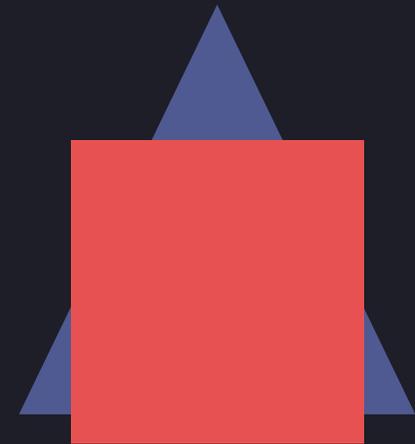
Create symmetrical shapes to use as a base for the crest.

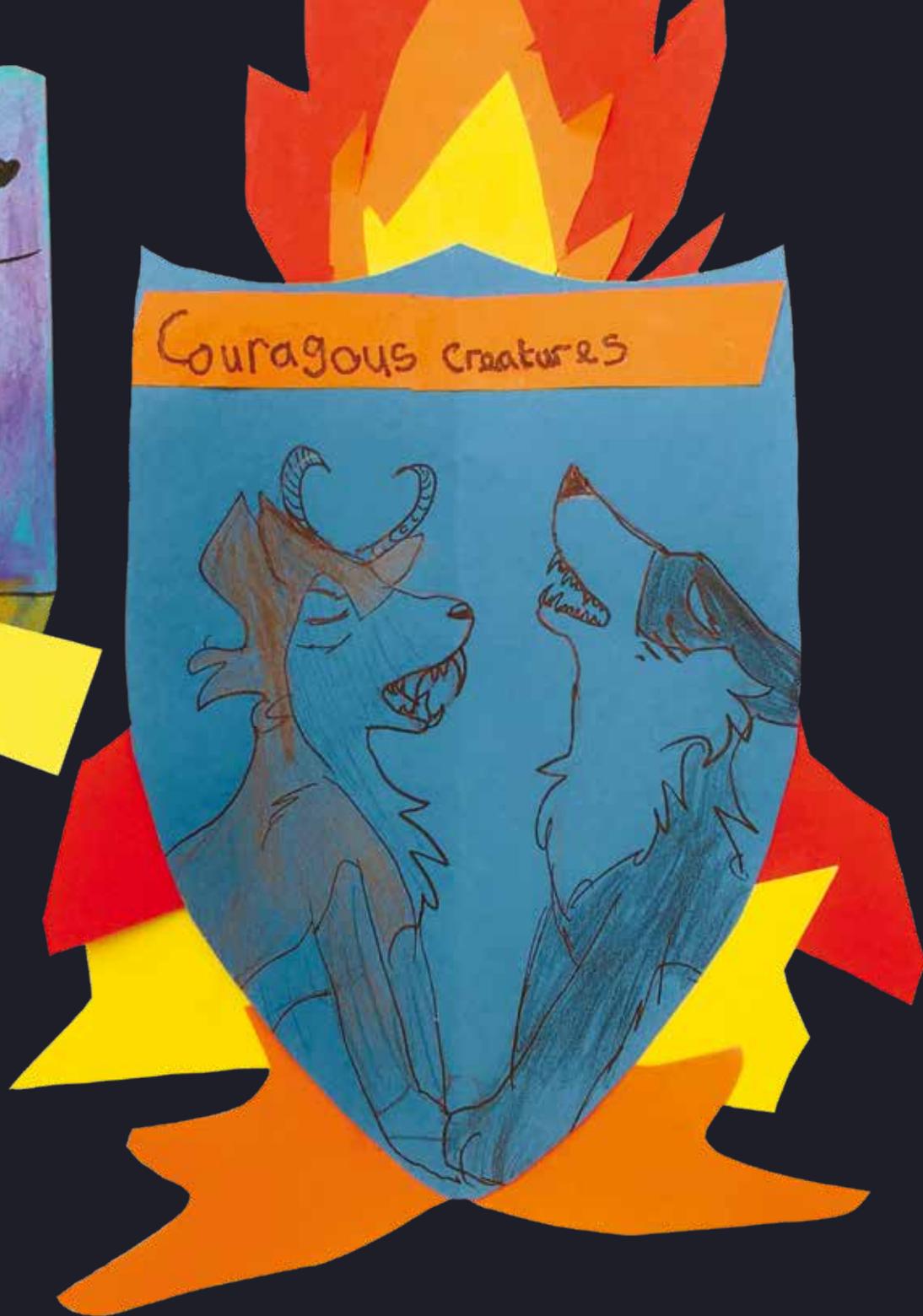
Fold coloured card in half to create a line of symmetry and cut out regular or irregular shapes.

Combine multiple shapes in different colours to form the base of the crest design.

Select words that represent attributes important to the team.

Represent these attributes with symbolic animals - for example, a wolf to symbolise teamwork or a spider to symbolise determination.





Examples of crests created by key stage 2 students



Extension Activities

Design a Kit or Team Motto

Activity

The designs for a club crest could be expanded into a design for a whole kit or creating a Motto for your chosen team.

Talking Points

- ⚽ Design of the kit should be appropriate to the sport being played - how can the kit design enhance the players comfort or ability?
- ⚽ Think about the team colours and why they have been selected.
- ⚽ Choose a “sponsor” that is relevant to the team, for example, a charity that the school supports.
- ⚽ Home and away kits can be designed.
- ⚽ Research established team or school mottos and discuss what they say about the club or institution.
- ⚽ What do you want the Motto to say about the team?
- ⚽ Should it be in English, Latin or another language?

Commemorative Poster Design

Activity

Produce a design for a poster or match programme cover commemorating 160 years of Liverpool St Helens Rugby Club.

Talking Points

- ⚽ Look at old posters and match programmes from LSH archive and highlight key information. Resource available online: www.resources.lshheritage.co.uk
- ⚽ What Information should you include on your poster?
- ⚽ Think about functionality. Fill the page, can it be clearly read from across the room? Bold lettering and striking colours should be encouraged.



Invent a Sport

Cross curricular links: English, Physical Education & Art

Background

The game of Rugby was created at Rugby School, where pupils produced the first written set of rules in 1845. The formation of Liverpool Football Club was marked by a game which took place in 1857. Before this game began, the rules had to be agreed by those taking part.

Activity

Taking inspiration from the fact that the global sport of Rugby was invented by schoolchildren, students will create a set of rules for a new sport or adaptation of an existing sport. Working in groups, students should discuss what the new sport should be and agree upon the rules. The rules should be written down clearly and the new sport introduced to the rest of the class before the sport is played. An added challenge could be introduced by prescribing or restricting the equipment available for the creation of the new sport.

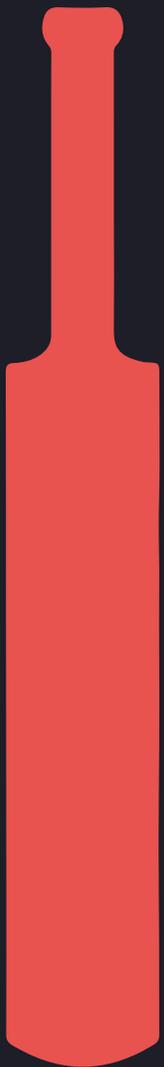
Suggested Materials

Paper and Pencils
A variety of sporting equipment

Talking Points

- ⑦ Is it a totally new sport or a variation on an existing sport?
- ⑦ Collaborate with partners/team members to develop a series of rules that everyone agrees on.
- ⑦ Write down rules clearly so they can be understood by other groups.
- ⑦ Draw and annotate diagrams to further explain the game.







Anatomy of a Rugby Ball

Cross curricular links: Maths & Art

Background

In 1857, the first match for Liverpool FC took place and Richard Sykes, one of the organisers, was responsible for supplying the ball. At the time, rugby balls were not readily available and often had to be specially made. Sykes had personally overseen the manufacture of the two balls used in the 1857 match, selecting the leather and determining the exact shape. When reminiscing about the game 53 years later, Sykes claimed that he would still recognise the ball used in this game by sight!

Activity

Students will create a 3D Rugby Ball Puzzle using a variety of three dimensional shapes. Using the 3D shape nets resource (available online: www.resources.lshheritage.co.uk) or by creating their own nets, students will make a series of puzzle pieces which can be combined to form a rugby ball shape.

Begin by making a plan or cross section of the rugby ball - dissect the three dimensional form and divide into simpler shapes. Decide which shapes are required to create the rugby ball form and make them with card using the nets resource.

Use velcro tape on the internal faces to join pieces together and create the overall shape of the rugby ball.

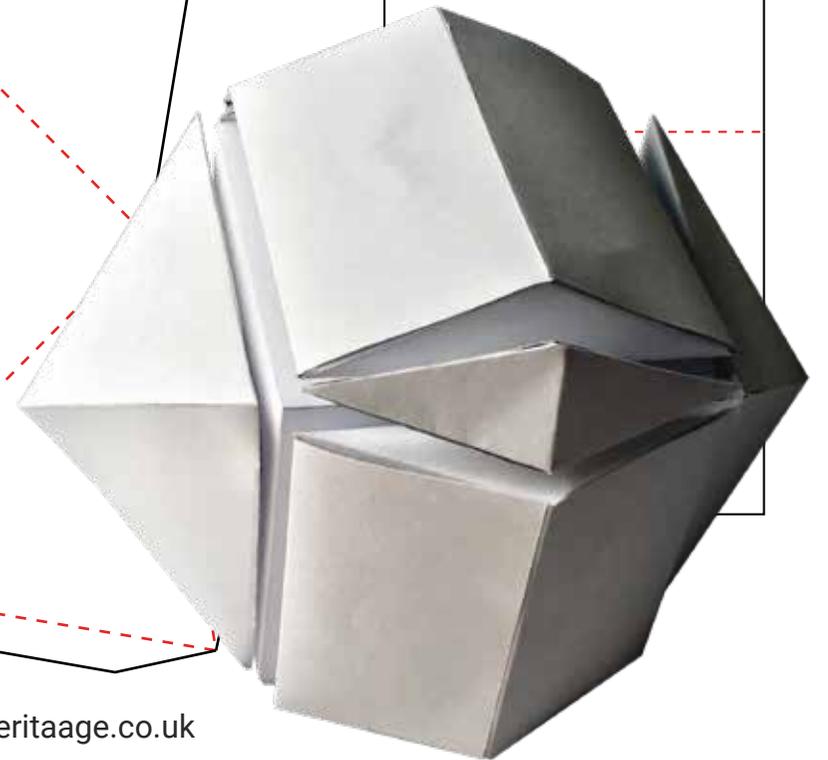
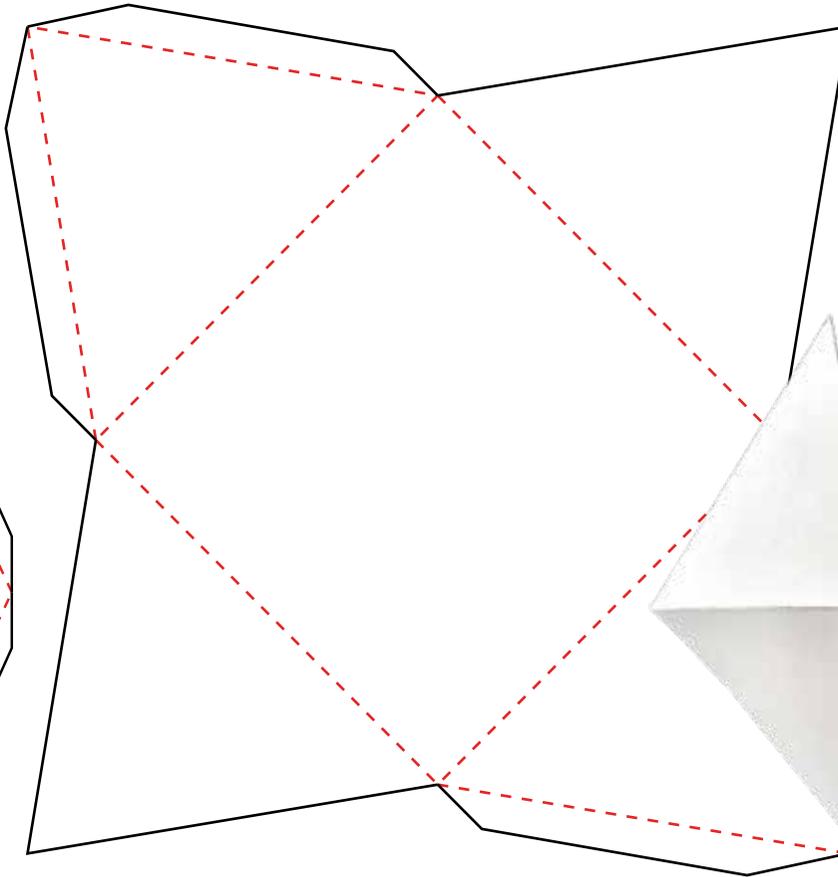
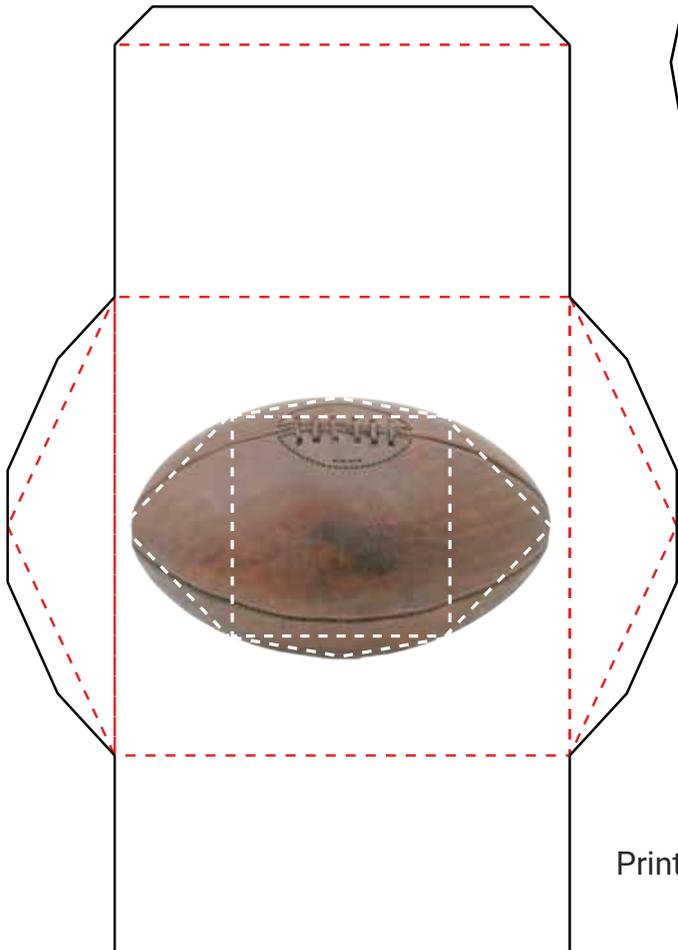
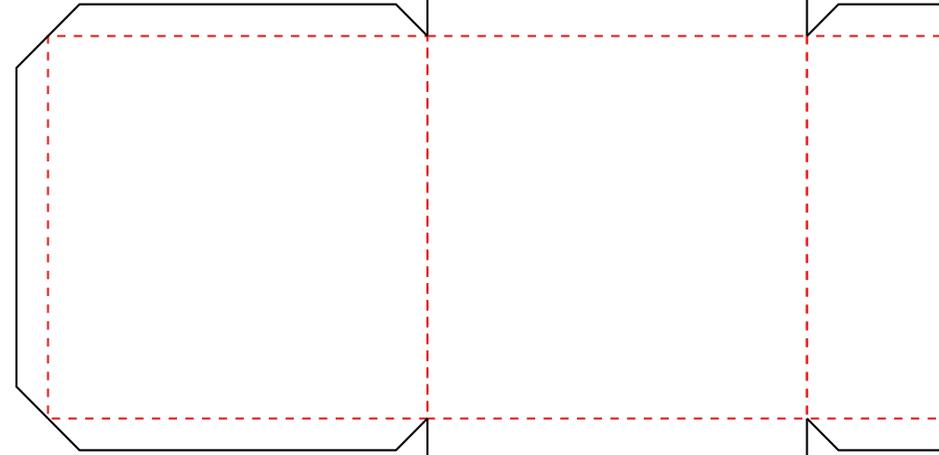
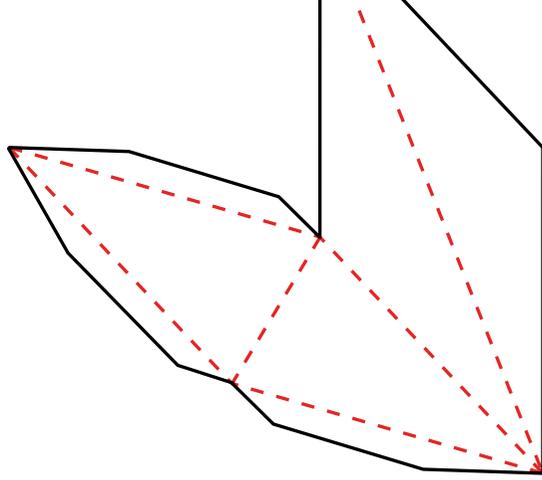
Suggested Materials

Card
Pencils, rulers, protractors and glue
Double sided velcro tape

Talking Points

-  Analyse, annotate and deconstruct three dimensional shapes.
-  Identify lines of symmetry within construction.
-  Draw cross section of construction, identifying simpler 3D shapes used in the puzzle.





Printable nets available on: www.resources.lshheritage.co.uk



Profile of a Champion Trading Cards

Cross curricular links: English, History, Art & Design

Background

Liverpool St Helens Football Club is nothing without its members. Over the years, there have been many characters that have played significant roles in the history of both the club and the country, both on and off the pitch.

Activity

Students will create a unique trading card for their chosen player. Referring to the resources from the LSH archive and heritage website, students will need to play detective to find information about their "champion". Students will need to locate, collate and present information from archival resources to create their cards.

Enter the details onto the card template. Cards could be laminated to provide a professional finishing touch!

Heritage project website:

www.lshheritage.co.uk

Suggested Materials

Card
Writing and drawing materials
Laminator

Talking Points

- ⚽ Decide what information to include on the trading card.
- ⚽ What were the key events in that player's life, their role with the club and their achievements on or off the pitch?
- ⚽ Drawing or tracing printed archive photos, include an image of the player on the trading card.





John H. Clayton

Born in Liverpool on 24th August 1848.

Selected for the first ever international match in 1871.

Illustrate the card by drawing or tracing from archive photographs

Add key information about the chosen player to complete the trading card

Player Name



Key Facts



MIKE SLEMEN

Our Most Capped International

Born in Liverpool, Mike Slemen is LSH's most capped international player. After making his England debut on the wing in 1976 against Ireland he went on to gain 32 caps, scoring eight tries. His final game was against Scotland in 1984. He was also a member of the 1980 Grand Slam winning side and in the same year toured South Africa with the British Lions.

After his playing days were over, he coached the newly formed LSH for three years before joining the England coaching team for a nine year period.

EDWARD KEWLEY

Our First England Captain

Edward Kewley was one of the most significant figures in the history of the Liverpool Club. He played for Liverpool as a forward and has the distinction of being the first player from the north to captain England. Played against Ireland in 1877, this game was also the first ever 15-a-side international. Previously games had been 20-a-side.

Kewley gained 7 caps and went on to be club Secretary and Treasurer as well as President of the Lancashire County Committee and a Vice President of the RFU.

These Player Profile cards can be used to help with this activity. More player profiles are included on page 24 of this resource pack.



Timeline

Cross curricular links: English, History, Art & Design

Background

Liverpool St Helens Football Club is over 160 years old. Its members have witnessed the British Empire under Queen Victoria, the sinking of the Titanic, two World Wars, the Moon Landings, 3D printing and the death of Han Solo!

Activity

Create a timeline of Liverpool St Helens Football Club from its formation in 1857 to the present day. Include key events from the club's history, significant players and events from world history on the timeline.

Working individually:

Use information from LSH resources to create a detailed but concise infographic that presents historical information in a clear and understandable way. Illustrate and annotate the timeline to present it in a unique and creative way.

Whole class timeline:

Each student creates an illustrated postcard with a key event from the history of the club. Using pegs, the postcards are then arranged chronologically on a string running across the classroom.

Suggested Materials

Paper and drawing materials
String, blank postcards and pegs

Talking Points

- ⚽ Plan the timeline carefully so events can be arranged chronologically.
- ⚽ Include events from local history such as the founding of the school.
- ⚽ Think about how personal histories fit within the timeline - students can interview family members and include key family events, memories or stories.
- ⚽ The timeline could be expanded to run along the length of a school corridor. The whole school could contribute events for the timeline display.





1857
 Liverpool FC
 Founded, played at
 Edge Hill
 Cricket Club



1925
 Old Lerpoolian FC
 played at
 Liverpool College



1946
 Old Lerpoolian FC
 merges with
 Liverpool FC



1963
 Liverpool FC
 moved to
 St. Michael's

1986
 Merged to
 become
 Liverpool
 St Helens FC



1919
 St Helens Old Boys
 played at
 Cowley Hill Lane



1932
 Became
 St Helens RUFC
 & moved to
 Moss Lane





1857 News Report

Cross curricular links: English & History

Background

What is known about the game which marked the founding of Liverpool FC in 1857, has been learnt from letters written by some of the players involved. There are a few details which we know, the rest is left to the imagination...

Activity

Write and deliver a “live” news report about Liverpool St Helens’ first game in 1857. Refer to the archive material and include facts that are known about the event. Working in groups, think about what it would have been like to be at the game. Write a script for the news report and decide which sound effects are needed. Sykes’ letter about the first game and sound effects for the news reports are available online:

www.resources.lshheritage.co.uk

Suggested Materials

Recording equipment: iPad, smartphone, computer, dictaphone, digital camera, other AV equipment available to the school.

Talking Points

- ⑦ Is it TV or Radio news? - make cardboard TV screens to sit behind then record news report onto video - create props, such as a microphone using a feather duster!
- ⑦ Locate and discuss the known facts about the game.
- ⑦ Imagine what else might have happened.
- ⑦ Assign different roles to individuals, e.g. News Anchor, Roving Reporter, Players, Spectators or Angry Grounds Keeper!
- ⑦ Use LSH resource sound effects or create your own to bring the report to life.



National Curriculum Targets

All activities in this resource pack have been designed to be cross-curricular, impacting on several subject areas simultaneously.

The following is a list of National Curriculum targets supported by each activity.

Activity: Design a Club Badge

National Curriculum Targets:

Art

- Improve mastery of art and design techniques and control of materials.
- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.

English - Spoken Language

- Listen and respond appropriately to adults and their peers.
- Ask relevant questions to extend understanding and knowledge.
- Articulate and justify answers, arguments and opinions.
- Give well-structured descriptions, explanations and narratives for different purposes.
- Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments .
- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
- Participate in discussions.
- Consider and evaluate different viewpoints, attending to and building on the contributions of others.

English - Spelling & Composition

- Use dictionaries to check the spelling and meaning of words.
- Proofread for spelling and punctuation errors.

English - Handwriting and Presentation

- Increase the legibility, consistency and quality of handwriting.

English - Comprehension

- Retrieve and record information from non-fiction.
- Provide reasoned justifications for their views.

Design Technology - Design

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop and communicate ideas through discussions and annotated sketches.

Design Technology - Evaluate

- Evaluate ideas and products against design criteria and consider the views of others to improve work.

History

- Depth study on local history.
- Knowledge and understanding of historical narratives, change and connections.
- Understand methods of enquiry and range of historical sources.

Activity: Invent A Sport

National Curriculum Targets:

Physical Education

- Use running, jumping, throwing and catching in isolation and in combination.
- Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.
- Develop flexibility, strength, technique, control and balance.

Art

- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.

English - Spoken Language

- Listen and respond appropriately to adults and their peers.
- Ask relevant questions to extend understanding and knowledge.
- Articulate and justify answers, arguments and opinions.
- Give well-structured descriptions, explanations and narratives for different purposes.
- Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments.
- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas.
- Participate in discussions.
- Consider and evaluate different viewpoints, attending to and building on the contributions of others.

Activity: Anatomy of a Rugby Ball

National Curriculum Targets:

Maths - Properties of Shapes

- **Year 3** draw 2D shapes and make 3-D shapes using modelling materials. recognise 3D shapes in different orientations and describe them.
- **Year 4** complete a simple symmetric figure with respect to a specific line of symmetry.
- **Year 5** Identify 3D shapes from 2D representations.
- **Year 6** recognise, describe and build simple 3D shapes, including making nets.

Art

- Improve mastery of art and design techniques and control of materials.
- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.

Activity: Profile of a Champion Trading Cards

National Curriculum Targets:

Art

- Improve mastery of art and design techniques and control of materials.
- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.

English - Spoken Language

- Listen and respond appropriately to adults and their peers.
- Ask relevant questions to extend understanding and knowledge.
- Articulate and justify answers, arguments and opinions.
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- Generate, develop and communicate ideas through discussions and annotated sketches.

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- Evaluate ideas and products against design criteria and consider the views of others to improve work.

History

- Depth study on local history.
- Knowledge and understanding of historical narratives, change and connections.
- Understand methods of enquiry and range of historical sources.

Activity: Timeline

National Curriculum Targets:

Art

- Improve mastery of art and design techniques and control of materials.
- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.

English - Spoken Language

- Listen and respond appropriately to adults and their peers.
- Ask relevant questions to extend understanding and knowledge.
- Articulate and justify answers, arguments and opinions.
- Give well-structured descriptions, explanations and narratives for different purposes.
- Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments .
- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
- Participate in discussions.
- Consider and evaluate different viewpoints, attending to and building on the contributions of others.

English - Spelling & Composition

- Use dictionaries to check the spelling and meaning of words.
- Proofread for spelling and punctuation errors.

English - Handwriting and Presentation

- Increase the legibility, consistency and quality of handwriting.

English - Comprehension

- Retrieve and record information from non-fiction.
- Provide reasoned justifications for their views.

Design Technology - Design

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop and communicate ideas through discussions and annotated sketches.

Design Technology - Evaluate

- Evaluate ideas and products against design criteria and consider the views of others to improve work.

History

- Depth study on local history.
- Knowledge and understanding of historical narratives, change and connections.
- Understand methods of enquiry and range of historical sources.

Activity: 1857 News Report

National Curriculum Targets:

Art

- Improve mastery of art and design techniques and control of materials.
- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.

English - Spoken Language

- Listen and respond appropriately to adults and their peers
- Ask relevant questions to extend their understanding and knowledge
- Use relevant strategies to build their vocabulary
- Articulate and justify answers, arguments and opinions
- Give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings
- Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments
- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
- Speak audibly and fluently with an increasing command of Standard English
- Participate in discussions, presentations, performances, role play, improvisations and debates
- Gain, maintain and monitor the interest of the listener(s)
- Consider and evaluate different viewpoints, attending to and building on the contributions of others
- Select and use appropriate registers for effective communication.

English - Spelling & Composition

- Use dictionaries to check the spelling and meaning of words.
- Proofread for spelling and punctuation errors.

English - Handwriting and Presentation

- Increase the legibility, consistency and quality of handwriting.

English - Comprehension

- Retrieve and record information from non-fiction.
- Provide reasoned justifications for their views.

History

- Depth study on local history.
- Knowledge and understanding of historical narratives, change and connections.
- Understand methods of enquiry and range of historical sources.

Resource List



In addition to the resources included in this booklet, the following resources are available to download online at:

www.resources.lshheritage.co.uk

1. Design a Club Badge

- Liverpool St Helens Football Club Family Tree
- Designs for the LSH club crest
- Printable crest shapes

1a. Design a Kit or Team Motto

- Kit design
- Team Photos from Archive

1b. Commemorative Poster Design

- Scanned posters and programmes from archive

2. Invention of a Sport

- Scan of Sykes letters

3. Anatomy of a Rugby Ball

- Club Crest
- Photo including rugby ball
- Letter from Sykes
- 3D shape nets

4. Profile of a Champion Trading Cards

- “Who’s who” profiles
- Team photos
- Trading card template

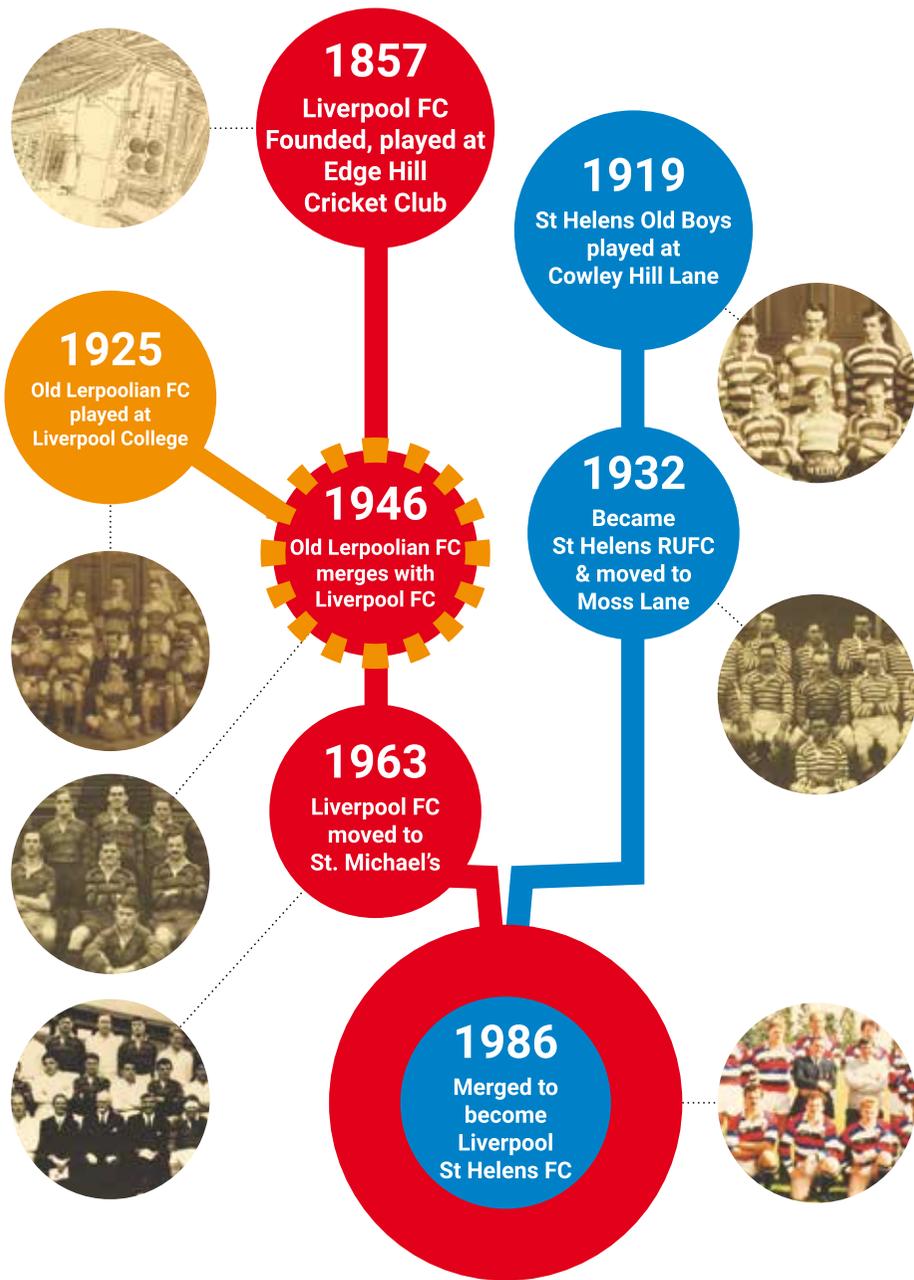
5. Timeline

- Liverpool St Helens Football Club Family Tree
- LSH Timeline

6. 1857 News Report

- Sykes letters
- Map of cricket ground showing location of game
- Sound effects available on:

www.resources.lshheritage.co.uk/soundbank.html



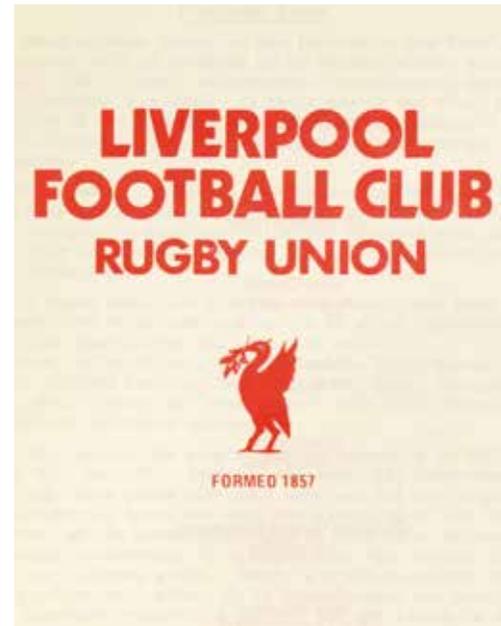
Liverpool St Helens Football Club Family Tree



Design for the Liverpool St. Helens club crest, created in 1986



Alternative colour layouts for the design of the LSH crest



Club badges before the merger shown here on match programme covers



KEVIN SIMMS

World Cup Player and LSH Hero

Born in Prescot and attending West Park Grammar School, Kevin joined the Liverpool Club before going on to play for Cambridge University and Wasps before returning to Liverpool St Helens.

He gained 15 international caps with England between 1985 and 1988 including three games in the 1987 World Cup against Australia, Japan and Wales.

Now a GP in Liverpool, Kevin is the official LSH Club doctor and can often be seen attending injured players on the pitch at Moss Lane.



FREDERICK HARDWICK TURNER

CAPTAIN OF SCOTLAND

Freddie Turner, born in Liverpool and educated at Sedbergh School and Trinity College Oxford, was the Liverpool club captain in the years preceding World War One. He earned 15 international caps with Scotland, scoring 38 points and captaining the side five times.



RICHARD AVERILL LLYOD

Captain of Ireland

Born in County Tyrone, Dickie Lloyd graduated from Dublin University, where he was first capped for Ireland.

He moved to Liverpool in 1912 to pursue a career as a cotton trader and joined Liverpool FC. He had 16 caps at the outbreak of World War One and earned three more on his safe return. He captained his club through to 1920 and his country 11 times. He played cricket for Ireland and Lancashire and became an international referee.



RONALD POULTON

Captain of England

Educated at Rugby School and Balliol College Oxford, Ronnie Poulton was considered to be the most celebrated rugby player of his day. After playing for Oxford University and Harlequins he joined the Liverpool club in 1912. Ultimately he earned 17 England caps, captaining the England side in 1914 to what would be called today a 'Grand Slam'.



EDWARD MASSEY

England's First Roman Catholic Player

Born in West Derby, Liverpool, Edward Massey is believed to be the first Roman Catholic player ever to be selected for England, in 1925. After studying at Ampleforth College, North Yorkshire, Massey played for Leicester Tigers as a scrum half. He won his three England caps before returning to home territory and playing for the rest of his career with Liverpool.



ARTHUR KEMBLE

First Class for Rugby and Cricket

Born in Parr, St Helens, Arthur Kemble played for Liverpool as a forward and was capped three times for England between 1885 and 1887. During that time he also played first class cricket for Lancashire as a wicketkeeper and in 1891 he had the most dismissals (50) of any wicketkeeper in first class cricket.

Continuing to play for Lancashire until 1894 he qualified as a Solicitor in 1891, became Chairman of Garston District Council and a member of Liverpool District Council.



NJIKE TCHAKOUTE

From Cameroon to Moss Lane

In 1999, Njike Tchakoute arrived on Merseyside with his family and made his way to Moss Lane. Known as Teaky or Tiki, he played for four years with LSH, and became a firm favourite with everyone.

In August 2001 he was selected for Cameroon to play Uganda in a World Cup qualifying game. He had to fund the trip himself, with a little help from some club members. Cameroon won and he was selected again, this time to play Madagascar. LSH rallied to raise his airfare again. Unfortunately for Cameroon they lost, but there was much relief at Moss Lane!

LSH's fortunes declined when Tchakoute went on to play at Waterloo and Birkenhead Park.



LANCELOT SLOCOCK

A Case of Mistaken Identity

Lancelot was a powerful second row forward in the Liverpool side in the early 1900s.

Slocock was picked to play for England against South Africa at Crystal Palace in December 1906, but he never made it. His letter of invitation went to the wrong person and another player, Arnold Alcock, played in his place.

Happily for Lancelot he was selected again and made his England debut against France in January 1907.



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