

## THE BOXER

A short, lean, gray haired man about sixty flashes a sweet smile as he enters one late afternoon. He is wearing a blue warm-up jacket. He looks at the English Bobby helmet hanging from the ceiling and mentions that he should have bought a couple of the old Bobby helmets in London when they changed helmets three years ago.

"I come to Frisco
every three years.
Go to City Lights
and the Cafe Trieste
and think that
I'm talking with
all the new artists
and writers.
I was here in the Fifties —
Allen and Jack and me
started it all —
I'm only kidding!

I'm just an old boxer from Milwaukee. You can tell a boxer from the way he walks. I came to meet Ron Lundee in Redwood City in a hotel. He was Light Heavyweight Champ in 1937 and he's 71 now.

So I was sitting in the lobby watching people walk to the desk. But when he came in I knew it was Ron. He had this balance like a ball bearing was inside him and this cockiness in his walk. See, there's two things vou never know about a fighter when he comes into the ring his punch and his heart. You see a guy with rippling muscles. You don't know if he's got a punch. The punch comes from the right foot, right from the sole of the right foot. You can feel it come through, whoosh! I always tell a boxer to take his natural stance — nothing special however he feels comfortable, that's him!

Before a fight the boxer weighs in at noon. What do you think a fighter eats then? Not steak, it's too dry. A fighter has to sweat, so he has to eat something greasy like pancakes or waffles. A good fighter has to sweat. Be shining with sweat in the ring. If he don't sweat, he's gonna wilt."

I show him an old leather boxer's helmet on a dummy's head hanging from the ceiling. He remarks, "I don't like my boxers to wear helmets. It makes them feel safe and takes away their peripheral vision. I'm going over to City Lights and buy Coney Island of the Mind. I lost my copy. I like Ferlinghetti better than Ginsberg. His language is leaner. See va!" He walks cockily on to Grant Ave.