

2017
OKTOBERFEST BEER OLYMPICS
RULES AND REGULATIONS

General Rules:

- \$60 entry fee pays for beer for Beer Olympic games only.
- No delay of game for restroom breaks; restroom breaks will take place between games.
- Obstruction of other team's play during any game will be penalized as determined by the rules or by referee's discretion up to including being eliminated from the competition.
- Excessive spilling of beer while drinking will be penalized by a loss of 25 points per occurrence during the preliminary round.
- Referees decisions are final.
- All games will be explained prior to competition.
- The top eight (8) teams from the preliminary round will advance to the Championship Bracket. Teams will be seeded based upon scoring from preliminary round. Ties will be broken by a head-to-head competition of a game randomly drawn by the referee.

Preliminary Round:

All teams will compete in the four (4) individual events and score points based upon their performance. Points from each individual event will be added to rank all teams with the top eight (8) teams advancing to the Championship Bracket.

The four (4) individual events are as follows:

1. Beer Pong

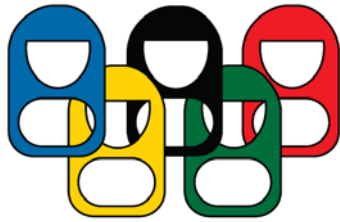
This game will require two teammates and six (6) cups set up on each end of a table in a triangle formation. The game will start when told by the referee by both teammates drinking a half cup of beer. Upon the completion of both players finishing their beer, teammates will take turns throwing the ball towards the cups. Teams will have sixty (60) seconds to sink a ball into each of the cups taking turns at throwing the ball. Teams will earn 5 points for each cup that has a ball in it at the end of the time allowed. If all twelve (12) cups have a ball at the end of the time allowed, the team will get a 25 point bonus.

At no time may both players throw the ball at the same time or be penalized with a loss of 15 points. If team is penalized twice, they will be penalized by receiving zero (0) points for this game.

2. Flip Cup

This game will require two (2) teammates each on opposite sides of a table. In front of each player are five (5) cups filled with a set amount of beer. The game will start as indicated by the referee and each team will have sixty (60) seconds to flip as many cups as possible.





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When signaled to start, the first player will drink their beer. When they finish drinking the beer, the cup is placed open side up at the edge of the table, and the player will then attempt to flip the cup, by flicking the bottom until it flips and lands face down on the table, sitting on its mouth. If player is unsuccessful on the first try, the cup is reset and re-flipped. Only after the first teammate is done flipping successfully can their teammate proceed. Teams will earn five (5) points for each cup which is flipped in the time allowed. Teams will earn a bonus of 25 points if all ten (10) cups are flipped in the time allowed.

If a player is unsuccessful in flipping the cup in five (5) attempts, the player will once again be required to take a penalty drink prior to proceeding to flip the cup. Players may not use two hands to "guide" the cup to flip over. At no time may both players flip a cup at the same time or be penalized with a loss of 15 points. If team is penalized twice, they will be penalized by receiving zero (0) points for this game.

3. Beer Cup Stack

Each team receives sixty (60) seconds to stack as many beers cups into one single tower. The tower must begin with the cup mouth down on the table. All six (6) players are eligible to participate in this event. The game will start as indicated by the referee and will require all six (6) players to drink a set amount of beer prior to starting the stacking.

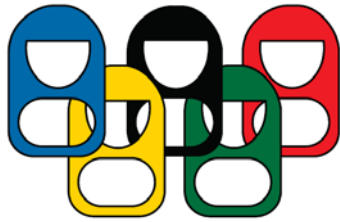
At any given time, only three (3) players may be the stacker. If more than three (3) players are stacking at any given time, the team will be penalized with a loss of 15 points. If the tower crumbles, the team can rotate in a new stacker and attempt to rebuild the tower as many times as possible. Teams will receive two (2) points per cup in the tower at the end of the time allowed. The tower must stand for a minimum of 3 seconds before the cups can be eligible for points. Tampering with an opposing team's tower results in immediate disqualification from this game.

4. Quarters

Each team receives sixty (60) seconds to bounce as many quarters as possible into a bowl on the table. The game will start as indicated by the referee and will require the initial participant to drink a set amount of beer prior to starting.

Each team may have up to three (3) players participate but only one (1) player will be bouncing the quarters at any given time. If the team wishes to trade out a player, the new player must drink a set amount of beer and place the empty cup face up on the table prior to bouncing a quarter. Teams will receive two (2) points per quarter in the designated bowl at the end of the time allowed.





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Championship Bracket:

The top eight (8) scoring teams from the preliminary round will have the opportunity to play for the Oktoberfest Beer Olympic Championship. Teams will be seeded into a single elimination bracket and will have an opportunity to compete in a head-to-head competition involving the games played during the preliminary round. Teams will earn points for each competition that they win in the bracket play.

1. Beer Pong (Best 2 out of 3):

This game will require two teammates and six (6) cups set up on each end of a table in a triangle formation. Each round will be played for a maximum of 10 minutes or until all 6 cups are eliminated by one team (whichever comes first). At the end of each round, two new players should rotate in and no player may participate in more than one round. The match ends when one team wins two rounds.

Points: The first team to win two rounds will receive ten (10) points.

2. Flip Cup (Best 2 out of 3):

Teams of five (5) players face each other on opposing sides of a table. In front of each player is a cup filled with a set amount of beer. At the start, the first member of each team drinks their beer. When they finish, the cup is placed open side up at the edge of the table, and the player will then attempt to flip the cup, by flicking the bottom until it flips and lands face down on the table, sitting on its mouth. If player is unsuccessful on the first try, the cup is reset and re-flipped. Only after the first teammate is done flipping successfully can the next person proceed. At the end of each round, the player that sat out must rotate in replacing one of the players. Each player must participate in at least two (2) rounds if the match goes to three games. The match ends when one team wins two rounds.

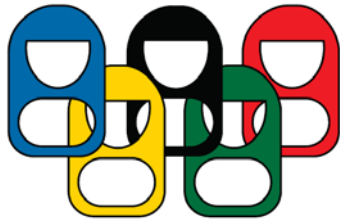
Points: The first team to win two rounds will receive ten (10) points.

3. Beer Cup Stack

Team receives sixty (60) seconds to stack as many beers cups into one single tower. The tower must begin with the cup mouth down on the table. All six (6) players are eligible to participate in this event. The game will start when indicated by the referee and will require all six (6) players to drink a set amount of beer prior to starting the stacking.

Only three (3) players may be the stacker at any given time. If more than three (3) players are stacking at any given time, the team will be penalized by having to start their tower over and take a ten (10) second timeout. If the tower crumbles, the team can rotate in a new stacker and attempt to rebuild the tower as many times as possible.





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The team with the most cups in their tower at the end of the time allowed wins. The tower must stand for a minimum of 3 seconds to count. Tampering with an opposing team's tower results in immediate disqualification.

Points: The team with the most cups in their tower will receive ten (10) points.

4. Quarters

Each team will select three (3) players to participate in this competition. Teams will receive sixty (60) seconds to bounce as many quarters as possible into a bowl on the table. The game will start as indicated by the referee and will require the initial player for each team to drink a set amount of beer prior to bouncing quarters.

Each team may have up to three (3) players participate but only one (1) player will be bouncing the quarters at any given time. If the team wishes to trade out a player, the new player must drink a set amount of beer and place the empty cup face up on the table prior to bouncing a quarter. If more than one (1) player is bouncing quarters at any given time, the team will be penalized with a ten (10) second time out.

The team with the most quarters in the bowl at the end of the time allowed wins.

Points: The team with the most quarters in the bowl will receive ten (10) points.

If after all five competitions there is a tie, the referee will randomly draw which event will be played to determine the winner.

Prizes:

Prizes will be awarded to the top three (3) places as follows:

1st Prize:	\$200 Cash + \$50 Oktoberfest Food & Beverage Tickets
2nd Prize:	\$100 Cash + \$50 Oktoberfest Food & Beverage Tickets
3 rd Prize:	\$50 Cash + \$20 Oktoberfest Food & Beverage Tickets

