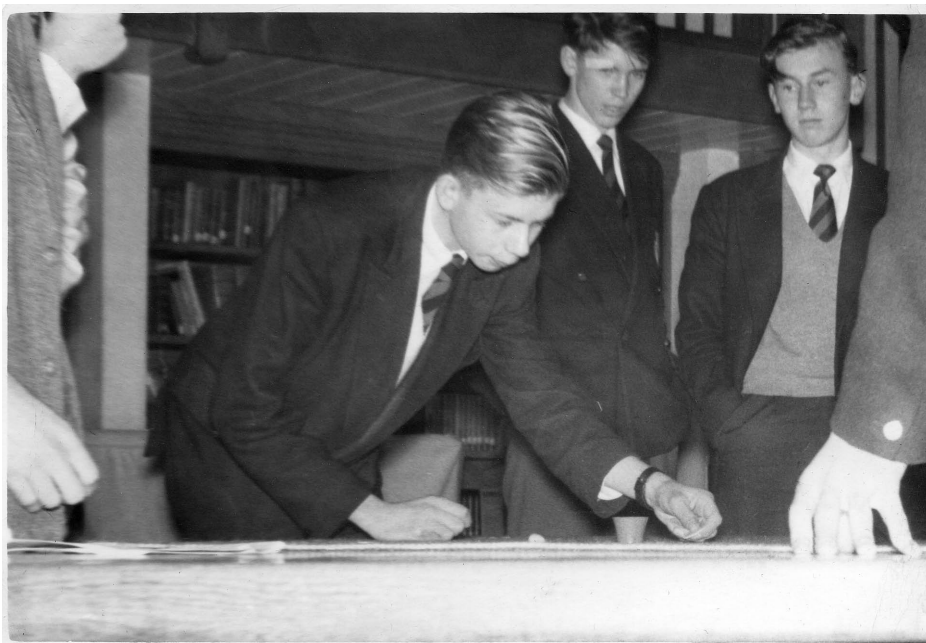


WINKING WORLD

82

NEW YEAR 2005



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 Andrew Garrard. There will be a special edition of Winking World to coincide with the Cambridge Open on the 15th of January 2005.

Winking World is distributed free to members of ETwA, and may be purchased by non-members for the small sum of £3 (subject to availability).

Those wishing to join ETwA should contact the Treasurer. Membership costs £10 for people in the real world, and £3 for students.

Tiddlywinks Equipment may be purchased from the Treasurer, Stew Sage.

The Front Cover shows a photograph sent to the Editor by Richard Ackland, dated October 1960 and showing a match between Bancroft's School (the club which he founded c. 1958) and University College London, starring himself, C. Ayers and A. Jeavons.

* 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 that is available.

Contents

Contents	1
Editorial	2
The National Individual Handicapped Pairs	3
Daggers Drawn – The Cambridge Open 2004	5
The ETwA National Pairs	7
Letter to the Editor	9
All-Ireland Tiddlywinks Championship	10
The Varsity Match 2004	11
The Maidstone Invitation: A Note	12
The National Singles 2004	15
The National Singles Plate	17
ETwA National Singles, 23-24 October 2004	18
The Jubilee Trophy	22
The Somerset Invitation	24
Andrew Robson's Jokers	26
Slow play	29
On 1961	34
All Eyes on Tiddlywink Boys	36
Players sorted by their highest rating	37
All rated tournaments (i.e. since Nov 1985)	37
Ratings after NATwA Pairs, 11-12 December 2004	38
An open letter for the attention of IFTwA	40
The ETwA Council	



Editorial

Well, it's finally here. All I can say is sorry for the length of the wait, and my thanks to everyone for sticking with me through a tough year-and-a-bit. As always, I owe the contributors a huge debt of gratitude (or possibly beer); they deserve the credit for any enjoyment you get from this journal, but any mistakes are my own.

With the 50th celebrations beginning as this issue is released, you may be pleased to know that the wait for the next edition will be somewhat shorter: there will be a commemorative edition out for the Cambridge Open on the Jubilee Weekend, mostly covering the events of the coming week. I would, of course, be grateful for any other content; in particular, it would be a good opportunity for "where are they now" information (Winkers Reunited, if you will). If anyone has a clear memory of a tournament not covered in this edition (the Wessex, the London, and the Teams of Four from last year spring to mind) then your chance to appear in print awaits.

In addition, I'm producing a digital archive of the entire back catalogue of Winking Worlds (on either CD, DVD, or several DVDs, depending on how large it is when finished). Pricing is yet to be determined (I doubt it will be extortionate), but please get in touch if you would be interested in a copy.

I'll leave you with this thought, from Simon Gray's "The Smoking Diaries":

Last night I began revising a paragraph, because I was shocked by what I was writing even as I was writing it. So I softened it, sweetened it a little. Softening and sweetening myself a little too in the process. And then I thought "But no, this is fraudulent, leave it as it was." So, I went back to what it was, ran my eye through it, made a correction to one of the sentences because it looked gauche, and then I was at it. And by "at it", I mean working at it as if it were a piece of writing.

I must've spent hours on a few paragraphs, until the old headache began. The brain felt arid. The sentences on the page were as dead as counters. Tiddlywinks. As if I'd been playing tiddlywinks for an eternity, but - without a cup to wink the tiddle, tiddle the wink into.

It wasn't until I was undressed and about to get into bed that I realised what I'd been up to. So I had to get dressed again, put on boots because it was now raining, clump across the garden, rip the pages out of the pad, tear them into strips, screw them up and bin them. Then, back across the garden, hating the dawn light, the birds, the rain.

"I thought you'd already come to bed," Victoria mumbled.

"No, that wasn't me," I said.

"Who was it then?" she said.

"Bob Monkhouse," I said.



The National Individual Handicapped Pairs

Held in the Mure Room, Merton College, Oxford, on Sunday 23rd November 2003

Tim Hunt

Right at the start of the tournament, I very generously volunteered to write it up for Winking World. That turned out to be a big mistake, however, because absolutely nothing interesting happened, and there is nothing to say.

Actually, that is not quite true. There is one feature of interest, but to explain it I would have to be rude about the Editor of this fine journal. Now I still feel very grateful to Andrew for taking over from me as Editor (hence my offering to do this write-up), so perhaps I should spare his blushes. Then again...

When I arrived, I very uncharitably made a remark querying whether Andrew had finished Winking World yet, thinking it was a joke. However, I was informed that Andrew had got half way to the tournament and then rung to say that he had forgotten to print out and bring Winking World with him, and so he had gone back home and would join us later. He was never seen again.

In the course of writing that last bit, I remembered a few more details. They all seem to be more acts of incompetence, but at least there should be enough to ensure that this write-up is not of a totally derisory length.

Quite a lot of the incompetence was by me at the winks mat. I very convincingly claimed last place. Mind you, since Timmy was playing so badly, it was a bit unfair that I had to partner him in both the first two rounds. I am particularly proud of Alan Harper's and my $-1/2^* - 7\ 1/2^*$ against Benedict in Round 6, the only negative score of the tournament.

At least I was able to drink lots of lovely beer (Hancock's HB) at lunch time, which was in the Bear, and this brings us on to the next piece of incompetence: Liz Batty had been told that it was Traditional for the CUTwC president to win, and indeed she started strongly with more than 20 points from the first four rounds. However, she thought she would take the tournament seriously by drinking coke, rather than beer, at lunch time. Big mistake, her play crumbled in the later part of the afternoon and she slumped to seventh. A few of us made use of the optional bye after lunch, and did not merely polish off the huge lake we had been left with, but ordered an additional four-pint jug as well, so that was one good thing.

But in the end someone had to win, and that someone was Benedict, with a totally ludicrous P.P.G. Particularly impressive since he has not played since about 1320. And that brings us to the final bit of incompetence: Ed Wynn, the reigning champion, did not merely spurn the tournament, but he failed to arrange for the return of the trophy as well. Benedict had to mime holding the trophy, which he did quite well, except that he was a bit optimistic about how big it is.



What with all that, and the fact it poured with rain all day (typical Oxford), it is surprising how enjoyable the tournament was. It was a lot of fun. Big hand to whoever it was who organised. I suppose that would be Christine for booking the room (hopefully by the time these words reach you, her foot will finally be feeling better) and Matt Fayers for doing the draw on the day.

Daggers Drawn – The Cambridge Open 2004

Charles Relle

Who drew the daggers? Only the scorer.

Precedent was followed in that Patrick Barrie won the tournament. It was also followed in that more people participated in the tournament than played in every round, and that Sunday morning saw fewer participants than most other times.

It was good to see several of the younger Cambridge players, and Ben Fairbairn played enough games to qualify to contend for the trophy. Though it was not his year, he started with a 6–1 win, and won a game playing singles. Other current students were Liz Batty, Claire Oakley (who stated that she preferred playing with rather than against Charles Relle; is she unique in this?), Laura Clarke, James Gooding and Donnacha Kirk.

There was a welcome return by David Carslake, who played five games on the Saturday, with a p.p.g. of 3.6, an enviable result considering the break he had had from tournament play. Andrew Dominey played a couple of games, enough to keep him high in the ratings. Another player who gained many rating points from a small outlay of games was Stuart Collins. Also back after an interval was Anne Austin, who ventured on only one game. Saturday lunch then intervened.

Another occasional player of whom we should like to see more was Paul Goodman, who found himself in some difficult games, but helped his partner to a win over James Gooding. Elizabeth Whalley, now at Warwick, put in a surprise appearance. She had a notable result with Alan Dean in defeating a partnership that included Patrick Barrie.

Of the more regular players, Matt Fayers and Charles Relle shared second place. The resultant movements of the ratings table suggest that Charles had encumbered good partners for most of the weekend. When these two played together, they were helped to a surprising seven points.

Following these two among those who played through the tournament were Alan Dean and James Cullingham. In fact they played together in the first round, scoring six points. Alan then went on to do slightly greater things in terms of results, but James gained more rating points.

Paul Moss came from the Stockport region; Geoff Thorpe used to come from Stockport, but has been forcibly transferred to the South. On this weekend, Geoff came



just higher than Paul, but played only nine games; Paul played eleven. When they met, Geoff was partnered by Alan Harper and Paul by Andrew Garrard; Geoff got six points. Elsewhere in the tournament, Paul was involved in several 4–3 games, but finished with two sevens. Alan Harper, after a loss in the first game, had a good run, until two losses decided him that there were things of greater interest than the tournament itself.

Andrew Garrard is an advocate of bizarre strategy, at least against some players. Whether these include Matt and Matthew Rose history does not relate, but he achieved the remarkable feat of a seven against them, duly marked by a star. In the round before, Matthew had persuaded his partner into potting out, despite that player's known reluctance to embark on such a course, and the fact that one of his winks was awkwardly angled on an opponent. The potout was achieved, but the opponent, Ben Fairbairn kept the score to five. In the same round, Andrew and Stew Sage scored four points against Alan Dean. Stew had an intermittent tournament, external attractions preventing him from playing in more than five games.

Just above Stew in the table was Nick Inglis, who took part in several close games. However, his first and last games were potouts, both to his opponents. In both of these, one of his opponents was Patrick Barrie. In the first, his partner was Patrick Driscoll.

Patrick Driscoll's tournament finished on a high note when he and Paul Moss defeated James Cullingham and Patrick Barrie 5–2. By this time he was consoled for the presence of the obelus by the thought of cheesecake.

Play seemed very slow throughout the tournament. The older players are, perhaps inevitably, becoming slower in execution; the younger players seem to discuss all situations, even simple ones, interminably.

1	5 $\frac{1}{26}$	Patrick Barrie (played 13)	14	3 $\frac{5}{16}$	Nick Inglis (played 8)
2=	4 $1\frac{1}{26}$	Matt Fayers (played 13)	15	3	Stew Sage (played 5)
2=	4 $1\frac{1}{26}$	Charles Relle (played 13)	16	2 $17\frac{1}{22}$	Andrew Garrard (played 11)
4	4 $\frac{5}{26}$	Alan Dean (played 13)	17	2 $\frac{9}{11}$	Ben Fairbairn (played 11)
5=	4	Andrew Dominey (played 2)	18	2 $\frac{1}{2}$	Clare Oakley (played 4)
5=	4	Stu Collins (played 2)	19	2 $\frac{1}{5}$	Patrick Driscoll (played 5)
7	3 $11\frac{1}{13}$	James Cullingham (played 13)	20=	2	Elizabeth Whalley (played 5)
8	3 $\frac{3}{6}$	Geoff Thorpe (played 9)	20=	2	Liz Barry (played 1)
9	3 $\frac{9}{11}$	Paul Moss (played 11)	20=	2	Laura Clarke (played 3)
10	3 $\frac{1}{4}$	Alan Harper (played 7)	23	1 $\frac{5}{7}$	Paul Goodman (played 7)
11=	3 $\frac{3}{5}$	David Carslake (played 5)	24	1 $\frac{3}{5}$	James Gooding (played 3)
11=	3 $\frac{3}{5}$	Liz Batty (played 5)	25=	1	Anne Austin (played 1)
13	3 $\frac{3}{7}$	Matthew Rose (played 7)	25=	1	Donnacha Kirk (played 1)



The ETwA National Pairs

24-25th April 2004

Andy Purvis

Who would stop Larry and Matt's hat-trick? Patrick and Andy, Jon and Nick, Dave and Charles, and Simon and Alan Dean all looked in with a chance, though the last pair lost their first two games 6–1 to the supposedly weaker pairs. In fact, both Stew and Alan Harper and Andrew and Paul had some excellent wins, with the former pair nearly pipping Dave and Charles (whom they beat twice) for fifth place. Patrick and Andy went through the first day unbeaten though not untroubled, helped by an excellent Patrick pot-out in the last game of the day to lead by 4½ from Jon and Nick. Matt and Larry had lost three of their six games and were a further 1½ back. The first six rounds averaged well over an hour, and there was much discussion of slow play during Congress.

In Sunday's first two rounds, Simon and Alan took revenge on the upstarts who had spoiled the previous morning for them: they ended co-winners of the second day with 26 points. In round 10, Andrew and Paul seemed to finish Larry and Matt's hopes, outpotting them in rounds for 6–1. Patrick and Andy lost at last in round 11 to Stew and Alan (Andy having missed the fifth and landed it on the sixth...), but still led by 8 with two rounds left. They now played Jon and Nick in an open game, with Jon and Nick needing a big win. About halfway, Jon had six free reds, but one was awkwardly on a small wink, two were at the edge, and one was most of the way to a corner. Cometh the hour, potteth the bastard: Jon's pot-out was, given the tournament situation, simply amazing – certainly the best I've ever seen. Both Patrick and Andy ran good sixes to salvage two useful points.

Attention now shifted to another open game, where Matt and Charles were involved in a high-quality potting race. Charles potted his fifth wink from about 18" away, before missing an even longer one to about 3". Matt needed a simple pot and a hard pot-off of small on large from nearly a foot, in order to keep the hat-trick alive. Cometh the hour... The 6*–1* left them needing 5½ to tie in the last round, with Nick and Jon not out of it if they could get a 7*–0* off Andrew and Paul.

Nick and Jon tried to develop a pot threat but, although they got control, the pot-out eluded them. The decisive game between the top two seeds was a bit crap, to be honest, with tentative and ineffectual play by all of us (especially Andy), but Larry was always struggling to beat Andy. In the end, he got much too close for comfort, but a missed pot in round 5 meant Andy had to pot only one wink to squeak the



requisite 2.

Congratulations to Patrick, who played well enough to win, and to me for having the good sense to partner him. Hard luck to Matt and Larry who had come back strongly on the Sunday. A weekend full of interesting and close games, and some excellent potting, but it wasn't half slow. A shame, too, that there were only seven pairs.

(Format: all-play-all twice)

1	Matt Fayers	Larry Kahn	3	—	4	Jon Mapley	Nick Inglis
	Andy Purvis	Patrick Barrie	6*	—	1*	Paul Moss	Andrew Garrard
	Alan Dean	Simon Gandy	1	—	6	Stew Sage	Alan Harper
2	Matt Fayers	Larry Kahn	6	—	1	Stew Sage	Alan Harper
	Dave Lockwood	Charles Relle	6	—	1	Jon Mapley	Nick Inglis
	Alan Dean	Simon Gandy	1	—	6	Paul Moss	Andrew Garrard
3	Matt Fayers	Larry Kahn	6	—	1	Paul Moss	Andrew Garrard
	Andy Purvis	Patrick Barrie	4	—	3	Alan Dean	Simon Gandy
	Dave Lockwood	Charles Relle	3	—	4	Stew Sage	Alan Harper
4	Matt Fayers	Larry Kahn	3	—	4	Alan Dean	Simon Gandy
	Andy Purvis	Patrick Barrie	4	—	3	Dave Lockwood	Charles Relle
	Jon Mapley	Nick Inglis	5½	—	1½	Stew Sage	Alan Harper
5	Andy Purvis	Patrick Barrie	4	—	3	Stew Sage	Alan Harper
	Dave Lockwood	Charles Relle	6	—	1	Paul Moss	Andrew Garrard
	Jon Mapley	Nick Inglis	7*	—	0*	Alan Dean	Simon Gandy
6	Matt Fayers	Larry Kahn	6	—	1	Dave Lockwood	Charles Relle
	Andy Purvis	Patrick Barrie	5	—	2	Jon Mapley	Nick Inglis
	Paul Moss	Andrew Garrard	3	—	4	Stew Sage	Alan Harper
7	Matt Fayers	Larry Kahn	0*	—	7*	Andy Purvis	Patrick Barrie
	Dave Lockwood	Charles Relle	0*	—	7*	Alan Dean	Simon Gandy
	Jon Mapley	Nick Inglis	6*	—	1*	Paul Moss	Andrew Garrard
8	Matt Fayers	Larry Kahn	5*	—	2*	Jon Mapley	Nick Inglis
	Andy Purvis	Patrick Barrie	4	—	3	Paul Moss	Andrew Garrard
	Alan Dean	Simon Gandy	6	—	1	Stew Sage	Alan Harper
9	Matt Fayers	Larry Kahn	5	—	2	Stew Sage	Alan Harper
	Dave Lockwood	Charles Relle	2	—	5	Jon Mapley	Nick Inglis
	Alan Dean	Simon Gandy	7*	—	0*	Paul Moss	Andrew Garrard
10	Matt Fayers	Larry Kahn	1	—	6	Paul Moss	Andrew Garrard
	Andy Purvis	Patrick Barrie	6	—	1	Alan Dean	Simon Gandy
	Dave Lockwood	Charles Relle	3	—	4	Stew Sage	Alan Harper
11	Matt Fayers	Larry Kahn	4	—	3	Alan Dean	Simon Gandy
	Andy Purvis	Patrick Barrie	4	—	3	Dave Lockwood	Charles Relle
	Jon Mapley	Nick Inglis	5½	—	1½	Stew Sage	Alan Harper

12	Andy Purvis	Patrick Barrie	3	—	4	Stew Sage	Alan Harper
	Dave Lockwood	Charles Relle	6	—	1	Paul Moss	Andrew Garrard
	Jon Mapley	Nick Inglis	1	—	6	Alan Dean	Simon Gandy
13	Matt Fayers	Larry Kahn	6*	—	1*	Dave Lockwood	Charles Relle
	Andy Purvis	Patrick Barrie	2*	—	5*	Jon Mapley	Nick Inglis
	Paul Moss	Andrew Garrard	4	—	3	Stew Sage	Alan Harper
14	Matt Fayers	Larry Kahn	5	—	2	Andy Purvis	Patrick Barrie
	Dave Lockwood	Charles Relle	4	—	3	Alan Dean	Simon Gandy
	Jon Mapley	Nick Inglis	6	—	1	Paul Moss	Andrew Garrard

Points			
1	Patrick Barrie	Andy Purvis	51
2=	Matt Fayers	Larry Kahn	50
2=	Nick Inglis	Jon Mapley	50
4	Alan Dean	Simon Gandy	42
5	Dave Lockwood	Charles Relle	38
6	Alan Harper	Stew Sage	35
7	Andrew Garrard	Paul Moss	28

Letter to the Editor

Dear Sir,

What genius arranged for the Teams of Four date to coincide with the annual Cambridge Antiquarian Book Fair? Full marks to him or her, whoever he or she was. Can we have the same arrangement in subsequent years?

Yours sincerely,

Charles Relle



All-Ireland Tiddlywinks Championship

White's Tavern, Belfast, 7th July 2004

Matthew Fayers

Stew had received an e-mail from someone in Belfast, saying that they were hoping to hold a tiddlywinks tournament – could they get equipment, and could we send an expert to oversee proceedings? In the event, ETwA decided that it could send two experts, so Stew and I flew to Belfast (Stew was miffed that I was frisked by airport security – he never gets so lucky) on a Wednesday afternoon in July. We were met at the airport by Bill, a dodgy geezer in a black Jaguar. He took us into Belfast (“ah, to be sure, you’ve got to watch out driving; most of the police cars are unmarked”) at breakneck speed, frequently talking on his mobile ‘phone (“ah, to be sure, I’ve got the world tiddlywinks champions in my car”), but arriving at the Holiday Inn Express without incident. Having dumped our kit, we arrived at White’s, Belfast’s oldest tavern. Guinness was available at three temperatures – straight, chilled or mixed. We started with the straight, but Stew soon switched down to the mixed. An Irish stew later, we inspected the venue for the tournament, on the first floor of the pub. A large blackboard and some (very) large boards for playing winks had been prepared, with scant regard for the amount of space in the room. “Are you thinking these’ll be too big? Sure, we can go and get some tables from the bank round the corner.” So they did this, while Stew and I admired the preparations for the event – posters, T-shirts and a trophy very similar to the World Singles trophy (but less dented) had been provided thanks to the generosity of Tennents. By now Petra, the main organiser (and not, as Stew had feared, the late Blue Peter dog), had arrived, and we discussed the possible format for the event.

The tournament began shortly after eight; the competitors were mostly bar staff and regulars, with some people wandering in from the street. Twelve pairs contested a knockout consisting of shortened games (fifteen minutes and three rounds); Stew, DK (CUTwC’s local boy) and I dispensed advice freely, except in the final, where the participants were left to their own devices (and displayed an impressive grasp of basic strategy).

As a side show, we had contests for speed (six winks from eighteen inches) and accuracy (four winks from three feet), with competitors paying a pound a go for each (sixty pounds were raised for charity) and with the best performances over the evening winning prizes. The winning performances of twenty-four shots for the accuracy and seventy-two seconds for speed were impressive from people who had



never picked up a squidger before.

The tournament finished at about one, and Stew and I bade our farewells – we had a nine o'clock flight in the morning. The event was great fun, but it's not clear that winks is reviving in Ireland – we sold them a very small amount of equipment, and had to lug our suspicious package of mats back to Cambridge.

The Varsity Match 2004

Liz Batty

On March 7th, the Cambridge team travelled to Oxford for the annual Varsity March. After last year's narrow defeat at the hands of the Dark Blues, the pride of CUTwC was again at stake. Would a pair of Lucky White Winking Trousers be enough to regain the trophy?

After the first round, the experienced Cambridge team (with a total of 13 quarter blues between them) had taken a narrow lead over Oxford, thanks mainly to Patrick Driscoll and Claire Oakley's 7*-0* win. In the rounds following lunch the Cambridge team pulled further into the lead, despite the winning form of Oxford's top pairing, Charlie Oakley and Ann Carter, who won 3 of their 4 games. In the end the match was decided by the end of the third round, and the Varsity Trophy returned to Cambridge. Final score: Cambridge 75, Oxford 37.

The Maidstone Invitation: A Note

Charles Relle

I would not wish to add anything to Chris Abram's excellent article in the last issue of WW, but need to make one correction. The player whom he named as Phil Wright was in fact Phil Clark, formerly of Southampton. Now living in Tunbridge Wells, he has a family and many commitments, so has very few opportunities to come to tournaments. Chris had to write his article without the score sheet, and I think he and Phil have met only on this occasion, so the error was easy to make.

It was a delight to welcome people to my house in Maidstone. When I lived in London, I held several Catford Invitations, sometimes for eight players, occasionally for twelve, there being space for three tables, or for nine. This last was a good number, as everybody had a bye, and by giving myself the bye before lunch, I could get some uninterrupted time for cooking. The move to Maidstone meant that for three and a half years I was commuting to London, and this left me little time for anything else. Added to this, quite a lot of the house was covered with books, so this was my first Invitation since 1997.

Maidstone is less accessible than London, and, my wife being a commuter, I know the trains do not run to time, and that connections through London are unreliable. It was thus no surprise that someone missed a connection to the Invitation, and the unlucky person was Alan Dean. The movement, the Individual Pairs, is exact and time was short, so we had to start without him, and his partner was without his expertise for most of the game. Alan later said he had lost only one game while sober. I have now recovered the score sheet, but will, in view of this remark, leave it to the editor's discretion whether to publish it or not.

The Individual Pairs movement is one I have used since the early Eighties, and derives from a Bridge movement. Before this tournament, I consulted Julian Wiseman's web site, and combined his ideas with my own. I needed to make sure I was in the room next to the kitchen in the rounds before lunch.

I allowed a bottle of wine each for lunch, which seemed about right. Two days before, I had cooked lunch for ten old ladies from church, and the wine allowance was not quite so great! I hope everyone had a good tournament, and I should like to thank all participants for their donations to our local Hospice.

Round 1

Table 1

Chris Abram and Geoff Thorpe beat Alan Dean and Charlie Oakley 6–1

Table 2

Patrick Driscoll and Charles Relle beat Phil Clark and Rupert Wilson 5–2

Round 2

Table 1

Phil Clark and Geoff Thorpe beat Alan Dean and Patrick Driscoll 6–1

Table 2

Charlie Oakley and Charles Relle beat Chris Abram and Rupert Wilson 6*–1*

Round 3

Table 1

Rupert Wilson and Geoff Thorpe beat Patrick Driscoll and Charlie Oakley 5½–1½

Table 2

Phil Clark and Charles Relle beat Chris Abram and Alan Dean 5–2

Round 4

Table 1

Alan Dean and Geoff Thorpe beat Charles Relle and Rupert Wilson 5½–1½

Table 2

Chris Abram and Charlie Oakley beat Patrick Driscoll and Phil Clark 6–1

Round 5

Table 1

Chris Abram and Charles Relle beat Patrick Driscoll and Geoff Thorpe 6–1

Table 2

Rupert Wilson and Charlie Oakley beat Alan Dean and Phil Clark 6–1

Round 6

Table 1

Geoff Thorpe and Rupert Wilson beat Chris Abram and Phil Clark 6–1

Table 2

Patrick Driscoll and Charlie Oakley beat Alan Dean and Charles Relle 5–2

Round 7

Table 1

Alan Dean and Rupert Wilson beat Chris Abram and Patrick Driscoll 5*–2*

Table 2

Charles Relle and Geoff Thorpe beat Phil Clark and Charlie Oakley 5–2

Individual scores:

Geoff Thorpe	6, 6, 1½, 5½, 1, 6, 5 =31	1 st
Chris Abram	6, 1* 2, 6, 6, 1, 2* =24	5 th
Rupert Wilson	2, 1*, 5½, 1 ½, 6, 6, 5* =25	4 th
Patrick Driscoll	5, 1, 5½, 1, 1, 5, 2* =20½	6 th
Phil Clark	2, 6, 5, 1, 1, 1, 2 =18	7 th
Alan Dean	1, 1, 2, 5½, 1, 2, 5* =17½	8 th
Charles Relle	5, 6*, 5, 1½, 6, 2, 5 =30½	2 nd
Charlie Oakley	1, 6*, 1½, 6, 6, 5, 2 =27½	3 rd

Phil Clark had to go home to his family, and missed the last two rounds. Thus he has scores of 1 and 2 attributed to him that were in fact made by his partners playing singles.

The National Singles 2004

Charles Relle

Will I qualify? The distance in time between the present issue of WW and its predecessor is such that readers may not remember that I introduced the report of the 2003 Singles with the same question. This year it was more relevant, as the field of twenty-one was just large enough for us to have a qualifying round, followed by a twelve player final.

Twenty-one neatly divides into three leagues of seven with four to qualify from each. These occupied most of Saturday. Without detailed scores to hand, the writer can give only an impressionistic account of the day. In the Harvey Wallbanger League, Andy Purvis ran away from the rest with a score of 35 from his six games. However, he did not have everything his own way, losing 3–4 in the first round to Nick Inglis. He had the day before taken the World Singles title by beating Larry Kahn, and was clearly in good form, his potting being a threat to everyone. In this group, Dave Lockwood was next with 24 points, followed by Ed Wynn and Nick Inglis with 22 and 21 points respectively.

Three players, Alan Dean, Jon Mapley and Charles Relle, have been with us for some time. This year one of these senior players, Alan Dean, did not make it. He scored 20 points, just behind Nick, and on his own admission, had several chances to improve his score. Andrew Garrard and Paul Moss were the remaining players in this league.

The Slippery Nipple League was similarly dominated by Larry Kahn, with 37 points. Next was Charles Relle with 25, then Simon Gandy with 23, followed by Jon Mapley with 20. Jonathan could feel that luck was on his side: he scored the same number of points as Alan, who did not get through. Of the non-qualifiers, James Cullingham and Alan Harper gave everyone a hard time, Alan in particular beating Jon Mapley 4–3, and losing to Charles 3–4. He also had a seven against Tim Hunt, thereby scoring 11 points in the first two rounds. It is a mystery to me why Alan is not more successful in terms of results. He has all the shots, but possibly not yet the knack of turning an even position into a solid win. Tim's score suggests he was below form on the day: no doubt he will bounce back.

In the MSO league (what does MSO stand for?) [this is clearly asking too much of Charles's memory – Ed], scores were much more even. The qualifiers were Patrick Barrie, who scored 29 ½ points, Richard Moore (whom we were pleased to wel-

come back) on 27, Matt Fayers on 24 and Matthew Rose on 22½. In fifth place was Geoff Thorpe with 20½ points, who thus had a higher score than Jon Mapley, who qualified for the final. The score 4–3 turned up five times in this group, and 7*–0* only once, when the other two non-qualifiers, Patrick Driscoll and Stew Sage met, and Patrick potted out.

We decided to start the Final at the end of the first day. This certainly put less strain on the second day, and evened up the number of rounds, but it alarmed a weary senior citizen, who found he had to play his old rival, Jon Mapley, without a rest. Jon had an early opening, and tried a potout. This, however, failed, but such had been Charles's failure to take a grip on the game that Jon had a chance with his second colour. Only two winks went in, and Charles was able to squop both colours and eventually pot out himself. Elsewhere, Andy Purvis beat Ed Wynn 6–1, and was clearly eager to stamp his authority on the tournament, scoring 31 points in the first five rounds. By contrast Jon had to wait for round 6 for his first win, a 4½ against Andy himself.

On another mat in the first round Larry beat Simon 6–1. He next encountered his old rival, Dave, and was 3–4 down at the end. One indicator of the closeness of the final group is the number of matches that ended 4–3, twenty-one, the same number as ended 6–1. Larry was involved in 5 games that ended 4–3, as was Nick Inglis, whose campaign opened with a 5–2 win over Richard Moore. The first fractional score also turned up in the first round, when Matthew Rose overcame Dave by 5½ to 1½. Patrick's challenge opened with a 6–1 against Matt Fayers.

Richard achieved an ambition in round two with his first ever singles win against Charles Relle. He was playing very well, consistently making long squops, and his opponent was convinced that he was in for a big loss. Richard, however, was most concerned just to secure the win, and scored only four points. As noted above, this was something of a pattern for the tournament. It is also noteworthy that the top four players kept bad losses to a minimum, that is, zero; none of them conceded a six or a seven, and the next two had a single one and a single zero between them. Does this suggest that people are very cautious, not willing to give up a small advantage in quest of something bigger? Are those who might have been labelled "unenterprising" or even "pusillanimous" in the past now reaping the reward of their superior cunning? Or are players in general now more able to limit the damage when they are behind? Perhaps a study of the scores and the personalities of the players will enable readers to reach their own conclusions.

Andy followed his loss to Jon with a 7–0 against Nick, and was now $7\frac{1}{2}$ points clear of the field. He now, however, seemed intent on proving the thesis outlined above, that it is possible to win provided that you do not lose badly, and scored three 3s in a row. This left the position at the end of the penultimate round as follows: Andy $49\frac{1}{2}$, Richard 47, Patrick $42\frac{1}{2}$, Charles 42, Matthew $41\frac{1}{2}$, and Larry $40\frac{1}{2}$. Thus only Andy and Richard could win, while there was quite a contest for the minor placings. Andy had to face Larry and Richard was against Patrick. Charles was playing Matt Fayers and Matthew was against Ed. Andy celebrated the last round by getting his lowest score $2\frac{1}{3}$, but it turned out to be enough for the Championship on $51\frac{5}{6}$, for Richard could get no more than two against Patrick; they ended on 49 and $47\frac{1}{2}$ respectively.

Meanwhile Matt had six greens near the pot against Charles, five close together and one separate. His opponent squopped this latter from about a foot, and gradually drew Matt more and more securely into a squopping game until he had free turns in round three. This put Charles on 48 points, between Patrick and Richard, his best result for some years. Ed was generally playing “swing” winks, with two sevens and some lesser scores, but got four against Matthew to leave him on $44\frac{1}{2}$, less than a point behind Larry.

Congratulations to Andy on his win, and thanks to Matt for organising the tournament. All that was missing was more players. Perhaps the fiftieth anniversary will persuade some people back into the game, and encourage Cambridge and other places in their endeavours to recruit more students. We all hope so.

The National Singles Plate

Andrew Garrard

After a close-fought qualification for the final of the Singles, those of us involved in the more important tournament of the weekend felt the need of a little R&R, and decided Sunday was plenty soon enough to start a tournament. The Sunday morning dawned bright and frisky, with a high standard deviation in scores. “Ooh,” I thought, “I’m winning.” Things became much more average after lunch, with close games for everyone, but the relatively small number of rounds and the long lunch-time played in my favour: the tournament ended before my true class could assert itself. Hard work over, we relaxed by watching Andy decide the minor placings.

ETwA National Singles, 23-24 October 2004

League 1 (Harvey Wallbanger)

NOTE: Rounds weren't actually played in this order due to Andrew's lateness

1	Andy Purvis	3	—	4	Nick Inglis
1	Dave Lockwood	6	—	1	Andrew Garrard
1	Ed Wynn	4	—	3	Paul Moss
2	Andy Purvis	6	—	1	Paul Moss
2	Alan Dean	3	—	4	Nick Inglis
2	Ed Wynn	3	—	4	Andrew Garrard
3	Andy Purvis	6	—	1	Andrew Garrard
3	Dave Lockwood	3	—	4	Alan Dean
3	Dave Lockwood	6*	—	1*	Ed Wynn
3	Alan Dean	6	—	1	Paul Moss
4	Andy Purvis	6	—	1	Ed Wynn
4	Nick Inglis	3	—	4	Paul Moss
5	Dave Lockwood	6	—	1	Paul Moss
5	Alan Dean	7*	—	0*	Andrew Garrard
5	Nick Inglis	1*	—	6*	Ed Wynn
6	Andy Purvis	7*	—	0*	Alan Dean
6	Dave Lockwood	3	—	4	Nick Inglis
6	Andrew Garrard	6*	—	1*	Paul Moss
7	Andy Purvis	7*	—	0*	Dave Lockwood
7	Alan Dean	0*	—	7*	Ed Wynn
7	Nick Inglis	5	—	2	Andrew Garrard

League 2 (Slippery Nipple)

1	Larry Kahn	7*	—	0*	Simon Gandy
1	Jon Mapley	3	—	4	Alan Harper
1	Tim Hunt	1.5	—	5.5	James Cullingham
2	Larry Kahn	6	—	1	James Cullingham
2	Charles Relle	4	—	3	Simon Gandy
2	Tim Hunt	0*	—	7*	Alan Harper
3	Larry Kahn	6	—	1	Alan Harper
3	Jon Mapley	3	—	4	Tim Hunt
3	Charles Relle	4	—	3	James Cullingham
4	Larry Kahn	6	—	1	Tim Hunt
4	Jon Mapley	1	—	6	Charles Relle
4	Simon Gandy	6	—	1	James Cullingham
5	Jon Mapley	7*	—	0*	James Cullingham
5	Charles Relle	4	—	3	Alan Harper
5	Simon Gandy	6	—	1	Tim Hunt
6	Larry Kahn	6	—	1	Charles Relle
6	Jon Mapley	5	—	2	Simon Gandy
6	Alan Harper	0*	—	7*	James Cullingham
7	Larry Kahn	6	—	1	Jon Mapley
7	Charles Relle	6	—	1	Tim Hunt
7	Simon Gandy	6	—	1	Alan Harper

League 3 (MSO)

1	Matthew Rose	4	—	3	Richard Moore
1	Patrick Barrie	7*	—	0*	Stew Sage
1	Geoff Thorpe	6	—	1	Patrick Driscoll
2	Matthew Rose	5*	—	2*	Patrick Driscoll
2	Matt Fayers	1	—	6	Richard Moore
2	Geoff Thorpe	3	—	4	Stew Sage
3	Matthew Rose	2.5	—	4.5	Stew Sage
3	Patrick Barrie	2.5	—	4.5	Geoff Thorpe
3	Matt Fayers	6	—	1	Patrick Driscoll
4	Matthew Rose	6	—	1	Geoff Thorpe
4	Patrick Barrie	4	—	3	Matt Fayers
4	Richard Moore	6	—	1	Patrick Driscoll
5	Patrick Barrie	6	—	1	Patrick Driscoll
5	Matt Fayers	6	—	1	Stew Sage
5	Richard Moore	4	—	3	Geoff Thorpe
6	Matthew Rose	3	—	4	Matt Fayers
6	Patrick Barrie	5	—	2	Richard Moore
6	Stew Sage	0*	—	7*	Patrick Driscoll
7	Matthew Rose	2	—	5	Patrick Barrie
7	Matt Fayers	4	—	3	Geoff Thorpe
7	Richard Moore	6	—	1	Stew Sage

Summary of Qualifying Scores

	Games	Points	PPG
Larry Kahn	6	37	6.166
Andy Purvis	6	35	5.833
Patrick Barrie	6	29.5	4.916
Richard Moore	6	27	4.5
Charles Relle	6	25	4.166
Dave Lockwood	6	24	4
Matt Fayers	6	24	4
Simon Gandy	6	23	3.833
Matthew Rose	6	22.5	3.75
Ed Wynn	6	22	3.666
Nick Inglis	6	21	3.5
Geoff Thorpe	6	20.5	3.416
Alan Dean	6	20	3.333
Jon Mapley	6	20	3.333
James Cullingham	6	17.5	2.916
Alan Harper	6	16	2.666
Andrew Garrard	6	14	2.333
Patrick Driscoll	6	13	2.166
Paul Moss	6	11	1.833
Stew Sage	6	10.5	1.75
Tim Hunt	6	8.5	1.416

Final

1	Larry Kahn	6	—	1	Simon Gandy
1	Andy Purvis	6	—	1	Ed Wynn
1	Patrick Barrie	6*	—	1*	Matt Fayers
1	Richard Moore	2*	—	5*	Nick Inglis
1	Charles Relle	6*	—	1*	Jon Mapley
1	Dave Lockwood	1.5	—	5.5	Matthew Rose
2	Larry Kahn	3	—	4	Dave Lockwood
2	Andy Purvis	7*	—	0*	Matthew Rose
2	Patrick Barrie	4	—	3	Nick Inglis
2	Richard Moore	4	—	3	Charles Relle
2	Matt Fayers	5.5	—	1.5	Jon Mapley
2	Simon Gandy	4	—	3	Ed Wynn
3	Larry Kahn	6	—	1	Ed Wynn
3	Andy Purvis	6*	—	1*	Dave Lockwood
3	Patrick Barrie	5	—	2	Charles Relle
3	Richard Moore	6	—	1	Jon Mapley
3	Matt Fayers	7*	—	0*	Nick Inglis
3	Simon Gandy	2	—	5	Matthew Rose
4	Larry Kahn	4	—	3	Matthew Rose
4	Andy Purvis	6	—	1	Simon Gandy
4	Patrick Barrie	5	—	2	Jon Mapley
4	Richard Moore	6	—	1	Matt Fayers
4	Charles Relle	4	—	3	Nick Inglis
4	Dave Lockwood	5*	—	2*	Ed Wynn
5	Larry Kahn	6	—	1	Jon Mapley
5	Andy Purvis	6	—	1	Matt Fayers
5	Patrick Barrie	3	—	4	Ed Wynn
5	Richard Moore	3	—	4	Matthew
5	Charles Relle	6	—	1	Simon Gandy
5	Dave Lockwood	6	—	1	Nick Inglis
6	Larry Kahn	3	—	4	Nick Inglis
6	Andy Purvis	2.5	—	4.5	Jon Mapley
6	Patrick Barrie	3	—	4	Dave Lockwood
6	Richard Moore	3	—	4	Simon Gandy
6	Charles Relle	6	—	1	Ed Wynn
6	Matt Fayers	3	—	4	Matthew Rose
7	Larry Kahn	4	—	3	Matt Fayers
7	Andy Purvis	7*	—	0*	Nick Inglis
7	Patrick Barrie	7*	—	0*	Simon Gandy
7	Richard Moore	6*	—	1*	Ed Wynn
7	Charles Relle	2*	—	5*	Matthew Rose
7	Dave Lockwood	3	—	4	Jon Mapley
8	Larry Kahn	1	—	6	Richard Moore
8	Andy Purvis	3	—	4	Charles Relle
8	Patrick Barrie	2	—	5	Matthew Rose
8	Matt Fayers	2*	—	5*	Dave Lockwood
8	Simon Gandy	1	—	6	Nick Inglis
8	Ed Wynn	7*	—	0*	Jon Mapley
9	Larry Kahn	4	—	3	Charles Relle
9	Andy Purvis	3	—	4	Patrick Barrie

9	Richard Moore	7*	—	0*	Dave Lockwood
9	Matt Fayers	6*	—	1*	Ed Wynn
9	Simon Gandy	6*	—	1*	Jon Mapley
9	Matthew Rose	3	—	4	Nick Inglis
10	Larry Kahn	3.5	—	3.5	Patrick Barrie
10	Andy Purvis	3	—	4	Richard Moore
10	Charles Relle	6*	—	1*	Dave Lockwood
10	Matt Fayers	5	—	2	Simon Gandy
10	Matthew Rose	7*	—	0*	Jon Mapley
10	Ed Wynn	7*	—	0*	Nick Inglis
11	Larry Kahn	4.666	—	2.333	Andy Purvis
11	Patrick Barrie	5	—	2	Richard Moore
11	Charles Relle	6	—	1	Matt Fayers
11	Dave Lockwood	5	—	2	Simon Gandy
11	Matthew Rose	3	—	4	Ed Wynn
11	Nick Inglis	3	—	4	Jon Mapley

Summary of final scores

		Games	Points	PPG	Games won
1	Andy Purvis	11	51.833	4.712	6
2	Richard Moore	11	49	4.454	7
3	Charles Relle	11	48	4.363	7
4	Patrick Barrie	11	47.5	4.318	7
5	Larry Kahn	11	45.166	4.106	7
6	Matthew Rose	11	44.5	4.045	7
7=	Dave Lockwood	11	35.5	3.227	6
7=	Matt Fayers	11	35.5	3.227	4
9	Ed Wynn	11	32	2.909	4
10	Nick Inglis	11	29	2.636	4
11	Simon Gandy	11	24	2.181	3
12	Jon Mapley	11	20	1.818	3

Plate Scores

1	Alan Dean	James Cullingham	1 — 6	Tim Hunt	(singles)	0.75	6.25
1	Alan Harper	Geoff Thorpe	2 — 5	Stew Sage	(singles)	2	5
1	Donnacha Kirk	Paul Moss	0* — 7*	Andrew Garrard	(singles)	1	6
2	Paul Moss	Tim Hunt	1* — 6*	Andrew Garrard	Geoff Thorpe	1.25	5.75
2	Alan Harper	Alan Dean	6 — 1	Stew Sage	James Cullingham	6.25	0.75
3	James Cullingham	Andrew Garrard	2 — 5	Paul Moss	Stew Sage	1.75	5.25
3	Tim Hunt	Alan Dean	4 — 3	Geoff Thorpe	Alan Harper	3.75	3.25
4	Alan Dean	Andrew Garrard	6 — 1	Stew Sage	Tim Hunt	5.75	1.25
4	Alan Harper	Paul Moss	2* — 5*	Geoff Thorpe	(singles)	2.875	4.125
5	Alan Dean	Andrew Garrard	4 — 3	Stew Sage	Alan Harper	3.5	3.5

The Jubilee Trophy

Sunday 1st April 2004, Alan Dean's house.

Tim Hunt

James Cullingham relinquished his title on the grounds that he was too busy to defend it, and so the top two challengers on the list, Alan and I, did battle for the title over 5 games.

Tim Hunt 1 1 6 7* 1 14

Alan Dean 6 6 1 0* 6 19

In the first four games, winning the squidge-off was critical.

Game 1

Alan won the squidge-off and brought in well. Tim meanwhile seemed to be playing on Alan's team. Alan sportingly tried to give the game away towards the end when Tim hassled a bit, but got it back together in rounds. [1–6]

Game 2

Tim played even worse, and this time Alan did not give him any chances. [2–12]

At this point Alan sportingly suggested that I needed a break, and fed us coffee. If he had forced me to play on he would probably have wrapped the thing up in one more game.

Game 3

Now fully caffeinated, I won the squidge-off. Yes! I followed it up with a good bring-in. Alan dived into my area, and I squopped him up. [8–13]

Game 4

I won the squidge-off again. It was another good bring-in from both sides, but my blues were grouped close to the pot, and Alan's greens were grouped further away. I missed my first few pot attempts, (very much in keeping with the general level of potting) but was able to do so safely. Alan chose not to go for it with green, because any green misses would have been fatal, and because I was bound to miss a pot long into his area. However, suddenly I was able to pot, and that was that. [15–13]

Game 5

I won the squidge-off, establishing myself as firm favourite for the match. For the first time we had a good close game; both players got double- triple- or even quadrupletons of the opponents winks; but all the way through I felt that I was a little ahead, by perhaps one mobile wink. Early in rounds, I played a shot which I thought would safely wrap-up the game, but it went subtly and fatally wrong, allowing Alan to play a good shot taking out both my remaining mobile winks and it was essentially over. [14–19]

There followed an excellent lunch. I strongly recommend people to challenge Alan, since the hospitality is superb.

The Somerset Invitation

Bylaugh Hall, Deepest Norfolk, 4th–5th January 2005

Patrick Driscoll

It seemed like an inauspicious start when we fetched up at the isolated cottage in deepest Norfolk and were told that although the beer had arrived there was only one suitable table for winks. However, so great was our commitment to bringing this noble pursuit into its fiftieth year that we improvised, pressing the giant break-fast-cum-drinking games table into service even though it meant moving the mat around before almost every shot.

The winks on the first morning was probably the worst of the whole event with most players struggling to cope with the conditions of cold in the greenhouse, where one mat was situated, and with the aforesaid over-sized table. Slu in particular deserves an honourable mention for struggling through his illness to play in his first winks tournament of any kind for twelve months. I am afraid that I did not play very well in this session, so I don't have any particularly happy memories of it. I expect my opponents enjoyed themselves more.

Things seemed to perk up a little at lunchtime, when Stew took on his accustomed role as the team's spiritual leader, by introducing a violent session of Pass the Pigs that forced me to withdraw for a time to write this article. I had the bye after lunch, which meant a further forty-five minutes of our new second-favourite game, drinking indoor curling (no ice needed – I remember when we used to play this game on ice – Ed). Thus fortified, I enjoyed the remainder of the afternoon session much more. Both of my games ended in pot-outs, the first when Ed missed what I now realise was a near-impottable sixth and we got squopped up and lost to Fayers and Gandy, the second when Stew snaffled Slu's sixth wink allowing me to complete a desperately unstylish fifteen minute counterpot.

At the end of the first day, Fayers was winning the tournament with Simon narrowly second, so in the drinking games that followed the winks as inevitably as flatulence follows a phall the rest of us did our best to even things up by victimising them, first remorselessly punishing Simon for that fourth squop in a row and then fining Matt into the ground in a new game that Stew invented called Ed's New Game.

Wednesday morning dawned bright and smelly, and as England crumbled in Cape Town the winks resumed, everybody offering at least the outward signs of being

alive, contrary I must say to my expectations after a night when even Stew was heard to say that the drinking games were as violent and entertaining as they had been in the Good Old Days.

In fact, on Wednesday lunchtime the Good Old Days began to look pretty tawdry when a session of Pass the Pigs went horribly right. Stew's All Time Best of 230 (for 24) permitted Hotdog to set a record of his own for biggest shortfall (225). Now that the pigs had warmed up the trouble really started – after a reversage, Hotdog returned the favour by passing 129, the lowest total that could inflict a pint fine. Stew duly qwxclled on 0 for the first of three pints in successive hands (the others resulted from greed – “I’ll see where I am when I get to a pint” – “Oops”).

Nobody can remember any of the winks games from the afternoon, although a glance at the scorecard suggests that there were quite a lot of pot-outs so everyone must have enjoyed themselves. Matt Fayers’ brilliant draw and mat rotation meant that he never had to play with or against Simon, who was the only other player to score more than half points. Anyway, he seems to have fiddled it so that he won all his games, which didn’t happen to anyone else and so I suppose rather grudgingly that he deserves to have his name on the trophy.

I don’t know what happened after that because we got the drinking curling out again and three hours later I had to retire hurt. Perhaps the individual who tried to flush his pants down the upstairs toilet was also having difficulties that evening.

		Opponent												Score After Round											
	Player	A	B	C	D	E	F	G	H	I	J	K	L	2	3	4	5	6	7	8	9	10	Tot	Pos	
A	Mr Trincoll	—	1½	1	6*	7*		2*	1	4	5			2½	2½	3½	9½	9½	13½	20½	21½	26½	26½	4	
B	Dr Minton	1½	—	2	2	5	1*		1*	2½	6*			3½	5½	5½	6½	11½	11½	17½	18½	20½	20½	9	
C	Mr Gurnard	1	2	—	2	5½	1½	5		2	5*			7½	9½	14½	14½	16½	18	18	19	24	24	7	
D	Dr Sage	6*	2	2	—	4	5	0*	2		5½			7	9	15	19	19	24½	24½	24½	26½	26½	4	
E	Mr Gurney	7*	5	5½	4	—	2½	5	6*	6				11½	16½	20½	23	28	28	35	41	41	41	2	
F	Dr Hunt		1*	1½	5	2½	—	1	3	2	4½			5	9½	12½	15½	16½	17½	17½	18½	20½	20½	10	
G	Dr Wynn	2*		5	0*	5	1	—	3	4½	5			5	10	12	16½	17½	20½	20½	20½	25½	25½	6	
H	Dr Dog	1	1*		2	6*	3	3	—	1*	C			3	3	6	7	15	16	17	23	23	23	8	
I	Mr Jingles	4	2½	2		6	2	4½	1*	—	6			6	8½	8½	12½	12½	18½	19½	25½	27½	27½	3	
J	Dr Fayers	5	6*	5*	5½		4½	5	6	6	—			5	9½	14½	14½	20½	26½	26½	38½	43½	43½	1	
K												—													
L													—												

Andrew Robson's Jokers

J. D. A. Wiseman, February 2004

Andrew Robson's Jokers is a drinking game for three to six players. The object of the game is to gather sets, and it is played with an unusual deck of cards. The game is consistent with the Wynn Requirement: drinking games should have many small fines and few or no large fines.

In 1999 Mr Andrew Robson opened his eponymous Bridge club, in Fulham near Parsons Green tube station, and I occasionally play there. The club has had several thousand packs of cards printed, with the Andrew Robson logo on the back. As jokers are not used in the Bridge club, they had traditionally been discarded, until I requested that they be kept, suspecting that they might have drinking-game potential. Each of these jokers has a back that is (apart from the logo) either green or orange, and a front that is one of a "bridge" card, a "red" (a joker with the red roundels in the corners), or a "black" (joker with black roundels).

A number of these cards were brought to the Somerset Invitation, arranged as ever by the kind offices of Dr Sage, at which the Drinking Games Working Group devised "Andrew Robson's Jokers", known for short as "Andrew Robson", which works as follows.

The object is to gather sets, and three of these jokers constitute a set if they have the same coloured backs (whether green or orange), and either three identical fronts or three different fronts (a bridge, a red and a black).

At all times each player holds three cards. For the moment let us ignore the start of the game, and assume, arbitrarily, that it is Dr Fatty's turn. Dr Fatty chooses another player, and asks that player whether he (or she) has a particular card, specified by one side only – hence the five valid requests are "green", "orange", "bridge", "red", or "black". If the player does not have such a card, and so refuses Dr Fatty's request, Dr Fatty drinks a pencil and play passes to his left. But if the requested player does have such a card, Dr Fatty proffers one of his own cards, the requested player proffers one of his that matches the request (often there is only one), and they exchange.

This exchange might give either player a set. If the requested player gains a set, Dr Fatty drinks a finger of beer, and the requested player discards his hand and draws another three jokers from the pile of unused cards. If, by one-in-12ish chance, these three constitute a set, Dr Fatty enjoys another finger; another three jokers are

drawn, and so forth.

More typically though, the exchange will give Dr Fatty a set, in which case these are discarded and three more jokers drawn. If these do not constitute a set ab initio, another exchange is requested, from either the same or a different player. For each set made by Dr Fatty in his turn after the first, including those made ab initio, all other players drink a waffer. If an exchange gives both players a set, the requested player is exempted from the waffer, and the protocol is that Dr Fatty takes, after his finger of beer, three cards from the pile before the requested player.

Dr Fatty's turn ends when he fails to make a set, whether through refusal or through being given an unhelpful card. If Dr Fatty should fail to make set during his turn, Dr Fatty is fined a pencil.

The table shows a summary of the fines.

Event	Fine	For whom?
For each set made in a turn after the first	Waffer	All other players, possibly except one given a set
Being refused ('Refusal')	Pencil	Requestor
'Failure' to make a set during one's turn	Pencil	Requestor
In one's turn, 'Giving' a set to another player	Finger	Requestor

When discarding three jokers, these are always three that make a set. This could impose a heavy burden on the shuffling, so instead there are three discard piles, and each discard entails one card being put on each. Shuffling is then unnecessary: simply stack the discard piles and continue.

At the start some players might draw a set ab initio. If any do, other players drink a waffer and then the sets are discarded and new cards drawn. This is repeated until no player holds a set. Players joining part of the way through a game are given three cards from the top, with similar discarding of sets and drinking of waffers.

Players may hold cards either way round. That is, cards may be held with their fronts showing, their backs showing, or some one way round and some the other. However, one side of each of the three cards must be visible to the other players.

There are some strategic matters that some players may wish to consider:

Consider the situation in which the three cards held have the same backs. They aren't a set, so they can't be all the same or all different fronts, and hence their fronts must be two of one type and one of another. If these cards were held so that the backs were showing, other players could make the same deduction. And a player needing a particular card of that back could ask for it by its front, and given no other information, would have a two-thirds chance of success. Further, a player knows that giving a card of the other back guarantees not giving a set. So instead some fronts and some backs should be shown – perhaps either one front or the two matching fronts.

If a player has split backs, two of one and two of another, there is less risk to showing just the backs. But another player can still know that it is safe to give a card of the back of which only one is held. Showing one front, one green back and one orange back avoids this problem.

When doing an exchange, try to remember which card is given away. After discarding a set and taking new cards, that previously unwanted card might be needed.

Slow play

Andy Purvis

In the 2004 ETwA National Pairs, there were only seven pairs and all the players had several years of tournament experience. With only three games at a time, players with the bye usually on hand to umpire if required, and everyone knowing what they were doing, there seemed every prospect of the tournament moving along quickly. Instead, most of the rounds lasted over an hour. Some pairs were clearly slower than others, but it would be wrong to blame a single player or pair — play is slower now than it used to be. This article is an attempt to provoke ideas and discussion about how we might speed up tournaments. Faster tournaments can include more games (if you want to pack your weekend full of winks), longer lunch breaks (if you want to pack yourself full of beer), or the choice (Cambridge Open). Long games and long waits between games are likely to be off-putting to newcomers or returnees. Hopefully, the 50th birthday celebrations will get more of both to tournaments, so it is important that we do what we can to make tournaments as enjoyable as possible.

Slow play is not a new issue in tiddlywinks. The rules have been shaped by it before now: rounds and the thirty-second rule were invented to prevent players in a strong position from simply waiting for time to run out. It is ironic that these two changes have contributed to games routinely lasting an hour, instead of the twenty minutes they took before. I can think of three broad sorts of things we might do to alleviate the problems caused by slow play: we can change tournament arrangements to ameliorate the consequences, we can penalise slow play, and we can reward quick play. I have a few suggestions for each.

1. Treating symptoms

a. Mat rotations can slow tournaments down a lot, as players often have to wait for the right mat to become free. I think ETwA is going to buy a batch of identical tournament mats, which should remove the need for mat rotations. This should help a fair bit, but a tortoise pair could still wreak havoc and potentially end up multiple rounds behind everyone else. There is still a case for synchronising the start of at least the key games in the final round, to prevent slow players gaining the advantage of knowing how many points they need.

b. The tournament schedule can be a problem too. In combination with the mat rotation it was crippling in the Pairs, because with only three games it was almost

inevitable that no game could start until the slowest game of the previous round had finished. Perhaps if a single game is holding up the start of the next round, there is another round in which at least some games could start. In the Pairs, we'd sometimes have been able to start two of the three games in this way.

c. Pile reconstructions are rare but can slow individual games down a lot. There are occasions (classically, potting a flat wink with a pile just behind it) where lots of time could be saved by playing the shot in the reconstruction, rather than the true pile. As well as saving time, this improves game fidelity, because the real pile is untouched rather than being the reconstruction of a reconstruction. I would urge players to consider this possibility whenever a pile is to be rebuilt; maybe it should be mentioned in the rules.

d. One reason for slow progress at the Pairs was simply that we often took ages getting round to starting the next round. I think this cost us the best part of half an hour each day. We should all take responsibility for finding out who we are playing next, and then finding them.

2. Penalising slow play

Tiddlywinks is not the first sport to have a problem with slow play. Lots of other sports have rules to deal with it. In many of these (e.g., snooker, tennis, cricket), the competitions are structured such that only the opponent is disadvantaged. In winks, slow play has negative consequences on everyone in the tournament, except the perpetrator. Opponents can get frustrated or simply lose concentration. Everybody is made to wait. The same is true in golf: a single slow player can delay the whole tournament. Golf is also a big-money game, with, frankly, much more at stake than in our events; if they have been able to legislate against slow play, in the face of the objection that doing so means that players make more mistakes, then we should be able to as well.

In golf, the time taken for a round has increased from about 3.5 hours to nearly 6 hours, with the blame being laid at the door of the top players: newcomers and improving players see the top pros taking immense care over every shot, or going through elaborate pre-shot routines, and think that's the way to success (something for us to think about – if we ever do get any more newcomers, they'll think we are playing at the 'right' pace). Clubs and organisations have issued guidelines and also introduced very stringent rules for slow play. Under rules recently introduced in the US, if a player takes over 40 seconds on a shot (longer for a tough shot like a

bunker shot), they get a warning about slow play. A second offence within the same round costs them a shot and \$5,000; a third costs two shots and \$10,000, and a fourth means disqualification. In the UK, the R&A also issued new rules last year, linking etiquette (including slow play) into the rules for the first time, and recommending that clubs should take disciplinary action against offenders by banning them temporarily.

With that in mind, here are some possible ways we could penalise slow play. They vary in harshness, but they're not as harsh as the sanctions available in golf.

a. Name and shame: At some tournaments a few years ago, we filled in slips of paper saying when games started, when rounds started, and when the game ended. I agree with the suggestion made at Congress that we do this again, because it makes people more aware of how long games are lasting. I think we could go further and name and shame: perhaps "speed ratings" beckon. Also, we could decide that the Tournament Organiser is mandated during the tournament to warn any player or pair taking longer over their games than some previously-agreed acceptable limit; I don't know what if any sanction might follow if there's no improvement, but suspect that most people anyway would heed a warning. If we go down this route, it would be vital that everyone back the Tournament Organiser's decision, and any sanction imposed.

b. The two-minute rule: If it is announced at the start of the tournament, the two-minute rule provides a sanction against slow play: if a player hasn't played in two minutes, the shot is forfeited. I have never seen the two-minute rule applied, but understand that it has not worked well. I have two variants to suggest that might work better. One borrows directly from golf: a warning for first offence, lose a point for second offence in a game or even a tournament (natural justice suggests this could be transferred to the frustrated opponents, but that would lead to ranting), lose two points for a third offence, then disqualification. This modification takes cognisance of the fact that longer discussion is sometimes needed, but also asserts that it should be rare (maybe the time limit should be raised from two to three minutes if such a rule were to be adopted, as a concession)*. The second variant is that the existing two-minute rule be employed automatically for the last game to finish in a round, with a player acceptable to both sides acting as umpire on it.

* We could also get seriously novel scores this way: a player upsetting the table after committing a third offence would lose $-2\dagger-9\dagger$ (with transfer) or $-2\dagger-7\dagger$ (without transfer).

c. Round start times: One possible way of speeding up games in the Cambridge Open and Swiss tournaments would be to announce in advance when the draw will be made for each round. These could be, say, 45 minutes apart (lots of games last longer than this now, but they didn't when I first played). If you haven't finished your game by the announced time, you miss the next round. In this situation, everyone is at risk of missing games without it being 'their fault', but the slowest players would miss most; perhaps the prospect would make them speed up, especially if they need to complete 11 games to win. A related advantage of announcing draw times is that people wanting to miss a few rounds would know exactly when to come back — less time wasted hanging around. But the times would have to be strictly adhered to, or chaos and much ranting might ensue.

d. Byes: In Swiss tournaments, the bye is usually drawn either at random or from the bottom of the table. We could instead draw them from the last game to finish (perhaps only if the game took longer than an acceptable time, say 45 minutes). Again, slower players would be more likely to miss games. Such a rule might be vulnerable, in the penultimate round, to a filibuster by any leading pair who wanted to miss the last round and thereby preserve their lead; some situations are too sad to legislate for.

e. Chess clocks in rounds: Chess clocks have been suggested many times over the years as a possible solution to slow play, but have never been used so far as I know. Each side could get 10 minutes for rounds. In chess, if you run out of time you lose. That's probably too serious a sanction for most people to stomach, as would be losing the opportunity to play any more shots. Bobby Fisher (who could rant well enough to play tiddlywinks) invented a new kind of chess clock, in which a player gets an extra 30 seconds whenever they make a move. This clock means that players always have 30 seconds to play a shot. If we took that route, we'd need to reduce the time allocation from 10 minutes per side to perhaps five. We wouldn't need Fisher clocks; we could use a combination of ordinary chess clocks and stopwatches (opponents are already in the habit of timing 30 seconds). I don't much like the idea of chess clocks in rounds: I think people would accurately use up their time, not really playing much faster than at present, so I'm not sure the gain outweighs the effort of developing the habit of pressing the clock after our shot.

3. Rewarding fast play

The surest way to make tournaments proceed more rapidly is to give players a self-ish reason for reducing their average shot time. The best way I can think of doing



this is to make time an important element throughout the game, as it is in tournament chess. The trade-off between precision and speed is integral to chess competition, and playing quickly puts pressure on opponents (in winks, conversely, playing slowly does). If games used chess clocks throughout, rather than just in rounds, then all players would develop a habit of playing simple shots quickly and get out of the habit of agonising over what shot to play in relatively straightforward situations: they would want to build up a cushion of time for when they might need it. I guess the time permitted would be perhaps 15 minutes per player in singles and 20 minutes per side in pairs; once that time has run out, shots have to be played under a 30-second version of the two-minute rule.

Such a change would be much more broad-ranging than any of the others, but it would actually add a new angle to the strategy. Complicating the position would become an even more powerful tactic than at present. Each player would have to find their own place on the speed-precision trade-off and, yes, this would be harder for the players who are currently slow (bad news for anyone wanting to beat Larry, I'm afraid). Some may claim it's impossible to speed up, but it isn't: even the slowest players can play quickly when, for instance, the tournament situation demands that they convert a squop-up into a pot out, or turn around a losing position.

Ultimately, we are all (with perhaps a couple of exceptions) responsible for some slow play, and we are all responsible for dealing with it. It is a habit we have got into. If we all simply agreed to play quickly, the problem would stop, but the benefits of slow play mean this is just not going to happen. That is why I think we need to introduce costs to slow play and/or benefits to playing quickly. Tiddlywinks is a game full of cost-benefit decisions, and I don't think players should be scared of having to make more of them.

Is slow play a serious issue? Would lapsed winkers be more likely to play if tournaments moved more quickly? Would current winkers enjoy the tournaments more? If so, how far are we prepared to go to speed up play?

On 1961

Richard Ackland

My wife expresses a desire to visit the interior of Queens' College, Cambridge. The only available wheeze I can find to fulfil this wish is to enter the National or International Tiddlywinks Championships and smuggle her in as manager/bag-carrier/coach/psychologist/magic-sponge-administerer.

But there's a snag; I haven't played much for 4 decades or more. So that before stepping boldly into an arena amongst experts playing by tactics and strategies unknown in my playing days, I need some means of bolstering my credibility/self-confidence.

So I have hit upon the notion of trumping (or should that be squopping?!) some of the historical anecdote and ancient photographic evidence which appears from time to time in your learned journal.

The attached photograph and article are taken from the London Evening News of Saturday 15th April 1961. The elegant young man in the white shirt, who clearly knows what he's about, is your correspondent.

Much of the accompanying article is plain wrong, but, given my present circumstance of pleading with an editor for column-space, I guess this is no time to be complaining to you about standards of journalism.

A background summary is that in early 1961 two of us negotiated with Alex Moulton (yes, he of the small-wheeled bicycle), who, as a consequence, agreed to allow us to undertake a world-record tiddlywink marathon attempt in the front window of his department store in Ilford High Street (next door to Harrison Gibson's). One of his stipulations was to introduce an element of rivalry, which is why we had to recruit another school to take part (by the way St Ignatius was in Tottenham, NOT in Loughton – our connection with Loughton was, quite properly, confined to obtaining supplies of international standard equipment from Messrs. Marchant Games). This proved a mistake, since our opponents being less versed than us in winks matches, placed too much emphasis on the prank aspects of the exercise, and too little upon the serious tiddlywink content. Consequence was that Alex Moulton and/or his management took a revised view of the publicity value of the stunt and booted us all out after only 24.75 hours. We could have gone on...

Anyway we made it to the Evening News. And I believe to this day we would have

made it to the front page had that not been monopolised by a chap whose exploit lasted a mere 90 minutes. His name was Gargarin.

On a biographical note, my team-mate, Peter Long, who is correctly identified in the foreground (with glasses), subsequently went on to obtain his quarter blue at Oxford. This would be in the early 1960s, so I wonder who was winning the varsity matches in those days.

I have an even earlier photograph of live action dating from October 1960 [see front cover – Ed]. The venue was the school library and the occasion was a match against University College London. We thought we were pretty good, but we were trounced that evening.

Are there any current ETwA members who might have played for UCL in those far-off days?

Richard Ackland

All Eyes on Tiddlywink Boys

Excerpt from The Evening News and Star, 15th April 1961

They're Out To Beat A Record

People on their way to work waved a greeting to the 14 tired-looking schoolboys lounging on the floor of a store in High-road Ilford, to-day—playing tiddlywinks.

The boys—teams from Bancrofts public school and St. Ignatius College for Boys, Loughton (the challengers)—had been playing non-stop throughout the night.

Ignatius were winning by about 50 points, with several games to go.

They plan to keep playing for 36 hours and set up a world record.

One of the referees, 18-year-old John Kite, of Eton-road, Ilford, said: "They have stood up to the strain very well and although they are now slowing down neither side has drawn on its reserves."

The directors of the store were providing the boys with trolleys loaded with cakes, jellies, sandwiches, rolls and flasks of coffee and tea—all free of charge.

All Eyes On Tiddlywink Boys

Seventeen-year-old Peter Long of Leyton, watched by an admiring crowd on the other side of the shop window, makes a winning shot.



Players sorted by their high- est rating

All rated tournaments

(i.e. since Nov 1985)

Qualification: best rating >1700

Rank		Highest Rating
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1	Larry Kahn	2512
2	Patrick Barrie	2497
3	Geoff Myers	2493
4	Andy Purvis	2474
5	Alan Dean	2462
6	Dave Lockwood	2452
7	Matthew Rose	2440
8	Mike Surridge	2409
9	Jon Mapley	2375
10	Charles Relle	2367
11	Arye Gittelman	2355
12	Richard Moore	2337
13	Matt Fayers	2296
14	Ed Wynn	2277
15	Nick Inglis	2271
16	Alan Boyce	2259
17	Simon Gandy	2257
18	Graham Josland	2224
19	Andrew Dominey	2218
20	Bob Henninge	2218
21	Keith Seaman	2212
22	Severin Drix	2210
23	Brad Schaefer	2210
24	Jim Marlin	2203
25	Tim Hedger	2175
26	Rick Tucker	2160
27	Ferd	2154
28	Geoff Thorpe	2141
29	Charles Frankston	2127
30	Sunshine	2124
31	Julian Wiseman	2120
32	Cyril Edwards	2110
33	Tim Hunt	2109
34	Tony Brennan	2102
35	Phil Scarrott	2091
36	Jim Carrington	2084
37	Indian	2081
38	Gary Shrimpton	2079
39	Peter Wright	2075
40	Graham Hancock	2065

41	Alex Satchell	2063
42	Duncan Budd	2061
43	Steve Chamberlin	2056
44	Phil Carmody	2039
45	Jon Ferguson	2022
46	Julius Mach	2022
47	Tony Heading	2018
48	Alasdair Grant	2014
49	Rob Cartwright	2011
50	Chris Andrew	2003
51	Jon Carlaw	1998
52	Joe Sachs	1996
53	Tim Jeffreys	1990
54	James Cullingham	1990
55	Nick May	1979
56	Stew Sage	1979
57	Stu Collins	1978
58	Dave Hull	1975
59	Rupert Thompson	1973
60	Ian Gameson	1961
61	Dave Salter	1960
62	Phil Clark	1957
63	Rich Steidle	1949
64	Dave Clarkson	1946
65	Gavin Keyte	1942
66	Chris Abram	1941
67	Kilian Anheuser	1941
68	Mac McAvoy	1935
69	Ben Deane	1930
70	Simon Every	1928
71	Rupert Wilson	1925
72	Dave Smith	1925
73	Steve Harbron	1924
74	Don Fox	1917
75	Yan Wang	1912
76	Andrew Garrard	1908
77	Patrick Driscoll	1907
78	Christine Barrie	1902
79	Alan Harper	1899
80	Paul Moss	1880
81	Paul Brummell	1869
82	Steve Williams	1860
83	David Carslake	1853
84	Pete Keevash	1849
85	Charlie Oakley	1839
86	Jordan Usner	1835
87	Liz Bertoya	1834
88	Chris Wilson	1831
89	James Robertson	1831
90	Anthony Horton	1826
91	David Gamez	1824

92	Owen Mapley	1816
93	Hugh Pumphrey	1815
94	Elizabeth Whalley	1814
95	Bill Renke	1808
96	Richard Wheatley	1807
97	Aaron	1804
98	Cheryl Case	1804
99	Jon Marchant	1801
100	Bruce Turnbull	1798
101	Stewart Fenton	1794
102	Jason Westley	1790
103	Tim Roscoe	1788
104	Julian Drix	1784
105	Kevin Beck	1783
106	Heather Dean	1777
107	John Haslegrave	1776
108	Ben Soares	1775
109	Steve Phillips	1773
110	Phil Rodgers	1765
111	Ian Cragg	1762
112	Jon Williams	1759
113	John Kane	1756
114	Simon Julier	1753
115	Paul Woodman	1749
116	Daniel Sachs	1747
117	Nick Reid	1742
118	Stef Norman	1741
119	MP Rouse	1739
120	Sean Mayes	1737
121	Jon Mainwaring	1733
122	Dave Clark	1732
123	Louise Johnson	1732
124	James Orwell	1727
125	Dan Choate	1726
126	Vanya Temnykh	1726
127	Marg Small	1725
128	Paul Clark	1725
129	Andy Young	1724
130	Ian Whitmore	1723
131	James Murray	1723
132	Jo Mapley	1722
133	Ken Zetie	1721
134	Andrew Green	1719
135	Graham Turnbull	1719
136	Paul Grocott	1718
137	Savage Alcock	1718
138	Stephen Swift	1718
139	Niall Mackay	1716
140	Andy Ball	1714
141	Edward Harry	1703



Ratings after NATwA Pairs, 11-12 December 2004

Rank	Change	Rating	Rating change	RRF	T'ment Games	T'ment Points	T'ment Rating	Past Year Games	Past year PPG
1	-	Andy Purvis	2454	-	100			41	4.589
2	-	Larry Kahn	2406	+20	100	14	70	2550	4.477
3	-	Richard Moore	2331	-	92			17	4.471
4	-	Geoff Myers	2329	-	82			12	3.500
5	-	Matthew Rose	2317	-	100			37	3.838
6	-	Patrick Barrie	2306	-	100			87	4.454
7	-	Charles Relle	2222	-	100			80	4.310
8	-	Andrew Dominey	2218	-	69			2	4.000
9	-	Matt Fayers	2215	-	100			81	4.045
10	+2	Bob Henninge	2195	+25	100	15	75.5	2361	4.549
11	-1	Dave Lockwood	2194	-13	100	12	43	2052	4.078
12	-1	Alan Dean	2181	-	100			75	4.273
13	-	Ferd	2138	-	99			17	3.412
14	-	Jon Mapley	2130	-	100			29	3.103
15	-	Severin Drix	2106	+6	100	9	37.667	2229	4.271
16	-	Ed Wynn	2097	-	95			17	3.176
17	-	Simon Gandy	2083	-	100			29	3.069
18	-	Nick Inglis	2072	-	100			63	3.706
19	-	Sunshine	1997	-	60			1	5.000
20	-	Geoff Thorpe	1977	-	100			32	3.406
21	-	Rick Tucker	1967	-	76			7	3.857
22	-	Tim Hunt	1939	-	100			24	3.146
23	-	Stew Sage	1923	-	100			61	3.363
24	+2	Yan Wang	1912	+39	96	15	75.5	2062	4.293
25	-1	Andrew Garrard	1908	-	100			64	3.359
26	-1	Phil Carmody	1905	-	83			12	3.375
27	+4	Mac McAvoy	1879	+38	73	11	44.333	1961	3.642
28	-1	Alan Harper	1869	-	100			62	3.169
29	-1	Tim Jeffreys	1866	-	86			12	3.833
30	-1	James Cullingham	1855	-	100			29	2.983
31	-1	Patrick Driscoll	1844	-	100			35	3.000
32	-	Charlie Oakley	1839	-	96			9	4.111
33	-	Paul Moss	1839	-	100			46	2.859
34	-	Rupert Wilson	1807	-	93			9	2.389
35	RE	Aaron	1797	***	73	11	44.333	1879	4.030
36	-1	Rupert Thompson	1792	-	81			12	3.500
37	-1	Stu Collins	1753	-	47			2	4.000
38	-1	David Carslake	1727	-	56			5	3.600
39	-1	Nick Elser	1692	-	82			23	3.674
40	-1	Claire Oakley	1690	-	74			15	3.500
41	-1	Daniel Sachs	1672	-	67			7	2.929
42	+1	Prabhas Pokharel	1659	+21	100	14	70	1802	3.567

Rank	Change	Rating	Rating change	RRF	T'ment Games	T'ment Points	T'ment Rating	Past Year Games	Past year PPG	
43	-1	Cyril Edwards	1657	-	89			14	2.750	
44	-3	Vanya Temnykh	1640	-19	97	5	10	1369	28	3.107
45	-1	Joe Sachs	1630	-	78			7	1.786	
46	-1	Ben Fairbairn	1609	-	84			24	2.250	
47	-1	James Gooding	1600	-	47			9	3.722	
48	-1	Paul Goodman	1594	-	77			14	2.929	
49	+4	Greg Durrett	1569	+37	86	9	29	1641	39	2.923
50	-2	Elizabeth Whalley	1567	-	74			10	2.217	
51	-1	Max Lockwood	1566	+18	86	9	25	1651	35	2.990
52	-1	Liz Batty	1544	-	89			26	2.340	
53	-1	Ann Carter	1539	-	34			4	4.375	
54	-5	Rob Ochshorn	1525	-37	64	9	18	1333	17	2.353
55	-	Anna	1502	-	54			10	2.750	
56	RE	Nathan Calhoun	1497	***	54	8	17.5	1510	8	2.188
57	+7	MP Rouse	1494	+62	61	9	37.667	1561	11	3.742
58	+9	Stephanie Chu	1489	+74	58	7	23	1611	15	2.667
59	-3	Sam Lockwood	1479	-	52			4	2.750	
60	-3	Bryan Allerbrock	1468	-	40			3	3.667	
61	-3	Laura Clarke	1466	-	41			3	2.000	
62	-8	Jon Lockwood	1457	-49	71	12	43	1352	34	3.456
63	-4	Rachel Gray	1457	-	12			4	2.000	
64	-4	Julian MacBride	1453	-	11			4	2.000	
64	-4	Toby Williams	1453	-	11			4	2.000	
66	-4	Chris Tadros	1450	-	15			4	2.000	
67	-2	Scott Zuccarino	1445	+15	53	8	17.5	1448	17	2.324
68	-5	Liz Ford	1439	-	10			4	2.000	
69	NEW	Alex Ainslie	1431	***	39	9	18	1171	9	2.000
70	-4	Rebecca Dale	1424	-	31			6	3.417	
71	-3	Sarah Quinn	1410	-	30			10	2.100	
72	-2	Ruth Ludlam	1388	-	7			4	0.875	
72	-2	Jo Johnson	1388	-	7			4	0.875	
74	-5	Kristen Tauer	1384	-12	37	4	3	1064	17	2.500
75	-3	Anne Austin	1377	-	1			1	1.000	
76	-2	Ruth Ezra	1370	+3	31	4	3	1035	7	1.571
77	-4	Anthony Horton	1367	-	59			19	1.886	
78	-3	Liz Barry	1364	-	1			1	2.000	
79	-2	Samuel Hoffstaetler	1345	-	4			1	1.000	
80	-2	Deja Lockwood	1344	-	41			4	0.750	
81	NEW	Johanna Henninge	1331	***	18	4	1	-183	4	0.250
82	-3	Donnacha Kirk	1328	-	20			2	0.500	
83	-7	Ben Lockwood	1327	-34	33	4	1	-222	14	2.214
84	-4	Paula Foster	1322	-	42			9	1.167	

An open letter for the attention of IFTwA

Sir,

I write in order to propose a change in the match format for World Singles and World Pairs. Although the current “best of seven games” format is tried and tested and has produced some excellent encounters, it has also produced some very dull matches, for the reason that it is very difficult to come back from a long way behind. Finding oneself, say, 16–5 down after three games, one would have to rate one’s chances as somewhat slim, and yet one has to summon the energy to play at least two and probably three more games; the second half of the match is then tiresome for both sides and also for spectators. The peculiarities of the scoring system in tiddlywinks mean that it is reasonably easy to play for small scores if they are all you need. In particular, it is very easy to avoid getting zero from a game if that is your sole aim; I have never heard of anyone failing to do so in a serious match. This is the drawback of the fact that we traditionally score tiddlywinks by counting points rather games won, and that we use the system traditional in most sports of playing matches on a “best of n games” basis. I don’t think anyone would like to see the outcome of a tiddlywinks match determined simply by who wins the most games. I therefore offer two alternative systems.

To remove the problem of games in which one player needs to win 7–0, we stipulate that the match is best of seven games, but that if at any stage a player would need to get at least one score better than 6–1 to win the match, he is deemed to have lost. This effectively means that the winning target starts at $17\frac{2}{3}$ and increases by 1 with each game that is played; so you win the match if you have 21 points from three games, or $21\frac{2}{3}$ from four games, or $22\frac{2}{3}$ from five, et cetera.

To remove the 7–0 problem and additionally to prevent a match being effectively over when one side has a big early lead, I suggest the following. A match should be played in two sets, each of which may be won by either player or drawn; if the two sets are shared equally, then a (possibly shorter) deciding set is played. The winner of a set is the first player to accumulate 10 points (or to have the higher score if each player has 10 points). This means that a player suffering heavy defeats in the first two games can just write off the first set and concentrate on the second; it also means that a player is almost never in the position of needing a 7–0 win to survive. (In fact, if the score is strictly between $9\frac{1}{2}$ – $4\frac{1}{2}$ and 9–5 after two games of a set, then the player who is behind does need a 7–0; to remedy this, you could stipulate that the target score be $9\frac{2}{3}$. I suggest 10 because it is what is commonly called a “nice round number”.) The deciding set might be on a “first to 6” basis.

I would be interested to hear other people’s opinions.

Yours etc,

Matthew Fayers

Worn-down loser, World Pairs 26.



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