

Section 1: Editorial

Editorial	<i>The Editor</i>	2
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Section 2: Tournaments

London Open	<i>Dannish Babar</i>	3
National Pairs 2014 Redux	<i>Nick Inglis</i>	7
The National Handicapped Individual Pairs (NHIP)	<i>Ben Fairbairn</i>	10
The XXVIIIth Somerset Invitational	<i>Nick Jarman</i>	12

Section 3: Andrew Garrard

Why I hate the Swiss and the Curse of Scotland. Fundamentally, let's invade Poland [Token semi-academic article]	<i>Andrew Garrard</i>	13
The Pot as a Weapon or "how to delegate being in the way"	<i>Andrew Garrard</i>	18
How can I squop thee? Let me count the ways A review of historical tournaments	<i>Andrew Garrard</i>	22
Squop Bristol Evolution Recent developments in a pure drinking game	<i>Andrew Garrard</i>	29

Section 4: Miscellany

NATwA Odds and Ends 2014	<i>Larry Kahn</i>	37
Letter to the editor	<i>Charles Relle</i>	39
Obituary: The Reverend Geoff Cornell		42
Futo'winki	<i>Ken Wryest Miry</i>	40
ETwA Council 2014-15		44

Editorial

This has been quite multi-faceted year. Not only has there been the ever-growing excitement building up to the much-anticipated diamond jubilee of the Cambridge University Tiddlywinks Club and of the Noble Game itself but, almost as if to highlight the sheer extreme silliness of it all, ETwA calendar reform in recent months has even lead to a year with an ironic pair of singles (and an absence of any ETwA pairs).

Naturally an editorial from me would not be an editorial from me without at least one apology. I wish to apologise to those who picked up on the flip in colour scheme of the cover of 'Winking World 97 (yes, both of you) and I hope you find the continuation of the new ordering appropriate. I also apologise to those hoping to find write-ups included here of events from earlier in 2014 that clearly should be included here: it has been an astonishingly jam-packed twelve months and given the thickness of the present edition, I suspect you agree that the loss of their inclusion is not as great as it may have otherwise been. It is not my intension to detract from the valour, bravery and strength of character exhibited by the victors of the omitted tournaments — I hope no offense has been created by the relevant omission. If I was a more honorable man I would scrape together some semblance of a write up for the missing tournaments. Scraping together enough even slightly non-hazy memories however, even as far back as the last couple of days in November has proved a little difficult.

As ever I am deeply indebted to those who have provided contributions to this edition. More specifically, the editor wishes to thank Dannish Babar, Nick Inglis and Nick Jarman for their accounts of various tournaments in the past year; Andrew Garrard for all sorts of things of varying degrees of silliness and cantankerousness and to Charles Relle and Larry Kahn for their contributions to this volume.

I hope you enjoy this 'Winking World.

The Editor

The London Open

20th September 2014, The Crosse Keys, London

I tire of London. The pace of life. The crush of humanity. The cost of living. The gentrification. The guilt. The middlemen. The oligarchs. The faded glory. The weight of history. The pop-up cereal cafes. The struggle to survive in an indifferent, unreal city. In 2009 I, sleepless and naïve, arrived in early-morning Euston with a squidger in my hand and a plan to walk to the Crosse Keys pub to compete in the London Open. A yokel in the big city, I had neglected to plan a route, or to consider the distances involved. ‘How big can London be?’ I reasoned. After almost two hours of walking under the early-September sun, I located the venue, seconds before squidge-off. It was my first experience of being crushed by London, and I ended the evening asleep on Chris Abrams shoulder in a pub. Tired of life. I did not compete in the London Open again until 2014. I ended the tournament asleep on a nightbus. I woke to discover that while asleep a fellow passenger had relieved me of my phone, uploaded a picture of me sleeping to my facebook account, and returned the phone with the note:

Look after your phone dude

And dont drink too much :)

Someone else might not be as nice as us

A rare act of kindness in an unkind city. Perhaps I am being unfair. There is something soporific, even cosseting, about the London Open. The room in which the tournament takes place is dark later in the day the best source of light becomes the green Fire Exit sign – and increasingly warm with the compounded body heat of over a dozen winkers. The pub itself is a large windowless cavern, undisturbed by natural light. Drink is cheap. Having arrived without a partner I soon found myself paired with Ben Fairbairn, whose gentle good nature and kind sense of humour made the games a pleasure to play (something I cannot always say about tiddlywinks matches). Our first game was against Philip Buckham-Bonnett and Harley Jones. Harley secured for himself his best result of the day by failing to arrive in time to take part in the match, a tactic I intend to utilise in the future. PBB played alone, and won the match 6–1.

Our next opponents were Andrew Garrard and Chris Hallett. The contest started in much the same way as our previous game, with our opponents establishing a strong area around the pot, helped in part by my sending four consecutive bring-ins off the mat. Ben aptly remarked that this was, “the same as the previous game, but with fatter opponents.” Later in the game I sent a fifth wink from the baseline to the

floor. In writing notes for this report on my phone, Apples dictionary autocorrected 'baseline' to 'Vaseline'. We lost $5\frac{1}{2}-1\frac{1}{2}$.

Game three, against Tim Hunt and Stew Sage, saw me continue to send winks off the mat with a sheer, stupid determination. Despite Bens best efforts to save the game, we lost 6-1.

Round four of the tournament saw Ben and I compete against Paul Goodman and Matthew Rose. Having resigned ourselves early in the game to a 6-1 loss, we were taken aback in the final round to hear our opponents discussing whether to give us three points, or attempt to limit us to two. We ended up with three points, but don't ask us how.

It should now be mentioned that the draw for this tournament took the 'Swiss' format. This was because turnout was too high to allow for all-play-all, so we resorted to a partially-seeded format whereby each pair would play five or six rounds against teams roughly equivalent to them in skill. At least, that is my understanding of it; I still do not fully grasp the workings or implications of the Swiss format, other than to note that Andrew Garrard's sophisticated computer rig buckled under the pressure of this little-used system, and we had instead to use slips of paper to decide the draw, much to my satisfaction.

Ben and I were given a bye for the next round, which provided the opportunity for conversation and meaningful human contact. We sat on a sofa and talked. Passers-by were showing signs of interest in the tournament, peering nervously into the anteroom in which play was occurring. Something about what they saw deterred them from making further enquiries; what it was that put them off, we can only speculate.

At this point in the report I should insert the caveat that I have no idea what was happening in any of the other games, or in the tournament overall. An unreformed solipsist, I am capable of focussing only on myself. What can I say? Games were won, games were lost. Beer was drunk, and time continued to pass. I couldn't be certain, but it felt to me as if for a fleeting moment we all felt united in a common purpose, unified as a single body, sharing in a communal experience which allowed us to transcend the narrow quotidian limits of the self. That feeling lasted less than a second; it passed before we had a chance to fully register it, and we were again alone within ourselves. The tournament was won by Patrick Barrie and Alan Harper, with an impressive 5-2 points per game.

Our next and final game pitted us against Ed Green and Michael Higham, the Swiss algorithm matching two of the theoretically worst teams together to end the day. However, buoyed by the camaraderie and kinship created by having shared a bye round together, Ben and I managed to secure a pot-out to win 6*-1*. Our victory was

retrospectively sweetened when later in the evening Ed Green, temporarily forgetting my name, referred to me as, "PBB's friend". When I reprimanded him, he amended this to, "PBB's enemy, then." Six and a half years a tiddlywinker, and I'm still defined in terms of my relationship with Philip Buckham-Bonnett. Life is stasis, and time is a flat circle.

The rest of the evening is a blur. Andrew Garrard gets an eight-pint fine. I wake up on a nightbus. The next day I feel an unaccountable ennui. The doctor doesn't know, but London is killing me.

Dannish Babar

Partnership	Points	Games
Patrick Barrie & Alan Harper	31	6
Alan Dean & Charles Relle	24	5
Matthew Rose & Paul Goodman	21 $\frac{1}{2}$	5
Tim Hunt & Stew Sage	22	6
Sarah Knight & Nick Inglis	17	5
Danish Babar & Ben Fairbairn	16 $\frac{1}{2}$	5
Philip Buckham-Bonnett & Harley Jones	14 $\frac{1}{2}$	5
Andrew Garrard & Chris Hallett	14 $\frac{1}{2}$	6
Ed Green & Michael Higham	7	5





National Pairs 2014 Redux

26th-27th October 2014, Selwyn College, Cambridge

Due to the rearrangement of the ETwA calendar (with the Singles and Pairs changing places), a second National Pairs of 2014 was held in Selwyn College, Cambridge over the weekend of Saturday 26th and Sunday 27th October. This offered an opportunity for the partnership of Patrick Barrie and Nick Inglis to have the shortest ever reign as champions.

The field was somewhat reduced, with only six pairs compared to eight (strictly seven and a half) in April. The top four pairs from April returned: Alan Dean and Charles Relle; Alan Harper and Matthew Rose; and Andrew Garrard and Harley Jones joining the holders. In addition there were two new pairs: Stew Sage partnering Geoff Thorpe and Tim Hunt partnering Sarah Knight.

Saturday's play was in the Walters Room and we were delighted to be able to use the new Selwyn tables, which are a perfect length and width, and are also very stable (despite being collapsible). The first round saw 6's for Nick and Patrick against Andrew and Harley and for Alan and Matthew against Sarah and Timmy, while Geoff and Stew took 3 points off Alan and Charles. In round 2, a top half clash saw Dean and Relle beat Harper and Rose 4-3. Meanwhile Barrie and Inglis struggled to 4 points in a close game against Hunt and Knight, and Garrard and Jones beat Sage and Thorpe 6-1. It was clearly time for lunch, so we decamped to the Red Bull.

Saturday Afternoon

On our return, Andrew enlisted the help of a Selwyn porter to gain access to the Walters Room controls, so that his computer screen could be projected onto the wall. The games after lunch saw the top half exert their authority: there was a 6-1 for Alrles against Sarmmy; a 6*-1* for Althew against Andley; and in the other game a refreshed Nick was persuaded to pot five and bring in, leading to a brisk 7*-0* for Nirick against Geow. The next round was a good one for the holders, who beat Delle 6-1, while Harse were held to a 4-3 by Sarpe, and Garrnes beat Hught 6-1. Alan and Matthew then had the better of a 4-3 against Nick and Patrick. A 6-1 for Alan and Charles against Andrew and Harley, and a 5½-1½ for Sarah and Timmy against Geoff and Stew meant that the reigning champions led after the first all-play-all, three points ahead of Harper and Rose, who were two points ahead of Dean and Relle. Hunt and Knight were half a point ahead of Garrard and Jones, with Sage and Thorpe in last place, despite their two 3's against the top half.

There was therefore a slight change in the seedings for the second all-play-all (Sarah and Timmy swapping places with Geoff and Stew). The first round was

played immediately, and Andrew and Harley were soon causing problems for Nick and Patrick. Harley managed to land three of his winks on one of Nick's large winks, and then potted all three as he attempted a pot-out. His sixth wink missed and Nick was able to squop it; a pot-out was duly worked and a 7*-0* for the holders resulted. In the other two games, there were 6-1's for Alan and Matthew, and Alan and Charles. This was the end of the day's sporting activity, with most players heading for the County Arms.

Sunday Morning

The following morning, we were alarmed, on arrival at the Selwyn Diamond, to find that there was no sign of the new improved tables, but Stew summoned a porter, and the tables were discovered in a locked storage room.

Nick made a mess of a pot-out against Geoff and Stew, finally potting five, but leaving Patrick with a very poor position. Somehow Patrick managed to free Nick's last wink twice and it was eventually potted, leading to a rather greasy 7*-0*. Meanwhile Alan and Matthew had the better of Alan and Charles, 5-2, and Andrew and Harley beat Geoff and Stew 6-1. The following round saw each of the top three pairs score a 6-1 or 6*-1* against the bottom half.

The morning's two rounds had been completed so swiftly that a few of us went for a walk had to waste some some time before the Red Bull opened its doors.

Sunday Afternoon

Lunch clearly revived Sarpe, who beat Garnes 5-2. Barglis were happy to eke out a 5-2 against Delle, and were astonished to discover that this meant they had already won the tournament: Hught having pulled off an upset with a 6-1 win over Harse. In the final round the rejuvenated Geoew continued their post-lunch form with a 5-2 win over Sarmmy and there were 6-1's for Alrles against Andley and for Nirick against a deflated Althew.

In the end a surprisingly comfortable win for Barrie and Inglis, with Dean and Relle sneaking ahead of Harper and Rose into second place and Hunt and Knight leading a tightly bunched lower half.

Nick Inglis



The National Handicapped Individual Pairs (NHIP)

30th November 2014, Selwyn College, Cambridge

The National Handicapped Individual Pairs, after much ranting about dates complete with Doodle pole (to quote from one email on the matter “Anybody got an audiobook version of Andrew’s email?”), was eventually played in the now traditional venue of The Diamond, Selwyn College, Cambridge, on the last Sunday of November. Or at least I think it was. I certainly appear to be in at least one of the photos. My mind still being a bit hazy of that period following the success of my 2⁵ birthday celebrations a few days earlier.

Anyway, some ‘winks was played, of sorts. In one of the more memorable games I played singles against Alan Harper or, at least we tried to: for, it was only after several minutes of play that we noticed that the colours we were using were the wrong way round! We were too far into the game to restart and decided to continue regardless. This had disastrous consequences with out-of-order play and thus the invoking of various only-very-occasionally-employed rules ensued at several points, not to mention the various outbursts of ranting. Needless to say that Alan eventually went on to win.

Anyway, after a few rounds of that form Stew Sage eventually won the day by obtaining $5\frac{3}{16}$ points per game not only by winning every single one of his games; not only by being categorised a novice for only *some* of the tournament; not only by starting the lunchtime in The Red Bull on a Winter Warmer shandy (and honorably extending it solely to finish the excess of beer) but even by letting Patrick Barrie continue his record of not having lost a tournament in a very long time, by dint of not turning up.

Ben Fairbairn





The XXVIIIth Somerset Invitational

3rd-5th January 2015, The Somerset Waggon, Chilcompton, Somerset

On the weekend of the 3rd January, some of the world's finest drinkers descended on The Somerset Waggon in Chilcompton to see the new year in with the ever-competitive Somerset Invitational.

As the 'winks started on Saturday morning, it was obvious that the tournament was wide open, due to the monumental hangovers sported by some of the more experienced players in the party. However, as the morning progressed, it was clear that class shone through, with eventual table-leaders Alan Harper, Ed Wynne and Timmy Hunt all making strong starts and not looking back.

Obviously the most important part of the day came at lunchtime, where the drinking games commenced, including a very heavily fining round of pigs. Eventually though, these mighty athletes were cajoled into resuming the tournament, with the control of the 'winks being slightly less precise due to the quantity of beer consumed at Lunch.

At the start of Sunday's play, the tournament was interestingly poised, with little between those at the top and middle of the table. However, this was to change, with the top 3 breaking away, and the middle positions left to fight for the scraps. It appeared that the 2 games post-lunch were going to be key, especially given the quantity of beer consumed by Alan Harper, who was competing for the title.

The final game of the tournament was pivotal in deciding the winner, with Ed Wynne and Timmy Hunt playing against Sarah Knight and Andrew Garrard, all of whom were fighting for the top-spots. However, the singles game between Alan and Nick Ingles quashed any hope of any of these fine competitors wrestling the lead from Alan, who ended as the XXVIIIth Somerset champion.

Nick Jarman

Why I hate the Swiss and the Curse of Scotland Fundamentally, let's invade Poland [Token semi-academic article]

Frequent attendees of ETwA tournaments may recall that this year's London Open had nine pairs as entrants. The Tournament Organiser surprised me by declaring that this tournament format would be a Swiss — the last Swiss tournament I remember was the National Pairs in Silwood Park. After that tournament, there was a lot of ranting and I'd never expected to see one again.

So what's wrong with the Swiss? Well, let me start by reminding people of what a "Swiss" is: in a Swiss tournament, the first round is determined by random draw (or by seeding) and in subsequent rounds teams are played against the other team with the most similar points-per-game to their own, subject to not repeating opponents. In chess tournaments, this has the effect of ensuring that players who win will oppose other players who win and therefore the overall best player in the tournament should be determined without the need of an all-play-all. The worst player is similarly determined by ensuring play against other losing players. The primary argument against the Swiss is that the players in between are less clearly defined.

And what don't I like about this for tiddlywinks? Well, the most common complaint is that teams other than the best and worst are not clearly defined. However, there's a more insidious problem: most events which use a Swiss have a simple win/lose/draw arrangement — there is no concept of "winning by a lot". Most tiddlywinks tournaments are decided by points-per-game (or total score), not a simple win/loss. The team that opposes the weakest players first in the tournament therefore has a "head start" on their total score, because the other high-ranked players are unlikely ever to play the weakest players (their points-per-game will never coincide) — the weakest players are more likely to lose 0*-7* than other players.

The aim of a Swiss is to find the best ordering of players in a limited number of games, where a full all-play-all is not possible. In tiddlywinks, nine entrants make this a particular problem — for any remotely relaxed tournament, eight rounds (for an all-play-all) is very hard work. With eight entrants, seven rounds of all-play-all is far more possible. With ten entrants, one might play two leagues of five rounds all-play-all-out (opposing the players in the other league) followed by some rounds of a final (with two qualifiers from each league and accumulative score, so the final game is a play off between the two qualifiers of each league). Nine is too many for all-play-all, but too few to make leagues sensible.

Given the impossibility of an all-play-all tournament, is there anything else we can consider? What if we treat the tournament as knock-out, decided purely by win and loss? (For the rest of this article, I assume that draws would be decided by squidge-off or similar.) This makes the Swiss work better, but makes some other options available.

The problem that we're trying to solve is that of sorting nine teams into order by playing them against each other. Sorting is a very well-known problem in software engineering (pronounced "compsci" for academics), so a multitude of options are available to us.

Most simply, we can try to limit the number of games that we have to play. One way to do this is with a "merge sort" — described here for eight teams for simplicity, but nine teams is a trivial extension:

1. Form four pairs out of the eight teams and find the stronger and weaker team in each pairing by having each pairing play a game.
2. "Merge" the pairings by having the weakest teams in each pairing play to find the weaker of the two. Having found the weakest of the players so far, repeat with the weakest remaining players. This gives us two lots of four teams, each sorted in order of strength.
3. Merge the fours similarly, by repeatedly playing the weakest teams whose positions have not yet been determined.

[*Ed: I could not resist pointing out that those who prefer their sorting algorithms to be explained through the medium of Traditional Romanian Folk Dancing may prefer the explanation given at <https://www.youtube.com/watch?v=XaqR3G.NVoo>]*

This gives us a chance to sort all the teams in a nine-entry tournament in only 16 games. (The literature actually claims 19 games, but we can do better by disallowing draws.) Unfortunately, because we need to wait for previous games to finish and we're always checking the weakest remaining player, this takes a very long time — even if we play each game as soon as the players are available, that's eleven rounds. We can slightly improve things (at the cost of more games) by merging from both ends of each list — finding the strongest and weakest player at the same time — but this still takes ten rounds. That's worse than an all-play all, and not much help.

Can we do better? Well, if we forget about keeping the number of games to a minimum, yes we can. Computer science has the concept of a "sorting network", which is good at sorting things when you can do a lot of comparisons (games, in our case) in parallel.

In a sorting network, each team starts out with an initial position (how this is determined doesn't matter). After each game, the losing team is moved to the lower of the two team positions and the winning team to the higher of the two team positions — that is, if their positions are in the wrong order, they swap: see Figure 1.

We can create a sorting network for nine teams which sorts all the teams into order in only seven rounds, taking 25 games to do it: see Figure 2.

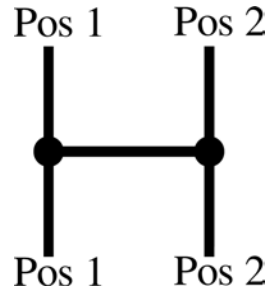


Figure 1: A sorting network of two entrants

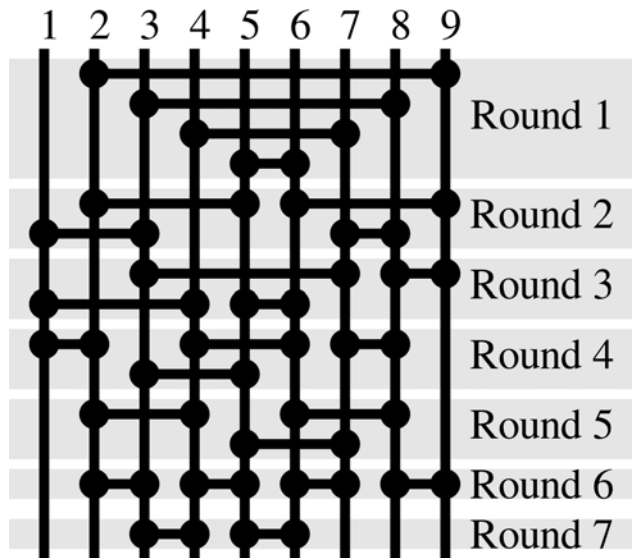


Figure 2: A sorting network of nine entrants

Here, no player plays more than once in any given round.

So, seven rounds is enough to fit into a day's winks, so we're done, right?

Uh, no. Sadly, it's not quite that simple. Sorting assumes "transitivity" — if team A is stronger than team B and team B is stronger than team C, team A is stronger than team C. If we were to decide the tournament by comparing World Rankings rather than playing games, this would be perfectly reasonable. Unfortunately, just because team A beat team B and team B beat team C, we can't guarantee that team C will do the decent thing and lose to team A. Oddly, there doesn't seem to be much literature on this subject.

[Ed: since transitivity of voters' preferences is one of the hypotheses of Arrow's Theorem which first appeared in the 1960s social choice theorists', econometricians' and increasingly biologists' responses to it, provide huge volumes of literature on this subject, though admittedly not quite in the context of sorting algorithms — the interested should do an internet search for "principal of independence to/of irrelevant alternatives".]

Why does this matter? Because there's some redundancy in the sorting network: we're playing more games than if we used the simple merge sort. This is a necessary consequence of the sorting network having a fixed set of comparisons (which is a useful feature for parallel computers) — unlike the merge sort, the comparisons are performed no matter what the results of previous comparisons may be. We can end up with a result from one of the rounds contradicting a result from a previous round.

We could actually ignore that problem by checking whether we already knew what the result of a game "should be" before playing a game, and just not playing it if we didn't need to. Unfortunately, although this is harder to prove, the situation is worse than that: a game can contradict a result from the same round. This means we need — at least sometimes — to split a round in two. And since we already had seven rounds, we're back up to eight rounds of winks - which we started out by deciding is too many.

So we're doomed? Actually, we're not. Yes, we sometimes have to split a round into two, but we're saved by the ability to skip results that are already known — this happens to remove just enough games that we can always finish in seven rounds. We can prove this — well, okay, I can prove this because I'm a very sad man — by trying all possible combinations of game results, skipping the games whose results are already known, and ensuring that each game in the nine-entrant sorting network is played as soon as its players become free and are not waiting on another result. I can't guarantee that this is the fastest way of playing the tournament, but I have proven that this version fits in our seven round cap. You could probably even work it out on paper, although it wouldn't hurt for it to be added to the long list of draw variants that have some computer assistance.

So, can we decide all the positions of nine teams in only seven rounds, even with no guarantees that the games which are played are consistent (by skipping games with potential inconsistencies)? Yes.

Should we ever run a tournament like this? Probably not. In most tournaments, at least ones that people travel to, participants actually want to play in most rounds — this is why the clause in the rules which claimed that tournaments should be knock-out format was removed. Here, we have a maximum of 25 games (we may skip some) being played in (up to) seven rounds. These games aren't spread out evenly — if the team in position one stays there, they will play in only three rounds out of seven. A team which stays in position nine will play in only four rounds. It's always possible to encourage friendly games between teams who are available, but I imagine that many would not be happy with playing in less than half of a tournament — and especially in missing the last three rounds. It's also sometimes possible for the orderings to be determined very quickly, meaning the whole tournament could be over by round five [*Ed: or as some may prefer, lunchtime*]. Although depending on the proximity of a pub, this may be less of a problem than an opportunity.

So, we're probably stuck with the Swiss. This article is provided as an extra tool for the Tournament Organiser's tool box, but mostly to save anyone else expending the intellectual effort working through this. But at least we now have an argument for why a Swiss is what we choose.

Very boring computer programs available on request, if anyone is foolish enough to care.

Reference: Minimum sorting networks for n teams:

<http://www.angelfire.com/blog/ronz/Articles/999SortingNetworksReferen.html>

Andrew Garrard

The Pot as a Weapon or “how to delegate being in the way”

Back in the dark ages¹, I used to play friendly² games against Charles Relle, and observed that I spent a disproportionate amount of time playing away from myself because the pot was in the way. I’ve never asked whether this was a deliberate strategy on Charles’s part or whether this was simply luck, but since I — like most people — do most of my practice squopping towards myself, this turned out to be quite a disadvantage, at least until it taught me to be better at reverse squops. Recently, I heard Sarah Knight complaining that I’d put the pot in her way (it really was accidental this time) and I thought it was worth a tactical article.³

The pot is useful. It marks the middle of the mat. It helps define the squidge-off. You can get a tactical advantage by lurching your opponent into it.⁴ Under duress, you can even put your winks in it and get points for them, although I’ve always subscribed to the “bounce off embarrassingly” school of thought myself.⁵

But the pot is also in the way of good clean squopping, snooving and brundling (in increasing order of purity). The good news is that winks is a fair game⁶ and what can get in your way can get in the way of your opponents. Especially if you try.

1 Tactic the first: where’s the hand?⁷

Few winkers are ambidextrous, although a few are equally incompetent with either hand. It’s not uncommon to have a choice of bring-in location, especially with the sixth wink of a pot-out.⁸ Often the opponents have had the sense to leave a wink near the pot, with the plan of viciously squopping your bring-in. It may be that there’s no such thing as a safe bring-in area.

However, considering the hand location does mean some areas can be safer than others. If the player’s hand would naturally have to rest on the pot in order to play the squop in a conventional direction, this is a disadvantage: you can reduce the probability of being squopped⁹ by making your opponent play the wrong way. Of course this relies on knowing whether your opponent is quite strong at doing this

¹Before my hair went grey.

²Well, mostly.

³This is like a tactical beer, but available before the pubs open and not to be confused with a strategy break.

⁴Or your partner, if you’re trying to do something really complicated with a squop-up and a failure to free.

⁵Yes, I have probably participated in an embarrassing bounce-off, although I may not have known it at the time.

⁶But haaarsh.

⁷Doesn’t it?

⁸I’ve already said I disapprove, but if you must. . .

⁹Winks being a probabilistic function based on distance, famously.

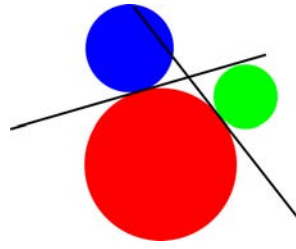


Figure 3: Two nurdled winks. The small can squop the large, but the large cannot squop the small.

and also which of your opponent's hands is dominant.¹⁰

The reverse tactic also applies — whether an area can be considered to be well defended depends partly on how one has to play in order to cover it. Careful coordination can be useful if one player on the team is left-handed and the other right-handed.

2 Tactic the second: hiding behind the pot

I'm not talking about the trivial idea of hiding behind the pot. Anyone can bring in safely where they can't see anything.¹¹ Some people can even do it intentionally.¹² The trick here is to make it impossible for an opponent to squop you whilst still being able to squop them.¹³ This has come up occasionally in recent games I've been involved with.

Not all nurdled winks are the same. A wink that is touching the pot cannot play towards the pot — and therefore cannot cross the tangent line where it makes contact. However, one need not be able to see the centre of a wink in order to squop it. A small wink and a large wink can be touching the pot in such a position that the large wink cannot see any of the small wink, but the small can see the large. This can be a useful consideration in choosing which winks to play.

¹⁰Some wingers are more sinister than others.

¹¹I often do this while trying to attack a pile.

¹²This doesn't rule out the squop-over-the-pot strategy, or in my case sometimes the "sub into the far side of a pile on the far side of the pot" strategy, which was annoying.

¹³Competence-permitting, obviously.

3 Tactic the third: calypso¹⁴

Distant winks can be a small target. Distant winks backed by the pot are a bigger target, because a bounce-off-the-pot removes much of the momentum. This can be especially useful when wanting to be on the far side of a pile, when trying to get a knock-off in a reverse direction.¹⁵ Of course, the nearer your wink ends up to the pot, the greater the danger of your opponents using a calypso to squop you.

Note that the calypso is especially useful when Bristolling, because it helps to compensate for the winks falling apart. This can mean it's easier to Bristol onto the far side of a pile than the near side. This also has the merit of being spectacular and scaring your opponents.

4 Tactic the fourth: fusilately¹⁶

Those of us from a certain vintage know the wonderful day on which BT attempted to stop people stealing coins from phone booths by making them work with phone cards. Phone cards were an amazing invention. Not for making phone calls, obviously — they were useless for that. But as cheap, flat bits of credit-card-sized plastic, they had myriad of uses, from opening college doors without a key to the advanced strategy break.

Most famously, however, phone cards are useful for making squidgers of the perfect flexibility for potting winks that are almost, but not quite, nurdled.¹⁷ A certain generation tends to have learned how to use these and still have original versions. Later generations are cruelly hampered by the reduced availability of the cards, although some inferior substitutes exist. [*Ed: certain store loyalty cards are actually not that bad.*] The generational shift means that there is a range of pot-to-wink distances¹⁸ at which some winkers are extremely comfortable, and others can't cope. Knowing the category in which your opponent lies, and ensuring that they have forgotten your own capabilities, can give you an advantage, especially in rounds.

¹⁴Not drinking a tropical soft drink or invoking a Nereid, as far as I know.

¹⁵Is a "reverse knock-off" an "original"?

¹⁶Nothing to do with pasta.

¹⁷Without the "officer, I was trying to work out whether that yogurt pot lid would shrink to the right shape when put in an oven, not staring at that woman's legs" problem.

¹⁸See Footnote 9.

5 Tactic the fifth: Bristols require room to breathe

This is a simple one: novices quickly learn that a suitably-stacked squop can be dangerous — approach too close and you can be Bristolled onto. However, it can be easy to forget that a Bristol — at least played in the traditional Bristol manner — requires more than the normal amount of room for a squidger behind the winks. Sometimes it can be safe to approach a stacked singleton so long as you do so in line with the pot — if there is no room to get the squidger in, the singleton is much less defended.

6 Tactic the sixth: Playing sideways

I've mentioned a number of ways in which the pot can be made to obstruct your opponents. I'll finish with a defence against these problems. It's common enough to find the pot in way of a squidger — especially a large squidger, which is sometimes necessary in order to provide finger room — when trying to play close to the pot. The solution is that it's not always necessary for a squidger to face the direction of travel - for short distances, coming off the back of a wink at an angle can work well enough, and allow the squidger to be held at a legal angle. Many novices are not used to this style of shot, and their pile play near the shot is hampered because of it. This is a useful shot to practise!

Andrew Garrard

How can I squop thee? Let me count the ways: A review of historical tournaments

Those new to CUTwC may be unaware of the full range of tournaments that have historically been played by ETwA and other tiddlywinks organisations. Many in ETwA may be unaware of the tournaments typically played in CUTwC. A good few people may be blissfully unaware of either. With the 60th anniversary of the founding of CUTwC looming, this seemed like a good time for an enumeration. In this list, I'm excluding fairly informal tournaments (such as the Sandy Invitation) or (probably) one-off tournaments (such as the Sandwich Open — WHY didn't we call it the Open Sandwich? — the two Royal matches, the Fleet Street match, etc.)

Without further ado, and possibly without complete accuracy...

The World Singles

An IFTwA tournament, with singles games as the first-to- n (n is typically 24·5) points. A challenge event, for which the right to challenge is won by winning or being the highest-placed national in a national singles tournament (usually the ETwA Singles or NATwA Singles). World Singles games are rated.

The World Pairs

An IFTwA tournament, with fixed pairs games as the first-to- n (n is typically 24·5) points. A challenge event, for which the right to challenge is won by winning or being the highest-placed national in a national pairs tournament (usually the ETwA Pairs or NATwA Pairs, although also the Scottish Pairs in the past). World Pairs games are rated.

The International Match

The 2005 and 2010 Internationals between the UK and the USA consisted of two rounds of singles and four rounds of pairs, with the team captains drawing the order of play blind to each others' choices. It was rated and not handicapped.

The ETwA National Singles

An ETwA open tournament of singles games. Typically all-play-all (sometimes repeatedly), with qualifying leagues if needed. Typically a two-day tournament. There

is an equivalent NATwA National Singles. National Singles games are rated.

The ETwA National Singles Plate

There is traditionally a losers' plate competition for those knocked out in the qualifying stages of the National Singles — although this is not a mandatory requirement for attendance and it is common for novices to participate in this but not in the main tournament. This is therefore a single-day tournament held on the Sunday of the Singles 'weekend. The format is a handicapped individual pairs with adjusting handicaps. The Plate games are rated.

The ETwA National Pairs

An ETwA open tournament of fixed pairs games (the same pairing in each round). Typically all-play-all (sometimes repeatedly), with qualifying if needed. On rare occasions, a Swiss has been used if the number of entrants justifies it. Typically a two-day tournament. There is an equivalent NATwA Pairs. The Pairs games are rated.

The ETwA National Teams of Four

An ETwA open tournament of fixed teams of four, in which pairings within the four can vary between rounds. There are four games between each pair of teams, two for each pairing. Games are handicapped, and handicaps of players do not vary during the tournament. Note that the total handicap of a team that has only three members can vary according to which player is playing singles. The Fours games are rated.

The Cambridge Open

A two-day tournament held near the CUTwC club birthday (and on the weekend of the annual dinner) at the start of Lent Term. The Cambridge Open is a two-day individual pairs tournament with a random draw each round, subject to trying to avoid repeating partnerships. To win, one cannot miss more than two rounds of play — the winner is determined by average points per game. Cambridge Open games are rated.

The ETwA National Handicapped Individual Pairs

A single-day tournament intended to encourage novices, the "NHIPper" (named after the CUTwC President known as "Nipper") is, unsurprisingly, a handicapped individual pairs tournament held on a single day. Handicaps do not vary during the tournament. Players are divided into "novice", "expert" and (sometimes) "intermediate" categories, with the intent that novices should partner experts in order to meet more players and have strategically even games. The tournament is otherwise a random individual pairs, like the Cambridge Open, subject to trying to avoid repeat partnerships. To win, one cannot miss more than two rounds of play - the winner is determined by average (handicap-adjusted) points per game. NHIPper games are rated.

The Shrewsbury Open

Historically, the Shrewsbury Open has doubled as the National Handicapped Individual Pairs, with the exception of a year when they both existed. On that occasion, the format was similar to the NHIPper, except that there was no requirement to play a certain number of rounds, but each player starts as though they had lost a game 7-0 for the purposes of calculating points-per-game. Shrewsbury games are rated.

The Jubilee Trophy

The Jubilee is a challenge-based ETwA singles tournament, with no qualification requirement on the challenger other than that the holder may be given some time to defend the tournament. The tournament format resembles the World Singles — first past a predetermined total score — but the number of games fluctuates more. It has been known, by agreement, for the the Jubilee to be determined by a multi-entrant all-play-all tournament.

The Golden Squidger

The Golden Squidger is a challenge-based ETwA pairs tournament, relating to the World Pairs in the same way that the Jubilee relates to the World Singles.

The London Open

The London Open is a single-day fixed-pairs tournament, typically all-play-all (or occasionally Swiss). There are no handicaps or seedings. It is typically held during the long summer academic vacation period. London Open games are rated.

The Somerset Invitation

An invitation (non-open) tournament held at the very start of the calendar year. This is an all-play-all individual pairs tournaments with no handicaps, held over two days and a lot of drinking. Somerset games are not rated.

The Marchant Trophy

The Marchant (Games) Trophy is an ETwA national team competition, typically all-play-all, with no handicaps, played throughout the year.

The Silver Wink

The Silver Wink is the British Universities' team competition, typically played as fixed pair all-play-all games between two teams of eight, with the tournament in a knock-out structure between teams, played throughout the year. There are no handicaps. Participants must be active members of the university in question, but need not be in statu pupillari. Silver Wink games are rated.

The Wessex Trophy

The Wessex is a competition between two teams, playing pairs games. The team captains pick the participants of each round without knowledge of the opposing captain's ordering. Initially unrated, it later became rated. It has occasionally also been handicapped.

The Oxfordshire Open/Hampshire Open

The Oxfordshire and Hampshire Opens were fixed pairs tournaments, typically using a Swiss format. The Oxfordshire had, on one occasion, a format where one could bid one's predicted score.

The Long Vac

The Long Vac is a CUTwC invitation tournament, held during (appropriately enough) the long vacation. The format is traditionally an all-play-all individual pairs. Games are not rated.

The Varsity Match

The Varsity Match is an annual (where possible) tournament held between a team of (ideally) eight players from the universities of Oxford and Cambridge. It is played as an all-play-all tournament of fixed pairs, between the two teams; there are no handicaps. Participants must be students — fellows cannot participate. A quarter blue scarf is awarded to members of each team. Varsity games are rated.

The Nick Leaton

The Nick Leaton is a tournament exclusively for CUTwC novices, contested near the start of Michaelmas Term. It is typically a knock-out tournament. It is not rated.

[Ed: not to be confused with Nick Leeson.]

The Manchester and Somerset Society Trophy

This is the Cambridge University singles trophy, contested each term as a knock-out tournament of singles games. It is not rated.

The Paul Thorpe

This is the Cambridge University (fixed) pairs trophy, contested each term as a knock-out tournament of fixed pairs games (with a whisky suck-off). It is not rated.

The Bombardier Slap-'Em Together Joogs

The Joogs are a pair of tankards with glass bottoms, contested for by CUTwC using a knock-out individual pairs tournament. The final pair traditionally compete to down a pint from the tankards, with the benefit that each can see how the other is doing through the bottom of the tankard. It is not rated.

The Peterhouse Pot

The Peterhouse Pot is a specialist singles knock-out CUTwC tournament with the special rule that any squops on opponent winks (but not friendly winks!) are un-squopped. As such, it is mostly a pure potting contest. It is not rated.

The Charles Relle Trophy (University Drunken Mixed Pairs)

The Relle is contest at the end of each term, with the trophy having been donated to CUTwC with the instruction that it should be used for a left-handed tournament "or something". The "or something" is traditionally different each term and, while not every Relle involves winks, those which do typically have highly perverted rules. It is absolutely not rated.

The Muscovy Duck (University Drunken Mixed Singles)

The Muscovy Duck (whose trophy is no longer a duck) is contested by CUTwC late in the Easter Term. Historically winks were involved, although more recently it has been based on competitive jumping in the river and animal impressions. It is not rated.

The Nick Ashley

The Nick Ashley is the CUTwC singles' league competition, contested over the duration of a term. It is unrated.

The Cuppers Trophy

The cuppers trophy is a competition between fixed pairings from teams of four, typically from the same college. Each round consists of four games (each pair playing each pair in the opposing team of four). The tournament is typically knock-out and held over the duration of a term. It is unrated.

The Half Life Trophy

The Half Life was donated by the author to commemorate the occasion of spending half of his life playing winks. It is a day-long (weekend) CUTwC tournament with

(fixed) handicapped individual pairs games. The winner is determined by average points-per-game, with an offset to the average as though each participant had lost the first game 7-0, thus encouraging more play. It is played approximately half way through the academic year, coincidentally near the author's birthday, and is unrated.

Several of these tournaments are at least temporarily defunct, but I hope we will all see that as an opportunity. What a lot of 'winks we could be playing. Currently, the author is tying for most rated games played in the last calendar year (54), although historical figures have been much higher. Let's all try harder.

Andrew Garrard

[Ed: photos of many of the trophies for the tournaments discussed in this article may be found on the CUTwC website at <http://www.cutwc.org/TheClub/Tournaments/> .]

Squop Bristol Evolution: Recent developments in a pure drinking game

Squop-Bristol has been a mainstay of CUTwC drinking games for some years, and has evolved over time. Historical players may be interested to learn of recent developments. Novices may just be interested to learn how to play. Those not interested in learning to play can just learn that the Level Goes Down!

Squop-Bristol, best played with a relatively large number (say 6-15) of participants, is a drinking game wherein one player at a time makes what, for want of a better word, I'll call a "move". The nature of this move dictates which participant is to make a move next. If a player fails to notice that he is required to act within a short time period (normally a second or so), he is required to drink a fine (this game is normally played with finger fines). The same applies to any participant acting under the mistaken impression that it is his turn so to do. Additionally, if the player does not make his move clear, he will likely be fined.

One participant is deemed to be finesmaster for the duration of the game (unless they relinquish their authority voluntarily). The finesmaster's word is final in all things to do with fining and rules arbitration. The finesmaster also indicates which player is to make the first move. Normally the game stops whenever a fineable offence occurs and the finesmaster picks a new participant to start. The finesmaster cannot simultaneously be Club Smith (see below) — if the finesmaster incurs Smithood, another player must act as regent until someone else becomes Club Smith. (It is traditional to mime the transfer of a crown to let everyone see this.)

A further complication to this game is the rule of Club Smith. Any player who plays the fourth squop in a row, the fourth Bristol in a row (if Bristols and squops have been swapped — see below), the fourth in a sequence consisting only of Penhaligons, John Lennon memorial shots, kippers and herrings, the fourth Jings in a row, the fourth Crivens in a row (if Jings and Crivens have been swapped — see below), or the fourth in a sequence consisting only of M'chte me and help me Bob, becomes Club Smith (and has to drink a fine). If it is the Club Smith's turn to act and he has the opportunity to complete four in a row, he has to do so (and drink the fine) or drink a double fine. The finesmaster may declare victimisation rules to be in force if people are picking on the Club Smith, in which case the person sending the third-in-a-row to the Club Smith must also drink a fine. [Ed: *The is not strictly speaking true as victimisation rules such "one-for-one" are also often used.*] The only way to stop being Club Smith is for someone else to accidentally complete a four-in-a-row and take over the mantle. The Club Smith is required to wear some indicative attire during their Smithood, typically something that restricts his vision, making the game harder. Common options are a club scarf wrapped around the head, or, where available, the

Cool Dude Shades (roll-up eclipse glasses).

Most of the moves have hand movements, which aid in clarifying which move has been made, and also allow the game to be played without calling moves, for example in loud pubs. Normally the name of the move is called out when the move is played.

The valid moves are:

- Squop (hand movement: one hand covering the other in the manner a wink squopping another wink does) makes the next player to act the one at whom the current player is looking. Playing the fourth squop in a row makes you Club Smith. The first move must always be a squop (or a Jings, if Scottish moves are in play).
- Bristol (hand movement: cupping one's breasts, in honour of Cockney rhyming slang) makes the next player to act the one who sent a squop to the current player. A Bristol may only be played after a squop and the player must look at a player that is not the player who will act next. Especially in the trappist version of squop/Bristol (as described below) where laughter invokes a fine, it is common to make suggestive movements such as emulating rotating nipple tassles, rubbing one's nipples, or tipping one's imaginary breasts off an imaginary tray. There is a tendency, which is discouraged, for novices to turn a Bristol into a shrugging motion around shoulder height, which is considered poor form and anatomically implausible — there is a line between pertness and buoyancy. (We aim to educate.)
- Penhaligon (hand movement: double-handed pot-style bring-in, as for an intentional Penhaligon) makes the next player to act the one standing/sitting immediately to the right of the player of the Penhaligon. Penhaligon has the additional effect of swapping the meaning of squop and Bristol (such that a Bristol makes the next player to act the one the player of the Bristol is looking at, a squop makes the player who Bristolled to the current player the next to play — and a different player must be looked at, a squop may only follow a Bristol, and four Bristols in a row makes the player of the fourth Club Smith). A second Penhaligon re-inverts squop and Bristol. Playing the fourth move in a sequence of four consisting of only Penhaligons, John Lennon memorial shots and fish makes the player Club Smith (as with the fourth consecutive squop). Note that one must look at someone — peering at one's hands while playing the shot is illegal, otherwise how would you know where to aim the Penhaligon?
- John Lennon memorial shot (hand movement: making a gun with both hands, and "firing" it) makes the next player to act the one to the left of the current player

(and in that aspect is the opposite of a Penhaligon). A John Lennon memorial shot has no effect on the behaviour of squop and Bristol, however. Playing the fourth move in a sequence of four consisting of only Penhaligons, John Lennon memorial shots and fish makes the player Club Smith (as with the fourth consecutive squop). One must "shoot" another player, not the table or mid-air, and the recipient must not be the next to play after the Lennon. Traditionally, to aid memory of the difference between a Lennon and a Penhaligon, the "recoil" of the shot pushes the "gun" past one's left ear. [*Ed: or that "Lennon left" is an alliteration.*]

When players are new to the game, it is traditional to stick with these moves until they've found their feet. Then we get onto the more advanced moves, starting with the fish. The fish moves often cause the game to break down quickly.

- Herring (hand movement: hand held vertical and wiggled from side to side while moving away from the player, as an impression of a herring) makes the next participant to move the one who immediately follows the player of the herring, in alphabetical order (wrapping), with the current Club Smith given the name "Smith" for considerations of alphabetical order. In addition, a herring swaps the sense of Penhaligon and John Lennon memorial shot i.e. a Penhaligon makes the next player to act the one to the left of the player of the Penhaligon, and a John Lennon memorial shot sends to the right. Rules are particularly variable on whether the full meaning or just the direction is swapped, but currently it is more likely that an odd number of herrings makes a John Lennon memorial shot (not Penhaligon) invert the meanings of squop and Bristol. A second herring restores the original behaviour of Penhaligon and John Lennon memorial shot. Playing a herring after three consecutive moves consisting of only Penhaligons, John Lennon memorial shots and fish makes the player of the herring Club Smith.
- Kipper (hand movement: hand held horizontal and flapped up and down while moving towards the player, as an impression of a kipper flopping around in a frying pan) makes the next participant to move the one who immediately precedes the player of the kipper, in alphabetical order (wrapping), with the Club Smith being given the name "Smith" for considerations of alphabetical order and in that sense is the reverse of a herring — but it has no effect on Penhaligon and John Lennon memorial shots. It is customary to review names before starting. Playing a kipper after three moves consisting only of Penhaligons, John Lennon memorial shots and fish makes the player of the kipper Club Smith.

Here is a textual description of a game. We'll assume that the players are arranged in a circle, with the players numbered as with the numbers on a clock face (as seen from above). Hence, player 1 is to the left of player 12. The players are:

Matt
Jessica
Timmy
SLU
James
Andrew
Sly
Patrick (finesmaster)
Benedict
Stew
Christine
Phil

A game could go like this:

8: (To 3) "Starting without fish, Timmy will begin."
3: (To 5) "Squop" (5 goes next)
5: (To 6) "Squop" (6 goes next)
6: (To 11) "Bristol" (back to 5)
5: (To 2) "Squop" (2 goes next)
2: "John Lennon memorial shot" (left one, to 3)
3: "John Lennon memorial shot" (left one, to 4)
4: "Penhaligon" (right one, to 3, swaps squop and Bristol)
3: (To 6) "Bristol" (6 goes next)
6: (To 8) "Squop" (back to 3)
3: "Penhaligon" (right one, to 2, restores squop and Bristol)
2: (To 12) "Squop"
12: (To 9) "Squop"
9: (To 4) "Squop"
4: (To 5) "Squop... damn."

4 has to drink a fine, and is now Club Smith (the worst mistake to make).

8: (To 4) "SLU is Club Smith. Please drink a fine, and then start, Mr Smith"

4: (Glug) (To 12) "Squop"
12: "Penhaligon"
11: (To 9) "Bristol"
9: (To 3) "Bristol"
3: (To 4) "Bristol"
4: (Sigh) (To 3) "Bristol" (Had the four in a row not been completed, a double fine would have been invoked)
8: "Thank you Mr Smith. Please drink a fine, and Stew will start."
10: (To 3) "Squop" (This is a new game, so everything is restored)
3: (To 5) "Bristol"
etc...

After a while, it's decided to introduce fish.

8: "So fish are now in, and I will start." (To 1) "Squop"
1: (To 8) "Squop"
8: (To 1) "Squop"
1: (To 3) "Bristol"
8: (To 1) "Squop"
1: (To 8) "Squop"
8: (To 1) "Squop"
1: "Herring" (Matt precedes Patrick, who goes next)
8: "Penhaligon" (Acts as a Lennon after an odd number of Herrings)
9: (To 3) "Squop"
3: (To 4) "Bristol"
9: (To 5) "Squop"
5: "John Lennon memorial shot" (Acts as a Penhaligon)
4: (To 6) "Bristol"
6: (To 3) "Bristol"
3: (To 4) "Squop"
6: "Herring" (Andrew precedes Benedict, who goes next)
9: (To 5) "Bristol"
5: "Kipper" (James follows Christine, who goes next)
11: (To 6) "Bristol"
6: (To 11) "Squop... damn"

Here Andrew has made a mistake, because he should be looking at a player other than the one who goes next. In the same way, Matt would not be allowed to look at Patrick when playing the first Bristol of the game. Andrew drinks a fine, but SLU is still Club Smith. If Sly played a herring, SLU would go next, with his virtual name of

“Smith” (and for as long as SLU is club Smith, Sly kippers to Phil).

That completes the game as usually played in England, but there are also Scottish equivalents to some of these moves, and it has been known for the Scottish moves to be considered legal in an English game. (My only experience of these is with purely vocal versions i.e. no hand movements. If a member of ScoTwA is able to correct me, I’d appreciate it.)

- Jings is the equivalent of a squop, but note that a Penhaligon only swaps squops and Bristols, not Jings and Crivens (see below). A Jings is a legal starting move and Bristol is a valid response to a Jings.
- Crivens is the equivalent of a Bristol and may only be played after a Jings (or a squop) or after a Bristol when an odd number of Penhaligons have been played.
- M’chte me is the equivalent of a John Lennon memorial shot and makes the next player to act the one to the left of the player of the M’chte me. Note that a kipper only affects the direction of Penhaligon and John Lennon memorial shot, not of M’chte me or help me Bob (see below).
- Help me Bob is the equivalent of a Penhaligon, and makes the next player to act the one to the right of the player of the help me Bob. In addition, the meanings of Jings and Crivens are inverted (as Penhaligon does to squop and Bristol). As the ScotTwA pages indicate, this should really be pronounced “help ma boab”.

There are also cruel rumours of an Arbroath Smokie, but I’ve yet to experience one in a context other than breaking down the game. The hand action for an Arbroath Smokie is an arm held out at ninety degrees to the body, with the hand hanging loose below it, in the style of a smoked fish.

Another move that may be allowed is “Tales of the Unexpected” — which is played by waving arms vertically across each other wrists upwards, crossing and uncrossing one’s wrists in front of one’s face while singing the instrumental theme to the “Tales of the Unexpected” TV show. (The title sequence of which includes a silhouette of a woman dancing in this way. [*Ed: see, for example,* <https://www.youtube.com/watch?v=r0it1B23fFY> .]) The person at which the player of the “tales of the unexpected” move is looking should be transfixed and emulate a “rabbit in the headlamps” (eyes wide open, frozen in horror, possibly with horrified hands waving on either side of the face). This should continue until someone other than these two says “tish-boom”, miming smacking cymbals together followed by banging a drum. At that point, play continues with the recipient of the tish-boom.

It is possible (and common) to play squop-Bristol silently, in a “trappist” manner. In this case, nobody is allowed to make any noise, even unrelated to the game,

on pain of fining. The hand moves should be sufficient to allow moves to be indicated. The finesmaster invites people to start by beckoning to them and the need to drink a fine is indicated by the finesmaster raising a fist at the finee. If someone needs to say something, he should first grasp the pre-nominated "scoobydoobydoo device", say "scoobydoobydoo", followed by whatever needs to be said. This incurs a fine, but a smaller fine than would otherwise be incurred. If chaos breaks out and the finesmaster wishes to allow speech again, he sings "silence is broken" to the tune of the first three words of "Morning has Broken" [Ed: *again, for the hard-of-knowing* <https://www.youtube.com/watch?v=U5sSEkZ86ts>]. The introduction of silence at the beginning of the game and after a "silence is broken" is invoked by the finesmaster saying "three, two, one..." while raising the appropriate number of fingers in style of Ted Rogers [Ed: *in case further clarification is required in slow motion* <https://www.youtube.com/watch?v=GedJGLGxIXE>], followed by spreading one's hands face down as if to still waters.

A recent variation of this game requires the initiator of a sequence to start with "squop-category", where "category" is of that player's choice. For example, a player may choose to start with "squop-cheeses". For that round, players of a "Penhaligon" or "John Lennon Memorial Shot" must suffix or prefix that move by an element of that category (for example, "Penhaligon-Brie"). It is an error to repeat a previously-named element, or to fail to name an element. The first player may also start with "squop-more-of-the-same" (in which case, it is still a mistake to repeat an entry which was named in the previous round). An even-more-recent variation combines this with the trappist version of the game, in which the finesmaster names a category and players are expected to mime entries in the named category after making the move for Penhaligon or John Lennon Memorial Shot. It is common to have to justify mimes retrospectively.

An extremely rare version of trappist squop/Bristol/Penhaligon/John Lennon Memorial Shot uses suggestive movements instead (to increase the odds of someone being fined by laughing). In this variant, a squop is represented by winking at someone, a Bristol by blowing a kiss, a Lennon by poking one's right finger in one's mouth and pushing on one's left cheek, and a Penhaligon by moving one's tongue over one's upper lip from left to right. For some reason, this is not played frequently.

As of the time of writing, that completes the current list of known moves (with the exception of the debatable "squopfuck" variant). I hope this is an opportunity for everyone to prepare, and be ready for tactics such as the Penhaligon when the person to your immediate right squops you (especially after an extended squop/Bristol sequence between the two of you).

May your eyes never look at the table, may you never squop someone who is

whitebait, and may your Bristols ever be appropriately saggy. (Ancient Cambridge folk saying.)

Andrew Garrard

[Ed: as if the above isn't already enough, a variant of the above, including full-colour illustrative photographs, may be found at <http://www.cutwc.org/Social/DrinkingGames/> Many other descriptions of closely related games may also be found on the CUTwC website.]

NATwA Odds and Ends 2014

We continue to struggle along with small attendance, although this year I think we played more tournament games than in the previous few years. Having Patrick D marooned in Utah has been a big bonus for us (he travels a long way for all the events) and we'll be sorry to see him leave the USA in September, unless he channels W.C. Fields, "On the whole, I'd rather be in Philadelphia."

We had the traditional spring Individual in April, a typically close match with Dave ending up winning for the second year in a row. On Sunday morning Bob, Ferd, Sunshine, and I played our annual couple of sets of tennis. It's always Bob/me vs, Ferd/Sunshine as this is a very even matchup (Bob being the best player), and we use the 'winks scoring system by which you can win half a game. If the score reaches 50-50 deuce then you play only two more points, each being worth half a game.

Then over the Labor Day weekend we contested for the Dave Lockwood Sisyphus Memorial Trophy, otherwise known as the NATwA singles. Sadly, I have to report the usual result, as I won this again with Dave taking second (Bob third). Dave managed to beat me 4-3 in both our games; it was a 6-1 loss to Bob midway through the second all-play-all that really hurt as he was 7 points down going into the final game against me.

There was some debate as to whether we would even have enough players to make a viable pairs championship (and if people wanted to travel that far), so in the end we decided to do another individual on a Saturday and then have an abbreviated pairs tournament on Sunday (like we did that one year when on the same weekend we had a Saturday singles and Sunday pairs). We lost Ferd at the last minute due to a family emergency but he was ably replaced by Yan Wang, who resurfaced after a long hiatus after his MIT days when Matt Fayers was also in Boston. I managed to hold off Dave in the individual, with Bob again taking third. Bob's email to Ferd had this great excerpt:

"I think I played about average. A definite highlight was my game with Larry against Dave and — you know how Dave absorbs so much of your attention you forget who he was playing with — maybe Yan? In that game I carnovskied my first big wink and brought in the others pretty well. With none of them squopped, Dave commented something like it was hardly a threat because everybody knew I was a shaky potter who didn't like to blitz. Larry sort of encouraged me, so I went for it, potting the first two and then missing one over the cup. They started shooting at me, none of them gimmie's, and I missed that wink again a time or two. Finally Dave had a good line at me with a big wink, but Larry nailed it from about 7", and it survived. After that, my focus returned, and I potted the last 3 winks in a row. Larry missed a couple pots, so we took a 5-2, but it was definitely a rush to do it against Dave,

especially after that comment.”

We only had 4 pairs for Sunday, but the pairings were very evenly matched and during the all-play-all phase there was not a single 6-1. Top two would play an extra game if necessary. Going into the last game Mac and I had a guaranteed final slot, but there was a big dogfight for second between Bob/Yan and Rick/Patrick. It came down to the final shot and a 2-5 loss let Rick/Patrick squeak in by 1/6 point. In the playoff game, Rick tried an early blitz as Patrick had a lot of winks tied up in the enemy area. The first wink failed and it turned into a pure positional game with Larry/Mac content to play for the needed 3. This forced the action a bit, and the final score was a 6-1 to LM and giving them the title.

Larry Kahn

Letters to the Editor

Sir,

We have from time to time had players who suffer from colour-blindness, especially red-green colour-blindness, and it has always been recognised that, in pairs games, they should be allowed to play with blue or yellow. I suffer from a similar disability, in that in some lights, I cannot distinguish between blue and green. In a recent tournament when the light was poor, I drew green, and asked to play with yellow. I of course offered to my opponents the choice between their colours, in case they wanted to play in particular positions with reference to ourselves, but one of my opponents insisted that I should play green. It is generally recognised that it is wrong to take advantage of disability, and sad that among us there is one person who not only does this, but insists upon doing so.

Yours faithfully,

M. A. C. RELLE

[Ed: I wasn't present at the game in question or even the event it was played at but I wholeheartedly agree with the sentiment expressed here!]

Futo'winki

The purpose of the game is to discover the letters hidden inside the board's cells; each cell is filled with a letter from the corresponding keyword. On each row and column each letter appears exactly once.

At the beginning of the game some letters of the keyword might be revealed. The board might also contain some inequalities between the board cells; these inequalities must respect the letters that appear in the keyword in descending order (e.g. if the keyword is POT, then $P > O > T$) and can be used as clues in order to discover the remaining hidden letters.

Each puzzle is guaranteed to have a solution and only one.

Keyword: WINK

Difficulty Rating: losing 7⁺

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Keyword: GROMP

Difficulty Rating: not rolling off the mat

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Keyword: NURDLE

Difficulty Rating: potting under pressure

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The Reverend Geoff Cornell

We regret to report the death of the Reverend Geoff Cornell, who collapsed and died while preaching on 12th October 2014. Geoff will have been known to the older generation of 'winkers, as he was a contemporary of Alan Dean's at Southampton University. Together they won a hat-trick in the Hampshire Open from 1968 to 1970, and were part of one of the most successful University teams ever to assemble. Friendship among the members of this group continued after graduation, and Geoff was best man at Alan's wedding. Two years of teaching in Kenya meant time out of Tid-dlywinks, but he had decided to train for the Methodist ministry, and took the game up again when he went to Wesley House in Cambridge. Winks success came almost immediately when he and Alan Bolton won the Manchester Open Championship of 1974. Other successes in several partnerships followed, including the National Pairs championship of 1977 with Alan Dean, and a win against NEWTS for 11K, a team consisting of former Southampton players who had resided at 11 Khartoum Road. Most of the strongest players in the country took part in this match. Geoff also played for England, first against Wales at the 1970 Congress, when he partnered Alan Dean. England won, and Geoff and Alan had the joint top score. His second international was against the U. S. A. in 1978, in the match at Goldsmiths College, when this partnership re-formed, and helped England to a victory famous in the annals of the game.

Born on 12th April 1949, Geoff was by birth a Methodist, and stayed with the faith and the denomination. He read Politics and History at Southampton, a course which reinforced his commitment to the social gospel. His ministry took him first to the Mid-Glamorgan Mission, then to Edgerley Methodist Church in the Stockport circuit. From 1990 he was nearer to London, serving first at Kenton Methodist Church, where he eventually became Superintendent Minister. His role as a Superintendent Minister continued first at the West London Mission, where was based at Hinde Street, then in the Enfield Circuit.

Geoff was a notable editor of *Winking World*, his sense of humour and sureness of touch with the English language making him the ideal person for the job. It is not surprising, then, that his obituarist on the Enfield Circuit tells us that Geoff was "a prolific writer of articles, letters, and of course sermons". Certainly those of us who knew him remember his lucidity, integrity, sincerity and thoughtfulness, and one friend among Winks players, when contending with depression, found him the natural person to whom to turn. To speak personally for a moment, I found his writing fair and forthright, but always charitable.

Winking World recorded his marriage in 1977 to Christine Potter, who also became a Minister, and the faith and the family were the two pillars of Geoff's life. Three

children were born to them, Christopher, Helen and Hannah. The family remain in our thoughts and prayers.

I cannot conclude better than by quoting, with permission, some words of the Reverend Dr Stuart Jordan at his funeral: "Geoff embraced the need to look for clues, hints of transcendence, finger-prints of the Spirit in the most unlikely places of experience as well as in the rich storehouse of suggestive imagery drawn from all the poetry and literature, art and music he avidly consumed. . . Geoff embodied his own Christian conviction about the need to live life 'in all its fullness'. He did it with style and with a joie de vivre that helps us see that such life needs to be measured not in years but in fathoms – not by its length but by depth."

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