

2010 WINTER BEER OLYMPICS RULES

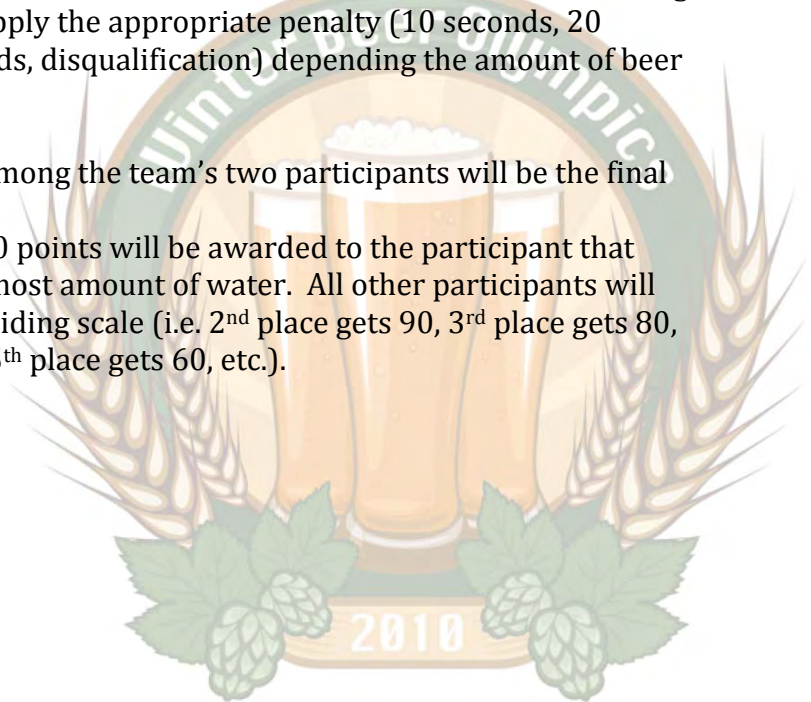
WAITER CARRY (individual)

1. Overview
 - a. The object of this event is to carry as many cups filled with water while navigating through an obstacle course without spilling.
 - b. Although this is considered an individual event, the entire group may participate during the initial phase.
 - c. Each competitor will be given a serving tray to utilize as he or she deems fit. No other objects or tools may be used except what the participant is already wearing.
2. Cups
 - a. Each cup (available during the tournament) will contain no more than 4 ounces of water.
 - b. Each team will be provided with 30 water cups and more if necessary.
 - c. Beer will not be used during the Waiter Carry to avoid crying over spilled beer.
3. Step 1: Loading
 - a. Participants will have 2 minutes to load themselves (with the help of their teammates) with as many water cups as they deem physically possible.
 - b. Participants may use any part of his or her body, including any part of their clothing or person. The only object or tool permitted is the serving tray.
4. Step 2: Obstacle Course
 - a. Participants will have 4 minutes to navigate around the obstacle course.
 - b. The obstacle course will consist of the following challenges in no particular order: (i) stepping over toppled chairs, (ii) squeezing between tables, (iii) ducking underneath a clothes line, (iv) walking across a couch, and (v) navigating around odd corners.
5. Step 3: Measuring
 - a. At the end of the obstacle course, all the remaining water cups will be poured into a bucket and measured (by height).
 - b. A maximum of 50 points will be awarded to the participant that finishes the obstacle course in the least amount of time. All other participants will earn points on a sliding scale (i.e. 2nd place gets 40, 3rd place gets 30, 4th place gets 20, 5th place gets 10)
 - c. A maximum of 50 points will be awarded to the participant that finishes with the most amount of water. All other participants will earn points on a sliding scale (i.e. 2nd place gets 40, 3rd place gets 30, 4th place gets 20, 5th place gets 10).

2010 WINTER BEER OLYMPICS RULES

BOOT CHUG (individual)

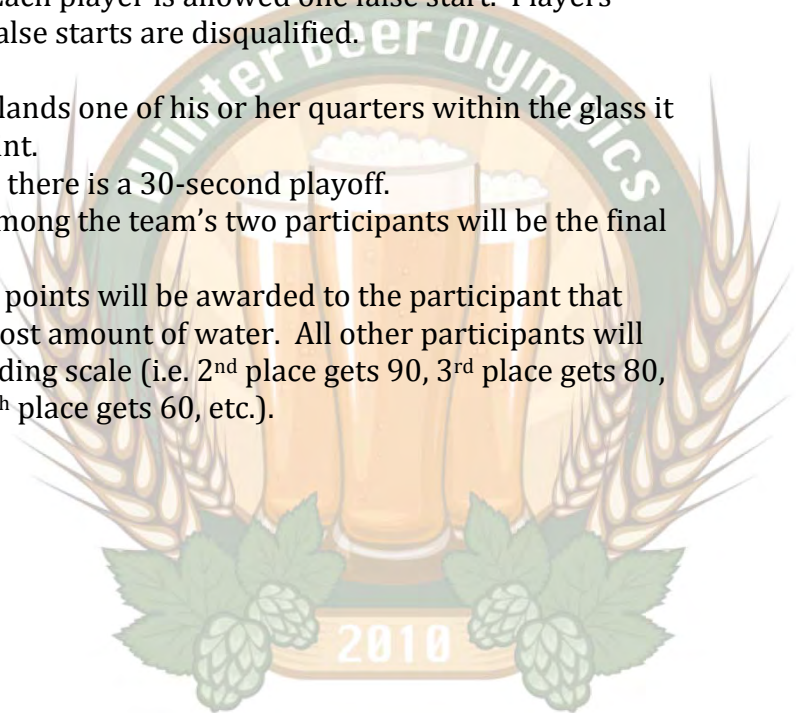
1. Overview
 - a. The object of this event is to chug a 32-ounce glass boot-shaped mug (“Boot”) without spilling in the least amount of time.
 - b. This is an individual event but teams may register two participants.
 - c. Each boot will be filled with beer.
2. Timing
 - a. The Boot must start on the table.
 - b. The referee will whistle when the timer begins at which time the participant may reach for the Boot and chug.
 - c. The timer will stop once the participant places the Boot back on the scoring sheet on the table.
3. Chugging
 - a. If the beer spills at anytime while the participant is chugging, then he or she will receive a 20 second penalty.
 - b. Spillage is considered any noticeable amount of beer not being consumed during the chug.
4. Scoring Sheet
 - a. The Scoring Sheet is a series of rings that measures the amount of beer remaining in the glass.
 - b. The participant will place the Boot upside down in the middle of the Scoring Sheet.
 - c. The referee will wait 30 seconds before measuring the Scoring Sheet.
 - d. Penalties will be levied based on the amount of beer within each ring
 - e. The referee will apply the appropriate penalty (10 seconds, 20 seconds, 30 seconds, disqualification) depending the amount of beer within each ring.
5. Points
 - a. The best time of among the team’s two participants will be the final time for the team.
 - b. A maximum of 100 points will be awarded to the participant that finishes with the most amount of water. All other participants will earn points on a sliding scale (i.e. 2nd place gets 90, 3rd place gets 80, 4th place gets 70, 5th place gets 60, etc.).



2010 WINTER BEER OLYMPICS RULES

QUARTERS (individual)

1. Objective
 - a. In this event, one “Quarters” specialist from each team attempts to bounce the most official quarters into the official quarters glass in 60 seconds.
 - b. This is an individual event but teams may register two participants.
2. Starting Position
 - a. The glass must rest on the official mark, which is at least 2 feet away from the participant.
 - b. The official glass is 4 ounces.
 - c. Quarters will be placed anywhere on the table or in non-shooting hand at the start of the round.
 - d. At no time may anything other than a quarter in flight make contact with the glass.
3. Round
 - a. There will be 2 60-second rounds (basically 2 attempts)
 - b. Timing begins when called by the referee.
 - c. Quarters must bounce once and only once before landing in the glass.
 - d. Quarter may bounce anywhere on table.
 - e. The quarter must come to a rest inside the official glass.
4. Penalties
 - a. If an athlete makes contact with the glass he or she is immediately disqualified.
 - b. Players bouncing a quarter on table before the start will be charged with a false start. Each player is allowed one false start. Players charged with two false starts are disqualified.
5. Scoring
 - a. Each time a player lands one of his or her quarters within the glass it is recorded as a point.
 - b. In the event of a tie there is a 30-second playoff.
 - c. The best score of among the team’s two participants will be the final time for the team.
 - d. A maximum of 100 points will be awarded to the participant that finishes with the most amount of water. All other participants will earn points on a sliding scale (i.e. 2nd place gets 90, 3rd place gets 80, 4th place gets 70, 5th place gets 60, etc.).



2010 WINTER BEER OLYMPICS RULES

EMPTY BEER CAN TOSS (pairs)

1. Objective
 - a. This event measures team skill and accuracy in tossing a standard empty 12 oz. aluminum can into a trash can while in the reclining position in a reclining chair.
 - b. Teams will consist of two people: the Feeder and the Chucker.
 - i. The Chucker sits reclined in the chair and tosses the cans into the trash bin.
 - ii. The Feeder is stationed behind the chair hands the cans to the chucker.
2. Placement
 - a. There will be a couch and a trash can placed 7 feet from the chair.
 - b. Chucker can choose can placement of 2.5 feet to the left or right of center depending on Chuckers shooting arm.
 - c. Chucker begins seated upright in the couch with both hands on the coach. Both Chuckers feet must be planted on floor.
 - d. Feeders begins standing behind or beside the chucker with both hands on top of chair back.
3. Cans
 - a. Teams will receive cans “as is” but they may manipulate the cans however they deem fit.
4. Rounds
 - a. There will be 3 30-second rounds (basically 3 attempts)
 - b. Teams begin at starting green light.
 - c. Teams starting before the prompt will be charged with one false start. Teams with more than one false start are disqualified.
 - d. At the end of each round, the Chucker and Feeder may switch positions but no other substitutions will be permitted.
5. Chucking
 - a. Feeder takes cans from pile of empties and hands to Chucker.
 - b. Feeder can only hand one can at a time.
 - c. Chucker shoots cans into trash.
 - d. Chucker must keep both shoulders against back of chair at all times.
6. Scoring
 - a. After each round, the referees will count the number of cans shot into the trash can.
 - b. In the event of a tie there is a 30-second playoff.
 - c. The best score among each team’s three rounds will count as its final score.
 - d. A maximum of 100 points will be awarded to the team that scores the highest amount of cans. All other teams will earn points on a sliding scale (i.e. 2nd place gets 90, 3rd place gets 80, 4th place gets 70, 5th place gets 60, etc.).

2010 WINTER BEER OLYMPICS RULES

BEER PONG (pairs)

1. Objective
 - a. This is a 7-cup single elimination beer pong bracket
 - b. Rounds are limited to 10 minutes, at which the team with most amount of cups remaining will advance to the next round
 - c. Teams may consist of two people
2. Starting
 - a. Each team will position 7 cups in a pyramid formation where the first row has 3 cups, the second row has 2, and the third row has 1.
 - b. A player from each team will shoot on the count of three while looking each other in the eye. If the player from Team A makes his cup and the player from Team B doesn't, the next player on Team A will shoot. If they both make or miss, the next shooters on each team will shoot in the same fashion. This continues until the outcomes are different.
3. Turns
 - a. Each team shoots twice per turn.
 - b. If both players make their shots, the balls are returned and receive an extra turn.
4. Shooting
 - a. The ball can be thrown or bounced into the cup.
 - b. Players' elbow may not be allowed to cross the end of the table while shooting.
 - c. Players may lean over the table but may not touch.
5. Sinking Cups
 - a. A cup is sunk as soon as the ball touches the contents of the cup.
 - b. If a ball is spinning in the cup, opponents may attempt to blow it out before it touches the cups contents. (Note: If the ball touches the contents and then you blow it out and it lands in another cup, both cups are considered sunk.)
 - c. If a team shoots and hit the other team's cup the team who had the cup that was sunk drinks the contents.
 - d. Team members alternate drinking cups. If a person shooting knocks over the other teams cup unintentionally the cup is considered sunk. If person knock over one of his or her own cups, it is considered sunk.
6. Penalties
 - a. All taunting must be done behind the table (if you interfere and hit the other teams shot you have to take a cup away).
7. Game Ending Situation
 - a. The team that sunk all of their opponent's cups or has the most cups remaining after the time limit expires shall advance to the next round.
8. Scoring
 - a. A maximum of 100 points will be awarded to the winning. All other teams will earn points on a sliding scale (i.e. 2nd place gets 75, 3rd place teams gets 50, 4th place teams gets 25).

2010 WINTER BEER OLYMPICS RULES

BEER STRAW (pairs)

1. Objective
 - a. This event measures individual's lung capacity and ability to suck.
 - b. This is a single elimination bracket.
 - c. Teams will consist of two people with two alternates.
2. Starting Position
 - a. Each team will be given an ice cube tray filled with beer.
 - b. Teams will be given two straws that must start on the table.
 - c. Teams may pick up the straws once the referee shouts, "GO."
3. Rounds
 - a. Teams must suck beer from each ice cub tray through a straw.
 - b. Once the team has finished the beer from their ice cube tray, they must stand back and put their hands up (designating finish).
 - c. Best of 3 winner advances.
 - d. Substitution allowed between rounds.
4. Penalties
 - a. Teams starting before the prompt will be charged with one false start. Teams with more than one false start are disqualified.
 - b. Any visible amount of beer remaining, which is any amount that is humanly possible to suck through a straw, will result in a loss.
5. Scoring
 - a. A maximum of 100 points will be awarded to the winning. All other teams will earn points on a sliding scale (i.e. 2nd place gets 75, 3rd place teams gets 50, 4th place teams gets 25).



2010 WINTER BEER OLYMPICS RULES

BOAT RACE (group)

1. Objective
 - a. This is basically a timed flip cup event.
 - b. Each team will consist of 8 people.
2. Starting Position
 - a. Each person will start with 4 cups in front of him or her.
 - b. Each cup must have at least 2 ounces of beer (or up to the designated line).
3. Relay
 - a. The first person will begin when the referee shouts, "GO."
 - b. The next person may begin once the preceding person finishes his or her cup and successfully flips the cup.
 - c. This will continue until the last person on the line.
 - d. The last person in line will finish his or her cup, flip it, and then proceed to drink-and-flip his or her second cup.
 - e. This will continue until the line reaches the first person, who then drinks-and-flips his or her third cup.
 - f. In a nut-shell, everybody goes up and down the line 4 times where the first person to start will also be the last person to finish.
4. Penalties
 - a. Any person starting before the preceding person has successfully flipped his or her cup will receive a 10 second penalty.
5. Scoring
 - a. A maximum of 150 points will be awarded to the team that finishes in the least amount of time. All other teams will earn points on a sliding scale (i.e. 2nd place gets 125, 3rd place gets 100, 4th place gets 75, 5th place gets 50, 6th place gets 40, etc.).



2010 WINTER BEER OLYMPICS RULES

BEER TRIVIA (group)

1. Objective
 - a. This is basically tests your knowledge of beer history, beer brands, and beer tastes.
 - b. The entire team may participate.
2. Trivia Test
 - a. Beer Trivia consists of 3 portions
 - b. Part 1: Beer History & Beer Science
 - i. History
 - ii. Geography
 - iii. Science
 - iv. Ingredients
 - c. Part 2: Beer Companies
 - i. Recognizing Brands
 - ii. Recognizing Trademarks
 - iii. Recognizing Slogans & Advertisements
 - d. Part 3: Blind Taste
 - i. Teams will be given 5 beers and 7 brands. Teams must successfully match each brand to each mystery beer.
3. Scoring
 - a. A maximum of 150 points will be awarded to the team that scores the most points. All other teams will earn points on a sliding scale (i.e. 2nd place gets 125, 3rd place gets 100, 4th place gets 75, 5th place gets 50, 6th place gets 40, etc.).

Charity Fundraiser

1. Objective
 - a. To help raise money for Avon Walk for Breast Cancer via Team FWIK
2. Scoring
 - a. A maximum of 50 points will be awarded to the team that helps raise the most money. All other teams will earn points on a sliding scale (i.e. 2nd place gets 40, 3rd place gets 30, 4th place gets 20, 5th place gets 10).

Costume Contest

1. Objective
 - a. To have the best team costume.
2. Scoring
 - a. A maximum of 50 points will be awarded to the team that has the best team costume or theme. All other teams will earn points on a sliding scale (i.e. 2nd place gets 40, 3rd place gets 30, 4th place gets 20, 5th place gets 10).