

THE WINKING WORLD

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Old Mooron's Winking Almanac

- In Januar ye towne of winking birth
will suffer defeat and prandial mirth;
- In February an alien shall leave
after gaining a trophy he does not deserve;
- In March a team in the north shall begin
but refuse to play anyone not of their kin;
- In April and May one man games will restart
and those from the west and the east will lose heart;
- In June a sovereign will issue her list
but Mapley and Orrock again will be missed;
- In July a Northern event is arranged,
postponed, and finally cancelled again;
- In August a leader departs this fair climbe
goes west, loses games, but hath a good tyme;
- In September the price of ale doth arise
and Kirby drowns self in a brew, pint-size;
- In October the ones are reduced to four
and of the twos two have not been there before;
- In November a sailor a cleric defeats
whilst others in joy round a county do meet;
- In December the angels in eleventh heaven
herald for winkers two and for the rest seven.

CONGRESS 1975

Congress this year was held at Brunel University in West London. In addition to the finals of the National Singles and Pairs Championships, and the A.G.M., reported elsewhere in this edition, a team competition was run. This lasted a day and a half, largely due to the presence of Ruddles County in the Union Bar, which rendered play between 2 and 3 difficult, and erratic and impossible thereafter. 10 teams competed, each team of approximately 6 persons, and the teams were divided into three groups, with the winner going through to the finals.

Group A:

Oxford University beat S & HITS 37-26

Cambridge Alpha beat Southampton 41½-21½

S & HITS beat Southampton 34-29

Oxford beat Cambridge Alpha 35-28

S & HITS beat Cambridge 32½-30½

Oxford beat Southampton 40-23

Qualifying team : OXFGD.

Perhaps the crucial game in this group was between Oxford and Cambridge, although at the end 12 points separated the two sides. Proctor and Shearman were the most consistent pair Oxford possessed, and they were particularly helpful in the match against Cambridge, scoring 15 points. S & HITS were slow to warm up, perhaps because they were sober, and at the end of their three games they were seen explaining the scoring system to two of their hastily-recruited players, but they lived up their name in the bar. For Cambridge a disappointing result, with their best player being the ever-modest Geoff Thorpe.

Group B. Old Bancroftians beat Cambridge A 46½-16½
Old Bancroftians beat Lockwood's Wonder Six 40-23
Qualifying team : Old Bancroftians

Perhaps the crucial moment in this group came when Old Bancroftians arrived. The real surprise of this group was the play of a man masquerading as National Singles Champion and an anonymous touring American superstar who managed 7 points in three games against Old Bancroftians. Upon hearing that 63-0 against Cambridge A would still leave them ½ point behind, Lockwood's Blunder, I mean Wonder, Six gave up.

Group C. Zarabs beat Quessex 37-26
Manchester beat Zarabs 43-20
Manchester beat Quessex 17½-3½
Qualifying team : Manchester.

A brief explanation of the names of the teams in this group is in order. Quessex is Mike Nash's old Essex team plus a few hasty recruits. Zarabs is the first letters of a group of little known but oft forgotten Southampton winkers, and Manchester is a star-studded group of random idiots whose only qualification is that they come from north of Watford and smell of Manchester. Notable pairs, barring the unmentionables, were Mike Nash and Brian Rowlett with a 14 against Zarabs, and Julius and Clare who managed to score 8½ against Manchester without winning a game.

Final Stages

As Group A were still continuing their matches on the Sunday morning the winners were given a bye into the final. In the other semi-final Manchester defeated Old Bancroftians 38 - 18. Pam and Nigel got an impressive 17 points whilst Obwink struggled. Jon & Gregory got 12 of their 18 points. In the final a much closer contest ensued. Jeremy Shepherd & Ian Emsley mustered 6 points and still ended up on the winning side thanks to the other pairs gaining 15 points each. Oxford pulled back in the last round to make the score respectable, no doubt reflecting on what might have been. Pam was very pleased at having won something at long last and set off for Manchester to have the cat engraved as a memento.

Fin. 1 : Manchester defeated Oxford University 36 - 27.

E.Tw.A. A.G.M.

This was held at the Crown and Treaty Public House in Uxbridge on November 22nd.

The meeting opened with a decision as to who could vote. When the number of people eligible was reduced to a total the Chairman could cope with the meeting was under way. The chairman's report revealed a steady decline in the increasing number of people not playing winks, and the Secretary revealed how little profit the Post Office had made out of us during the previous year. Alan Dean revealed in his report that the Association was down to its last 18 million winks, but that

the under-the-counter trade with ludophiles was going well. Pot supplies were causing concern, and it was decided to turn to the boringly rich Americans rather than growing our own, which was too expensive even for the plutocratic pocket of erstwhile financier Mapley. As the winks sets cost more to produce than the price we were selling them for Alan was given the go-ahead to raise prices. Inflation continued, because before anyone else was allowed to vote in the elections the membership fees of the Association were doubled, which faced people with the choice between another pint or a vote, so few joined. The elections were highlighted by the narrow failure of Roger Kirby to get any votes for any position on the committee, and so he remained in his usual position, comatose under the mantelpiece. I was not quite sure whether he was sitting or standing, but with Roger there's only a few inches in it (but that's his problem!). Amid yawns all the usual people were re-elected, with the exception of Alan Shearman who was ousted in favour of Dennis Opposs, a situation I view with alarm as at least I could spell Shearman. Cambridge attempted to continue their avenging of their now traditional Varsity defeat by pulling other members on to the committee, but all they managed was the election of Paul Light, who will no doubt spend the whole of his year in office trying to work out what job he is supposed to be doing. Finally, under the tender guidance of Bungy the rules were approved and amended by the simple process of deleting whatever we had added last year, and they now stand as a monument to winking devotion. They are appended at the back of this issue, and are intended to be a definitive statement, and not anything for beginners. Alistair Duncan sent a copy of rules for idiot scots which were considered a beginning and given to Nigel to lose quietly. The blond bombshell from Boston considered that the Americans would like the new rules, and suggested that we introduced one of their conventions, which was stopping the clock if any move took longer than thirty seconds. It was voted to try this at a Congress in spite of the severe effect it would have on Cambridge tactics. The meeting closed a good hour before closing time, for which the members of the congress, and the suave and diplomatic landlord were grateful.

A comment on Congress from our teutonic correspondent:

Highlight of the B.T.W.A. Congress for me was some atrocious over-bidding by MesDames Knowles and Dean, the principal offender being the former. It was nice to wipe out the memory of being mischristened a Lockwood Wonder Winker with several convincing defeats at 501 and partnering Helen Wells to a score of nil at bar billiards (for which I must claim a large share of the credit) by watching partner John Mac make a doubled redoubled small slam.

The editor of WW deserves hearty congratulation on an excellently organised Congress, surely the only one in winking memory to offer superb Ruddles County and then round off the first day with excellently-kept Whitbread, which is hard enough to find anywhere in the country, let alone the wrong end of the Metropolitan Line. Definitely a triumph for CAMRATWA.

One small niggle - the music. Whatever happened to the Fairport cassettes that no less than the squidgers rendered Southampton winks so justly famous? Even Julius was Machedly mute. Has the membership of CAMRATWA/EPDSS declined to disastrously? If things go on this way I shall be obliged to bring my spoons to the next congress.

It was nice to return to English winks in such a free-flowing atmosphere. One final note - does anyone have a large supply of multi-covered large-headed drawing pins to use as tees? This would surely be a colourful improvement on the present often rather haphazard way in which winks are replaced after one has wiped the froth off them. If anyone fails to comprehend this garbage I recommend potting large winks into recently emptied bottles of Ramrod.

A Happy New Year to all our bleeders.

Cyril

National Singles 1975

Readers of WW will be familiar with the pening rounds of this year's competition. The latter stage took on a familiar aspect, repeating many of the features of the previous year.

Bungy Wells			
Paul Light	Bungy		
Alan Dean		Alan	
Eddie Anderson	Alan		
Jon Mapley			Alan
Andrew James	Jon		
Nigel Knowles		Jon	
John Ormiston	Nigel		
Steve Welch			
Mick Mooney	Steve	Steve	
Neville Martin			
Pam Knowles	Neville		Keith
Jeremy Shepherd			
Geoff Cornell	Jeremy		
Keith Seaman		Keith	
Dennis Opposs	Keith		

Neville bowed out of the competition with his unbeaten run still intact, failing to leave his desolate croft to play Steve, who came South from Edinburgh complete with his own female hot water bottle and met Keith. He shocked the taciturn maestro by potting out in the first game, but failed to capitalise in that and the other games and went down 11-10. Jon struck terror into the hearts of all with his 12-2 demolition of Nigel but bowed out, yet again, to Alan who had scored his annual victory over Bungy in the previous round. So, once again, the final was between Alan and Keith, the only two people ever to have won the trophy. Keith was in an interesting position as, during the final stages of the tournament, he had lost more games than he had won. His match against Jeremy had stretched to a mammoth 5 games, lasting nearly 5 hours, each winning two and drawing one. The final score on that occasion was 18½-16½ in Keith's favour, with the entire match resting on a missed pot in the penultimate shot. Keith had lost two games out of three to Steve in the semi-final, and he repeated that pattern in the final. However, as in the semi-final Keith was able to minimise his losses and he beat Alan 12-9. The game scores were 3-4, 6-1, 3-4. Last year Alan was heard cursing roundly as he presented Keith with the game but this year Keith had far more control throughout. Keith is a deceptive player in that, go quote Gilbert & Sullivan he does "nothing in particular, but does it rather well". His play in rounds is such that he is able to get into the position that counts (which is number 493 in the book mentioned in his obituary in the last edition). Well done, yet again, Keith, you ratbag.

National Pairs 1975

Paul Hoffman & Dennis Opposs	Paul & Dennis	
Paul Light & Eddie Anderson		Paul & Dennis
Alan Dean & Geoff Cornell		
Steve Goodall & Grahame Budd	Alan & Geoff	
Pam & Nigel Knowles		
Alan Cook & Bungy Wells	Pam & Nigel	
		Jon & Harvey
Jon Mapley & Harvey Orrock		
Alan Shearman & Graham Proctor	Jon & Harvey	

In the top half of the draw Alan & Geoff demolished Steve & Grahame, and Paul & Dennis were given a walk-over. Their semi-final was a close affair, but also a resounding defeat for Alan & Geoff, with Paul potting winks he had no right to consider potting in the first game, and Geoff potting a wink from the baseline in the second. In the bottom half of the draw Pam & Nigel moved on to meet Jon & Harvey who had had a very close tussle with Alan & Graham, winning 6-1, 1-6, 4½-2½, with the final game being a pot-squop situation with two players with 5 in the pot as rounds developed. Jon wrote approvingly of Alan's play, and that was borne out by his play at Congress. In the semifinal Jon & Harvey triumphed in a match that, according to the losers, was 'not very exciting'. Pam & Nigel also lost at badminton to complete a weekend of woe. Sadly the final did not live up to expectations as Jon and Harvey scored a fairly easy victory in straight games 6-1, 5½-1½ to regain the trophy they lost last year. Well done.

British Winks : by our American Correspondent.

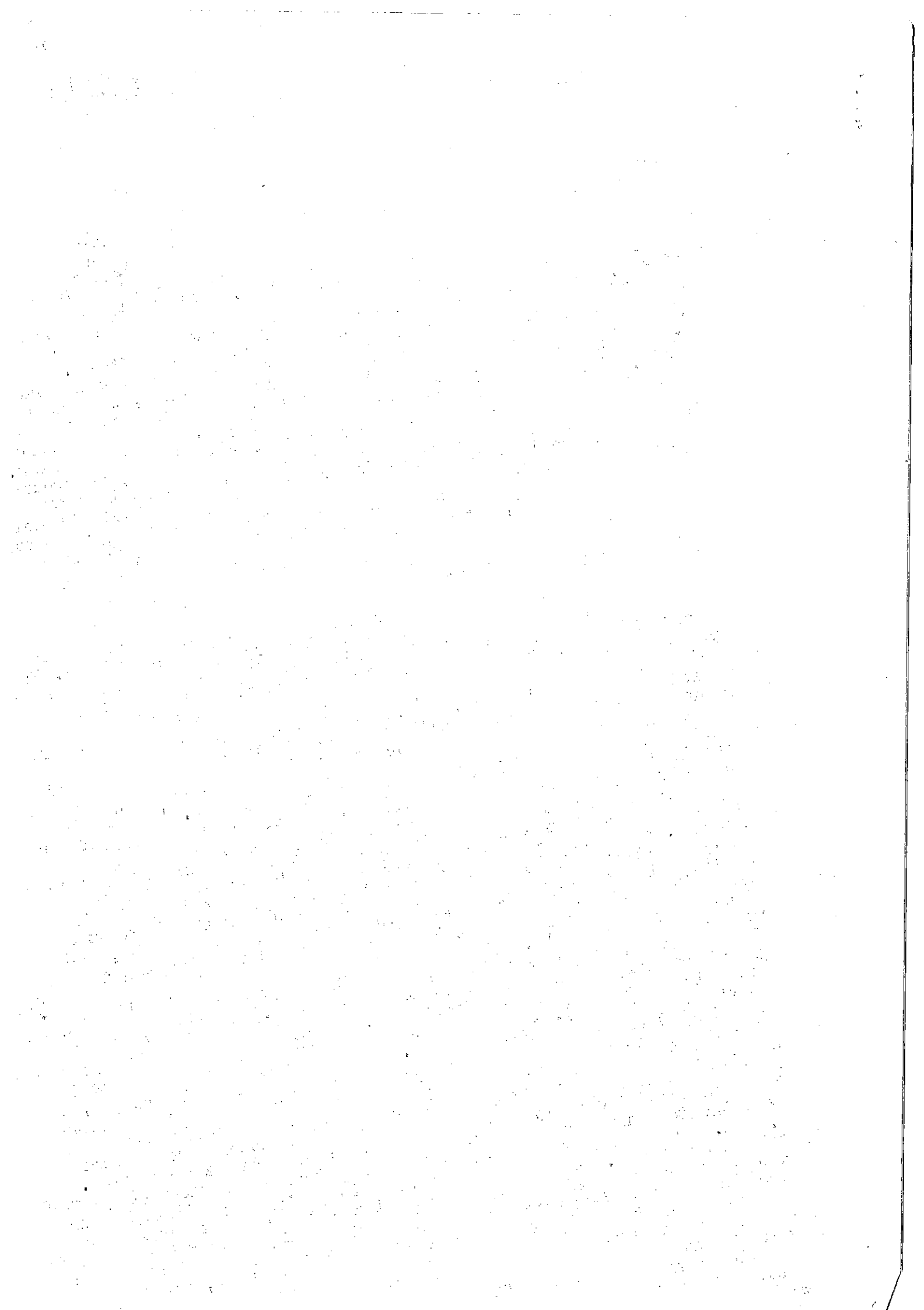
In the previous editions of Winking World that I have read there have been articles bemoaning the condition of British winks today. This is no bad thing because continuing self-appraisal must exist if we are ever to come back to the "glory days of old". I hope that this contribution to the debate does not end up as just another 'woe is us' article for posterity to gather dust upon. I would like to compare the situation here in Britain with that of America.

In England we have Oxford, Cambridge and Southampton on the University front. We have lost the other Universities, the colleges, and all the schools bar the one at which Alan Dean is teaching. In addition to the Universities we have the University graduates who are scattered all over, playing in the Two Open Championships, the National Pairs and Singles competitions and the very occasional game against visiting winkers. For some this can be justified: Jon Mapley, Neville Martin, Alistair Duncan and Geoff Rawlings may have trouble in finding winkers close by without the difficult task of starting clubs themselves. But older winkers in London, Southampton, and to a lesser extent, Manchester could easily find other winkers to play with - yet they don't.

The situation in America is fairly stable at the moment with a small growth at MIT, Ithaca High School and Toronto. The three other non-academic teams are called Somerville, Zoo and the TKO's (The Knowledgeable Ones). The first two are around Boston and the third in Philadelphia - New Jersey Area. We lose winker upon graduation of course, and some to long-distance moves: Still, Jim Martin, one of the 1972 MIT team drove 800 miles from Flint Michigan to Boston last May to get to the Singles Championships. A big difference is that our non-University teams are far more permanent and regular than the temporary conglomerations like Quesh, Obwink and others. E.T.W.A. needs the firmer bonds of geographically-constituted post-University teams. There also is a need for more competitions where such winkers can meet together. When I was at MIT there was a congress of some description nearly every month, and winkers used to congregate at these get-togethers, often driving long distances to do so. The standard of play improved with such contact, and the social bonds were strengthened. Moreover although each competition was important there was always another one next month at which one could try one's luck. I would recommend increasing opportunities for winkers to meet together.

The situation in England is far from desperate. We must initially concentrate on stabilising the situation by building up firm clubs at the Universities. Southampton have a strong club, even though their first team may not be all that strong and this is an encouraging development. Outside the Universities we must meet to stop the rot: only later need we worry about growth again.

Dave.



English Tiddlywinks Association.

RULES of Tiddlywinks.

RULE 1 : THE PLAYERS

Tiddlywinks is a game for four players. In each game the players controlling the winks whose baselines are at diagonally opposite corners of the mat partner each other. Team matches are usually played between teams of four pairs of players each pair playing one game against each opposing pair. The winning team is that which scores the greater number of game points (see Rule 11). "Singles Tiddlywinks" is a game for two players each controlling all the winks which would be controlled by one pair of partners in the usual game. These rules apply to "singles" games in all respects as if four persons were playing.

RULE 2 : THE WINKS

Each player controls six plastic counters of one colour namely two $\frac{3}{32}$ " thick and $\frac{7}{8}$ " in diameter and four $\frac{1}{16}$ " thick and $\frac{5}{8}$ " in diameter as obtainable from approved suppliers. These counters are called winks. Winks may only be played by pressure being applied to them by a circular plastic counter of between 1" and 2" (inclusive) in diameter. Such a counter is called a squidger, and the act of playing a wink is called squidging.

RULE 3 : THE MAT

Games are played on felt mats measuring 6 feet by 3 feet as obtainable from approved suppliers. At each corner of the mat are marked straight lines at right angles to the mat's diagonals and crossing such diagonals at a point 3 feet from the centre of the mat. These are called baselines and they and the edges of the mat together constitute the boundaries of the field of play. The mat is placed on a hard smooth horizontal surface so that the whole of the mat's surface is itself horizontal. If there is no such surface the players or any of them may refuse to play until a surface fulfilling these requirements is supplied. If it is agreed to play on a surface not as described above the players must agree before play begins (a) where the boundaries of the field of play are and (b) what steps are to be taken to ensure that no shot is affected by the surface's failure to fulfil all the requirements of this rule.

RULE 4 : THE POT

The pot is placed on the centre of the mat. It is a concave sided cup $1\frac{1}{2}$ " high with an external diameter of $1\frac{7}{8}$ " at the top and at its base of $1\frac{3}{8}$ ". Winks coming to rest inside or on the top rim of the pot are "potted winks". Nothing is allowed inside the pot except potted winks. A potted wink which comes out of the pot or any winks coming to rest on the top rim of the pot may be placed inside the pot manually (doing so does not constitute a shot). The pot may not be moved during the game and if it is moved it must be replaced immediately at the centre of the mat. Any wink coming to rest wholly or partly under the base of the pot or the place on the mat where the pot is to be replaced in accordance with this rule shall be moved manually the minimum distance necessary for it to be touching but not beneath the base of the pot when the pot is correctly placed. If a wink comes to rest supported by the pot in a position in which part of the wink so supported is higher than the mat than the rest of the wink then it must be moved manually out from the pot but still touching the pot so that it is no longer supported by the pot. The wink is moved out such that it remains squopped by any wink squopping it but squops any other wink in its path. The manual movement of a wink under this rule shall not constitute a shot.

RULE 5 : THE SQUIDGE OFF

Before play begins each player places the winks of the colour he controls behind a baseline so that there is one colour to each baseline and in the sequence round the mat in a clockwise direction of "blue, green, red

and yellow". Each player then squidges one wink and the player whose wink is "nearest the pot" has won the squidge off. For the purposes of this rule all potted winks are equally "near" the pot and "nearer" than any unpotted winks; all winks touching the pot are equally "near" the pot. In the event of two or more winks being equally near to the pot the players who squidged those winks resquidge one wink from the baseline as before until the winner of the squidge-off is determined. The winks are then replaced behind their respective baselines and play can begin.

RULE 6 : THE PLAY

- (a) The players play in the sequence described in Rule 5 starting with the player who won the squidge off.
- (b) In each turn a player plays one squidging shot with an additional shot for each wink of the colour he controls potted in that turn. In any squidging shot the squidger must first touch the upper surface of an unsquopped wink of the colour controlled by the player making the shot; it must touch only winks vertically beneath the first wink played in that shot and from the moment that any wink starts to move irreversibly the movement of the squidger must be quick and continuous. Any shot which does not comply with this part of this rule is a "foul shot".
- (c) If a player fails to observe part (a) of this rule any winks or wink played contrary to such a rule shall be replaced in its position prior to the illegal shot was played provided that the opponents of the player making such an illegal shot can opt to allow the wink or winks affected by the illegal shot not to be replaced and if such option is exercised the player who infringed this rule shall be barred from playing in the next turn due to be played by him.

RULE 7 : THE BOUNDARIES.

If in any turn a player plays a shot which causes one or more of the winks of the colour he controls to cross out of the boundaries of the field of play (I.E. any part of the wink to cross the boundary - see Rule 3 note (a)) that player is barred from squidging in the next shot due to be played by him. Any wink doing so is immediately replaced manually on the field of play $\frac{7}{8}$ " from the boundary at which the wink crossed it; provided that no wink replaced under this rule may be replaced so as to be squopped and no two winks replaced under this rule as a result of the same shot may be replaced less than four inches from one another.

RULE 8 : SQUOPPING

A wink above part of which is vertically beneath any part of any other wink on the field of play is described as "squopped". A squopped wink cannot be the first wink played in any shot (see Rule 6). Two winks coming to rest each with one edge on the mat and one edge supporting the other are both deemed to be squopped. If all the unpotted winks are squopped the game ceases and the score is calculated in accordance with rule 11(b).

RULE 9 : POTTING OUT

When a player pots all the winks of the colour he controls or such winks are all potted whether by him or not he is said to have "potted out". Immediately a player pots out all squopped winks are desquopped by moving the wink or winks squopping them manually. This manual movement does not constitute a shot and must be done in such a way that the distance of each wink from the pot is neither increased nor decreased. The position of any wink moved manually under this rule shall be agreed between the players. Any wink becoming squopped in the remainder of the game is immediately manually desquopped in the same manner. Rule 10 shall cease to apply to any game in which a player pots out.