

WINKING WORLD 78

SPRING 2002



**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 4th October 2002. The finished article will be available at the ETwA National Individual Handicapped Pairs tournament.

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COVER PHOTOGRAPH: the victorious Cambridge Varsity Match team.

* 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

This issue arrives somewhat later than originally planned, but I have come to the conclusion that it is better for the spring Winking World to appear after the National Pairs, so that the two serious and nargy tournaments (the Pairs and the Singles) feature in different numbers. The fact remains, however, this issue was produced long after my original target date, and I feel that I have let down my contributors. For once, by the stated copy date, I had plenty of good articles and did not have to go chasing round for more. So, everybody, please keep the articles coming, and I will attempt to do better in the future.

What pleasures await you in this issue? Well, you can find that out from the contents page, but some of the articles are truly remarkable: the Larry Kahn award for the most tedious statistics goes to Patrick Barrie for his deviancy tables; the Matt Fayers award for the most tedious rant goes to Julian Wiseman for his description of the new tournament draw tables; Andrew Garrard wins the Louis Jacques Mandé Daguerre prize for the photographs you will find scattered around the place; Charles Relle wins the Timmy trophy for writing at great length about the technical aspects of the game, in this case the Bristol shot; and the Phil Scarrott prize for most inane grin goes to Christine Barrie for winning the Cambridge Open.

So, a big hand to all the contributors, and, once again, a big “thank you” to Matt Fayers and Patrick Barrie for proof reading. To be fair, I rushed them rather this time, (I think they were given eight hours from when I posted to PDF file to when I wanted their comments,) so they really cannot be blamed for any remaining mistakes.

You will not find anything about American tournaments in this issue, mostly because none of the Americans sent me anything. Sometimes I will pick up scraps of information from Patrick Barrie emails and manufacture them into articles, but this issue was full enough without them. Come on America, I know that you have been busy saving the world from international terrorism, but please do take a moment to let Winking World know what you have been up to on the mats.

As well as reviving tradition by being late, this issue also resurrects that perennial horror, the boundary-rule rant. This time it takes the form of a letter from Julian Wiseman. Please permit me to don my chairman-of-the-rules-subcommittee hat for a moment, and respond:

Members of ETwA are encouraged to raise any concerns they have about the rules with the rules subcommittee (RSC). This Julian has done; but please, everybody, consider whether your pet peeves are worthy to bore the readership of Winking World, before selecting the way of communicating with the RSC. Members are also welcome to propose changes to the rules, although Julian’s proposal seems to be little more than a re-hash of old proposals with unnecessary complications added. This particular rules rant is considered totally tedious by the current RSC. We do not intend to do anything about it unless we detect some sort of consensus emerging from the canaille.

In the meantime, the rules used in ETwA tournaments will continue to be the official rules, as voted for by the majority of ETwA members. In private tournaments and friendly games you are always welcome to vary the rules in any way that seems good to you. If, in the process, you learn something interesting about potential new rules, the RSC would love to hear from you.

SPOT THE BALL

Ed Wynn

The ball you are trying to spot is not the one sitting two inches from the end of Pete Keevash's mallet, but the one that has been removed by cunning digital image-manipulation. Answer in the next issue.



THE NATIONAL INDIVIDUAL HANDICAPPED PAIRS

PLAYED IN THE MURE ROOM, MERTON COLLEGE, OXFORD ON SUNDAY 18TH NOVEMBER 2001

Abigail Hancocks

In November, ETwA took a trip and made it over to Oxford for the National Individual Handicapped Pairs, so how did it go?

Well, Alan Harper played confidently, if cockily, and deserved the win. Charles Oakley had some good games and shot up the world rankings to reach his highest ever position. Well done lads.

Pos	Player	H'cap	Games	Real Points	Adj. Points	Adj. P.P.G.
1	Alan Harper	3	7	39	36¼	5.179
2	Nick Inglis	5	7	33	32¼	4.607
3	Abigail Hancocks	1	7	29	30¾	4.393
4	Geoff Thorpe	5	6	28	26¼	4.375
5=	Patrick Barrie	7	7	33	28½	4.071
5=	Andrew Garrard	4	7	26	28½	4.071
7	Christine Barrie	4	7	26	27¾	3.964
8	Charlie Oakley	3	5	14½	18½	3.700
9	Matthew Rose	7	7	32	25½	3.643
10	Tim Hunt	6	7	27½	25¼	3.607
11	Stew Sage	4	7	23	24¼	3.464
	Andrew Walpole	2	2	8	6¾	3.375
12	Charles Relle	7	7	27	23	3.286
13	Rob Payne	1	5	15	16¼	3.250
14	Paul Moss	4	7	17	22¼	3.179
15	James Cullingham	5	7	20	21	3.000
16	Anthony Horton	3	7	19½	20½	2.929
17	Chris Jones	1	7	19	20½	2.929
18	Paul Goodman	1	7	20	20	2.857
19	Cyril Edwards	3	5	10	14	2.800
20	Alan Dean	6	7	21½	19½	2.786
21	Patrick Driscoll	4	7	13	18½	2.643
22	Matt Fayers	6	7	19	17¼	2.464
	Sally Close	0	2	4	4¾	2.375
23	Stu Collins	5	6	15	13½	2.250
	Mark Cichra	0	2	1	1¾	0.875

There was a good turnout and all players survived the poor lighting and the bobbly OUTS mats. Mark Cichra and Sally Close made their winking debut, Sally, in particular, showed great potential. Stu Collins returned to the game and re-entered the rankings. The Old Hands, Charles Relle and Cyril Edwards, also made it.

There was a complicated set up with different standards of players, singles and doubles games and handicaps—but Matt F arranged it beautifully. The system even survived people leaving early, Pole left after lunch to go rowing. (What? Rowing instead of winks???)

The surprise of the day was my performance, how did I take third place to leap 24 places up the rankings? It must have been my partners—thanks guys. As Alan Dean said “OK, I’ll go and save the Damsel in distress AGAIN!” All I can say to Stew is “sorry”.

The day was also full of many learning experiences. Paul Moss gave out some great explanations, now I just have to practice. All in all it was a good tournament, a big pat on the back to the organisers, please can we have more one day events in term time?

But what was my highlight? Well despite my awful accuracy it has to be beating Chris to the pot in the last game!

Sorry that this report is so unbalanced, I’m sure the rest of you had good games. Reading the results it seems like I missed a lot, maybe I was concentrating too hard....

WINKING TRANSFORMATIONS REVEALED

Simon Gandy

[If this confuses you, look back at the last Winking World.]

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

H U N T
T H I N
T I N Y
W I N Y
W Y N N

H E A D I N G
S H A D I N G
S H A M I N G
E N I G M A S
W I S E M A N

M O O R E
M O V E R
L O V E R
R E V E L
R E L L E

THE CAMBRIDGE OPEN

PLAYED IN THE BOWETT ROOM, QUEENS' COLLEGE, ON SATURDAY
2ND AND SUNDAY 3RD FEBRUARY 2002

Tim Hunt (not Geoff Thorpe)

Pos	Player	Games	Points	P.P.G.
	Richard Moore	1	6	6
	Geoff Myers	6	34	5 $\frac{2}{3}$
	Matthew Rose	6	29 $\frac{1}{2}$	4 $\frac{11}{12}$
1	Christine Barrie	13	62 $\frac{1}{2}$	4 $\frac{21}{26}$
2	Geoff Thorpe	13	57 $\frac{2}{3}$	4 $\frac{17}{39}$
3	Patrick Barrie	13	57	4 $\frac{5}{13}$
	Rupert Thompson	1	4	4
4	James Cullingham	13	50 $\frac{1}{2}$	3 $\frac{23}{26}$
	Chris Abram	6	22 $\frac{1}{2}$	3 $\frac{3}{4}$
5	Paul Moss	12	45	3 $\frac{3}{4}$
	Andrew Dominey	4	14 $\frac{1}{2}$	3 $\frac{5}{8}$
6	Andrew Garrard	12	43 $\frac{1}{2}$	3 $\frac{5}{8}$
7	Tim Hunt	13	47	3 $\frac{8}{13}$
	Stew Sage	5	18	3 $\frac{3}{5}$
8	Nick Inglis	11	37 $\frac{2}{3}$	3 $\frac{14}{33}$
9	Alan Dean	13	41 $\frac{1}{2}$	3 $\frac{5}{26}$
	Ed Wynn	7	22	3 $\frac{1}{7}$
10	Charles Relle	13	39	3
	Andy Westwood	2	6	3
11	Matt Fayers	12	34 $\frac{5}{6}$	2 $\frac{65}{72}$
	Alan Harper	6	16	2 $\frac{2}{3}$
	Louise Murphy	2	5	2 $\frac{1}{2}$
	Ben Fairbairn	10	20 $\frac{1}{2}$	2 $\frac{1}{20}$
	Navindu Katugampola	1	2	2
	Patrick Driscoll	4	8	2
	Matt Harper	5	7 $\frac{1}{2}$	1 $\frac{1}{2}$
	Matt Adams	9	11 $\frac{1}{3}$	1 $\frac{7}{27}$
	Fran Lowe	2	2	1

Geoff Thorpe agreed to write up this tournament and I have not heard anything from him since. I will just have to improvise, and Geoff, I sentence you to be stoned to death with mature cheddar cheeses.

Unfortunately I do not remember very much about this tournament. Since it was a Cambridge Open, it must have been a lot of fun. Yes, that sounds familiar. I also vaguely remember playing like a drain, which the score sheet confirms. Matt Fayers had an uncharacteristically poor tournament too.

On the other hand, James Cullingham and Paul Moss both had a stormingly good tournament, and lots of new faces used the event to get a toe-hold on the world ratings and to get some tournament experience before the Varsity Match.

As usual, the CUTwC dinner was on the Saturday evening. For the first time in ages, however, I didn't go, so I cannot tell you what happened. Probably just as well.

In the end someone won. Do you think she was pleased with that result?



THE VARSITY MATCH

PLAYED IN CORPUS CHRISTI COLLEGE, OXFORD ON SUNDAY
17TH FEBRUARY 2002

Patrick Barrie

Cambridge University retained the Varsity Match trophy with a score of $74\frac{1}{2}$ – $37\frac{1}{2}$. I was not at the match, but it is clear that most games were close. There was only one pot-out, and not many 6–1 results. Oxford won five of the games.

Cambridge can be delighted with the result, particularly as they were fielding three new quarter-blues.

Oxford can also be pleased. Seven of their team had played in previous Varsity matches, and their experience helped ensure that no match was a walkover.

Cambridge Oxford	Alan Harper & Matt Harper	Matt Fayers & Ben Fairbairn	Chris Abram & Matt Adams	Anthony Horton & Patrick Driscoll	Totals
Charlie Oakley & Andrew Walpole	$2\frac{1}{2}$ $4\frac{1}{2}$	$5\frac{1}{2}$ $1\frac{1}{2}$	5 2	3 4	12
Abigail Hancocks & Andrea Gorman	5 2	5^* 2^*	6 1	6 1	6
Rob Payne & Chris Jones	$2\frac{1}{2}$ $4\frac{1}{2}$	5 2	3 4	5 2	$12\frac{1}{2}$
Ann Carter Sally Close Matt Cichra	3 4 (A&S)	6 1 (A&M)	6 1 (A&M)	6 1 (A&M)	7
Totals	13	$21\frac{1}{2}$	20	20	$74\frac{1}{2}$ $37\frac{1}{2}$



THE OXFORD VARSITY MATCH TEAM



THE CAMBRIDGE PRESIDENT CELEBRATES IN THE TRADITIONAL WAY

THE TEAMS OF FOUR

PLAYED IN THE KING'S ARMS, KIDLINGTON ON SATURDAY 2ND AND SUNDAY 3RD MARCH 2002

Alan Dean

This was a welcome return, after the Wessex Trophy last year, to what all those present agreed is the best winks venue yet. Saturday morning was very cold, so an industrial heater was needed to get the temperature up to tolerable levels in the pub out-building where the tournament took place. The lights fused if we kept them all on too long, so we had to contend with difficult shadows on one or two of the mats. Apart from that, the venue was perfect. The beer was very good: the two firkins set up in the playing room were duly dispatched, and this helped to reduce the traffic to the bar next door. The food was excellent, and very reasonably priced. We were made most welcome by the landlord and his staff, and had our own private room for the duration. Meals were prepared specially for us on the Sunday, a day when the pub does not normally do hot food. Thanks to Tim Jeffreys for finding the location, although, this being his local, he did not need to look far.

It was good to see a few current Oxford players, even if they were only able to make it for day one. In particular, congratulations to Rob Payne on being a member of the winning team.

We used the usual handicap system, transferring half the difference in the team handicaps from the (theoretically) weaker to the stronger team at the end of each match. Five teams were present and, as is traditional, we chose silly names for them. Charles Relle chose our team name, and I was wondering which part of Italy the lake was in until he told me it was the entrance to the underworld. After the Oxford contingent dropped out Simon Gandy dropped in, and the handicap transfer calculations became more involved as they changed depending on who was playing solo in each round.

The first phase of the tournament was an all-play-all amongst the teams, with a different team getting a bye in each of the two-game matches. It probably was not planned to happen quite like that. Team E, as its name suggests, included some late arrivals. Had it been known from the start that there would be an odd number of teams perhaps the whole tournament would have been played along phase two lines, with the pairs from

Phase 1		A	B	C	D	E
A	Lake of Avernus		24½	12	13	22
B	Ongoing Divinity	3½		15½	16	17
C	Wooden Spoon	16	12.5		13	15½
D	Turning Septic	15	12	15		13
E	Should be there by half past	6	11	12½	15	

any team playing against pairs from different teams, making byes unnecessary. I don't know if that would have happened, and since I was not asked until after lunch on day two to write the tournament report I didn't trouble

myself to find out. Anyway, Mr Relle was delighted to get the bye in round two so that he could watch the England v France rugby match, if less delighted by the result.

After the handicap adjustments most matches were fairly close, with the notable exceptions of the two huge wins for Lake of Avernus after lunch on day one. The $24\frac{1}{2}$ – $3\frac{1}{2}$ victory over Ongoing Divinity effectively ended the latter team's hopes. Such sudden swings in fortune are usually attributed to a visit to the pub at lunch time, but we didn't go anywhere at lunch time, so that couldn't be the reason! Matt's pot-out attempt helped, when partnering Ed against Rob and myself: his missed sixth wink, giving us an easy 6–1 in a game we should have lost by at least the same margin, having been completely outplayed during the bring-in stage. As I had said earlier, our best hope in that game was that Matt would get bored and go for the pot.

Saturday evening saw the usual round of drinking games, before most of us adjourned to the Tiffin, a local Indian curry house, and another Tim Jeffreys recommendation. It was small and crowded, so we had to wait a while, but the food was very good. I expect the meal was followed by more beer and games at the King's Arms, but I retired to my accommodation at The Wise Alderman inn with Charles for a quick nightcap. A 7:30 Sunday breakfast gave us a couple of hours to explore the local countryside on foot before play resumed. The Barries had their bye on Sunday morning, so also went off for a walk, unfortunately leaving Charles's luggage (including squidgers), in their car.

On Sunday Turning Septic fared the best, including a big 11–3 win over Should be there by half past, but Lake of Avernus needed only average results to win by a comfortable margin. Kilian proved very

Phase 2		A	B	C	D	E
A	Lake of Avernus		$7\frac{1}{2}$	$6\frac{1}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$
B	Ongoing Divinity	$6\frac{1}{2}$		$6\frac{1}{4}$	$5\frac{3}{4}$	$5\frac{11}{12}$
C	Wooden Spoon	$7\frac{3}{4}$	$7\frac{3}{4}$		5	$4\frac{1}{4}$
D	Turning Septic	$6\frac{1}{2}$	$8\frac{1}{4}$	9		11
E	Should be there by half past	$5\frac{3}{4}$	$8\frac{1}{12}$	$9\frac{3}{4}$	3	

good value for his handicap on his return to winks after a three-year gap. He took home the trophy, on the promise that he would return to defend it next year, by which time he will have been married for around nine months: best wishes to him and his future wife.

The 'most memorable shot of the tournament' award goes to Alan Harper who, from the baseline, destroyed a pile and then bounced back into the pot. It would have made an even better story if the pile he destroyed had not been one which he himself controlled. Another memorable shot observed by our reporter was the round three doubleton squop played from about 18 inches by Kilian (singles) against Ed Wynn and Chris Abram, which helped him to achieve a 4–3 victory. Apparently Kilian took many excellent squops in rounds in a number of his games. He just needs to work on his colour-order tactics a bit, as in the situation just described he only needed to do a simple boondock of the middle wink from a well spread pile of three to leave himself with a one-inch distant attempt at the same bridge. One of my own shots very nearly helped to com-

pletely reverse a heavy defeat in the Relle & Dean v Fayers & Abram match. After being totally squopped up for a large part of the game I bombed a pile from about two feet, knocking the controlling wink off two of our winks. The unplanned aspect of the shot worked even better: my wink landed on the undefended side of the pile which held most of our winks. This later resulted in pile destruction job by Charles in round 5 which left me with five very pottable winks: only the fact that the second one bounced out of the pot prevented our completing an outrageous act of thievery, and unfortunately we still lost 5-2.

Pos	Team	Total
1	Lake of Avernus	100
2	Turning Septic	89 ³ / ₄
3	Wooden Spoon	82 ³ / ₄
4	Ongoing Divinity	76 ⁵ / ₁₂
5	Should be there by half past	71 ¹ / ₁₂

The top P.P.G. of the tournament was achieved by Ed Wynn, and not by myself as stated in Patrick's emailed report. This confusion arose because my singles result against



Cyril had been incorrectly recorded by person unknown as a 7–0, when it was in fact in Cyril’s words “a boring 6–1”. The scores, and the ratings, have been adjusted to correct this error. Other excellent individual performances were those of Charles Oakley and Christine Barrie, which stopped the 6 and 7 handicapped players filling all the top positions. Top result in the meat raffle went to Stew, who won the beef.

Team	Player	H'cap	Games	Points	P.P.G.
B	Ed Wynn	7	12	57 $\frac{1}{6}$	4.76
A	Alan Dean	6	12	56 $\frac{1}{2}$	4.71
D	Patrick Barrie	7	12	52 $\frac{1}{2}$	4.38
A	Charles Relle	6	12	51	4.25
D	Christine Barrie	5	12	50	4.17
B	Matt Fayers	6	12	49 $\frac{2}{3}$	4.14
B	James Cullingham	6	12	44.5	3.71
C	Charlie Oakley	4	7	26	3.71
E	Simon Gandy	7	7	25 $\frac{1}{2}$	3.64
E	Geoff Thorpe	6	12	43 $\frac{1}{3}$	3.61
B	Chris Abram	5	12	41	3.41
D	Stew Sage	4	12	40	3.33
D	Alan Harper	3	12	38 $\frac{1}{2}$	3.21
C	Patrick Driscoll	4	12	38	3.17
A	Kilian Anheuser	3	12	37 $\frac{1}{2}$	3.13
A	Rob Payne	2	5	13	2.60
E	Matt Moorhouse	1	5	12 $\frac{1}{2}$	2.50
C	Tim Jeffreys	4	12	29	2.42
C	Cyril Edwards	3	12	29	2.42
E	Andrew Garrard	5	12	24 $\frac{5}{6}$	2.07
E	Simon Braidman	1	3	4	1.33

FANTASY WINKS RESULTS

Tim Hunt

The first fantasy winks reached its thrilling climax shortly before this issue of Winking World went to press. Matthew Rose just managed to hold off a strong challenge from Patrick Driscoll who must be ruing the fact that Oxford and Cambridge could not quite manage to arrange a Silver Wink match. Matthew will receive his prize at the London Open.

Patrick promises another fantasy winks competition next year, to be run on similar lines to this year's competition. (When you are changing the rules, Patrick, could you please arrange it so that I can win this time?) Details will be provided on the ETwA web site (www.etwa.org) and will also be sent to members by newsletter.

Rank	Entrant	Score	Team members
0	Optimum Team	1661.2	(P.Barrie, A.Dean, Wynn, D.Lockwood, Thorpe, Edwards)
1	Matthew Rose	1326	(Thorpe, Rose, Purvis, P.Barrie, Mapley, A.Dean)
2	Patrick Driscoll	1306.7	(Wynn, Purvis, P.Barrie, Fayers, Deane, Driscoll)
3	Charlie Oakley	1266.5	(P.Barrie, Relle, Fayers, Walpole, Oakley, A.Harper)
4	Ed Wynn	1239.7	(Wynn, Kahn, Jeffreys, Fayers, Deane, A.Harper)
5	Alan Harper	1221.2	(Gandy, Wynn, A.Dean, Thompson, Driscoll, A.Harper)
6	Dave Lockwood	1188.3	(Myers, P.Barrie, Kahn, Tucker, D.Lockwood, M.Lockwood)
7	Anthony Horton	1167.8	(Purvis, P.Barrie, Fayers, Oakley, Horton, A.Harper)
8	Andy Purvis	1157.8	(Purvis, Inglis, P.Barrie, Relle, Tucker, A.Dean)
9	Geoff Thorpe	1152.2	(Thorpe, Carmody, P.Barrie, Moss, Abram, Dominey)
10	Chris Abram	1123	(Purvis, Fayers, Abram, Hunt, Driscoll, A.Harper)
11	Matt Fayers	1104.5	(Inglis, P.Barrie, Fayers, Dominey, Rand, A.Harper)
12	Patrick Barrie	1104	(P.Barrie, Jeffreys, Relle, Fayers, Dominey, Deane)
13	Alan Dean	1050.7	(Scarrott, Purvis, Relle, Mapley, A.Dean, C.Barrie)
14	Tim Hunt	1028.8	(Moore, A.Dean, Fayers, Hunt, Dominey, Horton)
15	Paul Moss	992	(Purvis, Cullingham, Moss, Fayers, Abram, Dominey)
16	Larry Kahn	968	(Myers, Purvis, Keyte, P.Barrie, Kahn, Mapley)
17	Christine Barrie	930.5	(Thorpe, Inglis, Thompson, C.Barrie, Dominey, Garrard)
18	James Cullingham	911.33	(Gandy, Cullingham, Abram, Horton, Driscoll, Brown)
19	Simon Gandy	897.33	(Gandy, Inglis, P.Barrie, Clarkson, Dominey, Horton)
20	David Carslake	851.33	(Rose, Inglis, Fayers, Dominey, Carslake, Garrard)
21	Phil Carmody	648.17	(Rose, Scarrott, Myers, Carmody, Inglis, Thompson)

LETTER TO THE EDITOR

Andrew Garrard

I've noticed an increasing tendency for people to take the game seriously. A Patrick shouting at their partner seems to happen at every tournament these days, and at the Teams of Four some Oxbridge players were really Not Getting On with each other.

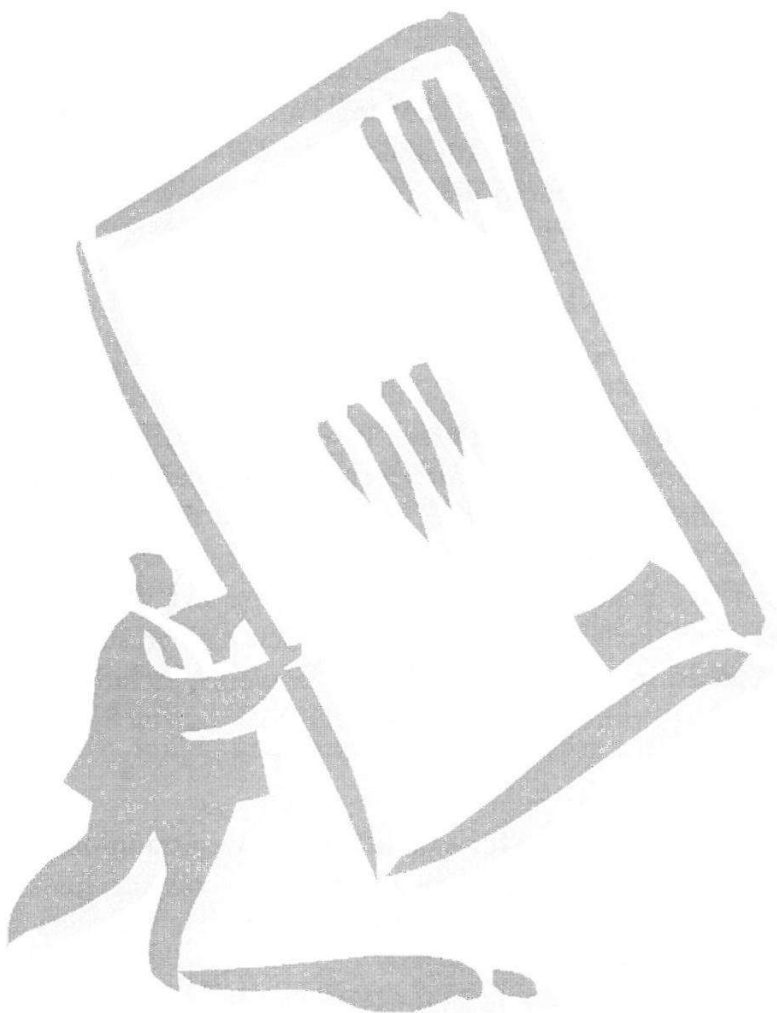
But what finally prompted me to write was the result of my innocent attempt to offer a larger squidger to Geoff Thorpe when I was partnering him at the Fours. The offer was made just after Geoff had just failed to hit all the winks he meant to in a critical pile-break. Now being second-guessed by one's partner may be irritating, but I intended enough tact that—even allowing for my abysmal play—I was surprised when Geoff rounded on me. I certainly felt the ensuing pugilism unjustified, even if relatively little force was applied to my chin. Respect for ETwA equipment was all that made me refrain converting the game into a 7†–0† all over a concrete floor.

In retrospect, it occurs to me that I have never heard shouting from those I consider experienced ranters. I have induced cutting remarks, sometimes even deserved, from Rupert, Stew, SLU, Timmy, James, Christine... but never a raised voice or uncontrolled outburst. It seems to be the quiet ones who get seriously upset. (Incidentally, I realise the irony of classifying the Patricks as being 'quiet', but in my experience, while playing, they usually are).

We each handle stress in our own way. Perhaps ETwA should start trading in beta-blockers. Perhaps, though, those who spend all their time ranting are on to something, and I should give it a try. Then again, perhaps the ranters stay calm because they only care about the beer, not the winks.

Yours in agitation,

Andrew Garrard



WORLD PAIRS 23

PLAYED AT GEOFF MYERS' HOUSE ON SUNDAY 7TH APRIL

Julian Wiseman

Ed Wynn and Patrick Barrie were challenged by Geoffrey Myers and Matthew Rose, with yours truly as the umpire. Shamefully, given the date, neither the players nor the umpire wore black armbands.

Patrick Barrie Ed Wynn	2	6*	3	5	4	6	26
Geoffrey Myers Matthew Rose	5	1*	4	2	3	1	16

GAME 1

defined what was to become traditional: red won the squidge-off, this time played by Matty. However, he soon atoned for this skill by nearly rolling off, and this was followed by an actual roll-off from his partner. A squopping game started, and Ed's potting was prevented by an accidental squop by red onto one of his greens (which was already on a red). That still left Patrick's yellows available, so he potted two, with both Geoff and Matty missing the squops, allowing Patrick to pot another two and miss the fifth near a red, which coped. The sixth yellow and Ed's green attempted to recover the fifth yellow, but—via a green pile-bomb that rolled off—were eventually squopped up, and Geoff and Matty bagged five points. [2–5]

GAME 2

finely demonstrated that, even at a world standard, not all bring-ins look good. Red, this time played by Ed, again won the squidge off, and blue and yellow managed to slow each other down, leaving both green (Geoff) and (r)Ed with hope of the pot. Patrick, playing blue, mounted an attack on green in the green area, and a green-free mess developed. Patrick then played the most subtle shot of the match. He knocked a yellow onto a red that was already on a yellow. To this observer, well short of Patrick's standard of play, it looked like a failed attempt to squop the flat yellow. But no! A large pile developed, which eventually Geoff blew. As Patrick had presumably anticipated, Geoff completely demolished it, leaving Ed with six free winks, including an awkward pot off. And in they go for 6*–1*, putting Patrick and Ed into a narrow 8–6 lead. [8–6]

GAME 3

started with red—this time Geoff—behaving traditionally. A mixed bring-in: Ed, playing yellow, continues his potting run by Carnovskying his first and very nearly his second; but green and red both manage to roll off. It becomes a game of unconnected scraps, mostly singletons, with neither side showing skill or strategy. Ed, presumably out of boredom, even attempts an unnecessary desperado gromp, and eventually red and yellow

are left fighting for first place: likely to find three in and one or two under. The result of 4–3 to Geoff and Matty flattered the play of both sides. After the game, Andy Purvis, who had come to watch, said that he had failed to see any strategy at all. He was worried that this might be because of his long absence from the game, but my notes reassured him. [11–10]

GAME 4

was one of the most tedious games I have ever had the misfortune to umpire. After an untraditional squidge-off victory by blue (Ed, though Patrick's red was a very close second), my notes remark on "another pants bring-in all round; yellow even landed nurdled on a green, though red helpfully knocked it flat". Eventually a small blue stole a pair of small greens under the pot, more winks piled in, and Geoff destroyed it to leave six singletons and one doubleton. Dull dull dull. Matty asked "What is going on in this game?", to which Geoff accurately replied, "Not a lot." One of the teams eventually decided to respond to a threat that they described as a "passive attack". Action? No, their response was actually a one-inch positional brundle. The only interest was late on, when Matty did a beautiful and delicate pile shot to convert a doubleton into a tripleton, and then two shots later rolled a large wink over the same pile to convert it back. Somewhere, somehow, Patrick and Ed won five points, and—at last—it was time for tea. [16–12]

GAME 5

started with the usual colour landing closest to the pot, this time played by Matty. Yellow (Patrick) rolled off, but blue and red brought in to a tight area. This was the best bring-in of the match, and within a few minutes Patrick & Ed were very much losing. Patrick took a blue, then Ed missed a red, but red refused the pot-five-and-bring-in opportunity. Patrick's squop became a yellow on two blues, well knocked off by Geoff but Patrick jumped straight back on. Red now refused to run of six, instead squopping an easy green, but in the following turn potted one and docked the green. At the next visit to the table, red bounced out and landed safeish, but not sufficiently so. Patrick's earlier squop onto a blue having been lost, and with one red under, blue started threatening, but Patrick again stopped him. The red pile became larger, with at one stage no blues underneath it, and this became the central focus of play. Some great squopping play: at one stage the pile was taken on the very top by a small yellow, knocked down by one of Geoff's blues, then green chipped a big blue to the top, which was re-taken by Patrick's yellow, but one of Geoff's winks at the side of the pile was able to do the demolition deed. With the pile gone the game then simplified, and a heroic knock-off by Patrick in round four allowed Ed to pot a big green (though requiring a reconstruction of the pile behind the wink to be potted). A closely fought and interesting game, increasing Patrick & Ed's lead by one. [20–15]

GAME 6

After Patrick won the squidge-off with blue, all brought in well, with the interesting feature that an accidental red on a blue deterred green (Geoff) from attempting to run six. Several pot threats were addressed by squops, and there was other uninteresting squop-

ping of singletons and doubletons. With less than three minutes on the clock the challengers played two unlucky shots: Matty leaving a blue on a pile; and Geoff subbing into a doubleton, which allowed the formation of a 12-wink pile controlled by Ed and Patrick. A squop-up followed just after the clock, thus bagging six points and retaining the championship for Patrick and Ed. Andy Purvis well caught the challengers' general error: "They didn't force the pace when ahead." [26-16]

For those who care, blue and red were always submissive, green and yellow dominant.

THE JUBILEE TROPHY

PLAYED IN TRINITY COLLEGE, CAMBRIDGE ON TUESDAY 23RD APRIL 2002

Matt Fayers

Matt Fayers	2	5½	6	6	19½
Alan Dean	5	1½	1	1	8½

Matt once more overcomes a very shaky start. The turning point was at the end of game two, where (despite having missed two trivial pots) Matt was looking at getting 4-3 unless Alan got a 12-inch pot. But Alan went for an ambitious squop-off when he should have passed, and allowed Matt to pot for another point and a half. Matt then had a beer, put the adrenaline away and cruised home. Who's next?



THE LATE SPIKE MILLIGAN

SPIKE MILLIGAN: 1918–2002

Ed Wynn

Spike Milligan achieved his wish to outlive Sir Harry Secombe (“because I don’t want you singing at my funeral”), but by less than a year; he died of liver failure on 27th February 2002, at the age of 83.

Spike was the strongest influence on *The Goon Show*, writing most of the scripts and performing the parts of Eccles and others. The show ran throughout the 1950s, and is still much loved. With Spike’s surreal humour (and warm-up brandies all round) it was anarchic and ground-breaking—even the title baffled one BBC executive, who asked about the “Go On Show”. Spike broke down barriers, putting the spontaneity of music-hall and the Marx Brothers into British comedy. Many admiring followers, from Monty Python to Eddie Izzard, have acknowledged their debts to him.

But Spike did much more than this. (“When I look back, the fondest memory I have is not really of the Goons. It is of a girl called Julia with enormous breasts.”) He was a talented jazz trumpeter, which explains why he was nicknamed after part of a double bass. He wrote constantly, completing more than fifty books: nonsense verse, poetry, novels, plays and film scripts. His famous autobiographical series depicted life as a lowly gunner in North Africa and Italy during the Second World War. (This was where he met Secombe. They became instant friends, shortly after a cannon was projected alarmingly from Spike’s side of a ridge to Harry’s. Spike: “Has anyone seen my gun?” Harry: “What colour?”)

He followed the *Goon Show* with several radio and TV series. Even now they are bizarre and innovative. Perhaps for this reason, the BBC failed to re-broadcast them in later years. This was a source of bitterness to Spike who rightly felt that he was not receiving due credit. Gradually, however, his enormous contribution to entertainment was recognised. The British Comedy Awards of 1994 honoured his achievements, and a letter of congratulation was read out from Prince Charles, a lifelong fan. On live TV, Spike jokingly called him a “grovelling little bastard”. Later, he faxed the prince, asking “I suppose a knighthood’s out of the question now?” Nevertheless, in 2001 he did receive one—honorary, because of his Irish citizenship.

After a difficult childhood in India, shell-shock, pressure of work, bereavements and manic depression, Spike suffered several nervous breakdowns. He often disliked the noise and bustle of society. He said his irreverence was partly “a protest against the human race”—in particular, against environmental damage, over-population and cruelty to animals. He campaigned fervently and cogently on these issues. (For example, when a speaker claimed that vegetarians are hypocritical because they use leather in belts and shoes, Spike sprang to his feet, revealing the string around his waist and his canvas plimsolls.) For his influence there and in comedy, he will be greatly missed and long remembered.

THE BRISTOL SHOT

IDEAS AND VARIATIONS

Charles Relle

“What are these Bristol shots?” I asked, when I came back to Tiddlywinks after my move to London. I was then shown one, and realised that it was a kind of shot that I had tested out in student days, but with the squidger held in the usual squopping fashion. This made the shot very difficult to accomplish, and anyway it was rare. It could, however, surprise opponents in a very satisfactory way.

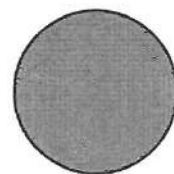
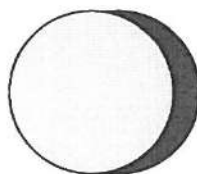
In 1977 everyone was far ahead of me in tactics and shot making, and I was not sure I could do the Bristol shot at all. But I decided that if I was to catch up, I would have to have the same repertoire of shots as other people, and began experimenting. Over the years I worked out how to play the shot, and what sort of squidger was best for me. As I write this article, I have a mat and a set beside me; I am verifying that I at least can play every shot I describe.

One piece of advice I would give myself and anyone else trying Bristol shots is “learn to squop”. Since all Bristols begin with a wink-on-wink position, you have to get the squop in the first place!

What about squidgers? Squidgers are very much a matter of personal preference. Use whatever seems comfortable. Nevertheless, here are a few ideas: The point at which the squidger touches the wink has to be very precise, so it helps to have a squidger that is thin at the edge. The Bristol is a delicate shot, and, I am sure, cannot be played with a squidger that looks like a cobblestone picked up from King’s Parade! I think the squidger should be quite small in diameter; mine is 32 mm. It should also slide across the wink smoothly. If you have the patience, make and try several squidgers, and see which one you prefer. As you do this, you will learn quite a lot about Bristol shots!

DIAGRAM A

Bristol shots involve three winks, which I shall describe as follows: the upper wink, the one already on a squop; the lower wink, the one already squopped; and the target wink, the one onto which you want to move the other two. Here is a picture of what most people would think of as a typical Bristol shot.



How far will the upper and lower wink go and how do you play the shot? Here I need to introduce a new concept, the length of a wink. Assume that the above winks are small: in the picture the shot will go about two and a half lengths. Try it and see; practice is very important, and you may do better. Be very careful, when practising, to play legal shots. If you train yourself to play legal shots in practice, you will play them in matches. It is all too easy to make the upper wink slide back on the lower before release, which would

alter the nature of the shot as well as make it illegal. Hence the importance of the advice offered above to make the edge of your squidger smooth. Again, make sure your squidger does not slide sideways as you play the shot. When you have tried a few shots as in Diagram A above, set the winks up again with the upper a little further back on the lower. Continue to do this until you find out how far a shot will go for a given overhang. Small variations will make a difference, until you find that the upper winks slides over the lower without moving it much distance. Experience will tell you what can be done. I am sure that somewhere along this continuum is the ideal Bristol, in which the upper and lower winks can be sent any distance without separating. An ideal, however, is something striven for, but hardly ever achieved.

Another consideration is this: how do you want to land on the target wink? You may want to stack them in a three wink pile (Diagram B), or you may want to rest the lower and target winks next to each other with the upper wink on top of them (Diagram C). Try to predict the outcome of each shot.

In my experience, for a given position, achieving forward propulsion by drawing the squidger rapidly across the upper wink will tend to make the upper wink slide over the lower, whereas achieving forward propulsion mainly by downward pressure will tend to make the lower wink pop out from below the upper.

How far on to the upper wink do you put your squidger when playing these shots? Far enough on to keep control; far enough back to get a smooth shot. Where would you put your squidger on the lower wink if you were making a squop with it? Rest your squidger above that point on the upper wink. A Bristol shot is played with two squidgers. Your squidger is the squidger for the upper wink; the upper wink is the squidger for the lower wink. To realise this is to have the key to all Bristol shots.

How high will the upper and lower wink fly when played as a Bristol? This may depend on squidger size and style of play. My own experiments suggest that you can jump the height of one wink but not two. Of course, trying to Bristol over a friendly wink is fairly off-putting, because of the risk of squopping it.

I turn next to Bristols where the upper wink is small and the lower is large, illustrated in Diagram D.

At this point I apologise to readers for not having provided exact measurements in describing Bristol shots. I have neither the skill nor the equipment for these. To resume: for me the best position is that illustrated. You can comfortably jump the length of three small winks, sometimes even further. Again, have a set beside you as you read this article; your

DIAGRAM B

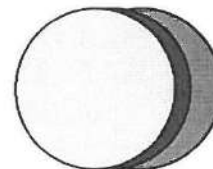


DIAGRAM C

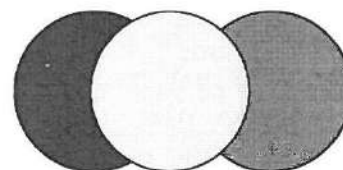
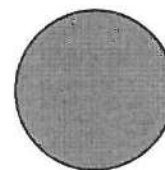
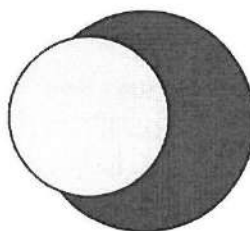


DIAGRAM D



conclusions may be different from mine. Try various overlaps, and remember what happens when you play the shot. For me, the position in Diagram E is tricky. It is all too easy to make the upper wink leap off the lower.

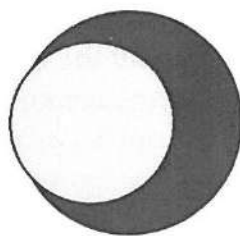
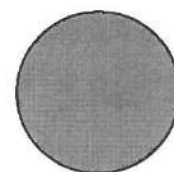


DIAGRAM E



In this and similar positions, you already have an asset (a small wink squopping a large), and you should be careful not to lose it.

Suppose you have a large wink on a large, as in Diagram F. This resembles positions already discussed at Diagram A.

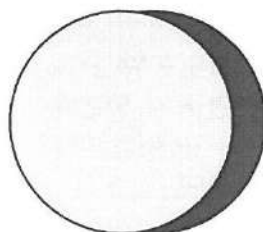
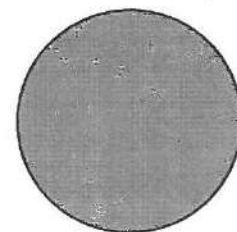


DIAGRAM F

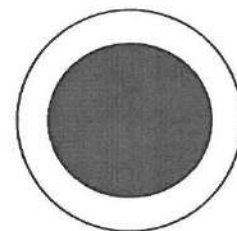


Exact positioning is important here, and I do urge you to try out the shots as you read this article. The Diagram F position should go three lengths of a large wink, or even four. You may find, when investigating Bristol shots in general, that it is easier to use large winks. Alas, in real life there are twice as many small winks as large, so you are investigating the rarer shot. Nevertheless, the principles you establish can be applied to small winks.

What can you do when the upper wink is totalling the lower? If the case is small on small, I would not go for a target wink more than a large wink's length away. For large on large, my maximum distance is a large and a small away. You may be able to do better.

When you have a large wink on a small, the lower wink is not always visible, but it is very important to look to see where it is. Its precise location under the upper wink will govern the direction and distance in which they can be Bristolled. The simplest case is illustrated in Diagram G.

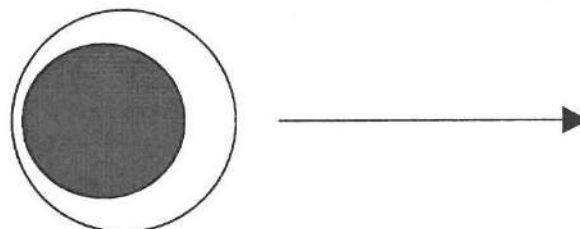
DIAGRAM G



In this position, you have to imagine that the large Yellow is on the small Blue, not the other way round. You can Bristol these winks in any direction, and they will comfortably go the length of two small winks. Of course, such a perfect squop is rare, and most of the time you will find the winks go in one direction only.

In Diagram H, it is easiest to Bristol the winks in the direction of the arrow. To do the shot in the opposite direction risks coming off the lower wink altogether. It is, however, possible to Bristol at right

DIAGRAM H



angles to the direction of the arrow. When faced with a shot like this, look very carefully at the positions of the winks, and remember the remark made earlier—the upper wink is in effect the squidger for the lower wink. In general, your squidger should cross the back of the lower wink (the part of the wink furthest from the direction of travel). You have to make allowances for the top wink, either in the angle at which you hold the squidger, or in its exact position, but the back of the lower wink is the point from which you start thinking.

Most people believe that the easiest Bristol shots are those in which the upper wink is directly 'behind' the lower; some even believe that such shots are the only ones playable. Both these beliefs are false. It is now time to consider Bristols that appear to be more challenging. Consider Diagram I.

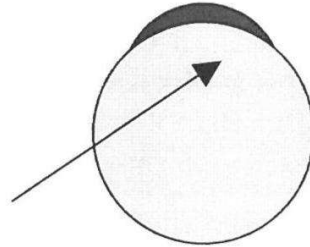
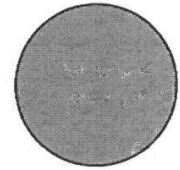


DIAGRAM I



How do you accomplish this Bristol? Consider three things, the 'back' of the lower (blue) wink, the point of intersection between the blue wink and the yellow, and the fact that, though it is agreeable to cover a wink totally, to squop a wink you need to cover it only slightly. In this position, you also have to remember that the yellow wink is resting on the mat as well as the blue, and will tend to slide off the blue as you play. Look back at Diagram I. Your squidger should make contact at the point indicated by the arrow-head, and be played across and slightly downwards. Hold it vertically to the upper wink, not to the mat, to prevent the upper and lower winks from separating. Your grip and squidger may affect the exact position, so if you fail, try again, and remember what succeeds, so as to apply the principle to other positions.

Diagram J shows a similar but more difficult position, with the lower wink more exposed.

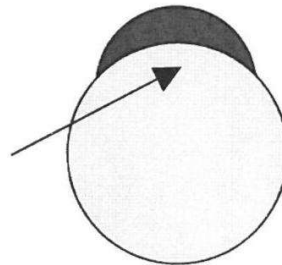
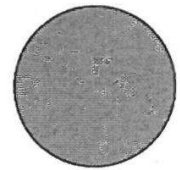


DIAGRAM J



As long as you can get the upper wink on the target wink, you have succeeded, so do not play too hard. Though the upper and lower wink look more likely to separate, you have compensation in that you can get more purchase on the 'back' of the lower wink. The arrow shows my preferred point of contact and angle of holding the squidger. When you can do this shot satisfactorily, try some more variations, and see what you can do.

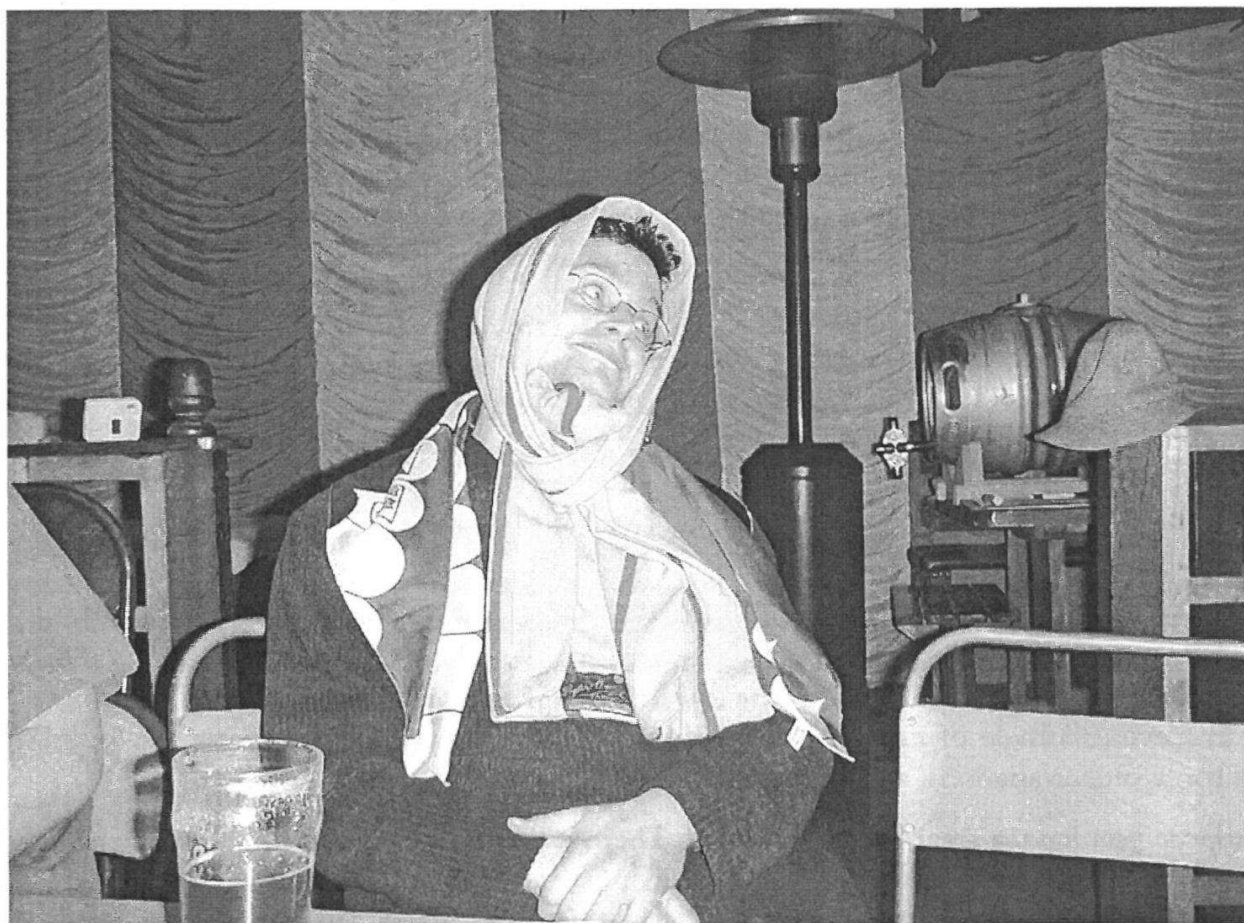
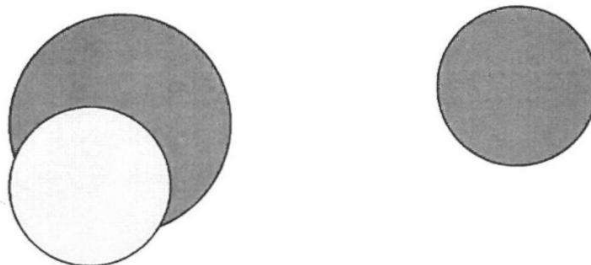
Suppose you have a small wink on a large. There is a good case for simply keeping it as an asset too precious to waste, though there are those who, when an opportunity for an ambitious Bristol arises, would regard turning it down as unenterprising, or even pusillanimous.

Look at Diagram K. You decide that you must squop the red on the right. Can it be done? It can, but it is a delicate shot, and risky. The risks are of coming off the big Red, and of missing the target Red, or both. In the diagram position, put your squidger on the centre of the small yellow, and slide off at about seven o'clock on the large red. The large red should go onto the

small at about ten o'clock. There are some related positions in which it is better to slide the upper wink over the lower without coming off it, so that it rather than the lower wink covers the target wink. This is especially true if the upper wink is more than half off the lower. The distance such a Bristol will go is quite short, but I think it is a better shot for the bridge than a normal squop shot, because there is less chance of butting.

There are many other types of Bristol shot. Large on large and small on small variations come to mind. There are also tripleton and other multiple Bristols, and others that contain an element of surprise. However, I have probably strained the Editor's and the readers' patience by now, so I will cease, and resume in another issue if I am invited to do so.

DIAGRAM K



PATRICK DRISCOLL, OR PERHAPS MR SMITH, AT THE TEAMS OF FOUR

LETTER TO THE EDITOR

Julian Wiseman

Dear Editor,

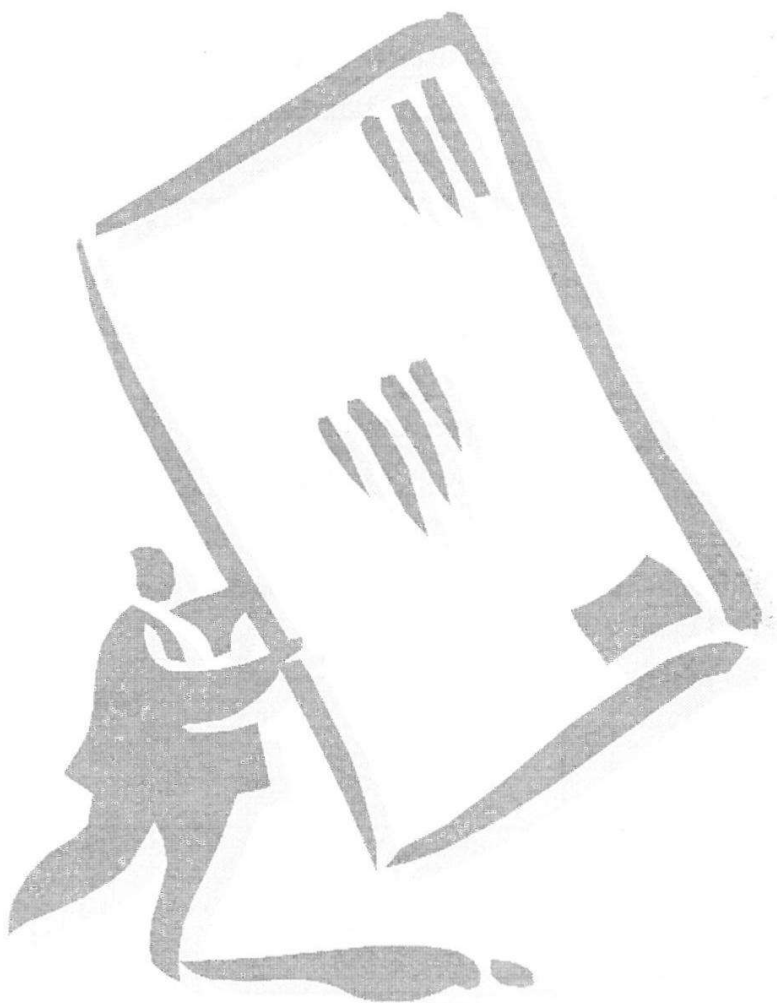
My last ranked tournament was the final straw. Several times my wink rolled off, and I received the usual punishment. The usual excessive punishment. It irritated. It even annoyed me when the same happened to my opponent. In fact, the current boundary rule so diminished my enjoyment of the game that too little remained. Hence I have decided that I will not play another ranked game until the boundary rule is changed.

Such a letter should, I suppose, outline a better boundary rule.

- ◆ Any wink or winks leaving the field of play (except into the pot) are to be put on the boundary at a place of the opponent's choosing, subject to the four-inch rule.
- ◆ If only one wink goes off, that is the only penalty.
- ◆ If two or more winks go off, whatever their colour, the playing colour misses its next shot.
- ◆ There may also be a need for a niggly rule specifying what happens to partly-off piles. If and when you care, ask.

Of course, I am not the first to give up the game because of the boundary rule, nor—regrettably—will I be the last. It is traditional that those that leave do so unmourned, and doubtless my fading into history will be traditionally ignored.

J. D. A. Wiseman.



MEANINGLESS STATISTICS

by Patrick Barrie

WHO ARE THE MOST DEVIANT PLAYERS OF ALL TIME?

Players with the highest standard deviation in game score (qualification: more than 50 rated games):

Rank	Player	Games	P.P.G.	Std. dev.
1	Peter Keevash	123	3.099	2.323
2	Julian Wiseman	499	3.808	2.263
3	Alasdair Grant	454	3.362	2.258
4	Dave Hull	126	3.107	2.247
5	Tim Hunt	445	3.680	2.242
6	John Haslegrave	182	3.202	2.241
7	Chris Abram	354	3.263	2.229
8	Graham Hancock	310	3.707	2.228

WHO ARE THE MOST BORING PLAYERS OF ALL TIME?

Players with the lowest standard deviation in game score (qualification PPG < 3.5; more than 50 rated games):

Rank	Player	Games	PPG	Std. dev.
1	Nick Geary	64	2.141	1.729
2	Edward Harry	84	2.355	1.772
3	Jo Soares	121	2.165	1.796
4	James Orwell	65	2.977	1.806
5	Naveed Chaudhri	86	2.087	1.820
6	Dave Dyer	83	2.422	1.822

Players with the lowest standard deviation in game score (qualification PPG > 3.5; more than 50 rated games)

Rank	Player	Games	PPG	Std. dev.
1	Arye Gittelman	89	4.742	1.856
2	Graham Josland	52	3.990	1.888
3	Mike Surridge	449	4.425	1.970
4	Ferd	142	3.741	1.971
5	Larry Kahn	1003	4.750	1.973
6	Geoff Myers	880	4.483	1.984

BUT REALLY ...

deviancy should be measured by the proportion of pot-out games achieved! Qualification: 20 games since January 2001 when pot-outs started being recorded in the ratings database. (Sorry Richard, your record of one game, one pot-out, is not good enough.) The overall numbers for this period are 191 pot-outs in 850 games, or 22.47%.

Rank	Player	Games	Pot-outs	Percentage
1	Rupert Thompson	23	8	34.78
2	Nick Inglis	79	26	32.91
3	Max Lockwood	22	7	31.82
4	Andrew Garrard	102	32	31.37
5	Charlie Oakley	24	7	29.17
6	Ed Wynn	113	32	28.32
7	Stew Sage	96	27	28.13
8	Ben Fairbairn	26	7	26.92
9	Christine Barrie	112	29	25.89
10	Patrick Driscoll	58	15	25.86
11	Tim Hunt	91	23	25.27
12	Matt Fayers	123	31	25.20
13	Patrick Barrie	141	35	24.82
14	Anthony Horton	77	19	24.68
15	Julian Wiseman	38	9	23.68
15	Geoff Myers	38	9	23.68
17	Charles Relle	77	18	23.38
18	Chris Abram	86	20	23.26
19	Simon Gandy	82	19	23.17
20	James Cullingham	121	28	23.14
20	Alan Dean	121	28	23.14
22	Geoff Thorpe	77	17	22.08
23	Paul Moss	96	21	21.88
24	Andrew Dominey	23	5	21.74
25	Phil Scarrott	42	9	21.43
26	Matthew Rose	52	11	21.15
27	Alan Harper	85	17	20.00
28	Jon Mapley	61	12	19.67
29	Cyril Edwards	29	5	17.24
30	Larry Kahn	62	10	16.13
31	Ben Deane	25	4	16.00
31	Tim Jeffreys	25	4	16.00
33	Dave Lockwood	68	10	14.71
34	Ferd	23	3	13.04
35	Bob Henninge	26	2	7.69
36	Severin Drix	31	2	6.45
37	Phil Carmody	27	1	3.70

TOURNAMENT DESIGNS

Julian Wiseman

Years ago Dr Fatty produced a collection of tournament designs, of which ever-greier photocopies are handed down from one generation of tournament organisers to the next. With the approval of the red-bearded prophet, and the help of some of his disciples, I have taken it on myself to improve the designs and their presentation, to extend their range, and to publish them on the web. They can be reached via

<http://www.jdawiseman.com/papers/tournaments/tournaments.html>

PRESENTATIONS

The tournament designs are presented in ways that will be partly familiar and partly novel.

- ◆ As before, rounds are labelled with Arabic numerals: 1, 2, 3, 4, etc.
- ◆ Players are labelled with letters. In the all-play-all formats, these are upper-case Roman letters: A, B, C, D, etc. In the carry-over formats (in which the best so-many from two leagues go through to a final to which games already played between finalists are carried over) the Roman league uses these upper-case Roman letters, but the Italic league uses lower-case italicised letters: *a*, *b*, *c*, *d*, etc.
- ◆ In a new convention, mats are labelled with lower-case Roman numerals: i, ii, iii, iv, etc.
- ◆ To avoid any possible confusion with the fifth mat, players in a game are separated with a colon rather than a “v”. It has been suggested, nonsensically, that we should think of it less as a contest and more as players coming together for a happy winking experience.
- ◆ The tournament formats specify which player is to have the dominant corners. The left player is dominant: if a game is “X:Y”, then X is dominant and Y submissive.

The first diagram, which I hope survives the conversion from Acrobat, shows part of the tournament schedule for the 16-

	i	ii
1	F : K	P : A
2	N : D	I : G
3	P : C	H : K
4	I : E	N : B

	Player	A	B	C
A		A i 15	A:B viii 14	C:A
B		A:B i 15	B vi 13	B:C
C		C:A viii 14	B:C vi 13	C

player all-play-all. In round 1 on mat i, F is dominant against K, whilst P is dominant against A on mat ii.

The second diagram shows part of the score sheet for the same tournament. Note that every cell is labeled with the details of the game the result of which it is to contain. Hopefully this will eliminate careless errors, and

also simplify life for those doing tournament write-ups and maintaining the ratings. We can't go wrong; it's idiot-proof, even by the standards of ETwA's drunk idiots.

The score sheets also come in versions with columns for running totals (third diagram, below), and again cells contain the details of the game just played. (But for large numbers of players the addition of running-total columns overly crowds the page.) There are also the traditional blank variants of the score sheets that don't have embedded schedules.

The carry-over sheets have a new design, and the fourth diagram (overleaf) shows an extract from the carry-over format for 5 + 5 players. Each cell has a diagonal sash describing the game; Italic league scores are entered in the lower-left of each cell, Roman league scores in the upper right. To the right and below the extract shown are columns for running totals.

So there are pages of tournament schedules, pages for the game scores, and pages for the game scores plus the running totals, and blank variants of the latter two. Each acrobat file is available in A4, A3, and US Letter. There are also text-only pages, in human-readable and machine-readable variants. All-play-all designs are posted for each of 6 to 20 players, and for 24 players. There are carry-over formats for all numbers from 3 to 16 qualifying players per league. With the addition of some pages of HTML and a diagram to explain dominant corners, that comes to a little over five hundred files.

GENERATING THE DESIGNS

For most winkers it will suffice to stop here. Really, the rest of this article consists of tedious pseudo-mathematics, suitable only for the terminally pedantic.

So, you're still reading! Idiots and masochists alike, you have been warned.

13	14	15	Pos'n
D:A v	C:A viii	A:B i	A
B:C vi	B:D vii	A:B i	B
B:C vi	C:A viii	C:D ii	C

The optimisation of the tournament designs always start from a valid design. As an example, imagine starting with Dr Fatty's original design for the 12-player all-play-all, in which everybody opposes everybody else just once, and nobody plays on any mat more than twice. What can we do with this? Without yet worrying about dominance and submission, we can:

- ◆ permute the rows. With 12 players there are $11! = 39,916,800$ row permutations, but of these just over fifteen thousand have the property that nobody plays two consecutive games on the same mat, and we restrict ourselves to these.
- ◆ permute the players.

What is wanted is for 'important' games to come late in the tournament, where important games are those between the best players. So the players are seeded, with A being the best-ranked player, then B, etc, and we want games such as A:B to come late. The optimisation is then performed as follows. Assign numerical values to each player: $A = 0, B = 1, C = 2$, etc. Number the rounds starting at zero, so the round numbers are one lower than in the human-readable form. If the game $x:y$ is in round r (subscripts suppressed), then calculate the permutation score as the sum over all games of

$$(r/(x^2 + y^2))^4$$

and maximise this. The maximisation is done by permuting rows (subject to the above constraint) and permuting players. For all cases up to 12 players it is believed that the optimum has been found; beyond 12 players the design is likely to be near-optimal, but may not be the exact optimum. For the 12-player all-play-all the maximal score is 10033.6568064493148995, of which fully 10000 comes from having A:B in the last round.

Where did this particular utility function come from? Well, just between us, looks over shoulder, shhhh—I made it up. It seems to give intuitive results. Perhaps there is a 'better' utility function. However, my function appears to have 'partial derivatives' of the correct sign; the maximum under my function is likely to be at least close to the maximum under a better function.

For the carry-over formats, assign numerical values as $A = a = 0, B = b = 1, C = c = 2$, etc, and maximise

$$(r/(1 + x^2 + y^2))^4$$

in which the "1+" is to avoid a divide by zero in the game A:a.

That still leaves unassigned the dominance, which we constrain so that no player plays more than once on any one side of any one mat (i.e., no player plays more than once on any one pair of corners). In all-play-all that guarantees that all players play left and right approximately equally (if each player plays an even number of games then exactly equally; if odd, there must be a one game mismatch). In the carry-over formats we impose 'approximate equality' as a condition, and also the anti-symmetry rule: X is dominant against y, if, and only if, Y is dominant against x. (The rule has to be $X:y \Leftrightarrow Y:x$

rather than $X:y \Leftrightarrow x:Y$ because of the case in which $X = Y$).

How could these lefts and rights be distributed to a particular player's maximum advantage? Clearly it is best to have the advantage in close games, where it might make a difference. Most players will lose against the best players, whether playing left or right; and will win against the bunnies, whether playing left or right. But against similar players an advantage is most valuable, and so a player would want to be dominant against similar players and submissive against very different players. Thus the tournament design should ensure that this advantage is as evenly spread as possible, and we start by calculating an asymmetry measure for each player. Assign the same numerical values to each player as above. For each game $x:y$, add to x 's score $1/(1 + |x - y|)$, and for each game $y:x$, subtract this same term. This term is of largest magnitude for close games. Total these terms for each player, and square. If a player has a fair balance of left and right in close games, and hence in non-close games, this sum will be nearly zero. If a player has a mismatch, this squared-sum will be large. Now calculate the weighted total of these squared sums, where the weight is the number of players minus that player ($n - x$), and call this the left-right asymmetry measure. So this left-right asymmetry measure has the largest weight on A 's squared sum, as fairness is most important amongst those with a large chance of winning. We then minimise this left-right asymmetry measure (subject to the above constraint that no player plays more than once on any given side of any venue). There will be two minima, one being the reverse-everything opposite of the other, and we choose the minimum containing $A:B$ or $A:a$ (rather than $B:A$ or $a:A$).

Having permuted rows and players, and assigned the dominance, the mats are then permuted. They are relabelled such that, at the end of the tournament, high-ranked players are on the low-numbered mats.

It is possible to synthesise a non-optimal all-play-all tournament design for 23 players by using the 24-player format and deeming the games against the weakest player to be byes.

The formats for the individual pairs are not forgotten. They require more preliminary group theory, allegedly in hand. When they are done, there will be another tedious article in WW.

To conclude, the new formats are improvements on the old in several ways, and I hope that they are used.

		Roman League		
		A	B	C
Italic League	a	$A:a$ 5 i	$a:B$ 4 iv	$a:C$ 2 v
	b	$b:A$ 4 ii	$B:b$ 3 v	$b:C$ 5 iii
	c	$c:A$ 2 iii	$c:B$ 5 ii	$C:c$ 1 iv

I AM THE WEAKEST LINK...

Patrick Barrie

December 2001. A researcher for The Weakest Link TV programme contacts me, wanting a tiddlywinks champion to appear on a special “national champions” edition of BBC’s most successful show. I start looking for volunteers (thanks Alan and Matt).

Friday evening. They telephone me to say that they will have someone in the area the following day. Am I available then to be interviewed? I give a somewhat hesitant “yes”.

Saturday. My interviewer tells me that she has also contacted Ben Soares of ScotTwA, but he tells her that he “didn’t think he could hold his head up high enough in a company of tiddlywinks players”. She asks me what I think of Ann Robinson. “Well, her horror rating is obviously high and her winking power seems pretty good. Her narg points are rumoured to be high, but I suspect beer factor may be a weakness.”

Following week. They decide that there is a national shortage of national champions willing to be humiliated on national television. They tell me that I would be wonderful, and that filming is to be the following week in Pinewood Studios.

Evening before filming. Telephone call. Please bring a spare shirt with you. Make sure it isn’t black, white, or patterned in any way. No stripes, spots, or check. Try not to wear red or navy blue either. “Some things look bad under studio lights” and “some things aren’t in keeping with the show”. Examine the clothing worn on TV quiz programmes and you will see whether this is true or not.

I set off in the morning, and arrive at Pinewood Studios at 1:30 pm. The champion dog groomer, University gymnast and female squash champion are already there. Others arrive in the next 30 minutes. We see Edwina Currie storm down the corridor—she has just been voted off the “famous personality” special edition that they are also filming that day.

I spend an hour chatting with the other contestants. The female chess champion recognises me as she owns a video of me doing a tiddlywinks interview in 1995 in Bristol; she was interviewed on the same programme. We fill in legal paperwork and a medical questionnaire. The BBC must be exonerated if the stress of the programme causes one to have a heart attack during the filming.

The wardrobe department takes some time to decide what clothing people are going to wear, and takes away some shirts for ironing. People are gradually taken away for a visit to the make-up department. A researcher checks up on professions and the interests of contestants as this type of information can be used as ammunition for Ann Robinson in the show.

The assistant producer meets us, and goes through the rules. This is useful for the

Northern Ireland hairdresser of the year, as Northern Ireland is apparently one place that the show has not yet reached. We are encouraged to come up with guesses, however unlikely, if we do not know the answer (presumably to give Ann Robinson something to tease us about), and not to bank too early (presumably to save the BBC some money).

We have a practice round of questions. Very little “money” is won, and we realise that our real performance might be embarrassing. Fortunately, I know most of my answers, and also have a couple of inspired guesses. Other contestants look on me with respect as the only one to get all my questions right.

We are then taken into the studio where the filming will take place. We practise introducing ourselves to the camera when it points at us and the red light comes on. The champion of musical fireworks displays is told not to use the word “Hello” before introducing himself, as such language is not appropriate on *The Weakest Link*. We are also instructed in the art of turning the board round to reveal our vote on who we want to leave. Several people turn the board the wrong way first time, one does it at the wrong height, and another bashes the board against the name stand.

It is now almost 6:00 pm. We are taken to the meeting room, where we pretend to talk to each other while a camera zooms around us for use in the “these people do not know each other, but they will have to work together as a team” footage.

We go back into the studio, and receive final dabs of make-up. Suddenly Ann Robinson appears. “You’re all smiling. Let’s see how long that lasts”. The programme starts instantly, with no more introductions or practice rounds.

The lighting effects create a surreal atmosphere. Ann Robinson doesn’t speak very loudly. She’s not amplified and you have to concentrate to hear her. I suspect the reason old people often appear so dim on the show is that they simply can’t hear half the questions. It also isn’t easy to see the scoreboard and timer—anyone short-sighted is not going to cope very well.

After the first set of questions, there is a palpable sense of relief among all bar one of the contestants. We’d reached our “target” of £1000. I’d got my questions right and banked at the right moment. It is clear whom we are going to vote off—Chris, the champion sausage maker who got two questions wrong. He hadn’t quite fitted in with the rest of the group anyway, as he’d had the misfortune to arrive late due to train delays and was the oldest person present.

They spend three minutes filming us while we write “Chris” on our boards. Some contestants draw pictures as well to fill in the time. During this period, someone adds up the votes and works out what’s happened. Ann Robinson has disappeared off-stage, and is consulting her assistants to come up with put-down lines and preparing her interrogation of contestants.

She returns, and decides to pick on me first of all. We had wondered whether Ann Rob-

inson would be more polite than normal because we were “invited guests” rather than complete volunteers. She is not polite. I handle most of the winks questions well, though do become somewhat tongue-tied when she asks me “is that an achievement?” for the third time. She asks me whether I am married, but disappointingly does not follow up to ask what my wife thinks of the game. A few questions on Cambridge and academia are fielded without too much probing. In the final programme, they ended up keeping all the good winks comments, and cutting the rest, which is probably just as well. She has similar conversations with three of the other contestants.

The second round starts. Immediately I am asked a nasty question—I have not heard of Chichester music festival. I am conscious that I need a question on a topic I know something about, rather than, say, 1980s pop music. Things go from bad to worse, and the round ends when I cannot remember the cartoon character Sylvester’s catchphrase.

It’s time to vote off the Weakest Link. This is an uncomfortable two minutes, as the fact that I got all my questions wrong means that it is bound to be me. To my surprise only half the contestants vote for my eviction. My “walk of shame” is filmed not once, but three times. Presumably they are ensuring that my wink at Ann Robinson and the cameras is caught cleanly.

They take me to a little room to speak my thoughts to the camera. They try to provoke me to criticise Ann Robinson or the other contestants. I do not fall into any traps. Instead I offer the line that “tiddlywinks is a great game of tactics and strategy; it’s an amateur sport, so even when I win I still leave with nothing”. They decide to use this statement in the final programme.

I hang around in a room waiting for the others to be eliminated. We are not allowed to leave in case they need to re-film anything. One by one, all the men are voted off first, whether they get their questions right or not. The opinion is expressed that some of the questions are not random, but are targeted at individuals. I do not know whether this is the case or not. Eventually, the number of contestants left drops to two, and the resulting head-to-head competition is won by the British bog-snorkelling champion. Hoorah for her.

I hope that my performance will not be shown on prime-time television. I am informed that it is already listed in the Radio Times and will be on Boxing Day at 5:15 pm. We finally leave the studios at 8:45 pm.

It was an interesting experience, though not as enjoyable as it might have been. The whole show is based around an aura of nastiness—contestants often have to be nasty to win the prize, and Ann Robinson has to be nasty to keep the show as popular as it is. There was no chance to discover what Ann Robinson is really like. The editing was done fairly sympathetically, and the tiddlywinks aspects came out well in the final broadcast. The programme did at least amuse my students, and I discovered that I can no longer get my hair cut without being recognised.

THE ETWA NATIONAL PAIRS

PLAYED IN THE BOWETT ROOM, QUEENS' COLLEGE, ON SATURDAY 27TH AND SUNDAY 28TH APRIL 2002

Matt Fayers

Another April, another Pairs. The number of pairs eventually stabilised at eleven, and the tournament organiser held a vote on the format (for such are the democratic times in which ETWA exists). He did, however, change it half-way through the tournament to stop the masses getting too carried away with their new franchise. The choice of formats was between two and three divisions after the all-play-all section; keen arithmeticians will spot that this gave a choice of 16 or 14 rounds. The longer format was chosen by the people, but it became clear half-way through the afternoon that 16 rounds was ambitious; as recently as 1995 the Pairs has lasted 17 rounds, and this is clearly an indication

All-Play-all		A	B	C	D	E	F	G	H	I	J	K	Tot
A	Geoff Myers Matthew Rose		3	1	4	6	7*	6	6	6	5	6	50
B	Simon Gandy Chris Abram	4		1*	2	5	3	6	1	6	6	7*	41
C	Patrick Barrie Ed Wynn	6	6*		2	2½	3	7*	6	6	5	5	48½
D	Larry Kahn Matt Fayers	3	5	5		5*	6	6	5½	6	6	6	53½
E	Charles Relle Alan Dean	1	2	4½	2*		2	5	5*	6	6	6	39½
F	Geoff Thorpe Phil Scarrott	0*	4	4	1	5		1½	1	1	6	1	24½
G	Christine Barrie Nick Inglis	1	1	0*	1	2	5½		2*	5	1	4	22½
H	Stew Sage Andrew Garrard	1	6	1	1½	2*	6	5*		2	6*	3	33½
I	Paul Moss Patrick Driscoll	1	1	1	1	1	6	2	5		4	4	26
J	Alan Harper Tim Hunt	2	1	2	1	1	1	6	1*	3		6	24
K	James Cullingham Ben Fairbairn	1	0*	2	1	1	6	3	4	3	1		22

that play has become even slower in recent years.

The tournament, then. Chris SLU & Simon Gandy fostered team spirit by both arriving late, and were thrust up the seedings (as it were) to give them the first bye in the all-new Julian Wiseman format. They soon reaped the benefits, taking 25 points from their first four games. Matty & Geoff cruised through as they always do, with 30 points from five games by the time their bye came. Matt & Larry nearly kept pace with them, surviving a chaotic game against Charles & Alan (no squops attempted, all four colours tried to pot out, all four players potted like novices). World Pairs champions Ed & Patrick faltered a bit at the start.

At the more unwashed end of the table, Cambridge youngsters Alan Harper and Ben Fairbairn were bravely accompanied by Tim Hunt and James Cullingham, and found the going tough. Thorpe & Scarrott, the middle seeds, were as perverse as you might expect, beating three of the top seeds and only one of the bottom seeds. The beer section of the draw plodded along with no remarkable results, although Sage & Garrard would later get 6 off Simon & SLU.

Towards the end of the first day Simon & SLU faltered somewhat, and it looked like a two-horse race, with Matty & Geoff still a point and a half clear of Matt & Larry at the top of the table.

On day two, the top four seeds had to slog it out for the right to slog it out again; and slog they did, with the opening game between Matty & Geoff and Matt & Larry taking over an hour. Alan & Charles suffered most from the change of format, missing the cut by just a point and a half and having to demean themselves by potting out against all their Division 2 opponents. Driscoll & Moss defied the seeding to clamber into Division 2, while Nick

Division 1		c/f	L	M	N	O	Tot	Pos
L	Larry Kahn Matt Fayers	53½		5	3½	4	66	1
M	Geoff Myers Matthew Rose	50	2		6*	3½	61½	2
N	Patrick Barrie Ed Wynn	48½	3½	1*		1½	54½	3
O	Simon Gandy Chris Abram	41	3	3½	5½		53	4

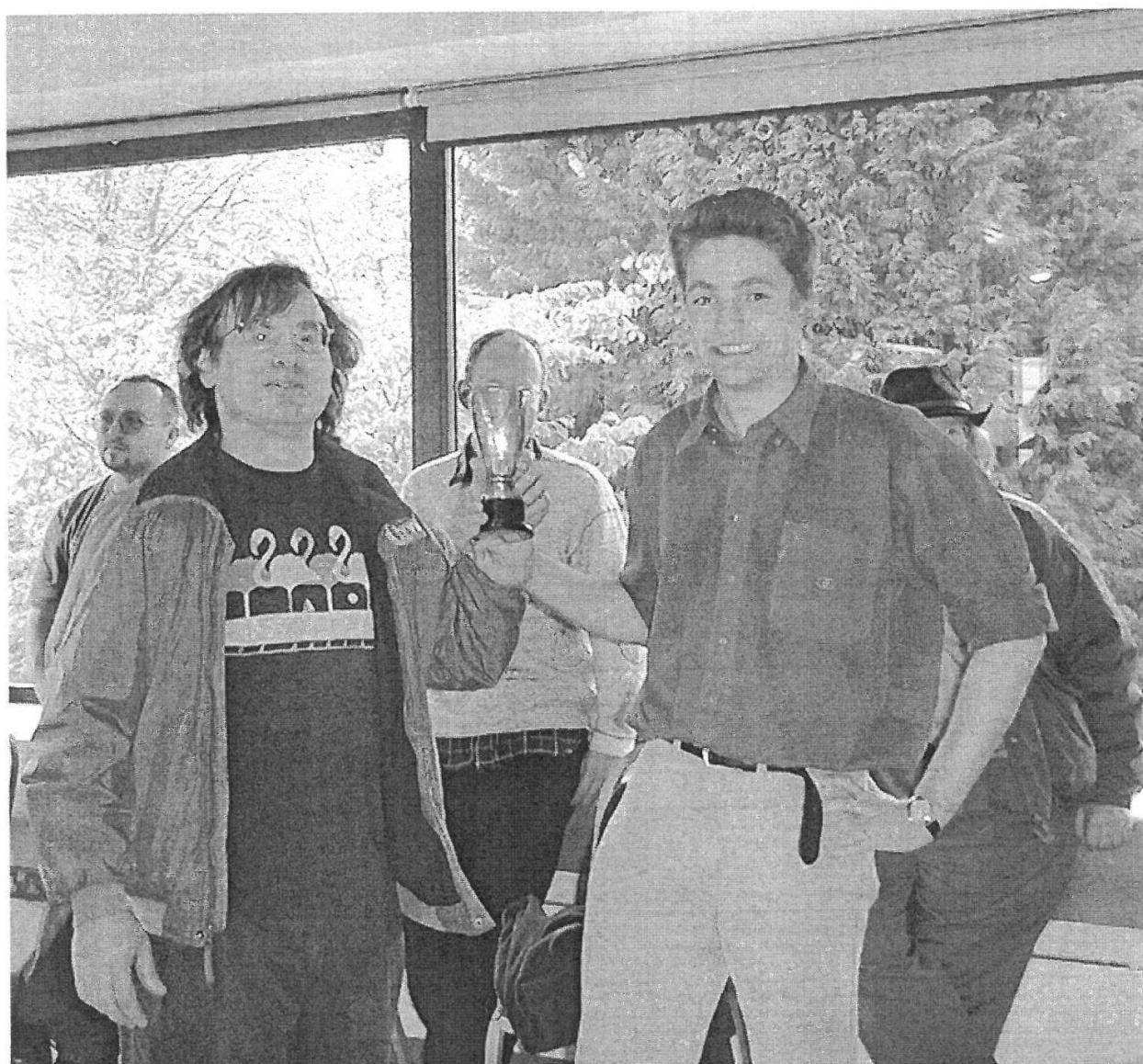
Division 2		c/f	P	Q	R	S	Tot	Pos
P	Charles Relle Aland Dean	39½		6*	7*	5*	57½	5
Q	Stew Sage Andrew Garrard	33½	1*		2½	1*	38	6
R	Paul Moss Patrick Driscoll	26	0*	4½		3½	34	8
S	Geoff Thorpe Phil Scarrot	24½	2*	6*	3½		36	7

& Christine slumped into the bottom section, qualifying below Harper & Hunt. Perhaps Christine had too many pints of gin and tonic....

Division 1 was very hotly contested, with two drawn games (Larry commented later that he

could not remember having played six consecutive games before which were all so close). Ultimately, Matt (who had raised his game a lot from Day 1) & Larry were able to carry through their qualifying advantage (due to Matty & Geoff's 1-6 against Ed & Patrick). So there it is; judicious fiddling of the draw does enable the tournament organiser to win a national tournament.

Division 3		c/f	T	U	V	Tot	Pos
T	Alan Harper Tim Hunt	24		2*	6*	32	10
U	Christine Barrie Nick Inglis	22½	5*		7*	34½	9
V	James Cullingham Ben Fairbairn	22	1*	0*		23	11



THE WORLD RATINGS—POST NATWA PAIRS

The Algorithm

Position	Player	Rating	Rating Reliability Factor	Games in the last year	P.P.G. in the last year
1	Larry Kahn	2435	100	73	4.658
2	Dave Lockwood	2382	100	75	4.42
3	Patrick Barrie	2346	100	97	4.335
4	Geoff Myers	2307	98	25	4.46
5	Matthew Rose	2294	100	39	4.333
6	Andy Purvis	2236	71	7	4.429
7	Jon Mapley	2214	94	30	3.95
8	Simon Gandy	2208	100	51	4.029
9	Bob Henninge	2208	93	36	3.736
10	Ed Wynn	2195	100	76	3.969
11	Richard Moore	2183	66	1	6
12	Charles Relle	2155	100	52	3.942
13	Ferd	2137	92	34	3.912
14	Severin Drix	2129	96	42	3.766
15	Alan Dean	2121	100	83	3.976
16	Matt Fayers	2110	100	84	3.869
17	Tim Hunt	2093	100	66	3.659
18	Julian Wiseman	2077	94	18	3.306
19	Nick Inglis	2019	100	42	3.452
20	Andrew Dominey	1994	88	6	3.417
21	Phil Carmody	1985	94	27	3.951
22	Geoff Thorpe	1979	100	74	3.473
23	Rupert Thompson	1967	99	9	3.667
24	James Cullingham	1960	100	83	3.229
25	Phil Scarrott	1957	100	27	3.074
26	Joe Sachs	1952	92	20	3.1
27	Peter Wright	1942	85	7	3.143
28	Mac McAvoy	1935	93	24	3.938
29	Ben Deane	1913	94	25	2.84
30	Chris Abram	1900	100	47	3.713
31	Rick Tucker	1879	75	9	2.926
32	Andrew Garrard	1859	100	65	2.951
33	Christine Barrie	1851	100	78	3.63
34	Stew Sage	1843	100	63	3.143
35	Patrick Driscoll	1813	100	54	2.917
36	Paul Moss	1809	100	59	2.932
37	Tim Jeffreys	1807	92	25	2.48
38	Charlie Oakley	1803	89	24	3.833
39	Eric Trautmann	1797	31	4	4.5
40	Keith Seaman	1793	82	11	2.455

Position	Player	Rating	Rating Reliability Factor	Games in the last year	P.P.G. in the last year
41	Jordan Usner	1751	66	18	3.5
42	Hanbit Chung	1746	34	5	4.1
43	Kilian Anheuser	1724	90	12	3.125
44	Julian Drix	1715	82	9	2.556
45	John Haslegrave	1710	67	7	3
46	Anton Kriksunov	1706	15	2	5.5
47	Pat Mulcahy	1703	47	5	4
48	Cyril Edwards	1695	91	29	2.569
49	Stu Collins	1675	76	6	2.5
50	Alan Harper	1663	99	62	3.121
51	Vanya Temnykh	1652	37	6	3.167
52	Marg Small	1649	79	21	4.071
53	Jeff Hillebrandt	1644	14	1	6
54	Max Lockwood	1613	85	32	3.219
55	Anthony Horton	1606	100	38	2.785
56	Peter Sherman	1593	38	3	4.333
57	Yu Gu	1592	35	2	3.5
58	Navindu Katugampola	1586	18	1	2
59	Claude Rosen	1581	42	6	3.417
60	Yan Fay	1579	23	2	3.5
61	Louise Murphy	1571	27	2	2.5
62	Andy Westwood	1566	26	2	3
63	Simon Braidman	1533	75	3	1.333
64	Nick Germain	1531	46	5	3.4
65	Daniel Sachs	1528	68	12	2.417
66	Nathan Calhoun	1510	52	9	1.889
67	Robert Ochshorn	1508	41	7	2.286
68	MP Rouse	1508	64	18	3.361
69	Cem Unsal	1503	21	2	3
70	Paul Goodman	1490	59	14	3.571
71	Jesse Calhoun	1488	40	12	3.125
72	Jacob Usner	1482	38	11	2.636
73	Rob Payne	1480	55	14	2.893
74	Chris Tadros	1479	36	7	2.643
75	Abigail Hancocks	1476	51	11	3.182
76	Nathaniel Drix	1472	20	1	2
77	Mike Tilton	1467	33	6	3.75
78	Prabhas Pokharel	1465	43	11	3.136
79	Moses Wilks	1447	18	5	1.4
80	Sally Close	1441	24	4	2.25
81	Rami Hussein	1437	22	4	1.875
82	Ben Fairbairn	1425	60	26	2.5
83	Matt Moorhouse	1422	38	5	2.5
84	Chris Jones	1415	30	11	2.864
85	Fran Lowe	1405	18	2	1

Position	Player	Rating	Rating Reliability Factor	Games in the last year	P.P.G. in the last year
86	Sam Lockwood	1395	14	2	2
87	Matt Adams	1393	34	13	2.41
88	Matthew Wachs	1391	26	4	2.875
89	Jared Rowley	1390	10	2	2.5
90	Jon Lockwood	1361	36	22	2.932
91	Andrew Walpole	1354	26	13	2.346
92	Kevin Jaw	1352	17	1	0
93	Alex Lockwood	1351	31	13	2.615
94	Ben Rockey-Harris	1320	1	2	2.5
94	Andrea Gorman	1320	10	4	1.5
94	Ann Carter	1320	13	4	1.75
94	Mark Cichra	1320	1	4	0.75
94	Matt Harper	1320	20	9	2.278
94	Grace Zheng	1320	3	6	1.667

Perhaps winks isn't dying after all. For the first time since I became Winking World editor, the world ratings will not fit on two pages.

WHERE ARE THEY NOW?

Tim Hunt

Charles Relle wishes it to be known that he is now a senior citizen.

Julian Wiseman is now a Senior Manager in the Gilt-Edged & Money Markets Division of the Bank of England, assuming he got through the security clearance.

Charlie Oakley has a DPhil place, which means that he will be staying at in Oxford for a while longer. In the words of our illustrious chairman: "Good news for OUTS and English winks."

Patrick and Christine have bought a lovely house in Cambridge. I was privileged enough to stay there for the weekend of the National Pairs, and not only is it a nice house, but the breakfasts provided for guests are outstanding.

Simon Gandy is intending to marry Helen Clancy over the summer. We wish them every happiness together.

Matt Fayers has finished his PhD and will be starting his new life as a fellow of Magdalene college in the Autumn.

Ed Wynn has been repatriated from Brussels, having finished with his job there. He is currently enjoying the life of a man of leisure, but will probably get another job in due course.

STOP PRESS: UPCOMING TOURNAMENTS:
Wessex Cup, 17-18 Aug 2002, Kidlington, Oxford.
National Singles, 26-27 October 2002, Cambridge.
National Handicapped Individual Pairs, 17 Nov 2002.

THE ETWA COUNCIL

CHAIRMAN

Patrick Barrie

15 Badminton Close
Cambridge
CB4 3NW

pjb10@cam.ac.uk

01223 501598 (home)

01223 331864 (work)

TREASURER

Stewart Sage

Queens' College
Cambridge
CB3 9ET

sos10@cam.ac.uk

01223 335607 (phone)

01223 335563 (fax)

TOURNAMENT ORGANISER

Matthew Fayers

Trinity College
Cambridge
CB2 1TQ

mf205@cam.ac.uk

01223 524761

SECRETARY

Ed Wynn

11 Varna Road
London
SW6 7LA

ejwwynn@yahoo.co.uk

077 7171 4323 (mobile)

PUBLICITY OFFICER

Andrew Garrard

59 Leysdown Avenue
Bexleyheath
Kent
DA7 6AZ

fluppeteer@fluppet.org

WINKING WORLD EDITOR

Tim Hunt

208F North Row
Central Milton Keynes
MK9 3LQ

timhunt@timhunt.freeserve.co.uk

01908 695778 (home)

01908 655678 (work)