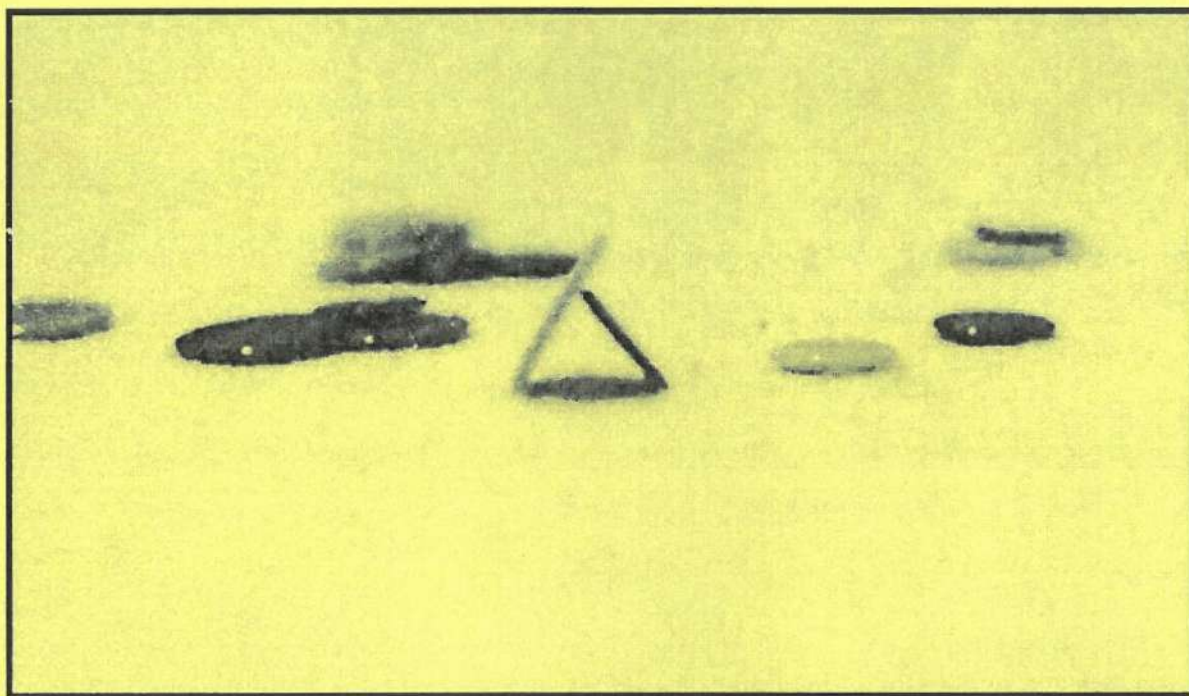


WINKING WORLD

77

AUTUMN 2001



BEING A FAITHFUL* AND ACCURATE*
RECORD OF THE ACTIVITIES OF THE
ENGLISH TIDDLYWINKS ASSOCIATION
AND OF THE PERAMBULATIONS OF ITS
CORRESPONDING MEMBERS

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WINKING WORLD is edited by Tim Hunt, 208F North Row, Central Milton Keynes, MK9 3LQ, email timhunt@timhunt.freemove.co.uk. Contributions for publication in the next issue of Winking World should reach the editor by Friday 12th April 2002. The finished article will be available at the ETwA National Pairs tournament.

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* Winking World is only as reliable as the befuddled memories of its contributors. It would be more accurate to say that this is the most faithful and accurate record of these events available.

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EDITORIAL

Tim Hunt

Once again there are many people to thank for making this issue of Winking World possible. The stalwarts Patrick Barrie, Matt Fayers, and Larry Kahn made their usual valuable contributions. Ed Wynn not only volunteered to write up two tournaments, but he then went to a Belgian internet cafe and set up an email account just so that he could get the articles to me in time for their inclusion in this issue. Truly heroic behaviour deserves a reward, and he will receive one the next time he and I are in the same pub. Chris Abram, Phil Carmody and Alan Harper also wrote up tournaments for me, so thank-you to them too.

Simon Gandy also popped up with a couple of useful little items. Notice that contributions to Winking World do not need to be long, tedious, or ranting, to be of value. Little ditties that can be used to fill a half page here, or a quarter page there, are also a big help when putting this magazine together. In particular, if you have any (publishable) winks-related pictures, do let me know about them.

Which brings me on nicely to the picture competition which has been running for the last two issues. It still seems that by and large, winkers are a talentless bunch of people who don't even own a camera. Thanks to a get-out clause I put in the rules, this means that I am not obliged to award any prizes. However there were excellent contributions from Charles Relle and Tim Jeffreys last time, and some nice photographs from Ed Wynn this time. I think that these people deserve a prize, so they will have a bottle of wine each. Ed's pictures form a little quiz, the answers to which are on page 21.

THE VARSITY MATCH

**PLAYED IN THE BOWETT ROOM, QUEENS' COLLEGE,
CAMBRIDGE ON SUNDAY 25TH FEBRUARY 2001**

Alan Harper

The tension was stirring as the CUTwC team gathered in the Eagle for lunch. Having been allowed to chalk up their fines, the CUTwC team were then threatened with a doubling of these fines to be amigosed, if they lost. This put a great deal of pressure on me initially, as Stew had passed some huge score over 100 in Pigs, to which I replied with 5. So, anxious that this fine not be increased, I trundled nervously over to the Bowett room, where the excitement began.

Being one of the many debutants sported by the two teams, I was ready to affirm my status as a top class university player. Unfortunately, I instead contrived to roll three of my bring-ins off the mat. My partner, Mr Fayers was less than amused. Anyway we luckily managed to avoid the Oxford pot out, and then squopped them up for a shaky 6—1 win. The only memorable excitement was the

controversy over the status of a squopped wink in SLU and Sarah's game, leading to their gaining a draw $3\frac{1}{2}$ — $3\frac{1}{2}$ against the extremely promising pairing of Ann and Rob. Cambridge lead $19\frac{1}{2}$ — $8\frac{1}{2}$ after the first round.

From then on things got vicious, with OUTS sporting cuddly toys holding anti-CUTwC slogans. CUTwC retaliated by smacking Oxford into the ground with the first pot-outs of the match. Matt potted out only to watch his partner go to pieces horribly, and the elusive 7^* — 0^* slip away to become a 6^* — 1^* ; at least it gave some of the spectators some entertainment. More notable was the win by Walpole and Moorhouse against Shah and Horton. Mr Horton inadvertently freed his opponent's sixth wink while trying to manoeuvre a CUTwC pot-out. The OUTS pair needed no second invitation, but damage was limited to a 5^* — 2^* by the calm shown under fire by Horton and especially Rishi. Mr Driscoll escaped the same fate as his novice partner, Daniel, heroically squopped up the might of Walpole and Moorhouse.

Abigail guided Jared through the day marvellously, ensuring that he improved steadily throughout, as well as playing some very good winks herself. Also Chris Jones and Andrea Gorman gave everyone a tough game and were unlucky not to have secured more points. All in all the match was tough, tight and tense, until the final round when CUTwC had secured the trophy and relaxed while guiding themselves towards an 80 — 32 victory. Hurrah for Oxford, who played valiantly and courageously, Hurrah for Cambridge for winning and Hurrah for my partner for not killing me over the course of the day!

Oxford Cambridge	Abigail Hancocks & Jared Beitman	Andrea Gorman & Chris Jones	Andrew Walpole & Matt Moorhouse	Ann Carter & Rob Payne	Totals
Patrick Driscoll & Daniel Cole	3 4	3 4	2^* 5^*	1 6	19
Rishi Shah & Anthony Horton	1 6	1 6	5^* 2^*	2 5	19
Chris Abram & Sarah Brown	2 5	2 5	2^* 5^*	$3\frac{1}{2}$ $3\frac{1}{2}$	$18\frac{1}{2}$
Matt Fayers & Alan Harper	1^* 6^*	$1\frac{1}{2}$ $5\frac{1}{2}$	1 6	1^* 6^*	$23\frac{1}{2}$
Totals	7	$7\frac{1}{2}$	10	$7\frac{1}{2}$	80 32

WINKING TRANSFORMATIONS

Simon Gandy

I recently took a photo of Ann Austin and Nick Inglis, just to record that they weren't one and the same person. If I ever find the camera I used, I'll submit the picture to Winking World, just to prove the matter. For some reason I can't explain, I started thinking about turning Austin into Inglis (the mind boggles), by which I actually mean the two names, swapping one letter at a time and making new words with the letters each time.

Starting with 'AUSTIN', one needs to drop the 'ATU' and insert 'IGL'. Immediately (really), I saw that 'GIANTS' was an obvious staging post, and from there found that the second required word could be 'GLINTS':

	A	U	S	T	I	N
(-U, +G)	G	I	A	N	T	S
(-A, +L)	G	L	I	N	T	S
(-T, +I)	I	N	G	L	I	S

This was quite amusing—who else could I transform? What intermediate words could I form? It struck me that Christine had to marry Patrick in order to transform WIGGINS into BARRRIE. I found that I could do it in seven steps, but, although I avoided the commitment, I had to go through HERNIAS to find the solution! Can you fill in the blanks, or perhaps even complete the job more quickly?

W	I	G	G	I	N	S
—	—	—	—	—	—	—
—	—	—	—	—	—	—
—	—	—	—	—	—	—
—	—	—	—	—	—	—
—	—	—	—	—	—	—
B	A	R	R	R	I	E

There are several more of these transitions dotted around this issue. If you manage to solve them all then why not write them down and send them in to the editor?

[Actually, please don't. I'm not interested. I'll publish the solutions in the next issue for those who care about being right and being smug—Tim.]

THE LONDON OPEN

PLAYED IN THE BRIDGE LEISURE CENTRE, SYDENHAM ON
SATURDAY 7TH JULY 2001

Ed Wynn

From the start I took notes—an especially wise move given later events. I spotted an unusual sight: Stew and Rupert doggedly miring their opponents, Matthew and Paul, into squops. I turned my back, though, and the opponents freed all Rupert's winks—what could he do? Paul followed in while Stew was blaming the mat.

James and I faced the old story: Patrick B brought in five, potted them and brought in his last. He sank it with his seventh turn—which is nothing unusual for him, except that before he did it, James squopped him and potted out. I was free to hold a mat-side interview. In a welcome return to the top level of the game, thirty-blank-year-old father-of-one Andy Purvis said, "Alan has been mostly squopping. I have been mostly trying to remember." Wondering whether the Charles/Christine combo would unfold as a soap opera, I noted that during Round 1, relations were "still cordial".

Round 1 had finished (except for Andrew, Andrew, John and Geoff), and the sun shared the sky with the yard-arm. Charles rejected last year's precedent and bought just two pints. On to the next game, where James and I spurned every chance to squop Tim, including a luscious scrunge. We needed some medicine, so embarked on some exceedingly polite Red-Black. (Deck of cards. Take turns revealing cards. Black cards → James drinks; Red → Ed; Jokers → both. Fines defined by whim. At the end of the pack(!), the average turned out to be one pencil per fine.)

The rest of the world soon joined us for lunch, and silly games were played. James found a use for WAP phones: translating Pigs to Jeu des Cochons. "What's French for 'greed'?" (Answer: rapacité, praised by a French friend for its overtones of a rapace (bird of prey) screeching down and grabbing the pigs. My guess for "Team fine beckons" was wrong; my friend suggests "Le cri de la cinquante est dans le bois.") This was the only greed that was satisfied, since the food stocks were meagre (despite Charles's advance warning).

After a Stella sandwich, the round after lunch. James and I were relaxed enough to let Andrew G try to pot; he got close, we got closer. Christine potted out; Charles could only remark, rather grudgingly, "That at least secures us the win." Patrick B managed a patronising comment when Ben's potting stopped with three in: "We had a straight choice of which colour to convert with."

Round 4 was the lethargic round after round after lunch. Even Patrick B was off colour: "Timmy subbed all his winks and I missed a stupidly easy pot-out so we

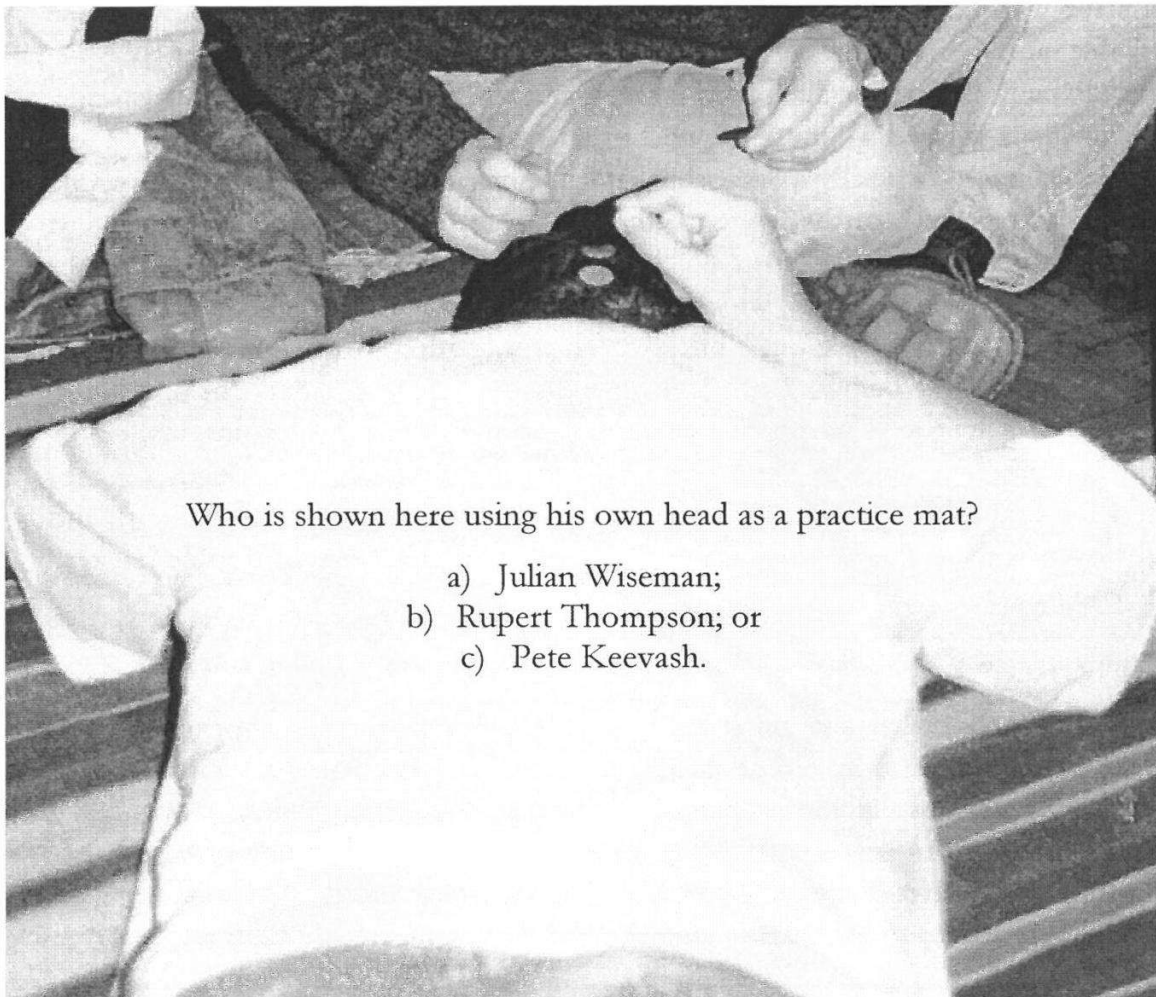
only got the 4.” Lots of people got 4s, and nearly the same number got 3s. Charles may have been boiling with rage at his partner—I detected “agreeable conflict on shot choice”—but if so, he vented his bile by sniping at James. (“Middle-aged spread? Middle-aged spread? Eh? Eh?”) Christine seized my pen and wrote, “Maybe war was declared but who knows...”

By Round 5, the battle for the top was probably very interesting. (If you believe in Swiss tactics, I’ll point out that Patrick and Charlie lost their first two games,

Pos	Partnership	1	2	3	4	5	6	7	8	9	10	11	P.P.G.
1	Patrick Barrie & Charlie Oakley		5	2½		7*	5*	6	1*	6	7*		39½/8 = 4.938
2	Alan Dean & Andy Purvis	2		3	3	6	5	6	6				31/7 = 4.429
3	Christine Barrie & Charles Relle	4½	4			1	6*	6*	4		5		30½/7 = 4.357
4	Paul Goodman & Matthew Rose		4			3	2*		6	3	6	6	30/7 = 4.286
5	Patrick Driscoll & Tim Hunt	0*	1	6	4				5*		5*	6	27/7 = 3.857
6	Stew Sage & Rupert Thompson	2*	2	1*	5*			4	7*	2*		6	29/8 = 3.625
7	Matt Fayers & Alan Harper	1	1	1*			3			7*	5*	5½	23½/7 = 3.357
8	James Cullingham & Ed Wynn	6*	1	3	1	2*	0*			6*		7*	26/8 = 3.250
9	Andrew Garrard & John Haslegrave	1			4		5*	0*	1*		6	4	21/7 = 3.000
10	Ben Deane & Ben Deane	0*		2	1	2*		2*		1		4	12/7 = 1.714
11	Geoff Thorpe & Andrew Walpole				1	1	1	1½	0*	3	3		10½/7 = 1.500

and you'll know how the story's going to end. For the rest of us, not losing any of the other games should be significant.) Meanwhile, the only all-SEPTIC game of the day occurred. As you might know, a SEPTIC 7*—0* traditionally brings champagne. Even knowing this, James and I were curiously surprised when Stew blitzed halfway through a squopping game. (No, we didn't leave them free deliberately. No, we didn't even see it coming, which is unforgivable. He did have to pot off several piles; presumably his squops were merely camouflaged bring-ins.) Enquiries were made at the bar. Answer: no champagne, no fizzy substitute. I suspect we drank their stock, both bottles of it, last year. Someone rushed off to Sainsbury's and bought a bottle. I was volunteered to ask the barlady to chill it, because I was supposedly the most diplomatic representative—times must have been bad!

My note-taking had deteriorated by this stage. "Various squop/free nonsense by Charlie Oakley, Patrick B smug, Patrick D different." "Rond 8: Big rendy applause." I never did see whether Charles and Christine fell out, but Charles was drinking a mixture of Guinness and cider, so something was amiss. Thanks to him for organising another jolly tournament. Patrick B slightly neglected his partner's able contribution, by making the official presentation: "I'd like to present the trophy to myself." He did, too.



Who is shown here using his own head as a practice mat?

- a) Julian Wiseman;
- b) Rupert Thompson; or
- c) Pete Keevash.

CUT-OUT-AND-KEEP DRINKING GAME GUIDE— (PASS THE) PIGS

Matt Fayers

PLAYING

Once more I have to offer apologies to those who object to drinking games articles in *Winking World*, but in fact this one might help you. Have you, for example, decided to sit and socialise with some winkers at lunchtime, been handed a pair of plastic miniature pigs, thrown them onto the table, and been greeted with the hearty cry of “Pathos! Sixty-seven is seventy is fourteen is fifteen is seven and a half; that’s the best part of a pint for you, matey boy”? Here is an explanation, although I suppose it doesn’t really help you to drink the fine.

Pigs uses the equipment and terminology from the children’s game marketed in this country as *Pass the Pigs*, in France as *Jeu des Cochons* (how dull) and America as *Pig Mania!* [Proof-reader Patrick Barrie adds: and in Germany as *Schweine-rei!*] It is a drinking game of the “team” type where one player plays at a time, interacts only with his immediate neighbours, and then passes the game on and waits for it to come round again. The action consists of throwing the pigs onto the table, and seeing which way up they land: each pig can land in any of six positions (actually (and especially on an uneven surface) it can land in other positions, but then it is classed a “mutant”, and must be re-thrown)—on its right or left side, on its back (officially a “razorback”, but now universally a “backer”), on its trotters (a “trotter”), on its front trotters and snout (a “snouter”), or on its left front trotter, snout and left ear (a “leaning jowler”). The positions have other names in different languages, which you may frequently hear. If the pigs land one on each side, this is a “pig out”; otherwise it is a scoring throw (except in special circumstances—see below). Both pigs on the same side is a “sider” for one point, a backer or a trotter is worth five points, a snouter ten and a leaning jowler fifteen. If both pigs land in “non-side” positions, the scores are added together (thus, for example, a “trotter-snouter-snouter-trotter combo” scores fifteen), and if they are both in the same position, the total is doubled (so a “double backer” gets you twenty).

DRINKING

On his go, a player has a target score to beat. He throws the pigs repeatedly, adding up his score, until he either throws a “pig out” (also called a “qwxcller”) or surpasses the target; having surpassed the target, he continues until he throws a qwxcller or decides to pass. If he passes, he drinks nothing and his score becomes the next player’s target. If he qwxcls on a score higher than the target, he drinks a fine for “greed” (usually pronounced with rather more “e”s in), equal to

the number of throws he made plus one, and drunk in pencils. If a qwxcller is rolled at a score less than or equal to the target, a “shortfall” fine is drunk. To calculate this, take the difference between the score and the target, round up to a multiple of five, divide by five, and add one. Again, this is a pencil fine; professionals will halve this to get the finger fine.

The traditional out-loud calculation announces the value at each stage of this calculation, with the word “is” inserted; so a shortfall of sixty-seven would elicit the above exclamation; “pathos” indicates a pig out on zero. When the shortfall is greater than sixty-nine, however, the calculation is different. The base two logarithm of the shortfall is taken, rounded up and drunk in fingers; this effectively caps the fines at about a pint (boo!). After a qwxcl, the next player’s target is five.

Exceptions to the above occur when the pigs end up touching each other (“making bacon”) or on the floor (“pig abuse”). In these cases, the player’s score is set to zero, and he drinks either the shortfall fine or the greed fine, whichever is larger.

Additional features include team fines and the “session best”; when a player reaches fifty, a fine for the team is incurred, even if the player subsequently qwxcls. Reaching a hundred causes a double team fine, and so on. When a player has passed on a score of fifty or more, this is then recorded as the session best. Thereafter, whenever the session best is bettered and the pigs are passed on, a team sip is invited.

RANTING

So much for the rules; what about the rant? What am I going to moan about and suggest a Fayers Convention for? Well, Pigs actually isn’t bad; I only have two criticisms. The first is that a very high penalty can be incurred for doing very little wrong, as in the situation in the first paragraph of this article. Contrasting this with other team games such as Liar Dice, where the only fine is a finger, it seems harsh and may alienate the less hardened drinking games players among us. The other problem is that people don’t drink their greed fines; in team games such as Pigs, people tend not to check that other people are drinking their fines, so a “greedy” player will drink about a third of a pint (when owing perhaps a pint and a half) and satisfy his conscience. Of course, this is a problem with the people playing the game rather than the game; honest players can always check that fines are drunk and ostracise persistent offenders, but the fact remains that, in Pigs above all other games, people don’t drink their fines.

My suggestion, then, is a different fining system—make the fines smaller (shame!). There should be a standard fine; perhaps a sixth of a pint. On a player’s turn, he rolls until he either qwxcls or decides to pass; a qwxcller is to be regarded as passing on zero. If he passes more than the previous player did, the latter

drinks a fine; if less or the same, he drinks a fine. So a player has two chances to be fined: by not beating the previous player, and by being beaten by the following player. If a player makes bacon or abuses the pigs, he is regarded as having passed on zero, and his fine (including the potential fine for being beaten by the following player) is doubled. This should make the game a little more fast and furious, and prevent undeserving people earning vast fines. It doesn't provide much encouragement for people to obtain high scores, but experience dictates they don't need much encouragement.

An optional feature for slightly higher fines and the possibility of victimisation is as follows: instead of drinking a single fine for being beaten by the next player, you drink a fine and then another fine for every fine he drinks; so if he is beaten by the next player after him, you drink for this as well. And if the next player is beaten by the player after him, you drink another, and so on until someone fails to beat the person before them. This is getting back into the realms of big fines again, but these additional fines will be increasingly spread out, since higher scores generally take longer to achieve. As with all my complaints and suggestions, I merely invite you to try it and see.

THE NATWA SINGLES

**HELD SOMEWHERE IN THE UNITED STATES OF AMERICA, ON
SATURDAY AND SUNDAY 4TH AND 5TH AUGUST 2001**

From an email by Patrick Barrie

Dave Lockwood beat Larry Kahn in a potting race to win his first singles title since 1995. The final scores table was:

Position	Player	Points	Games Played
1	Dave Lockwood	56½	11
2	Larry Kahn	52½	11
3	Bob Henninge	41	11
4	Ferd	38½	11
5	Mac McAvoy	25½	11
	Severin Drix	21⅙	7
	Joe Sachs	16½	7
	Rick Tucker	14⅔	7

There were also games involving Max Lockwood, Jon Lockwood and Julian Drix; these counted as part of the tournament (for ratings purposes), but not for compiling the above points table.

OUTSTANDING PUBS—THE MARTON ARMS

Tim Hunt

This is the first in what I hope will become an occasional feature of Winking World: tributes to truly outstanding public houses. Most tiddlywinkers seem to appreciate a good pub, so having recently spent a weekend in one of the best pubs I have ever been into, I thought I would tell you about it.

The pub in question is the Marton Arms, in the small village of Thornton in Lonsdale in the Yorkshire dales. Not perhaps the most accessible location, being about half an hour's drive from Junction 34 of the M6, but with bed and breakfast accommodation on-site and excellent hill-walking all around there is no reason to limit yourself to a single evening's visit.

What makes this pub so special? Why the beer, of course, and the food. In fact, the real reason why you have to visit this pub for a weekend, rather than just for an evening, is not the remote location, but the range of beers to sample. Even Stew Sage would have difficulty working his way along the fifteen beers available in a single night, and since this is a genuine free house the range of beers is superb and varying. When I was there we had a choice several good bitters (Timothy Taylor Golden Best and Landlord, Black Sheep Best Bitter and Special), complemented by a selection of less common tipples, to keep even the most jaded beer-festival narg happy (for example Gunpowder Strong Mild, Fallen Angel ginger beer, Typhoon lemongrass beer, and Golden Honey honey beer). It is not quite clear how a pub in the middle of nowhere manages to sustain that many beers on the go at one time, but they do. There seemed to be plenty of locals drinking away every evening, and all the beer tasted fine to me. They have a Cask Marque, naturally, and a best pub in the area award from their local CAMRA.

So, plenty of nice British beer. There was also some nice foreign bottled beer. Well, I say 'nice', but perhaps I mean 'interesting'—blackcurrant lambic beer anyone? They also had a real cider. Even the fruit juice was peculiar. Do you fancy a pear juice? a passion-fruit juice? a banana juice? Oh, and it took me until Sunday lunchtime to discern, through the fence of handpumps, that lining the back wall of the bar were enough bottles of malt whisky to interest even Geoff Myers. 209 in fact, although a few were empty and a very few more were repeats. I badly needed a game of Royal and Ancient, but alas, no other winkers were present.

Now with all that drink available it might be wise to line your stomach a bit, which you can certainly do in style and to excess. Yes, it's frightening news I know, but even I felt that the portions were perhaps a little on the large size. There was the usual sort of good pub fare, steak, gammon, steak and ale pie, shoulder of lamb, fish and chips, ... Also a variety of curries and a range of pizzas. At seven to eight pounds a main course the prices were very reasonable considering what you were getting, and everything I had tasted very nice.

Altogether, the ideal pub. Further details at <http://www.martonarms.co.uk/>.

THE TROUBLE WITH THE SWISS—A RANT

Matt Fayers

Attention! Tedious rant about tournament formats coming up! Anyone expecting the usual roller-coaster ride of wit and irony inherent in my Winking World articles should change channels now. I am, of course, referring to the tournament format, not the people who make cuckoo clocks. The Swiss format is the obvious recourse in a tournament where you want everyone to play all day but you don't have time for an all-play-all. I'm thinking almost entirely of the London Open in this article; I'm not just being bitter about failing to qualify for the second day of the Pairs in 1998. Here's what's wrong.

1. It's a very slow format.

Each round requires every game to finish before the draw can be made for the next round. And then it often takes time to do the draw (longer than in the Cambridge Open, even) when arranging new opponents for everyone becomes difficult. I've never seen the London Open last more than seven rounds when it's been a Swiss, although in (I think) 1998 when there were nine pairs we managed an all-play-all (nine rounds).

2. It goes wrong.

The Swiss works best when there are far too many people for an all-play-all, not just a few too many. Towards the end of the day it seems to become impossible to pair everyone up with new opponents; often, in fact, it is impossible (see box). This year's London Open was very unusual in that (as I recall it) no-one played anyone else twice.

3. It becomes anti-climactic.

Again, this is a consequence of having too few players compared to the number of rounds. The best people will play against each other in the middle of the day or earlier, so that by the end the top pairs are playing against people who are well out of contention. Avoiding games which are crucial for one team and irrelevant to the other is one of the major concerns of those designing all-play-all schedules; why do we neglect this so much when it comes to the Swiss?

NARGY MATHS BIT

I've often seen people surprised by the fact that a Swiss can "go wrong"; some non-mathematicians assume that a Swiss can always be completed to an all-play-all. Once and for all, here is the easiest counter-example. Suppose there are six pairs, and label them (for ease of description) A, B, C, 1, 2, 3. Suppose it happens that in a three-round Swiss each of the numbered pairs plays each of the lettered pairs. It is clearly now impossible to arrange another round. As far as I can tell, the earliest stage at which a Swiss can "go wrong" like this for a given number of pairs is unknown in general, but I fear that it is alarmingly early.

“So what do you propose?” I hear you ask. A general improvement, which ought to help resolve problem 3, is to change the method of choosing who plays whom at the early stages of the Swiss. The current system is to pair the highest-placed pair with the highest they have not yet played, then the next highest with the highest they have not yet played, and so on. I recommend instead that for the first half of the tournament we pair the highest pair with the lowest they have not yet played, the next highest with the lowest they have not played, and so on, and then for the second half of the tournament revert to the existing system. As well as moving the “high vs. high” games to much later in the day, this also diminishes the possibility of “tactical Swiss play”, i.e. playing badly early on in order to get easier opponents.

To improve things further, we need to consider the numbers of likely pairs. The typical turn-out for the London these days is between eight and twelve pairs, and we would like to have seven or eight rounds of play. Eight pairs is easy—an all-play-all, as in 1999. For eleven or twelve pairs I would wholeheartedly recommend the “carry-over” system. This has not been used at a winks tournament since (I believe) 1994, so I’ll remind you of the details. The pairs split into two leagues. Everyone plays everyone in their league, and then the top half of each league goes through to a final division; they carry forward the points they have scored against other finalists, and play all the finalists they have not yet played. Similarly, the bottom half of each league goes through to a second division. With eleven or twelve pairs, this makes eight rounds, which is easily possible in a day’s play because it’s a fast format; the only hiatus is between the group stage and the final. This would solve all of the above problems without impinging on the lunchtimes (which remain paramount, of course).

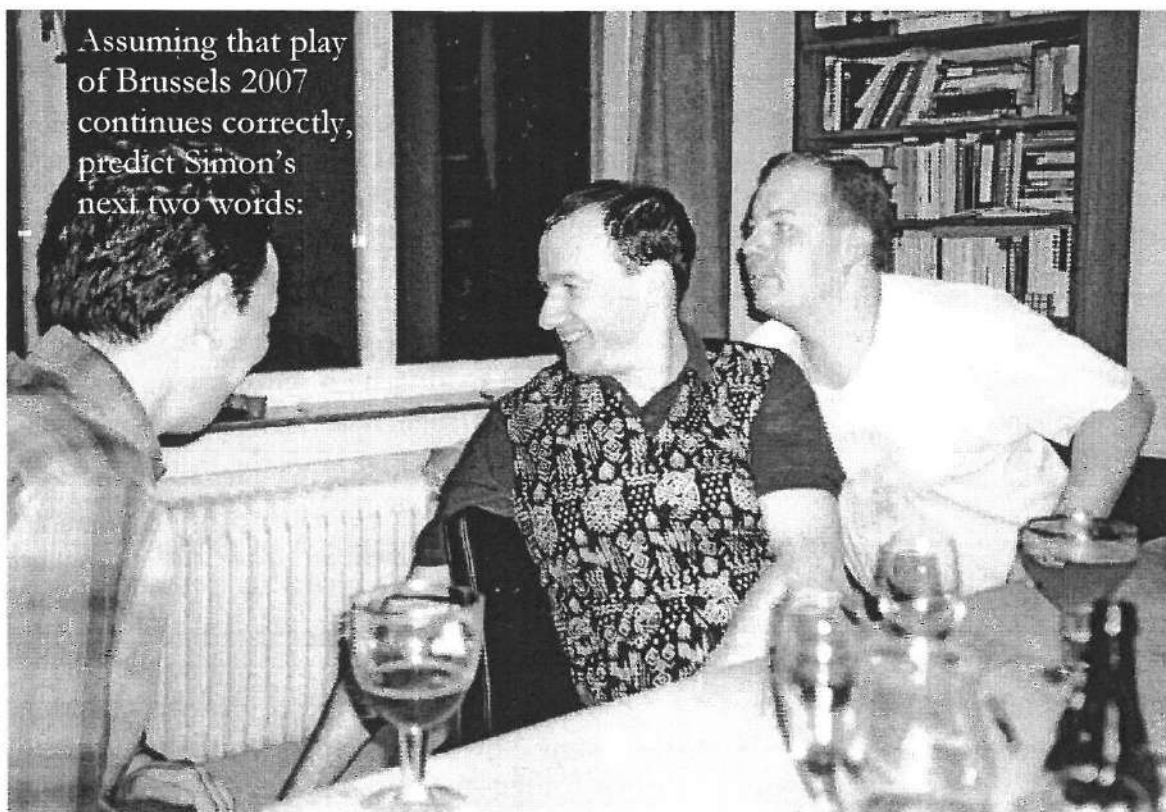
The trouble arises with nine or ten pairs. Although we managed nine rounds in 1998, I don’t know how we did it. Certainly this year, when (as the tournament started) there were ten pairs, Charles immediately vetoed an all-play-all, but this was largely because we were under orders to finish by six o’clock. The carry-over format for nine or ten creates too many byes, so here are two other proposals.

The first is rather complicated, but should reduce the effect of all of the above problems. The total number of rounds needs to be chosen fairly early on; say we choose eight. We play two rounds of Swiss (but pairing high with low as in the general proposal above, not high with high), and then make the draw for the third round in the same way but with the extra proviso that after the third round, the pairs can be split into two groups of five such that nobody has yet played anyone in their group (in narg-speak, we ensure that the graph of games played remains bipartite). Although this sounds complicated, it’s trivial to execute with the numbers we’re talking about. Now here’s the cunning bit: we don’t play the third round we’ve just drawn; instead we re-label the players A, B, ..., J so that the groups mentioned above are A to E and F to J, and that the round we’ve just drawn consists of AvF, BvG, CvH, DvI, EvJ. Now we finish the tournament by playing the last six rounds of the Inglis format for a ten-player all-play-all (a

glance at this format shows that it consists of A to E all playing against each other, F to J all playing against each other, and the five games just mentioned). It sounds much more complicated than it is, and I think it ought to work. Ultimately, what is happening is an all-play-all with one round of rabbit-bashing removed; who the rabbits (players F to J) are is based on the (admittedly rather flimsy) evidence of the first two rounds. For nine pairs, the same procedure is adopted, but with byes. Again, the format is fast; the complicated faffing about occurs between rounds two and three, which can of course be at lunchtime, and so inconvenience no-one but the tournament organiser.

My second suggestion for nine or ten pairs again assumes we want to play eight rounds. We seed the players, and then we play the Inglis format all-play-all, omitting the first round. At the end, we give each pair an estimated additional score based on the score of the opponent they would have had in the omitted round; a score of seven minus the opponent's ppg seems most sensible. This format also addresses all of the above problems; the only potential drawback is that it's less easy for the top pairs to work out how many points they need going into the final round, but in fact this means that more pairs are likely to be in contention at this stage.

For thirteen or more pairs, either a conventional Swiss or the modified version above becomes more acceptable (certainly problems 2 and 3 above have less impact), but something similar to either of the ten-pair formats I've suggested could be worked out. I invite people organising one-day tournaments to try some of these suggestions, or to tell me why they won't.



THE JUBILEE TROPHY

PLAYED IN MATT FAYERS'S ROOM, TRINITY COLLEGE,
CAMBRIDGE ON SATURDAY 8TH SEPTEMBER 2001

Matt Fayers

Matt Fayers	4	3	4	4	6	21
Tim Hunt	3	4	3	3	1	14

As you might guess from the game scores, this was an extremely close match. In the first two games Matt's strategy and shots were both suspect, and he was very lucky to get seven points. Matt picked up in games three and four, however, and remembered that intelligent faffing is the key to tiddlywinks. He very nearly got a squop-up in game four, but Tim broke the pile going into rounds to get some points. Going into game five, Tim needed five points, which he translated into "any pot-out will do". But it was never really on; Matt was always able to dive in without suffering too heavily. Matt secured the squop-up in round two, at which point Timmy resigned.



WORLD SINGLES 53

PLAYED SOMEWHERE IN THE UNITED STATES OF AMERICA ON
SUNDAY 21ST OCTOBER 2001

Larry Kahn

Larry Kahn	6	2	3	1½	4	1	6	23½
Dave Lockwood	1	5	4	5½	3	6	1	25½

WS 53 featured the ninth meeting between Dave and Larry, the most between any two people. Dave had taken the first two way back in the early eighties, but Larry had won the next six meetings.

GAME 1

A close, seesaw battle, which turned to Larry very quickly at the end when Dave had a terrible two- or three-round stretch. The result was an easy 6—1. [6—1]

GAME 2

turned out to be a pivotal one. Larry tried an early pot-out from a fairly easy position; five reasonably close and one 6 to 8 inches away. These are the kind you need to make if you expect to come out on top. But consistent (or inconsistent) with his whole year, Larry got the first four, then missed a 4 inch big. Dave got the squop, but Larry was able to hassle enough to prevent a Dave pot-out and rescue 2 points. [8—6]

GAME 3

was a close squopping battle, and by rounds it was still unclear what was going to happen. It stayed that way until round five, when Larry again missed a rather easy pot that would have guaranteed a 4 or a 3 depending on a game-ending nurdled pot by Dave. The miss meant Dave could get a 6, but he missed the pot and ended up with a 4. [11—10]

GAME 4

went to Dave 5½—1½ (I can't remember the details). [12½—15½]

GAME 5

looked like a 6—1 to Larry in a near squop-up, but a Dave pile-break late in rounds actually gave him a chance for a win. Larry made a bunch of pots in round five to hold onto a 4. The total score at this point was still very tight. [16½—18½]

GAME 6

was the reverse of Game 2; this time Larry had a bad stretch and handed Dave a 6—1. Larry could have tried a moderately difficult red pot-out early, but a useful yellow on green colour-order squop was the deciding factor against. [17½—24½]

GAME 7

Now Larry needed a 7 to tie, and very nearly got it, but not quite. By late in rounds he had Dave mostly squopped, three yellows and two greens in, and both colours available to pot out with. After missing an easy yellow, Dave squopped yellow with blue, and now it was green to try the last four (all on piles, one nurdled). The first two went in, and then he tried the fifth which was just behind the nurdled sixth. From the angle, it looked very unlikely the underneath wink would move in the direction of the last green. The green went in, but the underneath red took a weird bounce up, hit the cup, and came down just barely squopping the last green. Unlucky! (He tried the nurdled pot in the sixth and made it) Even in retrospect, it was unclear whether to try the nurdled one first, since the pile behind made the shot awkward and the underneath winks might have bounced off the cup. So the 1—6 loss was enough to capture the WS for Dave. It was a close match with most of the games being competitive all the way through; the overall play wasn't the best but it was still reasonably good. [23½—25½]

WAYS TO PRESS THE RANT BUTTON— AN ANGLE-DANGLE PUZZLE

Simon Gandy

Simon, Ed, James and Matt (sat clockwise in that order) are in the pub one night (fanciful, I know, but bear with me, it's only a story anyway), playing that great drinking game 'Angle-Dangle'.

On messing up for only the fourth time ever (remember, this is a story), Simon restarts, "Angle-dangle, flobb-a-lob, and away we go/give me/names of/capital cities/in strict alphabetical order/starting with/'Athens'." Assuming perfect play, who is unable to go, and at what point? [Answer on page 36.]

WINKING TRANSFORMATIONS

Simon Gandy

H E A D I N G

— — — — —

— — — — —

W I S E M A N

THE WESSEX TROPHY

PLAYED IN , KIDDLINGTON ON 11TH AND 12TH AUGUST 2001

Phil Carmody, with grammar supplied by Tim Hunt

Let's begin at the beginning: the Oxfordshire region is certainly no stranger to tiddlywinks, but said game is traditionally confined to the Oxford colleges. Occasionally, however, it can be found elsewhere, and the somewhat bizarrely named Wessex Tournament was, in this instance, to be found in a delightful public house, The King's Arms, in the village of Kidlington just north of Oxford. For those who wonder why we should find ourselves there the answer is simple: Tim Jeffreys is a resident of Kidlington (and a local in the pub, we are led to believe). So all thanks must go to Tim for finding the venue. The pub is worthy of a listing in CAMRA's Good Beer Guide, for those wishing to look it up. Alternatively, visit <http://www.pub-explorer.com/olpg/the-kingsarms/kidlington/> (alas the photo does not do the place justice).

Due to scholastic timetables we were almost guaranteed no Oxford students, and in the end the turnout did seem to contain several centuries of winks-playing experience from the sixteen-and-a-bit turnout. There was a fair-sized Cambridge contingent, but no particular faction seemed to dominate. The presence of foreigners from far-off lands, in my humble opinion, showed that some people's dedication to the noble game is beyond question! There were several notable absentees whose presence was certainly missed.

The tournament had a novel format, played between three teams of five or six. At each round every team could field two or three pairs or individuals, and a random draw amongst those pairs was made for that round. Only the top two scores in each team counted towards the final score. Thus one or two people from each team could in theory take a break from the winks to relax, be social and amuse themselves each round, with such pursuits such as pigs, dice, cards, and maybe, just maybe, a beer. Due to parity issues, if two or more teams fielded individuals, they were synthesised into a single pair for the period of that round, and the points would go to both of the teams.

Anyway, that's enough about the winks; there are far more important things to document. I believe I said that I was starting at the beginning, but have strayed. I will now return there. Before any winks was played or any teams were chosen the all-important social side of the game was already underway with the help of a rather nice barrel (a kilderkin, if memory serves [It doesn't. It was a firkin.]) of beer laid on specially for us! I think the consensus was that it was very tasty beer indeed. Something borne out by the fact that the barrel was finished not long after lunch! (Fear not, a new barrel was brought out to settle almost immediately.)

In case you think I've missed out something by mentioning lunch already, you're right. I forgot to mention the fine array of food on the pub menu. If anyone had

brought a packed lunch, which I doubt, I'm sure it would have been binned when the various pies and fish and who knows what else started appearing.

For completeness, the morning winks highlights included Simon Gandy and Geoff Thorpe from Team C proving that pot-outs don't require the games to be post-lunch. Simon alone went into lunch with 12 points from two games.

As one might expect, after the fine lunch came an equally fine dessert. Bizarrely, I didn't have one, which was undoubtedly an awful mistake. Looking at the score-sheet, it appears some winks games were played in the afternoon. Hats off to Jon Mapley and Geoff Thorpe for keeping the pot-out ratio respectable.

Round 5 saw the first instance of the 'highest two scores' harshly rejecting a 5 as Team A ended up with a 6 and two 5s. It also saw Geoff Thorpe involved in his third pot-out of the day, though this time on the receiving end. (Yes, every pot-out so far has involved Geoff, he was obviously aiming for the 'king pot' award.) Round 5 also saw the arrival of Andrew Dominey into Team B, where he proved

Team	Player	Games	Points	P.P.G.	Team Score
A	Phil Carmody	13	59½	4.551	117⅔
	Patrick Barrie	13	55½	4.269	
	Tim Hunt	13	53	4.077	
	Alan Dean	13	52	4.000	
	Christine Barrie	13	39⅔	3.051	
	Paul Moss	13	36	2.769	
B	James Cullingham	13	47	3.615	96½
	Ed Wynn	12	42½	3.542	
	Matt Fayers	11	35	3.182	
	Andrew Dominey	2	6	3.000	
	Cyril Edwards	12	35½	2.958	
	Tim Jeffreys	13	33	2.538	
C	Jon Mapley	12	46	3.833	104⅓
	Geoff Thorpe	13	49	3.769	
	Simon Gandy	13	48½	3.731	
	Nick Inglis	12	39⅓	3.139	
	Anthony Horton	13	34⅓	2.641	

to his opponents that four games of practice don't necessarily help! At the end of the first day it appeared that Team A was the team to beat.

As the afternoon came to a close, we settled down to the traditional between-day pastimes, which almost certainly included the invention of a new drinking game by Dr. Sage, despite his absence! Kidlington presented us with the choice of traditional fish and chips, and associated spicy chicken, or curries, and no doubt other options, and various groups went and fed themselves at different times. As an aside I learnt a great tactical hint for success, or avoidance of complete failure, when playing simultaneous pigs and truthful dice. If you're very confused by pigs, *don't* under any circumstances reject a three of a kind which isn't there, if you're sitting between nargs. The fine engineering abilities of nargs should *never* be underestimated. A lesson learnt.

The next day began early, though those lucky ones who had Tim Jeffreys as their host were fortunately fortified by bacon sarnies and such-like. For some unknown reason we continued playing winks and started the day with a passable pot-out ratio—every round before lunch had one, though Nick now appeared to be challenging Geoff for the title 'King Pot'.

We were able to restore ourselves at lunchtime with some more excellent food which, if I'm not mistaken, was laid on specially for us, and we all appreciated it greatly. I hope that those who chose to not attend are realising their foolishness by this point!

Refreshed, we resumed the tournament. What can I say—there was some squopping, some potting and all the usual. The points were tallied and a winning team was declared. However, that's a simple matter of winks, and if you were interested in that part, you had better just look at the score tables!

Not having any brief about what I could or couldn't include in the write-up, I've decided to muster the powers of bogosity and to award some absolutely meaningless awards to various people for arbitrary reasons:

- The award for Pot-Out Avoidance, with a tally of zero, goes to Dr. Ed Wynn.
- King Pot, closely fought by Patrick, Geoff, Tim and Nick, each with three pot out victories, goes to Geoff for also being in two other pot-out games.
- Least Wasted Player, for scoring the fewest points that were rejected using the 'highest two' scoring rule, is an award shared by Ed Wynn and Simon Gandy, who (through my secret mystical formula) only had 4 points rejected over the whole weekend.

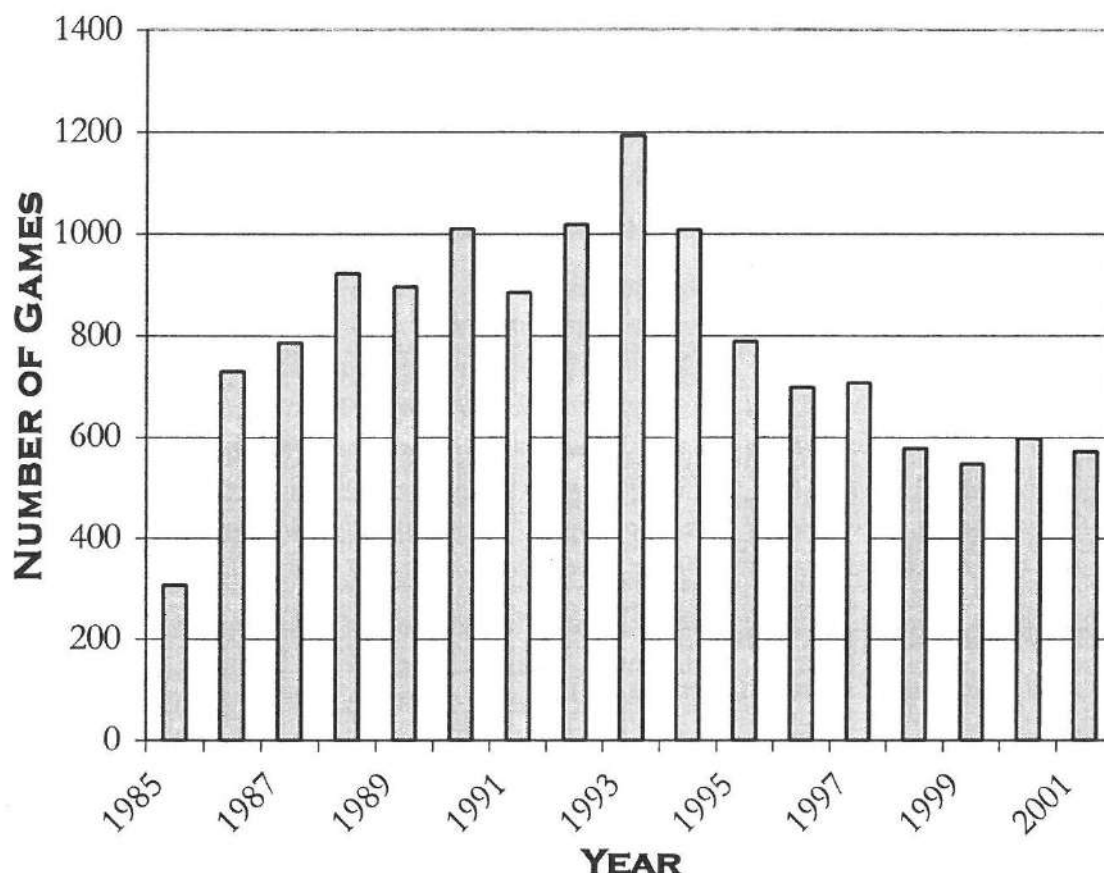
To conclude, I must again express my thanks to Tim Jeffreys for organising the venue, to the publican himself for being brave enough to let a bunch of winkers onto the premises, and for laying on the wonderfully sustaining beer and food, to Matt Fayers for so ably adding up, and rolling dice, and tweaking the scoring rules half-way through, and to all those who turned up. Personally I found it the most enjoyable tournament in recent times.

MORE TEDIOUS STATISTICS

ETWA SPIN-DOCTORS CLAIM

“ENGLISH WINKS WELL ON THE ROAD TO RECOVERY!”

Patrick Barrie



Grasping the gauntlet thrown down in the last winking world [see Larry Kahn's article "Useless ETwA Singles Statistics"] I have laboured long and hard to bring you this graph of the number of world-rated tournament games played in each year since the world ratings started. Anyone who can see any point to this should think long and hard about their sanity.

ED'S PICTURE QUIZ—SOLUTIONS

Ed Wynn

Julian Wiseman is using his head for potting practice.

Strangely, any of the three possibilities for Simon's next two words could be correct. Brussels 2007 (or is that Bruxelles 2007?) is a strange game.

Sly is impersonating Julian Porter.

CHANGES TO THE OFFICIAL RULES OF TIDDLYWINKS

Adapted from the ETwA Web Site

Following an ETwA rules meeting on 27 October 2001 in Queens' Bar, several minor changes were made to the rules. New versions of the relevant rules are given below, with the changes underlined. True nargs will want to read this in conjunction with the pre-Singles ETwA Newsletter.

PROPOSAL 1. UNSUPPORTED MAT RULE

The first two paragraphs of rule 3 have been replaced with:

Games should be played on rectangular mats measuring 6 feet by 3 feet. The mat should be 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 available, the players may agree to play on a less satisfactory surface. At each corner of the mat are straight lines drawn at right angles to the mat's diagonals at a point 3 feet from the centre of the mat. These are called baselines, and they and the edges of the playable surface (that is, that part of the mat vertically above the underlying surface) constitute the boundaries of the field of play. Nothing but winks and the pot may be placed on the field of play. This does not preclude a player from resting on the mat in order to play a shot.

PROPOSAL 2. FREE TURNS

The new wording of rules 11(a) and 11(b) is:

11. Free Turns

(a) When all the unpotted winks of one partnership are squopped, the opposing partnership is entitled to a number of "free turns". The number of free turns is one more than the number of unpotted winks on the field of play which are neither squopping nor squopped at the point when this rule is invoked. Free turns are shared between the two colours in normal rotation, even if one of these colours cannot play at a particular turn (due to having no unsquopped winks or the forfeiture of a shot according to Rule 7(a)). At or before the end of the last free turn, a freeing shot must be played.

(b) A "freeing shot" is a shot which leaves an opponent's wink unsquopped, one which pots the sixth wink of any colour (after which Rule 8 applies) or a shot which terminates the game according to Rule 6(b). A freeing shot must be played during free turns, except when the number of free turns is one. In this case, the first member of the squopping partnership able to play must play a freeing shot during his turn.

PROPOSAL 3. THE BOUNDARY

Rule 7(a) now reads:

(a) External.

If in any turn a player plays a shot which causes one or more winks of his correct colour wholly

or partially to leave the field of play, the next shot due to be played with that colour is forfeited. Any wink *wholly or partially leaving the field of play* is immediately replaced on the field of play 22 mm from the boundary. The wink should be placed as near as possible to the point at which it crossed the boundary, but should not be placed closer than 10 cm to any other wink (nor closer than 10 cm to any baseline with unplayed winks behind it).

PROPOSAL 4. THE MAT

Rule 3 should now contain the sentence:

Whenever possible mats approved by National Associations and made of a felt-like non-pile material should be used.

PROPOSAL 6. DECIDING TOURNAMENTS BY POINTS OR GAMES?

Rule 1(c) has been deleted.

PROPOSAL 7. WINKS LEANING AGAINST THE POT

Rule 7(b) second paragraph now reads:

If a wink comes to rest in a position where it is neither squopping nor squopped but supported by the pot (except as provided by rule 5(c)) so that part of the wink is higher than the rest, it is moved to lie touching the pot but no longer supported by it. It squops any wink within the range of its required movement. If any wink comes to rest in a position where it is both supported by the pot and either squopping or squopped, it is left as it lies. If it subsequently becomes neither squopping nor squopped but remains supported by the pot, it is moved as above. To move a wink under this rule does not constitute a shot.

PROPOSAL 8. PLAYING OUT OF TURN IN ROUNDS

Rule 9(b) now reads:

(b) When the time limit has expired, play continues up to and including the colour that won the squidge-off, after which five further rounds are played, each ending with the turn of the colour that won the squidge-off. The only exceptions to this are the special cases detailed in rule 8, at the end of Rule 11(d), in Rule 11(e) and in Rule 12(b)(ii); if the order of play is disrupted due to an out-of-turn shot (Rule 12(b)(ii)), the counting of rounds should be adjusted so that each colour has at most one turn (excluding out-of-turn shots) in any round. For the purposes of the time limit, a turn is deemed to begin at the moment when its first shot is played. If the time limit expires between two shots of the same turn, it is deemed to have expired at the end of that turn. Once the game is ended, the score is then calculated according to Rule 10(b).

PROPOSAL 9. PARTNER CALLED AWAY FROM THE GAME

Rule 9(a) now contains the sentence:

Time elapsing while a wink or winks are lost, or when a player due to play (or his partner if consultation is required) is called away from the game, is not counted as part of the game.

Proposals 5 (Metrication of Units) and 10 (Zero free turns) were not approved.

WORLD SINGLES 54

PLAYED AT THE CASTLE INN, CAMBRIDGE ON FRIDAY 26TH
OCTOBER 2001

Matt Fayers

Dave Lockwood	1	5½	6	0*	1½	6	3	23
Patrick Barrie	6	1½	1	7*	5½	1	4	26

Congratulations to Patrick for regaining the world title; we are not worthy. It was a very good match, and superbly hosted again by the Castle Inn. We are very lucky to have such a splendid winking (or should that be drinking?) venue available for World Singles matches.

GAME 1

A very tight game, with Dave being more ambitious than Patrick. Ultimately Patrick got on top, and Dave failed a (frankly ill-conceived) Good shot in rounds to decide it. [1—6]

GAMES 2 & 3

Dave is on form now, and is able to match his ambition with some nice shots, even if they are perhaps ill-advised at times. [12½—8½]

GAME 4

Patrick's reds stayed unsquopped for a while, but he declined a very gettable pot-out including a self-lunch. Eventually his blues went under, so he was forced into a much harder pot-out, culminating with an excellent pot-off. [12½—15½]

GAME 5

This shaped up into a classic Inglis game. Dave cracked first and paid the price. [14—21]

GAME 6

With an eye on the scoreboard, Patrick spurned pot-out chances. Neither player really got hold of the game, so a big potting race in rounds ensued. Dave potted magnificently. [20—22]

GAME 7

Game 7 is always a bit random, but it wasn't very long before it became clear that Dave was not (quite) going to be able to get enough. [23—26]

FANTASY WINKS UPDATE

Patrick Barrie

The fantasy winks competition started in July 2001, and includes points from the London Open, NATwA Singles, Wessex Trophy, World Singles (53 & 54), and the ETwA Singles so far.

Competition is intense near the top of the table. Matthew Rose, with 622 fantasy points, has a mere two-point lead over Patrick Driscoll, with Dave Lockwood and Ed Wynn close behind. However, the fantasy table is quite volatile, and can change dramatically with every tournament. Even Phil Carmody, currently proping up the table with a mere 252½ fantasy points, is still in with a chance of the prize. Will the leaders manage to hold their fantasy nerve when all around are losing theirs? Only time will tell.

Full fantasy winks information, is available at <http://www.etwa.org>.

Rank	Entrant	Score	Team members
0	Optimum Team	845½	(D.Lockwood, Kahn, A.Dean, Wynn, Carmody, Deane)
1	Matthew Rose	622	(Thorpe, Rose, Purvis, P.Barrie, Mapley, A.Dean)
2	Patrick Driscoll	620	(Wynn, Purvis, P.Barrie, Fayers, Deane, Driscoll)
3	Dave Lockwood	606⅓	(Myers, P.Barrie, Kahn, Tucker, D.Lockwood, M.Lockwood)
4	Ed Wynn	601½	(Wynn, Kahn, Jeffreys, Fayers, Deane, Harper)
5	Alan Harper	550½	(Gandy, Wynn, A.Dean, Thompson, Driscoll, Harper)
6	Anthony Horton	523⅓	(Purvis, P.Barrie, Fayers, Oakley, Horton, Harper)
7	Geoff Thorpe	517⅓	(Thorpe, Carmody, P.Barrie, Moss, Abram, Dominey)
8	Larry Kahn	513½	(Myers, Purvis, Keyte, P.Barrie, Kahn, Mapley)
9	Tim Hunt	494⅓	(Moore, A.Dean, Fayers, Hunt, Dominey, Horton)
10	Alan Dean	490⅓	(Scarrott, Purvis, Relle, Mapley, A.Dean, C.Barrie)
11	Andy Purvis	478⅓	(Purvis, Inglis, P.Barrie, Relle, Tucker, A.Dean)
12	Patrick Barrie	472	(P.Barrie, Jeffreys, Relle, Fayers, Dominey, Deane)
13	Charlie Oakley	467	(P.Barrie, Relle, Fayers, Walpole, Oakley, Harper)
14	Chris Abram	437½	(Purvis, Fayers, Abram, Hunt, Driscoll, Harper)
15	Simon Gandy	436⅔	(Gandy, Inglis, P.Barrie, Clarkson, Dominey, Horton)
16	Matt Fayers	432⅓	(Inglis, P.Barrie, Fayers, Dominey, Rand, Harper)
17	Paul Moss	416	(Purvis, Cullingham, Moss, Fayers, Abram, Dominey)
18	James Cullingham	405⅓	(Gandy, Cullingham, Abram, Horton, Driscoll, Brown)
19	Christine Barrie	336½	(Thorpe, Inglis, Thompson, C.Barrie, Dominey, Garrard)
20	David Carslake	269⅓	(Rose, Inglis, Fayers, Dominey, Carslake, Garrard)
21	Phil Carmody	252½	(Rose, Scarrott, Myers, Carmody, Inglis, Thompson)

THE ETWA NATIONAL SINGLES—QUALIFYING

PLAYED IN THE FITZPATRICK HALL, QUEENS' COLLEGE,
CAMBRIDGE ON SATURDAY 27TH OCTOBER 2001

Neither Apple nor Cherry league deigned to send in a write-up. Silly sods.

Apple League		A	B	C	D	E	F	G	H	Total
A	Patrick Barrie		1	6	3	6	6	5*	6	33
B	Simon Gandy	6		6*	3	6	6	2*	6	35
C	Julian Wiseman	1	1*		4	6	6	5*	6	29
D	Phil Scarrott	4	4	3		4	1*	1	6	23
E	Geoff Thorpe	1	1	1	3		4	6	6	22
F	Chris Abram	1	1	1	6*	3		2	2	16
G	Stew Sage	2*	5*	2*	6	1	5		5*	26
H	Alan Harper	1	1	1	1	1	5	2*		12

Cherry League		A	B	C	D	E	F	G	H	Total
A	Dave Lockwood		5*	2*	6	6	7*	2	6	34
B	Jon Mapley	2*		4½	2	6	7*	7*	4	32½
C	Matt Fayers	5*	2½		0*	7*	6	5½	4½	30½
D	Alan Dean	1	5	7*		6	6	5½	5	35½
E	Keith Seaman	1	1	0*	1		6	3	6	18
F	Andrew Garrard	0*	0*	1	1	1		4	2	9
G	Christine Barrie	5	0*	1½	1½	4	3		2*	17
H	Paul Moss	1	3	2½	2	1	5	5*		19½

BANANA LEAGUE

Tim Hunt

Another year, another singles, another failure to qualify for the final. I just can't seem to do it. But you probably don't care about that, nor about the predictable way in which Larry Kahn ground his way through the field to win the group.

You want to hear about plucky little Ben Deane, who snuck up from sixth seed to qualify with a strong performance that surprised everybody; about Peter Wright, who returned to the game after an absence of some years to show that he still knew which way up to hold a squidger, and who came dangerously close to qualifying; and about how the normally reliable Phil Carmody, clearly suffering from a lack of winks practice whilst exiled in Finland, struggled all day and only came good in the last couple of rounds, just in time to stuff me 6—1 and prevent me from qualifying. Well, now you have heard it, so I'll stop.

Banana League		A	B	C	D	E	F	G	H	Total
A	Larry Kahn		6	6	6	4	6	6	7*	41
B	Ed Wynn	1		6	1	7*	2	4	7	28
C	Tim Hunt	1	1		1	1	6	6	6	22
D	Phil Carmody	1	6	6		1	1	1	2½	18½
E	James Cullingham	3	0*	6	6		5	2	6*	28
F	Peter Wright	1	5	1	6	2		1	6	22
G	Ben Deane	1	3	1	6	5	6		7*	29
H	Anthony Horton	0*	0*	1	4½	1*	1	0*		7½

WINKING TRANSFORMATIONS

Simon Gandy

H U N T

— — — —

— — — —

W Y N N

M O O R E

— — — — —

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R E L L E

THE ETWA NATIONAL SINGLES—FINAL

PLAYED IN THE BOWETT ROOM, QUEENS' COLLEGE,
CAMBRIDGE ON SUNDAY 28TH OCTOBER 2001

Final League	A	B	C	D	E	F	G	H	I	J	K	L	Tot	Pos
A Larry Kahn		6	4	2½	5½	6	3	4½	1	1*	6	4	43½	4=
B Alan Dean	1		5	1	6	0*	2	4	4	1*	6	4½	34½	8
C Simon Gandy	3	2		4½	1*	7*	1	6	6	1	6	6	43½	4=
D Dave Lockwood	4½	6	2½		3	2	7*	6	6	5	6	5	53	1
E Patrick Barrie	1½	1	6*	4		6	6	6	6	0*	1	6	43½	4=
F Jon Mapley	1	7*	0*	5	1		4	6	1½	5	5½	4	40	7
G Matt Fayers	4	5	6	0*	1	3		4	7*	3	6	6	45	3
H Ben Deane	2½	3	1	1	1	1	3		4	5½	2½	5½	30	10
I Julian Wiseman	6	3	1	1	1	5½	0*	3		7*	1	2*	30½	9
J Ed Wynn	6*	6*	6	2	7*	2	4	1½	0*		5	6	45½	2
K James Cullingham	1	1	1	1	6	1½	1	4½	6	2		4	29	11
L Stew Sage	3	2½	1	2	1	3	1	1½	5*	1	3		24	12

THAT RABBIT'S DYNAMITE!

Ed Wynn

What does a winks tournament look like in reverse? We arrive looking groggy and haggard, we assemble the tables and roll out the mats. Someone brings the trophy, and we stand in a circle to applaud. This reveals that Dave is the best player, so when the tournament organiser assigns points to each player, checking carefully that the total is correct, Dave gets 7½ extra points to dispose of.

Silly plastic counters leap out of the pot, spinning madly, until they are clipped flat by Matt's squidger. This is only practice. A crowd assembles to see it happen

for real, and Round 5 begins. Matt stamps his feet angrily, and this inspires a wink to fly at him from the mat, not the pot: it cruelly leapfrogs on the back rim and is pressed down a little harder for its pains. Matt and Ben then swap and shuffle the complicated piles they started with. For much of the afternoon, Ben's squidger has an uncanny ability to suck winks from the tops of piles. He gives away his points so quickly that he can relax in his final four games, throwing one point on each.

Julian and Ed arrive late, so for convenience they start with lots of winks in the pot, certainly all of Julian's. Julian quickly spirits them out to healthy distances. Ed removes nearby flat winks, facilitating the more lengthy bringing-out shots.

Dave starts slowly, off-loading only $2\frac{1}{2}$ and 3 points in his first two games, against Simon and Patrick. They too have large totals to dismiss: the same as Larry; only $1\frac{1}{2}$ or 2 less than Matt and Ed. But when Dave loses only 2 points with Jon, he realises that he has his work cut out. He accelerates to $4\frac{1}{2}$ with Larry and then it's 5, 6 or 7 every game.

After a good start, Patrick chugs steadily through his points. Towards the end, he slows down: Ed pulls twelve winks out of the pot and shepherds them immediately to the corners, and James patiently hovers his winks away to reveal Patrick's colours. Patrick is left with the score-line of the Beast, so Matt, Ben and Julian wave him through.

After a decent start, Larry makes heavy weather of his points. Ed is quite lucky to crush his own winks into a pile, once he's unpotted them. Larry is annoyed when his squidger, normally such a strong winks-magnet, attracts a flat one, only an inch away, rather than this pile. In the last game, Larry has only 4 points left, so Stew chips in the other 3.

Stew finds that he was correctly seeded, but is pleased to have lost 2 points per game. The lunchtime lasts long enough for him to regurgitate half a gallon of Abbot. Simon, Julian and Ed meet Adrian 'Matey-Boy' Jones and family—his son is shrinking very fast these days.

Alan is handicapped by having a nasty cold. He steps away from the table to inhale loudly through his fist and to snort mucous up his nose from a handkerchief. He also rolls honey around on his tongue, covering it with candy. He wraps the results in Locketts paper, and I'll bet a newsagent will give him good money for them.

It is a long, wearying day. When we started, it was still dark, but even so we finish at 9am. Luckily, the clocks will go back on Saturday night (or is it forward?—I can never make sense of it), giving us an extra hour to sleep off our hangovers. Credit should go to the tournament organiser, who assigned the points so accurately that the result was a dead heat: all players ended with zero points. So, we roll up the mats, disassemble the tables and depart, looking haggard and groggy.

THE ETWA NATIONAL SINGLES—PLATE

PLAYED IN THE ERASMUS ROOM, QUEENS' COLLEGE,
CAMBRIDGE ON SATURDAY 27TH OCTOBER 2001

Chris Abram

They say history is written by the winners. But are there any winners in the game of winks? The participants in the National Singles Handicap Play-Off, as the Plate competition is grandiosely called on the over-blown trophy, are by definition losers. They have failed to qualify for the Final of the Singles. And yet, who are really the losers in this situation? Those who spend all day getting beaten by Larry, Dave and Patrick, with a pathetically short lunchtime? Or those who spend all day over a single game with Moss, Garrard and Scarrott? Well, at least we got some beers down us, which numbed the pain a little. So, in some sense (as Fayers would say, the great nancy), we're all winners, we're all losers, and every loser wins. In a more accurate sense, I am a winner, because I won.

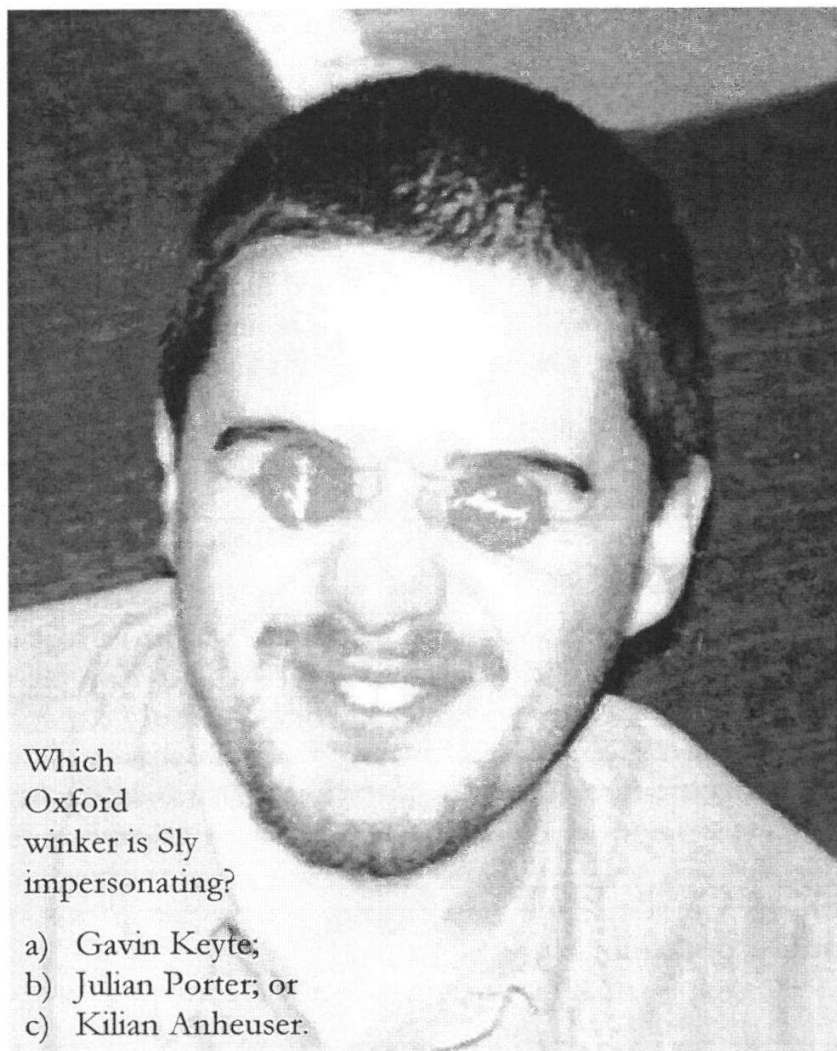
Pos	Player	Initial H'cap	Final H'cap	Games Played	Score	H'capped P.P.G.	Real P.P.G.
1	Chris Abram	5	5½	5	21½	49/40	42/5
2	Tim Hunt	6	6½	7	29¼	45/28	45/7
3	Andrew Garrard	4	4	7	27⅞	355/56	43/14
4	Anthony Horton	3	3	7	26¼	3¾	3½
5	Phil Carmody	5	5	7	25¾	319/28	41/7
6	Phil Scarrott	5	5	7	23¾	311/28	33/7
	Geoff Thorpe	5	5	3	9⅞	37/24	3½
7	Paul Moss	3	2½	7	22⅞	311/56	31/14
8=	Christine Barrie	4	4	7	22½	33/14	32/7
8=	Alan Harper	2	2	7	22½	33/14	211/14
10	Patrick Driscoll	4	3½	7	19¼	2¾	2½
	Keith Seaman	3	2½	4	10¾	219/32	2¼

In fact, this year's plate was a cavalcade of losing winners and winning losers. The shield was donated in 1989, and since then, it has been held by twelve different winkers. And of this illustrious list, no fewer than seven former champion losers returned to compete: only Carter, Phillips, Cullingham, Thompson and Grant were missing from the roll call of infamy. The *grande dame* of the Plate and three-time winner, James Cullingham, carelessly qualified for the Final, as did the venerable Sage, depriving the competition of two of its real heavyweights.

1999 winner, Tim Hunt, was a firm favourite since he was arranging the handicapping and fixing the draw. But his vanity, in giving himself the highest handicap, proved his undoing when, at the final countdown, he was found to have lost by a fraction of an adjusted p.p.g., when he would have won by a fraction of an unadjusted p.p.g. *Ha-ha*.

Defending champion, Christine Barrrrrrrie, did not defend awfully hard. Hard Alan played awfully. Patrick Driscoll was indefensible. Geoff Thorpe left early (he'll never get his name on the trophy like that). 1991 victor Keith Seaman, short of match-practice, found the going tough, as did Phil Carmody, winner back in 1990 and '97. I'm determined not to mention Paul Moss and his slow play—O death where is thy sting?—and since I have not one blind idea of what went on in any of the games (except that I required an unadjusted five in the final game to beat Timmy, which I duly got), I'll end my report. The scores are around here somewhere, if you're really interested.

The thing that the 2001 Plate taught this player is that it's not the winning or losing that matters, it's how you play the game. Which makes the whole thing even more depressing.



Which
Oxford
winker is Sly
impersonating?

- a) Gavin Keyte;
- b) Julian Porter; or
- c) Kilian Anheuser.

AUNTIE GERTIE'S PROBLEM PAGES

Auntie Gertie

[Winking World's resident agony aunt solves your problems for you.]

Dear Auntie Gertie

I note, with some irritation, the inclusion in WW76 of two photographs, submitted by Chuck Relle and together titled "James Cullingham's Guide to Potting".

Surely there can be no living person who hasn't seen these pictures, or at least heard Chuck describe them at least a dozen times. What can I do to make him realise that it's not big and it's not clever?

On an unrelated note... I keep being plagued by thoughts of playing winks on ice, but I feel sure that nobody would be silly enough to try such a thing. Can you set my mind at rest?

Pointlessly,

James Cullingham

AUNTIE GERTIE REPLIES:

Come now Mr Cullingham, you know he only does it to annoy, because he knows it teases, and you must remember that not everybody is as old and fat as you are. There were some people who had not seen those photographs before.

Two options are open to you. You could ignore it, and hope it goes away: this is the coward's way out. Or you could seek revenge: Entice Mr Relle into a compromising position, photograph the results and send them in to Winking World.

As for winks on ice, surely one would have to be mad to try that.

G

Dear Auntie Gertie

This is rather embarrassing, but I seem to have lost my girlfriend. I last saw her on the day of the S.E.P.T.I.C. garden party. It was so nice that she could come with me. We had a lovely time, at least the party that I can remember. Then there was a big green haze, and the next thing I remember is waking up the next morning feeling very strange and she was gone. Please help! I have not seen her since.

Yours in desperation,

Lonely, of Cambridge.

AUNTIE GERTIE REPLIES:

Dear Lonely,

Oh dear! Oh dear! Oh dear! You mean you don't remember what happened that day? If you did, it would all make perfect sense. You see, Anne... no, it was Rupert? or was it? Good heavens I don't remember myself. You are right "big green haze" is just the right description. Anyway, if you don't remember then it would be cruel to tell you. Suffice it to say you should forget all about her. Just go and find a gin bottle and crawl into it.

G

Dear Auntie Gertie,

I do not understand new rule 1(c). Perhaps you can help?

Yours truly,

Squoppimus.

AUNTIE GERTIE REPLIES:

You must think I was born yesterday. This letter was obviously planted by a member of the rules subcommittee to get me to explain the technicalities of the most complicated of the latest rules changes. Well I won't fall for that. Explain it yourself, if you think that anyone cares.

I would just like to add that I agree with Stew Sage, rules meetings are nothing but a waste of good drinking time.

G

Dear Auntie Gertie,

*No matter what I try I can't get into the final of the ETWA Singles.
What should I do?*

Yours desperately

Thin Tummy

AUNTIE GERTIE REPLIES:

Has it occurred to you winks requires talent? Perhaps you just haven't got it. You will just have to emulate one of the talentless wonders out there who do manage to qualify. That is, get disgustingly drunk at lunch-time, go for ludicrous pot-outs, and hope for the best. That is your only chance, and if you follow this plan assiduously enough then who knows, one day you might even win a national championship.

G

THE WORLD RATINGS—POST ETWA SINGLES

The Algorithm

Position	Player	Rating	Rating reliability factor	Games in the last year	P.P.G. in the last year
1	Dave Lockwood	2372	100	64	4.406
2	Larry Kahn	2368	100	73	4.658
3	Patrick Barrie	2366	100	115	4.53
4	Matthew Rose	2329	100	37	4.414
5	Geoff Myers	2294	97	30	4.678
6	Andy Purvis	2236	87	8	4.375
7	Jon Mapley	2214	100	78	4.118
8	Ed Wynn	2212	100	79	4.006
9	Charles Relle	2188	100	36	4.403
10	Simon Gandy	2179	100	85	3.900
11	Bob Henninge	2164	100	33	3.742
12	Matt Fayers	2158	100	99	3.835
13	Severin Drix	2141	93	28	4.113
14	Alan Dean	2115	100	76	3.735
15	Tim Hunt	2105	100	79	4.025
16	Julian Wiseman	2077	100	38	3.899
17	Ferd	2070	98	30	3.633
18	Andrew Dominey	2020	86	19	3.053
19	Phil Scarrott	2007	100	47	3.489
20	Nick Inglis	1998	100	49	3.139
21	Phil Carmody	1985	100	44	3.572
22	James Cullingham	1974	100	101	3.401
23	Rupert Thompson	1961	100	33	3.409
24	Geoff Thorpe	1954	100	43	3.105
25	Peter Wright	1942	91	7	3.143
26	Joe Sachs	1933	89	14	2.929
27	Ben Deane	1913	100	31	2.952
28	Rick Tucker	1879	88	9	2.926
29	Mac McAvoy	1873	99	20	3.525
30	Andrew Garrard	1843	100	83	2.795
31	Chris Abram	1842	100	63	3.413
32	Stew Sage	1840	100	82	2.711
33	Tim Jeffreys	1831	87	20	3.400
34	Patrick Driscoll	1830	90	29	4.069
35	Keith Seaman	1793	87	11	2.455
36	John Kane	1786	68	5	5.200
37	David Carslake	1763	79	13	2.731
38	Jordan Usner	1761	50	16	3.375
39	MP Rouse	1761	66	10	4.100
40	Christine Barrie	1756	100	87	3.146

Position	Player	Rating	Rating reliability factor	Games in the last year	P.P.G. in the last year
41	Paul Moss	1736	100	71	2.791
42	Cyril Edwards	1727	80	15	2.767
43	Paul Goodman	1723	55	7	4.286
44	Gavin Keyte	1718	71	6	1.583
45	John Haslegrave	1710	83	7	3.000
46	Julian Drix	1696	80	11	3.182
47	Daniel Sachs	1687	55	6	3.083
48	Charlie Oakley	1674	78	15	3.833
49	Jacob Usner	1674	36	7	3.143
50	James Murray	1666	84	18	2.861
51	Antony Proietti	1653	71	7	2.571
52	Jon Williams	1651	79	9	3.111
53	Elizabeth Whalley	1648	75	9	2.778
54	Jeff Hillebrandt	1644	35	1	6.000
55	James Larkin	1626	39	7	3.571
56	Anthony Horton	1614	100	82	2.449
57	Max Lockwood	1595	84	20	2.900
58	Yu Gu	1592	57	3	2.667
59	Daniel Cole	1590	52	9	4.167
60	Paul Roberts	1579	70	6	1.167
61	Alan Harper	1576	88	51	2.873
62	Marg Small	1560	84	17	3.853
63	Jim Unsal	1555	9	5	2.200
64	Peter Sherman	1553	32	7	2.286
65	Sarah Brown	1547	28	4	4.625
66	Kevin Jaw	1541	42	3	2.667
67	Vita Maynard	1536	26	2	3.000
68	Nick Germain	1531	68	10	3.100
69	Jared Beitman	1530	19	4	1.750
70	Pat Mulcahy	1527	33	8	2.500
71	Nathan Calhoun	1510	74	16	2.938
72	Jesse Calhoun	1488	62	12	3.125
73	Nathaniel Drix	1472	41	4	4.125
74	Rami Husseini	1467	14	2	1.500
75	Rob Payne	1439	37	8	2.375
76	Ben Rockey-Harris	1420	27	3	2.333
77	Rishi Shah	1420	27	9	2.944
78	Matthew Wachs	1408	24	1	2.000
79	Sam Lockwood	1395	35	8	3.250
80	Anne Austin	1372	7	2	3.500
81	Matt Moorhouse	1364	9	4	2.500
82	Ann Carter	1351	24	11	2.455
83	Chris Jones	1331	2	4	1.875
84	Abigail Hancocks	1321	2	4	1.750
85	Andrew Walpole	1320	28	13	2.115
85	Andrea Gorman	1320	1	4	1.875
85	Alex Lockwood	1320	9	3	1.333
85	Jon Lockwood	1320	37	15	2.133

WHERE ARE THEY NOW?

Tim Hunt

Rupert Thompson has returned to academia, resuming his role as official classics narg, and becoming a fellow of Selwyn College.

Andrew Garrard got a distinction in his computing MSc and is looking for a job to fill in time before he starts a PhD some time next year.

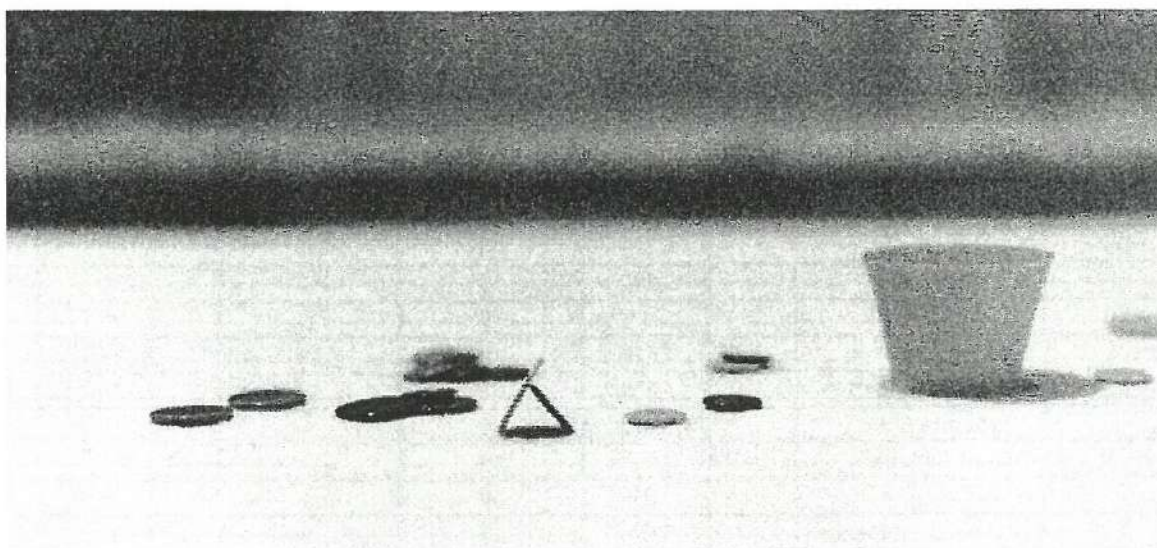
Julian Wiseman's book "Pricing Money: A Beginner's Guide to Money, Bonds, Futures and Swaps" has been published. Probably a very good read, if you are want to learn about the financial markets

OBLIGATORY BIZARRE RELLE PHOTOGRAPH

Charles Relle

[This really happened to Charles in a game and he felt that it was interesting enough to photograph and send to Winking World. Who am I to argue?]

[Actually, I'm the editor, aren't I! I'm still not brave enough to argue with Charles.]



AN ANGLE-DANGLE PUZZLE—SOLUTION

Simon Gandy

Having come up with such a triffic and original category, Simon has unfortunately 'Viscount Goderiched' himself on 'E', for which 'Edinburgh', the chief city in a minor province of the United Kingdom, is the only possible answer. For stubborn ginger people, the only other letter that does not start a capital city is 'X'. Hooray for the fragmentation of Yugoslavia!

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