

# They must be potty!



REGULARS at the Eagle Inn, Bampton, are going to pot.

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 old folk.

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

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 beer.

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 Woodby

John Shuker  
Bill Govier

# BAMPTON PUMPKIN CLUB

Welcome to the clubs 1982 Dwire Flunk for the  
Dwire 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.

- 1/ GIRTERS. The fielding or dancing team.
- 2/ DRIVELLER. The stick used by the flunker.
- 3/ SWADGE. Miss the girters completely when flunking
- 4/ DWILE. A towel soaked in stale ale.
- 5/ FLUNK. Throw the dwile from end of driveller.
- 6/ A WANTON. A strike with the dwile to a girters head  
scoring 3 points to the flunkers team.
- 7/ A SHANKLE. A strike to a girters body between shoulders  
and waist scoring 2 points to the flunker.
- 8/ A MAWTHER. A strike by a flunker between feet and  
waist of a girter scoring one point.
- 9/ SWADGE COPER. Custodian of the driveller.

Teams will toss a coin to decide which team will  
be girters in the first leg.

Girters will form 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 flunker. The musician  
will stop at any time and the girters must freeze  
where they are. The flunker lifts the dwile from the  
pail of stale beer, using the driveller, and throws it  
at the girters between the lines marking the flunking  
area. The referees will record a shankle, Mawther,  
wanton or a swadge. For shankles, mawthers and

wantons the girter must drink a pint straight down  
from a chamber pot or pour it over his own head.  
In the event of a swadge the flunker must drink  
or pour it over himself. The game continues until all  
members of both teams have flunked once. Winners will  
be team with highest points. DID YOU UNDERSTAND ALL  
THAT?. NEVER MIND, ENJOY 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.