

February 20, 1936

The Duke of Kent sees TIDDLY TENNIS (An Ernest Sewell game manufactured by The London Manical Co.) played at the British Industries Fair

Telegraph, February 21, 1936

Daily Sketch, February 21, 1936

February 1947

reports of tiddlywinks being played at Cambridge in England

February 1954

the beginnings of enduring tiddlywinks activity Cambridge

February 1955

The Cambridge University Tiddlywinks Club (CUTwC) is formed. On the Mat by Guy Consterdine

February 1958

The English Tiddlywinks Association (ETwA) is founded.

February 1958

CUTwC plays *The Goons*, representing Prince Philip Winks Rampant by Guy Consterdine.

February 1960

Winking World, a publication of ETwA, first appears.

February 1962

The Oxford University Tiddlywinks Society (OUTS) tours the United States, sponsored by Guinness Stout.

December 1962

Life magazine article on Harvard tiddlywinks appears.

December 1966

The North American Tiddlywinks Association (NATwA) is founded.

December 1969

Newsink, a publication of NATwA, first appears.

December 1972

MIT tour of England

December 1985

American tour of England

December 1988

British tour of the United States

December 1990

British tour of the United States

The preceding historical reference is provided by the North American Tiddlywink Association. [www.tiddlywinks.org](http://www.tiddlywinks.org)

We would like to thank Richard Tucker for his literary assistance and stewardship of this Authentic Pastime of our heritage.

**Tiddly Winks**

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**WARNING: CHOKING HAZARD**

Toy contains small parts.  
Not for children under 3 years.

POT RELAY

Twelve winks are placed 15 inches from the first of a row of four pots. At the word "go", player 1 shoots the winks as fast as possible into pot 1. As soon as he gets one in, player 2 places winks 15 inches from pot 2, and shoots the winks for pot 2 and so on all the way through the four pots. The object is to get as many winks as possible through all four pots in three minutes. A second set of 12 winks can only be started when all of the first 12 winks are in the pots.

Record: 36 winks (1960)  
44 winks (1967, 71)

TIDDLYWINKS CHRONOLOGY

November 8, 1888

Joseph Assheton Fincher files provisional specification for English patent for a "New and Improved Game"

UK Patent # 16,215

January 29, 1889

Fincher applies for an English trademark for "TIDDLEDY-WINKS"

UK Trademark # 85,800

May 15, 1889

"TIDDLEDY-WINKS" trademark published in Trade Marks Journal

UK Trademark # 85,800

October 19, 1889

Fincher's patent application approved

UK Patent # 16,215

January 18, 1890

Query about tiddledy-winks, new game in British Guiana

Notes & Queries, page 48

September 22, 1890

E.I. Horseman Jr. applied for a patent for "Parlor Tennis"

US Patent # 442,438

November 7, 1890

Extensive rules for tiddledy-winks, including tiddledy-winks tennis, appears in a book The Young Folks' Cyclopaedia of Games and Sports, by John D. Champlin Jr. And Arthur E. Bostwick (date from introduction), pages 725-726

October 23, 1891

John Kendrick Bang's book Tiddledywink Tales is copyrighted

US Copyright # 38,009

December 6, 1891

Macy's newspaper ad includes tiddledy winks. New York Times, page 17

December 6, 1891

Bang's book Tiddledywink Tales is reviewed. New York Times, page 19

April 24, 1892

John Kendrick Bang's book the Tiddledywink's Poetry Book is copyrighted.

Copyright # 15,185

April 24, 1892

Emily Lytton wrote a letter to Rev. Whitwell Elwin about a tiddledy-winks party

In A Blessed Girl, 1954, pages 97-98

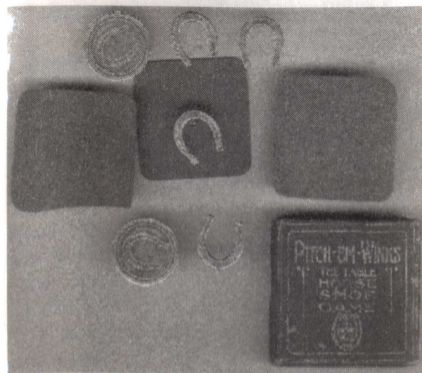
## TIDDLY WINKS

This wonderful party game has been around for hundreds of years with a large number of variations existing. The name is historically derived from British rhyming slang for an unlicensed pub (tiddlywink or kiddlywink). Trade marked in 1889 as "TIDDLEDY-WINKS" the game has gone through many spellings since. There are now over eighty approved patents, (52 in the U.S.). The basic rules of tiddlywinks have changed little since 1889. The game pieces consist of small discs called winks

which are propelled into the air with a shooter which has been called a tiddledy, but recently has been named a shooter or squidger. Over the years, they have been round, rings, square and even horseshoe-shaped.



Image © 1996 Richard W. Tucker. All Rights Reserved  
Fincher's 1888 patent in England for A New and Improved Game



The small discs have been made from ivory, bone, wood, plastic and even metal. Tiddlywinks was an adult pastime in the 1890's, then fell into "disrepute" as a simpleminded

children's game. It has, however, been played since 1955 by adults and professionals who graduated from places such as Cambridge University (in England), MIT, Oxford (England), Cornell and Harvard.

Tiddlywinks is a generic game, with countless variations in game design, cover art, and quality of materials used in manufacturing. It was born in the Victorian parlor, survived the depression and two World Wars to be here with us in the space age.

## TIDDLY WINKS

In our game of Tiddly Winks, each player attempts to put small disks or "winks" into a tin with divots inside by shooting them with a larger disk called a "shooter."

**Playing Area:** The best playing area is a round table. The table should be covered with a thick cloth or piece of felt.

Winks and Shooters are slightly pliable and are now made of plastic. Each player's winks and shooter should be a different color than the other players to help keep score.

## STANDARD GAME

**Players:** Our game is played by two, three, or up to six players.

**Equipment:** Each player usually has a shooter and six winks. The tin box with scoring divots is included.

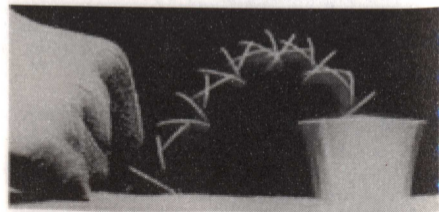
**Objective:** To score the most points with six winks.

**Start of Play:** The tin is placed in the center of the playing area, and each player places his winks in a line in front of him.

**Turns:** Order of play is decided by each player shooting one wink at the tin. The one who gets his wink nearest or inside the tin, goes first.

The order of play is then clockwise. Each player shoots one wink in a turn plus one extra shot each time he gets a wink into the tin or a divot.

**Shooting:** A player shoots a wink by stroking and pressing the edge of the shooter against the edge of the wink and so making the wink jump into the air.



A wink is shot from where it lies after the player's previous turn.

**Out of Play:** Any wink that is partly covered by another is out of play. A player whose wink is covered by an opponent's wink must either wait until the opponent moves his wink or must attempt to remove the opponent's wink by hitting it with one of his own winks.

Any wink that is leaning against the side of the tin is out of play until it is knocked level. A wink that is shot off the table, must be replaced on the table at the point where it went off.

**Scoring:** Players score points according to where their winks land on the platform (the divots- 15 or 25. 5 points on the yellow).

## PARTNERSHIP TIDDLY WINKS

Tiddly Winks can be played by partners in the same way as the standard singles game except that:

- 1) Blue always partners with Red.
- 2) Green always partners with Yellow.
- 3) Purple always partners with Orange.
- 4) Partners sit opposite of each other and alternate turns. They may play either their own or their partner's winks.

## ACCURACY-POT FROM THE LINE

Twelve small winks are to be potted from 3 feet in the minimum number of shots.

Record: 21, Larry Kahn (19??)  
21, Dave Lockwood (1987)

## SPEED

Twenty four small winks are to be potted from 18 inches in the shortest possible time.

Record: 39 seconds (1960)  
21.8 seconds (1966, 71)