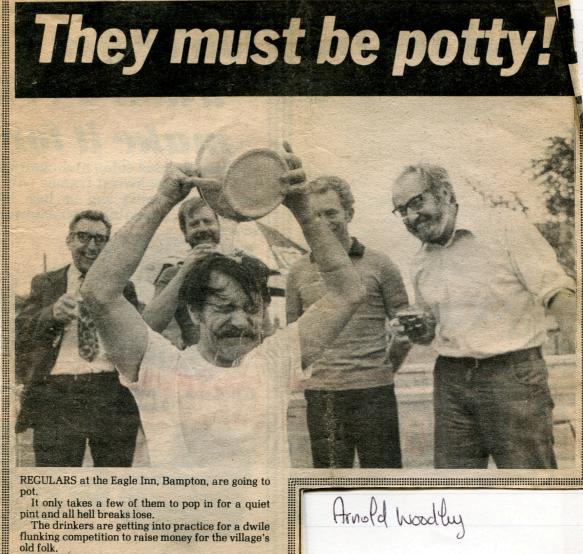
They must be potty!



REGULARS at the Eagle Inn, Bampton, are going to

It only takes a few of them to pop in for a quiet pint and all hell breaks lose.

The drinkers are getting into practice for a dwile flunking competition to raise money for the village's

John Shuker, landlord, said: "The idea of the game is to score as many points as possible . . . and

Dwile flunking is played by two teams of 12 players.

One side forms a circle, while a member of the opposition becomes a flunker.

The flunker stands in the middle of the circle and tries to hit the opposition with a cloth soaked in

If he succeeds he gains a point and the victim becomes the flunker.

If he fails he has to down a chamberpot of beer in one gulp . . . and if he can't manage that he must pour the rest over his head.

Arnold Woodly

John Schuker

Bill Govier

BAMPTON PUMPKIN CLUB

Welcome to the clubs 1982 Dwile Flunk for the Dwile Flunk Challenge Chamber Pot

In case you are new to the game here is a glossary of Flunkers terms to help you follow the action.

If GIRTERS. The fielding or dancing team.

PRIVELLER. The stick used by the flunker.

SWADGE. Miss the girlers completely when flunking by DWILE. A towel socked in stale ale.

FRUNK Throw the duile from end of driveller.

A WANTON. A strike with the duile to a girlers head swring 3 points to the flunkers team.

A SHANKLE. A strike to a girler body between showless and waist scoring 2 points to the flunker.

A MAWTHER. A Strike by a flunker between feet and waist of a girler scoring one point.

SWADGE COPER. Custodian of the driveller.

Teams will toss a coin to decide which team will be girters in the first leg. Girters will from a circle holding hands. The first flunker from the opposition will take his position in the centre of the circle holding the driveller. At a given signal the musician will play and the girters will dance round the funker. The musician will stop at any time and the girters must freeze where they are. The flunker life, the dirle from the pail of stale beer, using the driveller, and throws is at the girters between the him marking the flunking area. The referees will record a shankle, Mawther, wanton or a swadge. For shankles, mawther and wantons the girter must drink a pint straight down from a chamber pot or pour is over his own head. In the event of a swadge the flunker must drink or pour is over himself. The game continues with all members of both teams have flunked once. Winners will be team with highest points. DID YOU UNDERSTAND ALL THAT? NEVER MIND, ENTOY IT.



THE EAGLES, the home team in the Dwile Flunk held on Saturday evening at the Eagle Inn Bampton. The Eagle team were defending the chamber-pot trophy as joint winners in 1982.



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PUTTING THEIR best chamber-pot forward, members of the Curbridge Dwile Flunk team who were ready to take on the home team at the annual Bampton event organised by the Bampton Pumpkin Club.