



## RULES (3.7.26)

Teams will be competing in teams of 4. They will follow a rotation where they will compete in each event at a given time versus other teams. Zero points are awarded for any forfeits.



- Teams of 4 will go head-to-head
- Cups will be filled 1/3 with their own water or beer
- The official will count down and start both teams who must finish the drink and flip the cup up onto its mouth using **only one hand**
- The next player in line **cannot go** until the previous player has successfully flipped their cup
- The official may enforce an additional flip as a spillage penalty if necessary
- The team to finish first will advance
- Teams will play 2 out of 3 races.

**POINTS:** 1<sup>st</sup> = 60, 2<sup>nd</sup> = 40, 3<sup>rd</sup> = 20, 4<sup>th</sup> = 10, 5<sup>th</sup> = 5



- Teams will split into two 2-person teams
- 6 cups 1/3 full of beer or water in triangle
- Rock/paper/scissors for side and honors
- Shooters' feet must be fully behind taped line

- Each team throws both ping pong balls, if either/both balls end up in a cup, those cups are removed after both balls are thrown and players that are consuming alcohol take a drink
- If a player tries to pull the first made cup and the 2<sup>nd</sup> shot hits them, the shooter will receive a re-shoot (unless ball goes into a cup – that cup counts)
- If both players make the same cup, ONLY that cup is removed and NO roll backs are awarded
- If both players make a cup they get “roll back” throws (get to throw both balls again, and can earn additional “roll back” throws)
- **No swatting, blowing, fingering**
- Bouncing counts as 1 cup. Teams must allow bounces
- **“Distractions” – players cannot be over table or line**
- Play until a team loses all cups and other team wins OR 15-minute time limit has passed and one team has more cups. If tied at time limit, additional rounds will be played.
- Redemption - shoot until you miss. If you clear all remaining cups, go to a one cup sudden death. Team that made final cup first shoots first. First team to make the final cup wins.

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- Teams of 4 will go head-to-head in a game of 501
- Rock/paper/scissors for honors
- Each player will throw 3 darts to score points and work backwards from 501 to 0
- You do not have to double in/double out
- Player 2 will throw the 2nd round, player 3 the 3rd, and so on in rotation
- Teams must finish exactly on zero to win

- In the event of a bust (score more points than are remaining) the team's score reverts to the previous score
- Matches are best 2 of 3

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- Teams of 4 will go head-to-head in a single file line
- The official will count down and start both teams
- Teams must successfully bounce a quarter off the table into one of the glasses
- The next player in line cannot go until the previous player has successfully holed their quarter
- Once a quarter is holed, that glass is removed by the scorer and quarter remains in the glass
- Any errant quarters must be retrieved for another try
- The team to finish all 4 glasses first will advance
- Teams will play 2 out of 3 races.

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