

THE WINKING WORLD

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EDITORIAL

PERVERSION ISSUE

Before anyone reaches for their pocket Lord Mary Pornford, let me explain that the accent of this edition is not as grave as that of its predecessor. More stress is laid upon playing the game (Tiddlywinks you may remember) and some of its variations - a cute issue.

I know it is not long (in WW terms) since my last effort, but this one is timed to coincide with the start of university sessions. I hope recruitment officers will find it of some use in portraying to freshers the sort of thing that winkers get up to. Whether or not your club indulges in such things, I don't know (you may even disapprove) but after all, what is wrong with a little experimentation and adaption? Indeed, some variations can be more exciting than the real thing; especially to beginners who don't follow their teacher's tactical subtleties.

This issue is remarkable in that Jon Napley (the king of trick-potting as well as finance) has seen fit to describe his techniques to any beginners or others with double-jointed knuckles and wrists. It seems a pity that most others never receive any coaching in "simple" laying - on - the - mat - potting.

This will be my last attempt at editing WW (sighs of relief) as I sink slowly under the table in the west and marks my retirement from regular match-play. Could it be the approach of old age bringing more frequent attacks of sanity? More likely (yes folks, I get younger every minute) that another swashbuckling, "enjoyment-is-the-thing" amateur at heart has been forced to seek refuge from the increasingly professional attitude which is currently fashionable. I had better stop before getting carried away and before WW23 is as long as WW21 and 22.

THE (POSSIBLY) THIRD MANCHESTER OPEN

It was Friday 27th July. The pantechinians were loaded; the artists were ensconced in their favourite seats; all was ready for the Alan Dean winking circus to sweep in grand convoy up the M1 to return triumphantly to its birth place. "They're off", and the two minis drive away in opposite directions down the road.

Later, the following day Everyone was waiting to see if Alan Dean would make as big a cock-up of the tournament with his new partner, Jeremy Shepherd, as he had with his last half-dozen. It was a fair bet - they had a completely different approach to tactics and different ranges of shots.

The tournament was all-play-all with 13 pairs competing. The venue was Owen's Park and the prizes were bottles (why shouldn't people play to win?).

The first few rounds saw Stephen Welch and Mick Mooney hold a tenuous lead while Alan and Jeremy were realising everyone's best hopes and were lying 10th after five rounds. However, the latter having just been disgraced by Severin Drix playing good tactics and Dave Bondy "playing for the fun" wreaked revenge on the former in the sixth round and never looked back.

A break was now taken for frisbeeing and sleeping. An impromptu frisbee tournament was organised in the grounds of Manchester University and the sight of this so unnerved a passing criminal that he

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ran his getaway car into a concrete post, leapt out and ran away.

Battle was resumed on Sunday morning and Keith Seaman and Geoff Rawlings vied with Pam and Nigel Knowles for the lead. However Alan and Jeremy had meanwhile sunk to their highest common factor and discovered that if you don't play Alan Dean - flukey - shots during the 20 minutes and miss, you don't have to play Alan Dean - flukey - shots successfully in rounds to win.

However they also discovered that Jeremy Shepherd - safe - shots played at the start of the last round of the last game are not so good if they result in missing two opponent winks on top of a pile from a range of a quarter of an inch.

P.S. A careful statistical analysis of the results shows Julius Mach and Malcolm Fraser to be the most average players of the tournament. Congratulations Julius, we always knew you had it in you.

P.P.S. Thanks to Nigel and Pam for a very well organised and enjoyable weekend.

P.P.P.S. I promise I won't mention His name again for a month.

J.S.

RESULTS SECTION

		1	2	3	4	5	6	7	8	9	10	11	12	13	TOT
Cyril Edwards		*													
Alan Cook	1		1½	1	2	2	5	1	6	4	1	6	6	1	36½
Alan Dean			*												
Jeremy Shepherd	2	5½		1	5	6	4	4½	7	6	5	7	6	2½	59½
Keith Seaman				*											
Geoff Rawlings	3	6	6		4½	1	6	2½	7	2½	2	6	5	3	51½
Dennis Sanderson					*										
Bob Wilkinson	4	5	2	2½		1½	6	2½	1	1	1	1	4½	5	32½
Stephen Welch						*									
Nick Mooney	5	5	1	6	5½		7	6	1	1	6	6	1	5½	51
Steve Melton							*								
Alan Shearman	6	2	3	1	1	0		1	2½	1	1	1	1	4	18½
Pam Knowles															
Nigel Knowles	7	6	2½	4½	4½	1	6	*	6	3	3	6	1	6	49½
Jack Drever															
Neville Martin	8	1	0	0	6	6	4½	1	*	3	2	6	2	2½	34
Gerry Courtney															
Graham Sutton	9	3	1	4½	6	6	6	4	4	*	1½	2½	2	5½	46
Hugh Goyder															
Mary Timmins	10	6	2	5	6	1	6	4	5	5½	*	1	5½	4	51
Alan Bolton															
Gareth Lewis	11	1	0	1	6	1	6	1	1	4½	6	*	1	4	32½
Julius Mach															
Malcolm Fraser	12	1	1	2	2½	6	6	6	5	5	1½	6	*	1	43
Severin Drix															
Dave Bondy	13	6	4½	4	2	1½	3	1	4½	1½	3	3	6	*	40½

N.B. Since my typewriter denies the existence of sixths, I have used ½ to represent one sixth. Ed.

OFFICER'S ANNOUNCEMENTS

It is at this time of year (the start of the season) that Jon Mapley looks menacingly at clubs who have not renewed their membership of ETWA. Therefore, treasurers who do not wish to incur his wrath should submit their donations forthwith, together with any individual memberships, to Jon at 7, Hornbeams, Vigo Village, Beopham, Kent.

Alan Dean wants me to mention the fact that he is now in charge of winks distribution. Mr. Rudd, of Marchant Games has made an extremely generous to ETWA of his existing stocks. Thank you Mr Rudd.
Alan Dean, 11, Khartoum Road, Highfield, Southampton, SO2 1NY.

MULTI-MINIWINKS or WHAT TO DO WITHOUT A POT

One of the best known variations on a winking theme is the game I have always known as 'miniwinks', in which two players, armed with an equal number of winks, take alternate shots in an attempt to completely squop their opponent. Given, say, one large and two small winks on each side, a game comm- only takes no more than half a minute, and has often proved useful exercise for the squopping muscles while a pair awaits the arrival of their opposition for a sterner encounter around the pot.

Two player miniwinks, then, demands a certain level of technical competence, but very little in the way of tactical awareness or inventive play. Less familiar is the variant of miniwinks in which four players take part. Here, two partners will eventually squop up and defeat two opponents, but the vital point, which gives four player miniwinks (and variants for still more players) its special flavour is that the partnerships are not fixed at the start of a game. The situation is rather that four mercenaries embark on a game, playing in rotation (colour order maybe?!), and making and breaking partnerships as the game proceeds. It is not unusual for a player A to double-cross and squop his 'partner' B (with whom he has maybe spent the last few rounds plotting the destruction of the other players C and D), thereby winning the game in partnership with either C or D.

I introduced the four player game at a recent lunchtime winking session at work, and it has become very popular. Players found that a policy of carefully limited involvement in the early stages tends to pay off - by which I mean inducing the other players to 'do the work'. One method of controlling play is for a player to squop an enemy wink (i.e. someone else's) and at a later shot to chip it out on to, or near to any winks, pile or cluster that suits his purpose. The result may or may not be to the liking of the newly freed wink. Assuming normal colour order of play, if green squops red, and next shot chips red next to a pile containing blue and yellow winks, the effect is, as the Briggé textbooks say, 'strongly invitational' for red to squop his new companions immediately. This sequence of plays may form the basis of a win for green and red. On the other hand, if green squops a blue, and next shot chips the blue next to hostile winks, red or yellow will get a chance to resquop before he (blue) gets a chance to play. Green, by this policy, is trying to get all three opponents deeply involved in piles, so that one of them can be selected later to partner him to victory. In the example just given, green will try to play blue into the thick of the action elsewhere.

Complete isolation (e.g. by running away) is not to be recommended, for at least three reasons. Firstly it is negative and boring for the player concerned, being rather like attempting to win a game by default. Secondly, it lessens the enjoyment of the other players and can therefore ruin beautiful friendships, and thirdly it is rarely successful against opposition who can chip each other, as described above, to capture a renegade wink.

Generalising the game to allow more than four players is straightforward, as long as there are enough sets of distinctly marked sets of winks available. Old-fashioned light blue winks (or are they, as some people claim, green?) provide a fifth colour, but further sets can be produced by doctoring conventional winks with the aid of felt tip pens. (Aside to manufacturers - how nice, if economically unsound, it would be to supply sets of winks in 'club colours', or incorporating family coats of arms or monograms; send the girl in your life a craftsman-produced, hand-painted, presentation-packed personalised set of six winks plus squidger, only £2 a set! An idea for some enterprising reader perhaps). Digressions apart, the game for five produces two winners and three squopped victims, the six player game three of each, and with seven players three win and four lose.

Seven players, it might be thought, are making matters a little too involved to permit the use of strategy based on analysis, but we have found surprising possibilities. Players can indulge in low cunning, threats and treachery to a far greater extent than in the four player game, and players

less technically gifted can often do surprisingly well, gaining from the intrigue and suspicion flying around among the other players. It can safely be said that the seven player game enables the participants to display, within the rules, the most deplorable forms of human behaviour, of which the parent game is happily innocent.

Try multi-mini-winks - it'll never be the pukka game, but it's amazing what you can do without a pot!

Phil Tepper

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WINKS TENNIS

When Sunshine, one of the participants in the great American Tour, was dossing with me in Oxford this summer, he introduced me to several "winks perversions", the most interesting of which I found to be WINKS TENNIS.

This takes place on a surface area of approximately $\frac{1}{3}$ of the normal playing area, the rest of the mat being rolled up, and play takes place across the normal width of the mat. The NET consists of two or more paperbacks. In Oxford two copies of the "Directory of Opportunities for Graduates" are generally used, although this may be considered a rather high net, causing frequent lets and even, on occasion, causing the ball to land on the net and stay there. This however gave both the opponents a welcome pause for breath. Should no "Directory of Opportunities for Graduates" be available, other equally useless paperbacks may be employed for this purpose.

Each player has one large wink, and one small wink constitutes the ball. SERVICE takes place from alternate back quarters of the court into the diagonally opposite half of the court. The large wink or PLAYER is placed on the BALL by the server, who plays the ball over the net with his squidger. He has to play the large wink first, but considerable leniency is allowed with regard to two shots - continuity is not essential. (This will not be altogether new to some players of standard winks). As in tennis the server has two serves. Twenty-three continuous lets constitute a fault, however. An ACE is scored if the ball lands on the opponent, or if the ball hits the opponent and then bounces out of court (this being an English emendation accepted by the great inventor Sunshine).

RETURN OF SERVE: The receiver has two shots in which to squop the ball. If he succeeds in one shot, the other player (in this case the server) loses his APPROACH SHOT, in which he can play his own wink into a better position on the court. Or the receiver, having reached the ball in one, may choose to play himself into a better position on the ball for returning it over the net, in which case the other player has an approach shot. If two shots are needed to reach the ball, it has to be played back over the net without any positioning on the ball of the player being permitted. If the player completely covers the ball at any time, he has to return the ball immediately (no positioning). If a player fails to reach the ball in two shots, he loses the point, as also if he fails to get it back over the net. Scoring as in proper tennis (so called).

ANOMALIES: If a player goes out of court - hitting the net with the player is not considered out of court - he is deemed incompetent and misses a turn. This means that if an opponent squops the ball in one and immediately returns it the point is his. If a player lands on the opponent's side of the net, he is considered ATHLETIC and no penalty is imposed, though obviously he will have to be very athletic if his opponent squops the ball in one and plays it back. If a player goes under the ball he is deemed to have tripped and loses the point.

WCTWT championships 1973 (amateur) result: R. Laver (Sunshine) beat R.K. Wilson (Cyril) 7-5, 6-4, 7-5.

Cyril Edwards.

Cyril adds that coaching is available from him at astronomical fees. He sends his best wishes for the future to O.U.T.S. on his retirement from Oxford winks. Cyril's new address: Institut für Anglistik und Amerikanistik, Technische Universität Braunschweig, 33 Braunschweig, Wendenring 1, W. Germany.

QESH V REST OF ENGLAND

Twenty of the country's top winkers provided an interesting opener to the new season at Imperial College London on September 22nd. With the current lack of available Welsh, Scottish and Irish teams, this "mini-international" of Champions versus the rest could become a regular feature of English winks.

It was decided in advance that the match would be five pairs per side and this, coupled with the addition of some of last year's Southampton graduates, gave the Qesh team a slightly unfamiliar look (to the outside world, that is). Three of the Rest pairs were established partnerships, the other two being arranged at short notice due mainly to holidays (with widely differing results).

Qesh went into the lead, losing only one first round game, and two in each of the second and third rounds. Their strength came from the consistently good scores of their top three pairs, with the newer members holding their own against their opposite numbers. The rest came back well in the fourth round, winning three of the five 6-1's that occurred, but the score at this stage was 81 - 59, with Qesh needing only 6 $\frac{1}{2}$ in the last round for victory. These were duly achieved after five minutes when Mick Mooney and Steve Welch ended a miserable afternoon for their old team mates, Hugh and Julius, in providing the only 7-0 of the match. So Qesh remain invincible and with the notable exception of Jon Mapley and Jeremy Shepherd, who won all five games, none of the Rest pairs came near to break-even point.

Scores:

<u>Qesh</u>						
1. Alan Bean, Mick Wiseman	6	1	5 $\frac{1}{2}$	4	6	22 $\frac{1}{2}$
2. Keith Seaman, Geoff Rawlings	5	2	6	6	6	25
3. Pam Knowles, Nigel Knowles	5	3	6	6	6	26
4. Mary Timmins, Dave Baker	3	1	5	3 $\frac{1}{2}$	1	13 $\frac{1}{2}$
5. Mick Mooney, Steve Welch	1	1	7	2	6	17

<u>Rest of England</u>						
1. Alan Bolton, Simon Gould (Altrincham G.S.)	1	2	2	4	6	15
2. Jon Mapley, Jeremy Shepherd (OBwink/ Altrincham T.A.)	6	5	4	6	6	27
3. Hugh Goyder, Julius Mach (Southampton)	1 $\frac{1}{2}$	1	1	2	0	5 $\frac{1}{2}$
4. John Mesher, Colin Joseph (OBwink)	3	1	1	3 $\frac{1}{2}$	5	13 $\frac{1}{2}$
5. Terry Sewell, Roy Cannaway	1	1	1	6	1	10

Round Scores: 23 $\frac{1}{2}$ - 11 $\frac{1}{2}$, 21 $\frac{1}{2}$ - 13 $\frac{1}{2}$, 21 - 14, 15 - 20, 23 - 12.
Total: Qesh 104; Rest of England 71.

A LETTER TO THE EDITOR

Dear Editor,

I shall be very shortly emigrating to Sydney, Australia and having recently taken up my squidger again after a break of 5 years I would be interested in hearing from anyone who has any knowledge of the game or people who might play it on that side of the world. I shall be able to supply mat and winks and somewhere to play to anyone who cares to write to:
Gerry Courtney, 295, North Rocks Road, North Rocks, Sydney, NSW 2151, Australia.

Even though I shall not be producing it, would contributors to WW 24 please send their entries to me to be passed on to my successor. Thank you.
M. Still, 8, Church Road, Hanwell, London W7 1DH.

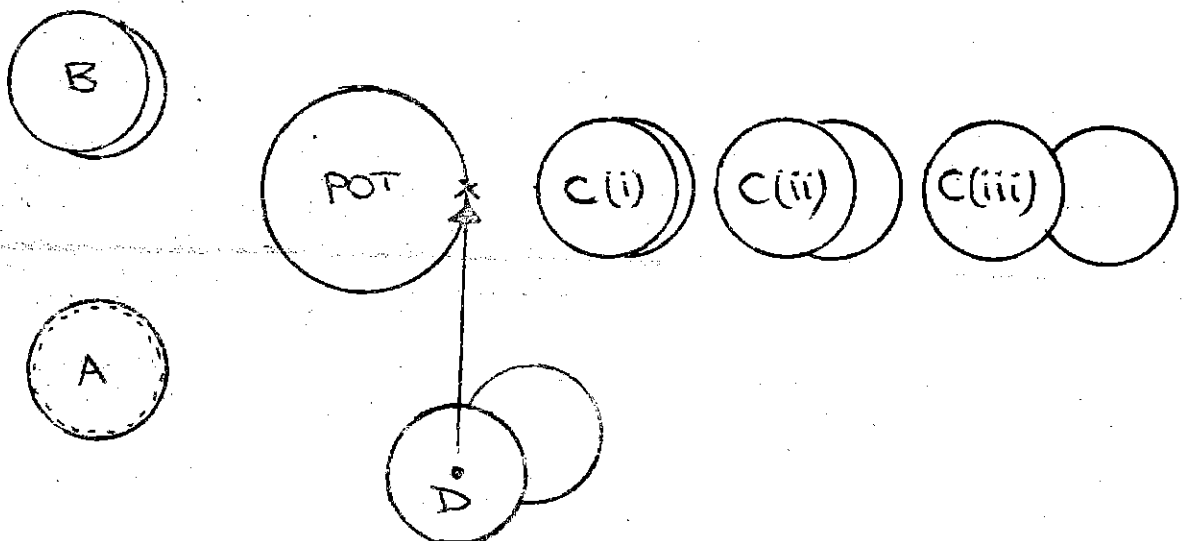
NOWINK'S IMPOTIBLE

by Jon Mapley

Those of you who read, learnt and inwardly digested Alan Dean's immortal article in WW20 will recall the importance he placed on being able to pot winks under pressure in the last round or two of the game. Frequently a player finds himself in the situation where one or more winks have to be potted from the top or bottom of piles, and as I seem to have acquired a reputation for being adept at this type of shot, whilst remaining incapable of slotting home straightforward shots off the mat, I thought I would try to prove the title of my article by explaining how each type of shot should be tackled. However, it should be borne in mind that each player develops his own style and what I find successful may not work for somebody else. Finally in all the descriptions that follow it is assumed that the player is standing on the opposite side of the pot from the winks, playing towards his body, as I feel that more control can be exercised than if the winks are being played away from the body. (Perhaps that is why you have trouble with the easy ones Jon, everyone knows they should be potted away from the body - and perhaps why I can't get the trick ones - Ed).

1. **POTTING A WINK FROM THE BOTTOM OF A PILE.** This is the simplest of all complex-potting situations because the wink to be potted is lying flat on the mat. The technique lies in being able to clear the winks above it out of the way so as to present a straightforward shot with the bottom one. Obviously, to be legal, the shot must be short and continuous and to achieve this, I have found it helpful to hold the squidger in the following way: The more complex the pile, the more vertical the squidger - this "stabbing" action has the effect of removing the top winks quickly to get at the bottom one, but the pressure on the squidger must be relaxed as it comes into contact with the bottom wink, otherwise it will be played too hard. The more simple the pile, the more horizontal the squidger - give it more of a stroke.

2. **POTTING ONE WINK OFF THE TOP OF ANOTHER.** This is where most players start to have trouble, simply because of the multiplicity of different positions. These are best explained by a diagram. The same technique applies to potting (a) small wink off small wink, and (b) large off large. Large winks off small winks have their own special problems which will be explained later.



A. One wink directly on top of another of the same size with no overlap. Hold the squidger somewhere between vertical and inclined 30 degrees towards the pot. Play quickly, i.e. stab rather than stroke. If very close

to the pot, a horizontal squidger and quick flick of the wrist may give better results because height is needed and the risk of potting the bottom wink is greatly lessened.

B. Top wink slightly behind bottom wink in a straight line with the pot but with no part of the top wink touching the mat. This is the type of shot where the risk of potting the bottom wink is greatest. The simplest way to describe the shot is "aim to squop the pot". Hold the squidger as in A. above, but stroke across the top wink. As the squidger reaches the point above the edge of the bottom wink, bring it into a more vertical position and increase the pressure. The bottom wink should shoot across the mat and hit the base of the pot. Again, change the shot as in A. if close to the pot.

C. Top wink in front of the bottom wink in line with the pot. In C(i) where the top wink is not touching the mat and C(ii) where it is, the type of shot is the same. The golden rule is - the squidger must not touch the mat, and consequently the bottom wink must not be played (in the accepted sense of the squidger passing over its edge). Place the squidger on the centre of the top wink and with downward pressure, flick the wrist, at the same time raising your hand so that the squidger does not follow through to play the bottom wink, but just hits it. What should happen is that the bottom wink will jump about 1" in the air and come to rest in approximately its original position. C(iii) is the situation where the top wink is not on top of the bottom wink by a sufficient amount to play a similar type of shot to that described above. In this case, the bottom wink must be squeezed out backwards by the action of the top wink. This is a very difficult shot to play legally, but here goes - Hold the squidger inclined about 30 degrees from vertical and start the shot approximately where you estimate the edge of the bottom wink is. As you feel it squeeze out, increase the pressure to allow the top wink dropping on to the mat, then go through with the shot, but do try to play quickly or the umpire/your opponent will have grounds for objection.

D. When potting a top wink which is in any position other than a straight line regarding the bottom wink and the pot, the technique lies in getting the angle of the shot right. This is a matter of feel which can only really come with practice. There are basically two different positions to consider and I have shown in the diagram the "dividing line" where the two winks lie in a plane at right angles to the direction of the shot.

We will consider first the situation where the top wink is as shown in the diagram or in any position nearer the pot. The squidger should be held in what most people would call a normal potting grip, i.e. at about 45 degrees Aim along a line from the centre of the top wink at a tangent to the pot (DX in the diagram). For shots where the winks lie nearer to a straight line with the pot, slightly more pressure, or flick, will be needed.

For shots where the top wink is behind the right-angle position D, the upright squidger and squopping style shot as described in B should be used, although the aim is the same line of tangent as described above.

We will now consider the difficulties which can arise in potting large winks off small ones. These occur where the small wink is totally squopped - if any part protrudes, then the shot will be similar to one I have already described. Also, the small wink must be centrally placed under the large one or behind the centre - any other position will result in a straightforward shot because the small one will not materially affect the playing of the large wink.

Use an upright squidger and the squopping rather than potting style. The further back the small wink lies, then the more pressure will be needed and the quicker the shot.

That takes care of two-wink situations. If you desire to pot a wink off a larger pile, then follow these simple rules -

- (1) Consider only the top wink and that wink immediately beneath it.
- (2) Line up these two winks using the tangent to the pot rule.
- (3) Vertical squidger, smash down through the pile until the two winks concerned hit the mat, whereupon the top one is played off (hopefully into the pot)

3. OTHER FANCY SHOTS (OR HOW TO LOOK A PROPER CHARLIE).

Nothing demoralises an opponent more than being able to say in advance that you are going to perform a miracle and then proceed to do it. I will close by describing two such shots.

(1) Potting a small wink which is touching the base of the pot. Don't let any mathematicians tell you "It can't be done, because the centre of the small wink is vertically beneath the lip of the pot". It can be done with a little sleight-of-hand. Start the shot with the squidger well on the pot side of the wink so as to play across its full width. Give a very quick flick/backward jerk of the wrist. This will drag the wink back about two inches before it is actually played but unless your opponent has a high speed camera, he won't complain.

(2) Potting a wink backwards. Refer to position C(i) in the diagram. There is another way of playing this, which has the following advantages: (a) There is no way that you can pot the bottom wink by accident; (b) The bottom wink is likely to land a long way from the pot - handy if it belongs to an opponent.

Simply play a normal style potting shot away from the pot. The top wink will jump up and back into the pot. (Success rate - about 1 in 5!)

I look forward to hearing from readers who think I have missed any of their favourite impossible shots and even more to proving them wrong!

N.B. Practice. One of the best ways to practice difficult shots is as follows: Place all 24 winks in the pot and quickly turn it upside down on to the mat. Lift the pot, taking care not to disturb the winks, and put it right way up in the most convenient position. Then pot all the winks from where they lie in as few shots as possible. You will find that anything less than 30 is a pretty good score, and 24 is an achievement about 3 times in a lifetime!

The end.

ADVERTISEMENT:

MANCHESTER UNIVERSITY WINKS CLUB WANTS MATCHES

Any club interested in playing a match - home or away - please contact Miss Hilary Swardlow, Sec. Winks Club, University Union, Oxford Road, M/c 15. Distance no object (!)

POST OFFICE SINGLES TROPHY OR, FRED'S FINE INTERNATIONAL CHALLENGE EVENT

This trophy is open to all Post Office workers at the discretion of Mr. F Knackers, the well known winks patron and tutor in legal anthropology at Fitzwilliam College, Cambridge, who has kindly presented the magnificent trophy. It consists of a knockout trophy, each round being of 97 matches. As there were only 2 entries this year the final is well under way. After 10 matches Leamington Spa P.O. is leading Chingford P.O. by $22\frac{1}{2}$ points to $47\frac{1}{2}$. The winner will be the first to reach 339 points. Entries for next year's competition should be sent to F. Knackers c/o Tiddlywinks Club, Fitzwilliam College, Cambridge.

O. Ky's More Difficult Quiz

Recently received telegram:

SOME RULE APPLIED RELATES CHAMPION OF TIDDLY DEEDS TO A NOMEN

Entries to the above address. First correct entry will receive a peanut.

Next issue: Luke Yu's a bit harder quiz.