**Ol’ Dirty Beer Olympics***Summer 2015*
*$20 per team of 4
$100 Grand Prize*

*Saturday August 22nd
Time & Location TBA
B.Y.O.B.*

Rules & Other Information

1. Teams of 4 will accumulate points while competing in 6 separate drinking games/races to include:

- Beer Pong
- Team Pitcher Chug
- 4x1 Shotgun Relay
- 4x4 Flip Cup Relay
- 4 Man Medley Relay
- Beer Ball
2. T team members may be switched out and substituted up until the start of the event, however once the games begin rosters are set in place. Should a team member be unable to compete in their event due to intoxication or any other reason team can attempt to finish that event a man down, if it was a one person event your team will earn 0 points for that event.
3. A $20 registration fee per team will be collected to offset the cost of setting up the event and to fund the cash prizes awarded after the games conclude.
4. Cash prizes will be awarded as follows:

$100 Grand Prize for 1st Place Team (Guaranteed)
$100 1st Place, $20 2nd Place (If 8+ Teams Register)
$100 1st Place, $40 2nd Place Prize, $20 3rd Place Prize (12+ Teams Register)
$120 1st Place, $60 2nd Place, $40 3rd Place, $20 4th Place (16+ Teams Register)
5. Players can only register for one team.
6. The event is BYOB, each team should bring at least 12 beers per player.
7. **Beer Pong**
*Rules:*
Each team will break up into 2 teams of 2 with each team playing in a separate bracket and the winners of each bracket meeting in the finals. Single elimination tournament with a 10 minute time limit per game. 6 cups, no re-rack. Each cup is filled with 1/3 a beer. Players will alternate drinking sunken cups. Losers finish the winner’s cups for them. If at the end of 10 minutes there is a tie play will continue until the first cup is sank. Bounces count as 2 cups and may be swatted, but must be an intentional bounce to count as two i.e. if you “toss” the ball and it bounces off one cup into another it only counts as one cup. If both players sink a cup they get the balls back. If they sink the same cup it’s game over. If a shot is interfered with i.e. a false swatting the player gets to shoot again. Guys may finger, girls may blow. There are no “bounce backs, rebounds, or second chance shots”. "Island" and "On Fire" rules apply. Sudden death redemption with 3 cup overtime. No redemption in overtime.

*Penalties:*
Party fouling results in automatic loss and party fouler must finish all the cups on the table themselves.

*Scoring:*
10 points for every game won i.e. in a 16 team event, winner =40 points. 2nd place =30 and both semifinal losers =20. The 4 quarter final losers will get 10 points. All eight first round losers receive 0 points. Bonus points will also be awarded for each cup a team wins by. I.e. if a team eliminates their opponent with five of their cups remaining in play they will receive an extra five points that round.
8. **Team Pitcher Chug***Rules:*
Teams will bring their own pitcher in which to chug from. The contents of 4 beers will be emptied into a pitcher placed on a table in front of your teams starting chugger. Upon the referee’s signal the chugger may then grab his pitcher and begin drinking the contents. Once a chugger can no longer drink they may turn and hand off the pitcher to the next leg and then head to the back of the line. Upon completion the chugger will place his pitcher upside down on the table and call “Time” to signal to the referee to stop the clock.

*Penalties:*
All penalties will result in 5 seconds being added to the final score.
1) False Start –Grabbing/touching your pitcher before the referee signals “Go”
2) Delay of Competition –Pausing for air is to be expected but placing the pitcher down will result in a penalty.

*Scoring:*
Teams will compete simultaneously in one of 2 heats. The team with the lowest overall time after all penalties have been assessed will receive 50 points. The remaining teams will then receive 50 – the number of seconds away from the winner’s time amount of points. I.e. if the 2nd place team only loses by 4 seconds they will receive 46 points.
9. **4x1 “Shotgun” Relay**
*Rules:*
Each shot-gunner will have a beer placed in front of them on the table. On the referee’s signal the first participant for each team will pick up their can and proceed to shotgun their beer using a key provided. After they finish the contents of their beer they will then hand off the key (like a baton) and the next leg can then grab their beer.

*Penalties:*
All penalties will result in 5 seconds being added to the final score.
1) False Start –Grabbing/ touching your beer before the referee signals “Go” or before the baton has been passed.
2) Not finishing the contents of your can.
3) Excessive spillage. Spraying is expected but if you don’t cover the hole with your thumb and allow an excessive amount (as determined by referee) to leak out it’ll count as a penalty.

*Scoring:*
Teams will race in one of four heats. The team with the lowest overall time after all penalties have been assessed will receive 50 points. The remaining teams will then receive 50 – the number of seconds away from the winner’s time amount of points. I.e. if the 2nd place team only loses by 4 seconds they will receive 46 points.
10. **4x4 “Flip Cup” Relay**
*Rules:*
Teams will line up on either side of the table. All participants will have four cups in front of them each filled with ¼ of a beer. On the referee’s signal the starting leg will empty the contents in one of their cup then have to “flip” it over before the 2nd leg can go. After the 4th leg finishes their cup and successfully “flips” it over they will then grab their second cup and repeat the process. Thus the relay “snakes” up and down the line and the starting leg is also the last leg.

*Penalties:*
All penalties will result in 5 seconds being added to the final score.
1) False Start -Grabbing/ touching your cup before the referee signals “Go” or before the leg before you has “flipped” their cup.
2) Excessive spillage/ not finishing a cup’s contents. If a referee determines you didn’t finish your cup and then spilt the remaining contents while attempting to “flip” it over a penalty will be assessed.

*Scoring:*
Teams will race in one of four heats. The team with the lowest overall time after all penalties have been assessed will receive 50 points. The remaining teams will then receive 50 – the number of seconds away from the winner’s time amount of points. I.e. if the 2nd place team only loses by 4 seconds they will receive 46 points.
11. **4 Man Medley Relay***Rules:*
Each team has 2 people on each end of the table. On the starting end are a beer bong, a quarter, a ping pong ball inside of a shot glass, an unopened can of beer and a solo cup filled with the entire contents of another beer. The ending end of the table contains an “official poking tool” as noted in the shotgun relay, an unopened beer can, and a solo cup filled with the entire contents of another beer. On the referees signal the two players on the starting end will grab the beer bong and the unopened beer can and the first leg will then “take” the beer bong as the second leg holds it for them. After the beer bong is taken in its entirety the second leg will grab the ping pong ball out of the shot glass and the starting leg will then have to bounce the quarter off the table and into the shot glass. The second leg must then chug the contents of the solo cup and then toss the ping pong ball into the solo cup at the other end, bounces are acceptable. Any misses must be fetched by a team member on the other end and then tossed back to the second leg until he sinks the cup. Upon the sinking of the cup the third leg will then chug the entirety of the cup and then “flip” the cup over. After the cup has been flipped the fourth leg may grab the can and the “official poking tool” and precede to shotgun the contents and then call “Time” to signal to the referee to stop the clock.

*Penalties:*
All penalties will result in 5 seconds being added to the final score.
1) False Start –Grabbing/touching ANY of the items mentioned in the rules before the referee signals “Go” or before the leg before you completes their task i.e. sinking the ping pong ball.
2) Interference –During the ping pong toss or the quarter bounce if any team member touches the object causing it to bounce off them and into the cup it won’t count and a penalty will be assessed. I.e. if a team member smacks the ball into the cup or allows it to bounce off them like a backboard.
3) Excessive spillage –If any beer is spilled due to an incomplete beer bong or chug or shotgun it will count as a penalty. If either cup is knocked over it will count as a disqualification.

*Scoring:*
Teams will race heads up in heats of 2. The team with the lowest overall time after all penalties have been assessed will receive 50 points. The remaining teams will then receive 50- the number of seconds away from the winner’s time amount of points. I.e. if the 2nd place team only loses by 4 seconds they will receive 46 points.
12. **Beer Ball***Rules:*
Like beer pong, each team will break up into 2 teams of 2 with each team playing in a separate bracket and the winners of each bracket meeting in the finals. Beer ball will be played in a single elimination tournament. 2 Teams of 2 set up on opposite sides of a table. Each player places a full, unopened can of beer on the corners of the table. Teams alternate throwing a single ping pong ball, attempting to hit an opponents can. You’re your teammate hits the opponents can you may grab your beer, open it and begin to chug until the opposing team retrieves the ball and touches it to the table yelling “Stop!” On offense, players will alternate between throwing and drinking; on defense, either player my retrieve a ball that has deflected off a can. Players on defense may pass the ball to their teammate in order to touch the table quicker. The goal of the game is to have both players on your team finish your beers before the other team finishes theirs. Once one player finishes their beer they may only throw the ball when their team is on offense, the other player may only drink.

*Penalties:*
1) False Drink: should a player grab his beer and drink from it following a teammate’s missed throw or should player grab his beer and drink from it following their own successful throw, a new unopened beer will be added to the game.
2) Out of Bounds: if your opponent knocks your nearly empty beer off the table you must replace it with a new unopened beer.

S*coring:*
10 points for every game won i.e. winner =40 points. 2nd place =30 and both semifinal losers =20. The 4 quarter final losers will get 10 points. All eight first round losers receive 0 points.