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EDITORIAL JOTTINGS

I apologise for the late publication of this issue, and express the hope that I shall publish another during the summer.

The officers of BWA are:

Chairman : Jonathan Mapley, 2 Janmead, Witham, Essex.
Secretary : Nick Inglis, Queens' College, Cambridge.
Treasurer : Alan Dean, 6 Birkland Drive, Edwinstowe, North
WW Editor : Charles Relle, 26 Canadian Ave., London SE6

Some Club news : Newts now meets regularly in London at the Windmill, Tabernacle St., London. For dates and times contact Cyril Edwards, 25 Wickam Rd., London SE4. Also contact Cyril for the London Open.

The North London Polytechnic now has a club. The organiser is Timothy Jeffreys, 2 Hillview Rd., Hatch End, Pinner, Middlesex.

Nothing has been heard of Oxford for a long time.

I am sending out subscription slips for 1983 with this issue. If you get one in error, please disregard it, but if you have not renewed your subscription for 1983, do not forget to do so. Subscriptions are £3.00 or £1.00 if you are a student.

Here are some dates to remember :

February 26th : Hampshire Open at Southampton University
March 19th : London Open at Goldsmith's College.
April 30th & May 1st : National Pairs,
at Queens' College, Cambridge.
October 22 & 23rd : National Teams of Four Championships
and ETWA A.G.M. at Southampton.
November 19 & 20th : National Singles Championship,
probably in London.

We congratulate David and Déjà Lockwood on their marriage and send them our very best wishes.

This issue of Winking World contains fewer match reports than usual and more discussion articles. The idea is that the points raised in them should be discussed, preferably in the next WW, so do not be apathetic: write in!

Minutes of the A.G.M. of E.Tw.A. 27th November 1982

The meeting was opened at 20:30 with Jon Mapley in the chair.

In the absence of any minutes for the previous A.G.M. the chairman summarised the main events of that meeting. (Election of officers; Adoption of the 1981 rule book; Appointment of a rules committee to advise on all aspects of the rules and in particular to consider simplifying the wording and to report in 1984). The minutes were then taken as unread.

After a musical interruption from his watch, Jon gave his chairman's report. He commented briefly on each of the main tournaments of the year (see WW 39 - 42 for detailed accounts). In particular he mentioned the success of the new Cambridge Open and Alan Dean's Swiss tournament computer program which made its first appearance at the London Open. One of the major disappointments of the year had been that very little had been seen of the new Oxford club, and the attempt to hold the Singles in Oxford had failed. The absence of players from LUSTS since the London Open had also been disappointing. Jon finished with two items of foreign news, firstly that Dave Lockwood had been married the day before, and secondly, that the Americans hoped to bring a team over in 1984.

Three points arose out of the chairman's report:
1) Jon asked if the Bombay Bowl (a silver trophy for home international matches, which has not been contested for many years) could be used to raise money to support

a British tour to America, but this was thought to be both impractical and undesirable.

2) Having been beaten by half a point in the singles by Dave Lockwood, Jon wished to call himself British National Champion and Dave British Open Champion. He said it would help publicity for the world title challenge if the challenger was a champion rather than just "The top British player in the British Championship" or "The British number one". Cyril Edwards objected on semantic grounds that he couldn't be a champion as he hadn't won anything. The vote, however, went 11 - 2 in Jon's favour, subject to American approval.

3) Comments were made about the poor entry for the Teams of Four that weekend. This was said to be a tournament which was very important for the future of the game as it gives new players an opportunity to play with and against leading players without incurring a depressing string of losses as is likely with the pairs or singles. Southampton University, which had provided 11 of the 20 entrants, had been particularly disappointed in the number and quality of the opposition.

Geoff Thorpe gave the secretary's report. No outside correspondence had been received. Publicity for some tournaments had gone out later than he would have liked, this being partly his fault and partly due to receiving information late from tournament organisers. He also drew attention to the poor state of the E Tw A address list.

Arising out of this Alan Dean said that Tom Gardner was no longer able to maintain this list, and that he was prepared to take over this task. This offer was accepted and the secretary undertook to collect what addresses he could at the Fours the next day.

Alan then gave the Treasurer's report which is given in more detail separately. This showed a record membership of 41 and a fairly healthy financial position. He recommended no change in the membership fees.

Charles Relle then gave the Winking World editor's report. Three issues had been issued during the year, the second and third in a completely new format. He expressed his thanks to Steve Drain and the Royal Navy for their assistance in the production of these issues. He also made the usual appeal for more articles. Charles was congratulated by the meeting on the new format which gives a much more professional look to the publication.

Cyril reported that the rules committee had met. So far they had considered two matters, personalised winks and large squidgers. In both cases they recommended by a majority that they should be prohibited.

The officers for 1983 were then elected. Jon Mapley, Alan Dean and Charles Relle were each re-elected unopposed to the posts of chairman, treasurer and W.W. editor respectively. The post of secretary was, however, contested, with Nick Inglis winning in a three way contest with Pam Knowles and Geoff Thorpe.

Dates, venues and organisers were appointed for the events of 1983. For details see W.W.

An amendment to the constitution proposed by Julius Mach to insert the clause "ETWA tournaments shall be played to the rules of Tiddlywinks as issued by ETWA and approved by the A.G.M. of 1981, as amended only by a $\frac{2}{3}$ majority at a general meeting of the association" was rejected the 5-3 majority not reaching the $\frac{2}{3}$ required.

The draw for the semi final of the 1982 Marchant Trophy was made, during which the origin of the name Qesh was revealed.

Any other business naturally brought the attention of the meeting back to the rules. Mike Surrudge wished to prohibit people from playing with their own winks, particularly if the were steam treated and flattened. There followed a lively discussion between Mike and Charles, each supported by a more moderate second in Cyril and Jon respectively. When it was realized that no further progress could be made by debate, a motion was put. This read, "At tournaments all players will use the winks as provided. A player must use his own winks only with his opponents consent. If a player objects to a wink the tournament director may, at his discretion, replace it." This was passed by 11-4.

The next issue raised was the Hogacrud and the large number of winks that Southampton were breaking. A major problem with these shots is judging their legality. It was suggested that the American rule prohibiting playing such shots from above a certain height (no one was sure what) was worthy of consideration. The rules committee were asked to look into the matter.

Another American idea of leaving space between winks separated after a pot out to prevent winks accidentally catching on others was also referred to the rules committee.

The meeting was closed at 22:55.
We thank Geoff Thorpe for these minutes.

STOP PRESS: We have the news that Larry Kahn is now World Champion after beating Dave Lockwood 1-6,6-1, 6-1,1-6,6-1,2 $\frac{1}{2}$ -4 $\frac{1}{2}$,7-0. Congratulations to Larry on his win, and to Dave on his long tenure of the title.

English Tiddlywinks Association : Summary of Accounts.

(A.G.M. 1981 to Nov. 24th, 1982)

<u>CREDIT</u>	£	p.
Brought Fwd.	46	15
Equipment sales	407	76
79 sets 58½ mats		
England Team	2	00
tie		
Membership Fees (1982)		
25 senior	75	00
16 student	16	00
World singles sponsorship (Greene King)	150	00
WW sales to non-members	1	75
	<hr/>	<hr/>
	£ 676	82
less Debit	468	82½
	<hr/>	<hr/>
Balance	£ 207	99½
	<hr/>	<hr/>

<u>DEBIT</u>	£	p.
Postage & packing (treasurer)	12	22½
WW expenses:		
WW 39	5	60
WW 40	11	54
WW 41	8	50
Tournament expenses		
Room hire	25	00
Prizes	6	64
Engraving	18	75
World Singles Trophy	150	00
Video Camera Hire	59	50
Felt (28m x 72")	152	95
Customs charge (2¼ pots from M.I.W.A.)	18	12
	<hr/>	<hr/>
	£ 468	82½

A Sad Day for Winks

In 1978 Larry Kahn brought from America a set of winks that he had dewarped. This involved putting them in boiling water for a short time and pressing them between two flat surfaces. The recommended times were ten seconds for small winks and twenty for large winks. The process was described in WW 31 as 'a sensible way forward in the standardisation of equipment'. Although winks treated in this way are sometimes described as 'flattened' because the word 'dewarped' has an ugly sound, it is important to realise that they retain their distinctive concave and convex characteristics. It was natural that experiments should also be made on this side of the Atlantic, and that the pioneering work should be continued by progressive spirits in England. Last November they must have felt like Galileo forced to subscribe to the geocentric theory of the universe when a reactionary caucus persuaded ETWA to impose a severe restriction on the use of dewarped winks. It is worthwhile to recall the arguments used to bring about this unfortunate situation. It was alleged that dewarped winks were less easy to play for those unused to them, and less easy to squap. Let us consider these two points separately. Are dewarped winks less easy to play? A player is only compelled to play a dewarped wink if his opponent is using them, and then only in a squap pile. If you play a warped wink in a squap pile, you have to consider where the warp is and play to allow for it. If there is no warp, there is no problem, because the shape of the wink is consistent. The wink is in fact easier to play, whether it is yours or your opponent's. Are dewarped winks more difficult to squap? Again, obviously, no. If you attempt to squap a warped wink, there is always the chance of glancing off the warp and you have to allow for that. If there is no warp, you simply judge the distance and squap the wink. So those obscurantist elements who have put the clock back over four years are flying in the face of right and good sense, and it is to be

hoped that ETwa abolishes the restriction at its next A.G.M. and again sets Tiddlywinks on the course of progress and reason.

On Directing Tournaments

Over the last few years ETwa has begun to adopt a more efficient approach to tournament direction. Players have come to a tournament knowing what to expect, and we have been able to start on time, and reduce the time wasted between rounds. This has been due to two things. We have announced the format in advance, and, with the aid of movement cards and computer programs, have moved rapidly from table to table. A corollary of this is we have come to expect that tournament formats should be adhered to. This did not happen in the 1982 National Singles, when a vociferous rather than a rational appeal was made to have a play-off between the top two players at the end of the final round. It was decided, as a result of a vote of the finalists, that this play off should take place. Providentially, it did not affect the result of the tournament, but that does not lessen the impropriety of the whole procedure. The conditions of the tournament had been announced in writing, and should not have been varied. It may be said that the vote taken was democratic, but this is not the point: the point is that the vote should not have been taken.

The Evolution of the Rules by Charles Ralle.

(This is substantially a reprint of an article I wrote for Newswink).

Three main elements of modern Tiddlywinks, that of partnership, the fact that first place outscores second and third, and the squap and desquap element are present in the Cambridge Thesis of 1955-6. The scoring system was different: game points were 5-3-1-0, and squapping continued to the end of the game. The free turn rule had not been formulated. There was, of course, no time limit. When an Oxford club started

At the time of the 1770s some experimental games were played between Oxford and Cambridge, and later that year the first ever congress was arranged. At this the rules were revised. The 4-2-1 scoring system was adopted, and free turns limited. There was also a provision that if during free turns a player potted all his non-squapping winks, he had with his next turn to free at least one wink, not necessarily his opponent's. This was later written out of the rules. There was no compulsory time limit, and in games with a time limit, five rounds were not played after time.

It is interesting to reflect on the old 'timeless' game. Nowadays you can win by a pot-out, or by potting more winks than your opponent, or by covering them completely. This is a slight simplification, but broadly true. Then, you could only win by a pot-out. Therefore your strategy was directed only to a single conclusion, whereas now you work to one of several possible endings, but the necessity to pot-out had consequences of its own. You could play pot-squap, even if the opponents did not. You might win outright, or if you potter was squapped, a chance to rescue him often came when the opponents in their own turn tried to pot-out. If they made a mistake you were back in the game. Nevertheless, failure in a pot out attempt could make things easy for opponents who played carefully and did not have to worry about a time limit. Playing double-squap against a much inferior pair you could of course gain control, separate one colour and pot it, but a match between equal opponents was a hard battle. Often you would try to pot some of the opponents' winks to try to gain a numerical advantage on the mat. When both sides adopted this strategy, accuracy in potting and squapping became more and more important, for sometimes each colour was reduced to three or four winks, and a player in a position to make a sudden dash for the pot was all the more likely to succeed. Mistakes were punished immediately rather than eventually.

The advent of double squop in the 1959-60 season made time limits a necessity, and focussed attention on the desquop rule. Cambridge took its stand on the provision in the thesis that 'follow-through shots are quite permissible'; thus in a pile you could play first your own free wink and then any other. Cambridge saw the xylophone shot as a partial counter to the menace of double squop, whereas Oxford's view was that in a pile you could play your own top wink and no other. It was Geoff Wilsher of Cambridge who in 1960-61 suggested the compromise that is the present desquop rule. The Oxford-Cambridge match of 1961 was played to a 35 minute time limit with no rounds after time. This system worked quite well for about a year, but there was general unease about the game in this period which manifested itself in various ways. Peter Downes, who was running Etwa virtually single-handed at the time, proposed a radical change in the nature of the game; you got another turn whenever you potted or squopped, and any wink squopped was returned to its baseline instead of being immobilised. This variation was universally rejected. Nevertheless, there was a widespread feeling that the game was becoming too negative.

The seasons 1961-2 and 1962-3 saw the prevalence of double squop to the extent that potting almost ceased, and simultaneously the rise to prominence of the London University club. Bristol, in 1961-2, broke the Oxford and Cambridge domination of the game, and London's leaders, wanting to make their own mark, adopted a policy of winning at all costs. In particular, if they had a winning position, they would simply cease to play and wait for the time limit. Total stagnation of the game in more ways than one was threatened. Two measures, familiar enough to us, were brought in to counteract this threat. A potted wink was, from January 1963, to count 3 time-limit points instead of 2 as previously. This made it more profitable to pot at least some winks. At the congress of June 1963,

which I attended, the innovation of having five rounds after the time limit was accepted, but the refinement of making the rounds end with the player who won the squidge-off came later. At this time, too, the alphabetical colour order, later written into the rules, became customary.

Two points need to be made to complete the story up to the end of 1963. One is that it was firmly settled that however many of your own winks you sent off in one turn you lost only the subsequent turn. Previously the rule was one lost turn per wink sent off, though I cannot remember its ever being applied. The other is that Peter Downes called the 1963 Congress to set up a proper Etwa committee and lawmaking body, and to give Etwa a constitution. His own zeal and efficiency had made Etwa too big an organization for him to run by himself, and it is due in no small measure to his wisdom and foresight that organised Tiddlywinks exists today.

The next changes came in 1965: in the main they were definitions or affirmations of existing practice, but two changes affected the general course of the game. Now the player who won the squidge-off ended the rounds, 'a decided advantage' as the Etwa document E3 put it. The point transfer in potted out games also came into effect. It was described as an experiment, but it has stayed with us. From 1965-70 people were, I think, more concerned at Congresses with playing the game and setting up an international organisation. Tiddlywinks existed in all four home countries and contact with America seemed unlikely, though I was in favour of providing for it. In April 1970 Iftwa was set up, but soon afterwards British tiddlywinks was confined to England and contacts

with America had not properly begun. The only change in the rules of the game was the provision that if you put one or more of your own winks off the mat you lost your next shot, not your next turn. This conformed with existing practice and came into force in April 1967.

From 1970 to 1975 I was in exile in Carlisle and did not play again until 1977, so my account of these years is based on written sources and surmise. WW has no serious mention of the rules until 1973. Why? I suspect Etwa was becoming more cost conscious and did not want to reprint the rules. Also there was a recurrent demand for more tiddlywinks and less talk at congresses, and this was carried into effect. But this latter fact, and the American tour of 1971, pointed up ambiguities and differences in interpretation, so that by 1973, to quote Winking World 22 'the inadequacy of the rules had been felt for some time'. Before the Etwa congress of 1973 Jonathan Mapley had drawn up a set of proposals, incorporating some ideas of his own. On the whole, congress decided to keep the rules as they were, accepting better definitions of existing practice, and rejecting innovations. A committee of three was set up to rewrite the rules incorporating all the changes. This committee consisted of Jonathan Mapley, Alan Dean and 'Bungy' Wells, whose legal mind had a deep influence on the phraseology of the resultant document, which was an amalgam of the rules as they were before, with extensions attempting to cover all situations, and of certain Etwa directives, such as that which required the surface to be smooth, hard and horizontal. In their search for unambiguous definitions these rules sacrificed intelligibility to an unacceptable degree, and it was tacitly or

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We ought in a previous issue to have congratulated Severin and Pam Drix on their marriage, and we gladly do so now, and send them our best wishes.

openly decided that they would not be supplied with new sets of rules as they would repeat new players. In my opinion this decision was wise. Another attempt has recently been made by EFWA to rewrite the rules. The groundwork has again been done by Jonathan Napley, and the proposals have been discussed by EFWA and worked over by a committee consisting of Jonathan, Keith Seaman and myself. I do not intend in this general survey to discuss in detail the changes recommended by this committee, but to give an indication of what was achieved. One of the trickiest questions was the definition of a shot: an apparent simplicity concealed many complications. Nevertheless, an attempt was made and incorporated in Rule 2. A modification of the American thirty second rule, which had been tried in some of our tournaments, was added, as was a provision to restrict, at a tournament director's discretion, the time taken in rounds. The most difficult rule to formulate was 12, on squapping up and free turns. The problems lay in visualising some quite unlikely situations, providing proper redress if the rule was broken and in phrasing the whole rule clearly. There were other small alterations, but mostly in the direction of providing clear definitions. There are some complex passages in the 1981 rules, but they are a great improvement on those of 1975. Needless to say, although the 1981 EFWA congress accepted these rules, they did not meet with universal satisfaction, and another committee has been set up to re-examine them. This consists of Cyril Edwards, David Hull and myself, and is due to report at the congress of 1984.

From this survey you can see three stages in the development of the rules; an experimental stage lasting until the congress of 1958, when the main part of the rules was universally established; an adjustment stage, lasting until 1965, which catered for new approaches to the game; and a refining stage, lasting until the present day, which has to deal with the discovery and definitions of new situations.

This brings the story of the rules in England up to date. It takes little account of the influence of America on us: this subject needs investigation, but I lack sources and first hand knowledge. Further observations need to be made. The first is that players are overwhelmingly content with the rules as they are, or as they imagine them to be. The second is that all players think they know what the rules are, but most of them do not. The third is that players want something like this from the rules: a set of unambiguous provisions that cover all the situations we have encountered or can foresee, and that are simple enough to be understood by beginners at first reading.

Do I see any problems for legislators to tackle in the future? Yes, one, certainly: that of time. A few players do take too long to play, both before and after the time limit, and they hold up a whole tournament again and again by doing so. This is a great disservice to the game, for it drives away, by sheer boredom, new players more surely than a series of 7-0 defeats. If we cannot devise a method of speeding up slow players within the framework of the rules, we should refuse to accept entry to tournaments from them.

IN THE WORDS OF JULIUS MACH..... by Mike Surridge

During the last month (Dec '82) an argument has been going on between Charles Rellie and myself, initially over the low turnout at the Teams of Four tournament in November. In the course of this argument a number of points have been raised which have not been discussed recently, so Charles asked me to write this article in order that everyone be familiar with some of the ideas we have been discussing.

I have been playing snook for a little over 100 years at Setwick, and during this time I have played two distinct types of game there. The usual paper at our meetings is the so-called 'casual paper' (as opposed to the serious paper). In the casual type of play the boundaries of accepted behaviour are relaxed to allow humorous, although not entirely legal, incidents to occur, the most famous being the 'kick-the-table' shot (slightly illegal megacrud).

Additional off-table ploys include the casual remark ("there's room in there to sub a bus"), and a request for a shot judge for the squidge off. Obviously, we use this style only in circles known for their ability to appreciate the joke. From what I have seen, Cambridge have a similar concept (re Josland & Surridge v Long & Bertova, Cambridge Open 1982), and some Latimer players have a cruder version of their own (Webatecnd, London Open 1982).

The main reason for adopting this style is of course that it is fun. It also tends to lock novice players into friendly rivalries far more effectively than club tournaments, and thereby helps to maintain the interest of new members through the period when the initial eccentric enthusiasm has faded but understanding of the game has not surfaced. Our casual style is a factor in the very survival of our club.

However, the use of the casual style in most club meetings and virtually all informal gatherings of Setwick leaves each year's intake of members ignorant of the standards of behaviour expected in tournaments. This is a problem which the experienced members of Setwick are able almost to solve. But whilst we can eliminate most flagrant breaches of the rules, we cannot instill in the newcomers the attitudes we have towards the serious game (and the casual game, although it may not be obvious). These attitudes govern our behaviour within the rules and they are learned by example

(in my case at the Nat. Fours 1960) from the likes of hapler, Dean, Linstead, Galle etc., etc., in tournament play. The reason why new Sotwink members do not pick up the attitudes from other members is that they are very rarely shown in our very informal club meetings.

This year circumstances have conspired to ~~have conspired to~~ interrupt the flow of these important aspects of the game from the more expert players. One of the problems for Sotwink is that we have had a sudden increase in membership which forces us to leave many of the new recruits to work the game out on their own with only occasional guidance from the older hands. Another is the timing of the Fours and Singles this year, the Singles coming too early and going over the heads of the novices (who turned out in large numbers), and the Fours coming too late to affect their subsequent development. We played two team matches during the intervening weeks, but although successful in their effect on the technical ability of the participants (especially the game against Cambridge), they did not make much impact on the antagonistic attitudes adopted by several of our pairs in their first few weeks. And of course when the Fours came the majority of players most likely to influence the novices were conspicuous by their absence.

The absence of the majority of the better known players, combined with the preponderance of Sotwink members led to a scrappy tournament from the beginning. There were a number of players who dropped out after the first day, and there were insufficient "good" players to go round. Despite this, I found the second day's play quite entertaining with some interesting and close games, particularly against Thorpe's team. The fact that our team was down to half strength did not detract from the Winks, and the lack of quality players was not in itself serious in that most of the teams were of strength comparable to each other. The

WINKING is a game which is played on a small amount of dubious offerable sacrifice used. I kept my eye on one pair of Sotwink players: Pete Fields and Tim Broome. I picked on them because they were the first pair which I played who used dubious tactics (the only pair preceding them was Seaman & T. Jeffries). I have spoken to them since about their actions in that particular game, and I name them now because it is obvious to anyone who studies the scoresheet which pair I am talking about, and because I know them to have been behaving in a manner which they regarded as perfectly fair. This pair used two forms of gamesmanship which I know they picked up from Phil Clark and myself (and others) at Sotwink. The first involved talking about an opponent's shot, which they did during several games. This is obviously very off-putting when somebody else does it, but it seems very natural unless you know not to do it. The second involved calling for an Umpire. Phil Clark was called by the pair more than once in such a way that he could have known doubt who was playing which color. He was not specifically told anything, but because the pair did not use the standard Replay technique for calling an Umpire they gave away the position. I know the Umpire on this occasion to be a fair judge but would Mr. Fields' opponents be happy to know that Mr. Fields was in Digs with Phil? However, could any member of Sotwink (or CUPwC) have taken a fair decision in the Silver Wink if placed in this position? As I have said, I know that these two players were acting in as fair a manner as they could, but being ignorant of the spirit in which we play serious games they contravened standard practice and as a result obtained some advantage which more experienced players managed to avoid.

And so to the title of this piece. In the words of Julius Mach..... "Winks always has and probably always will be played according to established practice. In the great Rules Debate which occurred a couple of years ago Julius used this argument against every proposed phrasing of certain rules. Eventually we

Did get a set of rules which, if not entirely satisfactory, does at least set down in print what we mean by standard established practice. However, it in no way attempts to give a definition of standard behaviour at a winks match, and it is now clear to me at least that notwithstanding the precise definition of most of the rules the nature of the game still depends critically on what we take to be established practice. Despite all the good work done by the rules subcommittee, Julius is still essentially correct.

I now intend to put the question: what do we do about it? I shall also make some suggestions which I feel may be constructive, but the answer must ultimately come from the broad spectrum of opinion within winks. I believe that my suggestions have the advantage over those of Charles Helle's generation that they come from one who has very recently come into the game, who can still most of his own breaches of expected conduct and the reasons for them, and can still see how it is possible to misunderstand the game of winks completely.

Firstly we must consider what sort of game Winks should be. I believe that a proper attitude to Winks would also be appropriate to Bridge, Snooker and Darts. Aggression and a desire to win are not out of place provided they are kept confined and not allowed to become an excuse for psychological warfare. To ensure that this is the case it is not sufficient or even prudent to set out a precise etiquette since this would merely result in players going as far as they were allowed within the letter of the law, and may even set a precedent for some worse practices than we are ever likely to see at present. What is needed is a continuation of the attitudes of the gentlemen of our sport: Napley, Seaman, Inglis, Charles Jeffries and especially Lockwood (anybody not mentioned -- don't worry, I just don't have space to list you all). Virtually all the top players have the right approach, as have one or two notable players in the lower echelons. If we can establish their example in the minds of most newcomers to the game, then we can ensure some continuity in what we believe to be the right way of approaching and playing the game. Since virtually every newcomer comes by way of some educational institution, we

are in the happy position of having their own to us a set time of year, September or early October, and this we can have a single tournament each year to which most of them. The event would have to be in late October, after or three weeks of the university term (since we are the last to start). It would have to be an event in which everybody has a chance of playing and winning, and in which the novices and the top players play with and against each other and the mid-strength players who typify an average CUTWC or Cotwink player. Do I hear cries of "Team of Four"?

Before rejoicing that the problem is already solved, I would like to suggest a precise format for the "new" tournament. Much of this has been suggested before, but never has a complete picture been set out, and this is one of the reasons for the collapse of the Fours in '82.

Firstly, we must know well in advance what we are going to get. I suggest that whatever the format it should be determined by mid-March, and clearly stated by the organiser. I believe that the format should be retained for a number of years (assuming it isn't a total disaster) to further the clarity of mind of the people we want playing in it. I feel that the disaster we saw in '82 was in no small part due to the way the format wasn't clear -- we knew it was to change, but there were rumours of a random draw, a seeded draw, or a simple decision on the acceptability of a given team, the object being to prevent a repeat performance by the left-handed Loonies. It is certainly more difficult to provoke interest in a tournament where the teams are uncertain than one where people can enter as a team in the sure knowledge that they will be allowed to play together.

Secondly I suggest a handicap system along the lines of that developed by Julius Mach for the Southampton Open singles (Feb '82). I will outline a possible arrangement at the end of this article which utilises Julius's system.

I believe that Congress should go hand-in-hand with the tournament as before, since this arrangement tends to maximise the attendance at both. It also

allows fixtures for an academic year to be set at a convenient time for the clubs. The Singles should come after the tournament (say mid-November), but the date must be arranged a full year in advance to enable most of us to attend.

Finally, whatever sort of tournament results, it should be well attended. It must be considered as important as the Singles albeit for different reasons, and anybody who feels obliged to attend that event should also consider the Fours a top priority and should try to attend if possible. It was rumoured that some people failed to appear at the fours because they couldn't be sure of doing well. If this is true it is an attitude none of us can afford.

I believe that teams of four are the best size teams for this tournament because they allow in theory for a given player to play with three different people, as well as diluting the advantage of having Belle on your team. The Fours seems the obvious tournament to turn over to this purpose, not least because it has already been set aside for it, in principle at any rate, and in years when it has been successful it has been very useful in this role.

Finally, if you don't win don't worry; there isn't a prize for first place anyway.

A HANDICAP SYSTEM

The Match system used a rating for each player which ranged from 0 (weak player) to 6 (strong player). In the singles tournament, the score of each game is adjusted by transferring half the difference in ratings from the stronger player to the weaker. Since we have four times as many players and four times as many games in a fours match we can use exactly the same system, with the team rating being the sum of the individual ratings.

In order to promote teams in which experts and novices play together, it may be sensible to give a maximum permitted value per team. When the day arrives

It may be necessary to alter this to cope with the availability of players of different standards, but it would be possible to give a value which would definitely be allowed. This would enable teams to enter as such instead of being unsure whom they would be expected to play with as was the case last time.

The setting of ratings for each player will have to be done by some sort of committee decision. It is easy for me to sort out the current Sotwink members, and there are people in positions from which they can evaluate the members of other clubs. The problem is that the judgments must be brought into line so that inconsistencies do not appear between the Sotwink and CUWC scales, for instance. A meeting of those people responsible for setting the handicaps in each place would be required perhaps once or twice a year. I suggest the committee consist of one representative from each major club, plus a chairman.

A LETTER TO THE EDITOR

Dear Sir,

Ever since I started playing winks ten years ago, the question of taking an English team to America has been discussed but unfortunately no team has yet gone. The problems are simple to state: most of our leading players have family commitments and quite a few do not have the money. All effort over the years to find sponsorship have failed, and I feel the time has now come to ask not, 'Can we get the England team to America?' but, 'Can we get any team of British players there?' A tour by six or eight British players would, I feel, be good for the game on both sides of the Atlantic, even if the team is not our best.

It has been suggested to me that the only way to find if this is possible is to set a date, 1985, and ask the question to all winkers 'Who is able and would like to go?' If you are interested please write to me with your ideas about time of year, duration and type of tour.

My own suggestion is a tour of about ten days including two weekends of Winks probably taking in an American tournament and the week between free for seeing the sights.

Only when we know who can go can ETwA decide if it is an England team or just a private English tour. It won't matter much to me; I just want to go there.

Yours, etc.,

Geoff Thorpe, 9 Sussex Road,
Stockport, Cheshire.

MORE THOUGHTS ON STRATEGY, OR IS IT TACTICS?

By Jonathan Napley.

It is something of a truism to state, as Charles does in WW41, that all strategy depends upon the threat to pot. This is not strictly true. If one defines strategy as an overall plan of campaign, and tactics as the minute by minute ploys by which one seeks to gain advantage within the overall strategy, it emerges that there can be only three different strategies, namely double pot, pot-squop and double squop. In theory there is a fourth strategy, which is to blunder along aimlessly, making the squops that present themselves and potting a wink if it feels good, but lack of strategy is no strategy.

As Charles points out, a game may start (and most do) as a double squop played by both sides, but can develop into pot-squop as either one pair dominates or the other decides that that risk outweighs the chance of probable defeat. However, despite the presence of that oddly shaped piece of plastic in the centre of the mat, some of the classic games of all time have been played to a conclusion, not only with an empty pot at the end, but with neither player ever considering the idea of potting a wink. Quite literally, apart from the oddbounceback orits being an obstacle to the line of intended flight, the pot proves to be irrelevant. Admittedly these games are rare,

but they do occur. Usually, they require a series of large pils, where both pairs fight for control of the centre, and at the same time work up and reform the edges. Dominance swings back and forth, and at every turn there is something urgent to be done, and every wink is needed in the fight. Before you realise it, time is up, and a score of four time limit points is a certainty for first place. (Three are usually enough.)

On the more detailed aspects of tactics, I would like to mention a part of the game which too few players consider sufficiently often -- bringing out. I reckon it to be 40% of the game as regards importance of execution. Naturally, the way in which one plays these shots is a matter of personal preference, and probably of all the different shots, the one from the baseline offers the widest variety for a successful outcome. Obviously the main consideration is to land the wink where one wants to, so that it stops quickly and avoids the dreaded flip onto its edge and consequent roll. In deciding on a personal style, one must consider the following:

1. Stance. Should you stand square to the line of flight, facing the pot, or sideways on, so that head is over a point say 10-12 inches along the line of flight? Should you crouch so that your eyes are near to the level of the mat?
2. Grip. One hand or two? Thumb(s) or finger(s) on top?
3. Style. Squopping or otherwise? Smooth, flip or smooth with a final jerk?
4. Size of squidger.
5. Flexible or rigid squidger?
6. Winks concave up or convex up?
7. Order of play.

I have experimented with this a lot over the years and have found the following to be true:

A. The two-handed squopping style with a large slightly flexible squidger works reasonably well with small winks played convex-up over a distance not exceeding two feet six inches. Using this style for longer shots and for large winks I find the winks are too likely to roll. This style minimises spin, which I think is a desirable thing.

B. For direction, I prefer to stand immediately behind the wink, facing the point I'm aiming at, feet slightly apart, knees straight.

C. I use a small thick squidger, and get the thumb right in the centre of it, on top, and use a smooth action with a slight stop before the moment of release. This seems to impart a braking effect. Too much flip gains too much height, therefore bounce, therefore lack of control.

It is interesting to watch different players and note the order in which they bring their winks out. I think this is quite important, and very little has ever been written about it. Most players stick to a rigid sequence irrespective of the state of play or what their opponents are doing. In pairs games I would normally do my own thing and let my partner do his, unless something occurs such as an opponent going off the mat leaving a doubleton bridgeable only by a large wink. In normal situations, I like to bring a large wink out first -- if well positioned it can dominate a larger area than a small one, and the opponent finds himself having to avoid you right from the start. The other large wink I prefer to leave until last, when a bit of development has taken place and you get a better idea of where it will be needed most. Large winks win games, and should be used effectively. I vary this rule if my opponents have achieved a better early position than I have. This is particularly the case if all four enemy large winks are well placed -- you need yours in there as well to balance the area of dominance.

By the time you get to your last wink there may be a safe places to go, so get it on while the going's good. Similarly, if you are unlucky enough to send the first large wink off the net, bring the other one out next.

There is another point which is often raised in relation to baseline shots, and that is whether the right hand diagonal is a better starting position than the left. The theory behind this is that it is better to squop the player whose immediately follows yours rather than the one who precedes you. If you are playing from the right hand corner, it is a shorter distance to the ~~point~~ point on the next player's line of flight to the pot than it is from the left hand corner. It would be interesting to note against the results from a complete tournament the corners from which the players started. I suspect the average score would be $3\frac{1}{2}$ - $3\frac{1}{2}$.

(Editor's note: Jonathan says: 'It is something of a truism to state.....that all strategy depends on the threat to pot. This is not strictly true'. Looking in my dictionary, I found that a truism is 'a self-evident truth', and it became harder than ever to reconcile the two sentences.

However, let us take as a starting point his remark 'the pot proves to be irrelevant'. This is never true, and is refuted by his later remarks on bringing out. These all tacitly assume that the object is to bring winks out near the pot; no-one would describe as 'well-placed' a group of winks, however mutually supporting, a foot and a half from the pot. We bring out near the pot for two reasons: to be able to pot ourselves, and to prevent the opponents from potting by squopping them. The opponents do the same. Thus it is true that all strategy depends on the threat to pot, whether it is our own threat that we are trying to carry into effect, or the opponents' threat, actual or potential, that we are trying to nullify.)

The Twelfth ETWA Singles Championship
(Southampton 23/24 October 1982)

Those who entered this year's Singles were unopposed by some strong players and the repeated pleas were made, it was a lacklustre contingent, albeit know less macho for its absentees.

The organiser was worried about numbers two days before the tournament, but entries poured in late and a positive flood of Southampton students added a welcome youthful element. The total entry of 27 was the highest since the format changed from knockout in 1977.

Three divisions, with four seeds in each, played a round robin, with the top three in each plus the fastest loser making up the Sunday showdown (i.e. same format as 1981).

The Blue division had the most lively match with the Tournament Director looking up the Queensbury Rules to prevent the first sending-off in Winks history. One day, maybe, Cyril and Dave will cool their tempers and ask for a shot judge in advance. These two dominated, with Pam always comfortably in third. Interestingly, the player with the lowest total, Jim Smith, succeeded with some amazing long range squopping which all but prevented the top two potting out against him - it was great fun to watch. Nick Inglis' $31\frac{1}{2}$ and Tim Jeffreys' 30 (including 5 against older brother Charles) were the narrow failures for the elusive 10th spot.

The Green Division was more even, albeit with the top three being as untouchable, but one defeat at each other's hands meant that Charles, Keith and Mike (Mooney) all finished within a point, but there were two more close contenders for highest fourth in Alan Boyce ($30\frac{7}{6}$) and Rob Cartwright ($31\frac{1}{6}$). Rob of course, is the highest player, anyway. Bad luck, Soton.

BLUE DIVISION	W/L PTS	GREEN DIVISION	W/L PTS	RED DIVISION	W/L PTS
DAVE LOCKWOOD*	7-1 47	CHARLES RELLE*	7-1 43	ALAN DEAN*	8-0 49
CYRIL EDWARDS*	7-1 46½	MIKE MOONEY*	7-1 43	SOUTHAM MARLEY*	7-1 49
PAUL KNOWLES*	7-1 40	KEITH SEAMAN*	7-1 42	MIKE SURRIDGE*	5-3 37
NUCK MCGLIS	5-3 31½	ROB CARTWRIGHT	5-3 31½	DAVE HULL*	5-3 32
TOM JEFFREYS	4-4 30	ALAN BOYCE*	4-4 30½	PHIL CLARKE	4-4 26
CHARLES JEFFREYS*	3-5 24	MARTIN BLAKEBOUGH	2-6 21½	STEVE DRAIN	3-5 23½
PETER FIELD	2-6 17	RODERICK LEES	1-7 16½	ADRIAN BRADLEY	2-6 14½
JEREMY ATTWOOD	1-7 10	MIKE LAMPKIN	2-6 16	TIM BROOME	2-6 13
TIM SMITH	0-8 6	SOUTHAM FERGUSON	1-7 8	TIM CARINGTON	0-8 8

* DENOTES SEEDED PLAYERS. TOP 3 IN EACH DIV. PLUS HIGHEST FOURTH QUALIFY FOR THE FINAL GROUP

24
15
15

Red Division saw Mapley and Dear both trying to average seven and ending up level on 49. As Alan won their game, he secured no. 1 position in the Sunday seedings. Mike Surridge was third, and Dave Hull's 32 points, established some 60 minutes before the other two divisions were completed, ended up as tenth highest, so he scraped in and spoiled the family's weekend in the New Forest. Phil Clarke was another Southampton player with a good score (26).

Before the Sunday play began there were voices raised in favour of an extra game between the top two to determine the Champion, so a vote was taken between the ten finalists, which came out 4-3 for the play-off (three abstained). After two rounds, Dave L. had scored twelve, including a nail biting 6 against Jon. Alan, being no. 1 seed, played his opponents in ascending order, and amassed two points from Dave Hull and Mike Surridge. Dave H. unexpectedly found himself in third, with Charles ominously poised in second.

In the fourth round, Lockweed scored his customary $3\frac{1}{2}$, the grateful recipient this time being Mike Surridge, and now had $21\frac{1}{2}$. Charles had continued to score well and took over the lead on 23, aided by his annual 7 against Keith. Then, two consecutive 1's, against Alan and Pam, seemed to demoralise Charles, but he managed to keep his cool in Round 7 and potted out against Dave, this being the latter's first defeat. However, following a slow start, Jon had gritted his teeth and produced the sort of consistency that gave him two consecutive titles. Five sixes in a row placed him half a point behind Dave on 36 points and six ahead of Charles, whom he now had to play. A cat and mouse territorial game swung in Jon's favour, but a failure to free cost him his largest pile and a precious point. Anyone interested in tactics should note that both players had been squopping their own winks in order to play the bottom one into enemy territory to gain colour-order tempo. Dave dropped a point to Alan, so with one game in the league left, it was Lockwood $41\frac{1}{2}$, Mapley 41, then Relle 32.

Clearly it was a two horse race. Dave had an uneventful 6 points in his last game, against Cyril, who despite a twelve point surge in rounds 7 and 8, had an awful tournament and finished tenth. Pam also flattered to deceive, with only three wins, finishing half a point ahead of Cyril, and Dave Hull's early brilliance was not maintained - having scored eleven in two games, he ended up with 24 from nine. Seventh was Mike Mooney, who struggled a bit after a good first day. He won three games and managed to minimise his heavy defeats to total 26½. Alan was another player who failed to repeat his Saturday form. He was 5-4 but two of the wins were only 4-3, and he totalled 31 points in sixth place. Keith came fifth, his last three games providing half his total of 31²/₃, and many congratulations are due to the ever-improving Mike Surridge, who, although he won only four games, tied one and went 2,2,2,1½ in his losses - this makes a big difference to your total. Mike's was 33 for fourth place. Charles found out how difficult it is to defend this hard-won title, scoring 34, and Jon made life difficult for himself in his final game with Alan, by going for a risky pot-out and losing 6-1. Five blues in and a big pile only a foot away from a baseline nearly kept Alan at bay, but he got the pot-out Dave needed.

So, it was Lockwood 47½, Mapley 42, meaning you know what in the play-off game. When Dave sent a red and a blue off the mat in successive turns, Jon started the pot-out attempt with green, missed the first then seemed to lose his nerve. Having potted two yellows, recovered later in the game, by some brilliant desquopping with green and inept squopping by Dave which meant that the remaining four yellows were free. Two were potted, but the fifth, nurdled, just failed and Dave breathed again. The irrelevant final score was 6-1 so Dave hung on by half a point 48½-48 and thereby gained the "Ace in the hole" that he has been looking for ever since he became World Champion. The situation is now more complicated than ever before. Dave plays Larry next spring and if he loses, could in theory re-challenge immediately, whereupon Jon would then play the winner, by which time the 1983 US champion will already have been determined, so an active world Singles series is in prospect.

Many thanks are due to Southampton for their hospitality, and to all who made it such an interesting weekend. The consolation tournament for the players who failed to make the final group was won by

- DAVE LOCKWOOD
- JONATHAN MAPLEY
- CHARLES RELLE
- MIKE SURRIDGE
- KEITH SEAMAN
- ALAN DEAN
- MIKE MOONEY
- DAVE HULL
- PAM KNOWLES
- CYRIL EDWARDS

NATIONAL SINGLES 1982 - FINAL GROUP 24/10/82

DL	JM	CR	MS	KS	AD	MM	DH	PK	CE
-	6	2	3½	6	5	6	7	6	6
1	-	5	5	6	1	6	6	6	6
5	2	-	5½	7	1	2	6	1	4½
3½	2	1½	-	2	6	2	6	6	4
1	1	0	5	-	3	4½	6	5	6
2	6	6	1	4	-	4	1	6	1
1	1	5	5	2½	3	-	2	6	1
0	1	1	1	1	6	5	-	3	6
1	1	6	1	2	1	1	4	-	6
1	1	2½	3	1	6	6	1	1	-

TOTAL
 47½ + 1 = 48½
 42 + 6 = 48
 34
 33
 31½
 31
 26½
 24
 23
 22½

THE NATIONAL SINGLES NON-QUALIFIERS' TOURNAMENT.

Of the 17 players who failed to qualify for the last 10 play-off, seven elected to play in this 'fun' tournament. These seven included Inglis, Cartwright and Boyce who were all within 1 1/6 points of qualifying for the main competition.

In the first round Inglis was drawn against Cartwright and beat him 6-1. Boyce played Lampkin and, as a result of some spectacular subbing and more general incompetence, went down 6-1.

Lampkin held his form in his next three games by beating Inglis, Carrington and Charles Jeffreys and picking up 15 points. Boyce's form improved and he won his next two games 6-1 against Charles Jeffreys and Jim Carrington. He then beat Cartwright 4-3 in a game involving a 20 wink pile.

With two rounds to go Lampkin had 21 points, Boyce 17, Inglis 15, Tim Jeffreys 14 and Cartwright 10.

Lampkin played Cartwright and went down 4-3. Boyce seized the opportunity by squopping up Tim Jeffreys and winning 6-1. This left Lampkin one point ahead with one round to play. Boyce had to score more points against Inglis than Lampkin could score against Tim Jeffreys. Boyce did his best by squopping up Inglis and taking the games 6-1, but it was all to no avail as Lampkin potted out against Tim Jeffreys and won 7-0.

THE SCORES

OPPONENT →	pts	1	2	3	4	5	6	7	TOTAL
N. INGLIS	1	-	6	1	2	4	6	1	20
R. CARTWRIGHT	2	1	-	3	4	6	2	7	23
A. BOYCE	3	6	4	-	1	6	6	6	29
M. LAMPKIN	4	5	3	6	-	6	7	4	31
J. CARRINGTON	5	3	1	1	1	-	1	1	8
T. JEFFREYS	6	1	5	1	0	6	-	2	15
C. JEFFREYS	7	6	0	1	3	6	5	-	21

5th
3rd
2nd
1st
7th
6th
4th

POINTS TO NOTE FROM THE SINGLES, by Jonathan Mapley.

Apart from disagreements over what was or was not a foul shot, a number of interesting rules queries arose in the tournament. I was called upon to make a number of judgements which are listed below. In some cases I feel these are straightforward if the rules are read with care and every word taken to be significant. However, I am sure that there are still possible ambiguities and one or two areas where the rules may not provide the desired result, so remembering that we have three-year rules sub-committee, please feel free to air your views, preferably to the WJ editor.

1. A player plays his shot before the wink played in the previous turn has come to rest.

Decision: The previous turn is still in progress and a foul shot has been committed.

2. In a large pile, a player playing a desquop of so some violence hits the wrong colour of his own two as the first wink in the shot. Is this to be interpreted as a shot out of turn?

Decision: As the clear intention had been to play the correct colour it was not a shot out of turn but a simple failure to play the correct colour as the first wink in the shot, and therefore it was a foul.

3. On two occasions, a query was raised about the expiry of the time limit while free turns were in progress. It was agreed that the rule should be interpreted as follows:

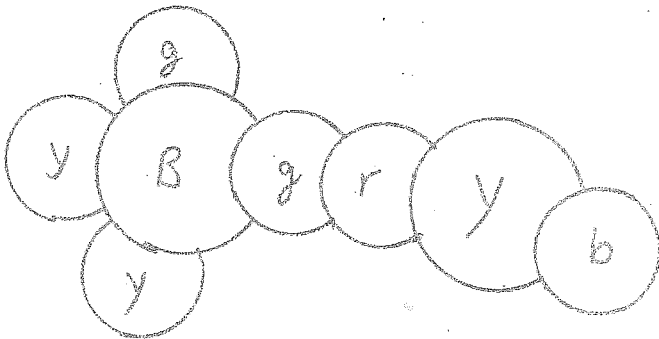
The first shot played with a colour which has been freed either at the end of free turns or during them, when both that colour and its partner had been totally squopped at the expiry of the time limit, shall be in round zero, that round ending as normal, with the shot of the colour that won the squidge-off.

4. According to the Etwa printed rules, if you have free turns, ^{*}if you do not do so during the free turns, with the first shot in the turn subsequent to them. Thus Dave Lockwood was not allowed to attempt to pot out on that turn, thus freeing all the opponent's winks, because none of the opponent's winks was under the relevant colour, and he could not free a wink

* insert "you must free an opponent"...

with his first shot. The principle is that when you are due to free, you must attempt to free an opponent with your first shot: the freeing must not be contingent on the result of another shot or series of shots. The Americans do not agree with this.

5. Taking up Nigel Knowles's point in WW41, having perpetrated a crucial 'failure to free' myself, I would contend that the rule does allow the offended player a great deal of latitude in the choice of wink to be moved. In the case in question, Charles Belle simply moved the top wink of a pile, but this was at the 'tail' and he was not able to free every wink he wished when he played the subsequent desquop. If we look at a diagram this can be clarified:



If green and yellow are the offended pair, which wink may they legally move? The rule requires that only one wink be moved, unless no wink can be freed by this means, and also that the disturbance of winks should be minimised and be sufficient simply to free one wink. In the diagram, this holds good for both the small blue and the small red. The small red could be slid off the small green, further under the big yellow (dependent on the distance from the pot). It would be the the only wink disturbed, and is moved no further than would be required of the small blue, but look at the outcome. Three captured winks can be released immediately by a boondock of the big blue. If small

blue had been moved aside, yellow would need to play a successful John Lennon, taking out the small blue and relying on blue's being unable to squop the green with a different wink before green could make the desquop next turn.

(Editor's note: I cannot agree with Jonathan's point 5. If in the diagram position small red were moved off small green, yellow would inevitably move, vertically if not horizontally. Much more tricky is the rule requiring winks not to move nearer to or further from the pot. If the wink moved is between other winks, should it be moved onto or under them? Clearly not: and the rule needs to be rewritten.)

THE MANCHESTER OPEN, by Geoff Thorpe.

The Manchester Open was held in the middle of July during the ASLEF strike. For this and other reasons only seven people turned up. Because of this it was played as an individual tournament in which in seven rounds each player partnered each other player once and played against each player twice. The movement required eight players and so the player partnering the ghost played singles. Seven rounds was, we decided, too short, so we played 14 with a new draw after round 7. This made it the second longest event of the year in terms of games behind only the Singles.

The home players Pam and Geoff held the top two places throughout the first day and were joint leaders overnight with 38 points from 9 games, but the whole field was never spread by more than 16 points even after round six when Geoff had a nine point lead. The spread after 9 games was only 14 points.

The second day's play was dominated by Charles, who had not been feeling well the previous day, but under the influence of some pills provided by Pam was unstoppable on Sunday. He took the lead with a 6 in the first game and followed it with four more to win convincingly. Pam held onto second place and Jon with a marked improvement in his scores in his scores in the last three rounds after he had to

THE MANCHESTER OPEN SCORES.
KEY: PARTNER, OPPONENTS

SCORE

SATURDAY

									TOTAL
1 Cyril Edwards	5,23	2,47	7,36	3,44	4,56	6,22	1,57		25
2 Bob Wilkinson	3,15	1,47	4,55	5,67	7,33	2,16	6,34		17
3 Charles Relle	2,15	5,66	6,17	1,44	3,27	7,45	4,26		25
4 Pam Knowles	6,77	7,12	2,55	4,13	1,56	5,37	3,26		29
5 Jon Mapley	1,23	3,66	5,24	2,67	6,14	4,37	7,11		23
6 Geoff Thorpe	4,77	6,35	3,17	7,25	5,14	1,22	2,34		33
7 Nick Inglis	7,46	4,12	1,36	6,25	2,33	3,45	5,11		21

SUNDAY

									TOTAL	GRAND TOTAL
1. Cyril	7,25	2,44	3,47	4,56	5,33	1,67	6,23		18 $\frac{1}{2}$	43 $\frac{1}{2}$
2 Bob	5,17	1,44	6,55	2,37	7,46	4,35	3,16		22 $\frac{1}{2}$	39 $\frac{1}{2}$
3 Charles	4,66	6,57	1,47	7,22	3,15	5,24	2,16		40	65
4 Pam	3,66	4,12	7,13	1,56	6,27	2,35	5,77		26 $\frac{1}{2}$	55 $\frac{1}{2}$
5 Jon	2,17	7,36	5,26	6,14	1,33	3,24	4,77		31 $\frac{1}{2}$	54 $\frac{1}{2}$
6 Geoff	6,34	3,57	2,55	5,14	4,27	7,11	1,23		18 $\frac{5}{6}$	5
7 Nick	1,25	5,36	4,13	3,22	2,46	6,11	7,45		18 $\frac{1}{2}$	5

leave early (ASLET again) moved into third place.

I would like to take this opportunity to thank those players who travelled from London, Edinburgh and Essex to make this Manchester Open a very enjoyable if small event.

(I wasn't nobbled and I won't take a dope test. ED.)

SO THIS IS THE NATIONAL FOURS, by the Sotwink members who made it.

We would like to set down on paper our intense disappointment in this year's National Fours and in the large number of people noticeable only for their absence. Of this year's top ten or so players, only Geoff Thorpe, Keith Seaman and Mike Surridge were present, the most noted of the absentees being Napley, Helle, Dean, Knowles and Hull.

The Teams of four is specifically designed to attract a large attendance at Congress and to allow our best players to pass on their skills, whilst at the same time being fun and giving the less experienced players a more competitive game than the standard 6-1 defeat.

With this in mind, seven new members of Sotwink, some with less than two weeks' experience of winks, and four experienced members, made the effort of coming to the Fours. The Committee spent a great deal of time convincing the newcomers of the value of this tournament, an opinion based on their experience of previous years. On arrival at Westfield College, we actually outnumbered the rest of England. The total attendance was twenty, although for some time it appeared that we would have to play Threes in order to make the effort worth while. Three of the total did not come back for a second day's play. With eight of the players new to the game the tournament degenerated into a farce; it was effectively a Sotwink meeting with the odd outsider added for interest. It was no sort of approximation to a national tournament.

We wish to thank everybody who did turn up for their valiant efforts, and to commiserate with those more aged players who had pressing commitments elsewhere. We would like to know how Etwa can justify an expenditure of £50 for a Setwink meeting (we generally don't charge anything), and how we can justify the effort, time and expense of getting to the tournament from Southampton at a time when January exams are looming and the first term's grant has just about run out. Geoff Thorpe came from Manchester -- how did he feel?

Four of us would like to thank Cyril who, although absent from the tournament, allowed us to sleep on his floor, and took part in two of the weekend's best games of Winks.

The Fours Turnout.

Southampton: Alan Boyce, Martin Blakeborough, Rob Cartwright, Adrian Bradley; Mike Surreidge, Tim Broome, Maria James, Kevin Beck; Phil Clark, Peter Field, Mark Eizzard, Nigel Parsons (on Sunday).

The Rest of England: Keith Seaman, Nick Inglis, Charles and Tim Jeffreys, Geoff Thorpe, Mike Smith, and on Saturday Roderick Lees, Andy Vincent and Mike Surrey.

The winners were Seaman, T. Jeffreys, Field and Broome, with Boyce, Eizzard, C. Jeffreys and Smith second.

ADVENTURES OF AN EDITOR, by The Editor.

The purpose of this article is to report on the matches for the two Challenge trophies, the Jubilee Cup and the World Championship, in such a way that the report of the World Championship is fairly hard to find.

To take matters chronologically: Cyril Edwards challenged for the Jubilee Cup, and he and Charles Relle played for it at a Newts meeting in 26 Canadian Avenue. Memory of that match has faded somewhat: the most interesting game was the second, in which Charles put two winks off the table early on, and Cyril made good use of position and tempo to get a 4-3 win.

Cyril lost the other three games 6-1.

The World Singles Championship was held at the Packhorse and Talbot, Chiswick High Road, on October 16th. Many thanks must go to John Williams, the Landlord, for an all-afternoon extension, and for allowing us to hold the event at his pub, to Greene King, the brewers, for sponsoring the event, and to Jonathan Mapley for making the whole project a success with an enormous amount of hard work. Alas, Charles Relle could not make a British success of the result. He did not play well enough to beat Dave Lockwood, who won 25-10. Memory is again hazy: playing each game tends to drive out recollection of the previous one. Dave took a 6-1 in the first game. He was, I think, ahead all the time, but consolidated his advantage in rounds. The second game Charles won 6-1. It seemed to go well: the last shot of round 5 found all Dave's winks squopped. Game three saw Dave leap ahead 7-0. He was playing blue and red, the latter colour being in a threatening position. The only vulnerable red was on a green, with a yellow fairly near. The yellow failed to squop the red or knock it off the green, and Dave potted all six reds in one turn. He followed this with a comfortable 6-1, and, after Charles had failed with a green pot-out attempt, completed the win with a 5-2 in the final game.

In the second Jubilee Challenge, Alan Dean came to 26 Canadian Avenue. He and Charles decided to have a warm-up game, which Alan won 6-1. Then came the challenge games, which Charles won 7-0, 6-1, 4-3, 6-1, then two fun games which Alan won 6-1 and 5-2. The first of the challenge games saw almost all the winks scattered over the mat with no squops: in fact Alan remarked that he had never seen so many free winks. His opponent potted all six of one colour in one turn, and secured second place after several undignified misses by both players. The next game was quite

ever until Alan was left with a blue on red in the most important area. Had he had the chance to separate them, he could probably have taken control. However, Charles squopped them with a yellow that some time previously had gone to the edge of the mat. Charles managed to capitalise on the advantage given him by his three foot squop to get a 6-1. The next game shewed up Charles's well known mathematical inability. At the last turn of the game, he had the chance to break up a pile and turn a 4-3 into a 5-2. However, he did not take it, and Alan was left with the task of getting two 7-0s for a win. Charles had also worked this out and was determined to squop at least one of Alan's winks and hold on to it. Alan, who acknowledged his difficulty at the outset, fought hard, but, as often happens in such situations, lost a 6-1. At the end, Charles felt that luck had been with him.

WINKONUNDRUM 47.

Several solutions to this problem were submitted to Jonathan Hapley, who sends the answer. For the curious it is:

	AE	GM	CJ	LB	IF	DH	
ALAN EDWARDS	--	$5\frac{1}{2}$	$4\frac{1}{2}$	3	4	$5\frac{1}{2}$	$22\frac{1}{2}$
GEOFF KNOWLES	$1\frac{1}{2}$	--	$2\frac{1}{2}$	6	6	6	22
CHARLES JOSLAND	$2\frac{1}{2}$	$4\frac{1}{2}$	--	$3\frac{1}{2}$	4	4	19
LARRY BRENNAN	4	1	$3\frac{1}{2}$	--	$4\frac{2}{3}$	4	$17\frac{1}{3}$
IDWAL FRANKSTON	3	1	3	$2\frac{1}{2}$	--	5	$14\frac{1}{2}$
DUNCAN HULL	$1\frac{1}{2}$	1	$2\frac{1}{2}$	3	2	--	10