



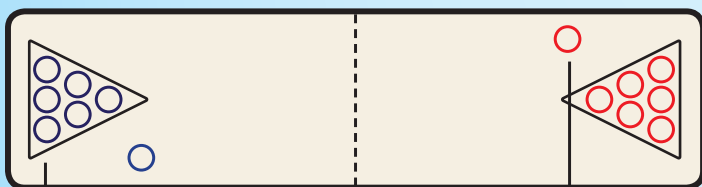
★ ARE YOU READY?... LET'S PLAY BEER PONG!!! ★

TO PLAY, YOU WILL NEED:

- A table** - This should be long enough to prevent even the tallest player reaching all the way, or even much past halfway.
- Liquid to fill the cups** - Select a beverage of your choice to fill the cups.
- Two or more players** - The standard is two teams of two.

TABLE SET UP

Fill two cups with water to use as wash cups (wc).
 Fill the remaining cups to the fill line (about 4cm up from the bottom of the cup) with the beverage of your choice.
 Place the filled cups on the table like pins in a ten-pin bowling alley at either end of the table: a row of three, a row of two, and a single.
 The cups should be touching each other, and the back row of three should be lined up about a half-inch from the edge of the table.



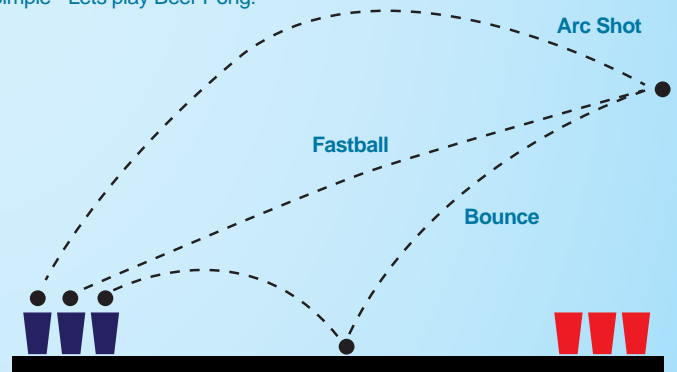
Arrange your filled cups in groups of 6 at either end of the table.

A wash cup is filled with water to clean the ball between shots.

Bounce shots must cross the line before hitting the table. They can be swatted away by your opponent, but must have bounced first.

BEER PONG BASICS

Players should decide which team goes first. In a series of games, the winners of the last game should go first.
 Each member of a team takes a ball and tries to throw, toss, or bounce it into one of the opposing team's cups. Players should not move any part of their lower body past the edge of the table; that is, you can lean over the table, but you cannot shoot from half court.
 If the ball goes in a cup, the opposing team takes that cup from the rack and drinks its contents. The empty cup is removed from play.
 Between shots, the balls should be dipped in the wash cups to keep them clean.
 Each team should take two shots per turn, trying to eliminate their opponents cups.
 When all of a team's cups are gone, that team loses. That team then has to drink all of the remaining beverages. The cups are set up again, and a new game can begin.
 Simple - Lets play Beer Pong!



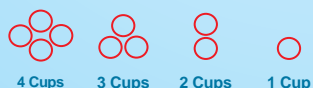
★ BEER PONG RULES & REGULATIONS ★

BOUNCING AND DEFENDING

Balls can be tossed or bounced into opposing team's cups. If a ball is bounced by the Shooting Team (ST), the Defending Team (DT) must pull 2 cups instead of 1 (pull the cup the ball lands in and an additional cup chosen by the ST). However, once the ball touches the table it is considered "LIVE" and can be blocked or deflected by the DT. If the ball is touched prior to touching the table or a cup, the DT must pull a cup as a penalty (ST chooses which cup to pull).

RE-RACKS

Each team is allowed 2 re-racks per game. The cups can be made into any formation the team chooses. Re-racks may occur at any time during the game prior to the ST's 1st shot of their turn. Teams may re-rack before 1st shot of 2nd turn if the balls are brought back.



IDIOT RULE

If a ball is dropped, swatted, deflected, or accidentally falls into a cup, that cup must be pulled immediately and game play continues as usual.

THE REBUTTAL

Once the last cup is made, the DT has a chance to match (If both players on ST make last cup, the game is over and the DT does not have a chance to rebut). Each player on DT then has one turn to make all remaining cups (Shoot until you miss).

OVERTIME

If the DT sends game into overtime, each team sets up 3 cups in a 2, 1 formation at the front. Regulation rules apply. No rebuttals in overtime.

MISC.

Distractions are encouraged. However, gestures and teams may not bump or touch the table/cups or move beyond the front cup. Please be respectful and keep it (somewhat) clean.

No fingering or blowing balls out of the cups.

You may not have your elbow extend past the front cup while shooting. You lose your turn if caught!

