

The Rules of Tiddlywinks (Simplified Version)

As approved by the English Tiddlywinks Association

This is a condensed version of the full official rules of tiddlywinks.

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The full official rules of tiddlywinks and information on the English Tiddlywinks Association can be found on the web site www.etwa.org.

Introduction

1. Tiddlywinks is a partnership game for four people. Each person controls one of the four colours. The person playing blue partners the person playing red, while the person playing green partners the person playing yellow.
2. Tiddlywinks can also be played as a singles contest between two people. In a singles contest, each player controls both colours of his or her partnership.

Equipment

3. The following equipment is used in a game of tiddlywinks.
 - 3.1 Winks: the six plastic discs of each colour that are used as playing pieces.
 - 3.2 Squidgers: the discs that are used to play the winks.
 - 3.3 The mat: the playing surface on which the game takes place.
 - 3.4 The pot: the container into which winks may be played.

The Squidge-Off

4. The "squidge-off" takes place as follows.
 - 4.1 The pot is placed in the centre of the mat.
 - 4.2 The winks are placed behind the baselines so that each corner of the mat contains winks of only one colour. The arrangement of colours in a clockwise direction should correspond to their alphabetical order in the English language (i.e. blue–green–red–yellow).
 - 4.3 It is then decided who is playing which colour.
 - 4.4 One wink of each colour is played from behind the baseline towards the pot. The colour of the wink that ends up nearest the pot is deemed to have won the squidge-off.
 - 4.5 Once the squidge-off winner has been determined, the winks are replaced behind the baselines before the start of the game.

The Game

5. Play begins starting with the colour that won the squidge-off.
6. Play proceeds with the colours having turns in sequence. The sequence should correspond to alphabetical order of the colours in the English language.
7. During the course of a game, a wink may come to rest inside the pot. Such a wink is referred to as a "potted wink".

8. During the course of a game, an unpotted wink may come to rest in a position where it is vertically above all or part of another unpotted wink. In this situation, the upper wink is referred to as a “squopping wink” and the lower wink as a “squopped wink”.
9. A wink that is both unpotted and unsquopped is referred to as a “free wink”.
10. For a particular shot, the player must exert downward pressure of squidger onto a free wink of the colour to be played. The squidger may subsequently hit those winks squopped by the first wink played provided that the movement of the squidger is quick and continuous from the moment when the first wink moves.
11. If a person pots one of the winks of the colour being played in a particular shot, then the person gets an extra shot as part of the same turn.
12. If any wink is sent off the mat then it is replaced on the mat at the position that it went off before the start of the next shot.
13. If a person’s shot causes one or more winks of the colour being played to go off the mat, then the next shot to be played with that colour is forfeited.

The End of the Game

14. If all six winks of one colour become potted, that colour is said to have “potted out”.
15. The game may end in one of three ways:
 - (i) after an agreed time period followed by a round limit;
 - (ii) after a colour has potted out, followed by a period in which the other colours pot out;
 - (iii) if no wink can be played because all the unpotted winks are squopped.
16. The “timed period” of a game before the round limit is calculated from the first shot played after the squidge-off, and is 25 minutes for pairs games and 20 minutes for singles games.
17. After the timed period has ended, a “round limit period” is played. Play continues up to and including the turn of the colour that won the squidge-off, after which five further rounds of the colours are played, each round ending after the turn of the colour that won the squidge-off.
18. If no colour has potted out during either the timed period or the round limit period, the game is declared ended and the winner is decided by counting “tiddlies”. Three tiddlies are awarded for each wink in the pot, and one tiddly is awarded for each free wink that has been played from behind the baseline. The tiddlies for each colour are counted separately. The partnership controlling the colour with the greatest number of tiddlies wins the game.
19. If all six winks of one colour become potted, whether by the person controlling them or not, that colour has potted out. The partnership controlling the first colour to be potted out wins the game.
20. If no wink can be played because all the unpotted winks are squopped, then the game is declared ended and the winning partnership is decided in the same manner that is used if the time period and round limit have been completed.

Other Rules

21. The full official rules of tiddlywinks enlarge on the basic rules above, and include:

- Dimensions of equipment
- Definition of a legal shot
- How the game is scored
- What to do if a partnership has no free winks
- What to do if a foul shot is played
- Etiquette rules
- Notes and guidance