

1. TIDDLYWINKS is a game for four players, those who play opposite each other being partners. The aim of the game is to flick the winks into the pot.
2. THE MAT should have a surface of a felt-like, non-pile structure, e.g. a blanket, carpet or rug, large enough to permit the winks to be placed 3 feet from the pot. Where possible, public tournaments should be played on needleloom carpets, 2 yards by 1 yard.
3. THE POT should be 1½ in. high, with a top diameter of 1¼ in. If ever a wink rests against the base rim of the pot, it is moved to lie flat on the carpet, just touching the pot.
4. THE COUNTERS. Each player plays with 6 counters, called "winks": 2 large ones, thickness ¾ in, diameter approx. 7/8 in. 4 small ones, thickness ½ in, diameter approx. 5/8 in. A large counter (approx. 1½ in. diameter) is used to flick the winks into the pot, and is called a "squidger".
5. THE SCORE. The first player to pot all his winks scores 4 points. The second player to pot all his winks scores 2 points. The third player to pot all his winks scores 1 point. The last player scores 0. Partners add their scores together.
6. THE START. The winks are placed three feet from the pot and each player squidges any one of his winks towards the pot. These winks are brought back to the starting position and the player whose wink was nearest the pot has first squidge. Note: Should there be a tie for "nearest the pot" on the initial squidge, those concerned have a resquidge.

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# The Rules of TIDDLYWINKS

as approved by  
THE ENGLISH TIDDLYWINKS  
ASSOCIATION



