

Beerlympics

Team Guide

Team Name: _____

Team Members:

How it Works

Best of luck to the teams and doodle as you will.

Competitors from each team compete in a set of competitions.

The top 3 teams in each event receive a medal and points

- Gold: 5 Points
- Silver: 3 Points
- Bronze: 1 Point

The team with the most points at the end wins!

Feel free to play some games while you are not competing, but make sure to show up for your events!

Events // Skills

Each event will test different skills so choose who competes in each event wisely!

1. Flip Cup // Agility
2. Beer Pong // Precision
3. Ride the Bus // Card-Counting
4. Balancing Act // Balance
5. Cup Holder // Endurance
6. Quarters // Dexterity
7. Tower of Turnt // Engineering
8. Beerelay // Teamwork

BeEReLay // *Teamwork*

Event Overview

5 Part Event

If your team is 5+ people, someone different must do each event

1. Puzzle
2. Stacking Dice
3. Stacking Cups
4. Flip Cup Three Times
5. Memory Game (timed with Puzzle)

How It Works

1. Player 1 will need to recreate an object using puzzle pieces.
2. At the same time Player 6 will have however long it takes Player 1 to complete the puzzle to memorize a set of images that they will need to recreate on their turn.
3. Once the puzzle is complete, Player 2 will need to stack 4 dice with cups on their hands.
4. Once the stack is complete, Player 3 will need to stack 3 cups end to end using only their elbows (bottom cup is upside down, middle cup right side up on top of bottom cup, top cup upside down).
5. Once the stack is complete, Player 4 will need to play flip cup with 3 cups. You cannot move on to cup two until the first cup is complete, and same with the third cup.
6. Finally, once 3 cups are flipped, Player 5 will need to recreate the image they saw using a series of images.
7. The first 3 teams to complete the relay will win.

Rules

- a. The next player may not start their task until the previous completes theirs.
- b. Judging may be needed for some tasks and the players in order of completion will be reviewed to advance.

FLIP CUP // *Agility*

Event Overview

Full Team (or as many as the team with the lowest total players)

Double Elimination Team Bracket

- Each team will play at least 2 matches.
- On 2 losses you are eliminated.

Top 3 Teams win

How It Works

1. Each Team lines up along their side of the table.
2. A beverage of their choice is poured into their cup up to the shot line.
3. On "GO", the first person at the end of the table drinks their beverage and places the cup right side at the edge of the table.
4. They must flip the cup to get it to land upside down on the table. If the cup does not land, the player must continue to reset the cup and perform the action until success.
5. Once the cup has landed right upside down, the next person in line drinks their beverage and repeats the actions (Step 4).
6. Once the last person on the team at the table has achieved landing their cup, the game is over and the team that completed the race first wins.

Rules

- a. You may not drink or begin flipping until the player before you succeed.

BEER PONG // *Precision*

Event Overview

2 Players per team
Single Elimination Bracket
Top 3 Teams Win

How It Works

1. Agree on how to determine which team throws first.
2. Both team members throw their balls (1 each).
3. The other team then throws theirs.
4. If a ball makes it in a cup, the opposing team must take a drink and remove the cup.
5. Once all 10 cups are gone, the near-losing team gets a rebuttal to make all of their remaining cups. If they are able to, the round is nullified and play continues.

Rules

- a. Elbows may not cross the edge of the table.
- b. Each Team gets 2 re-racks
- c. Both teams must agree on any extra rules prior to the game starting.
 - i. Rules may not be brought up and asked about during the game / on the spot. Those will not be followed.
- d. Potential House Rules:
 - i. Eye to Eye: to start the game
 - ii. Balls Back: If both players make a cup in the same round, balls are returned to that team to continue throwing.
 - iii. Heating Up/On Fire: Player success streaks round over round.
 - iv. Blow/Finger: If the ball quickly circles the cup without falling to the water, the opposing team may intervene by either blowing into the cup or sticking their fingers in.
 - v. Rolls back on the table: If the ball does not hit the ground after missing a cup by rolling or bouncing on the table back towards the throwing team, it may be retrieved before it hits the ground, maybe with a penalty for throwing again.
 - vi. Bounce First: If the player throwing tries to bounce the ball on the table to make it into a cup, 2 are removed if successful or the opposing team can hit the ball before it makes it to the cups after the bounce.
 - vii. Same Cup: If both balls in the same round make it in the same cup, 3 cups are removed (at the choice of the successful team).
 - viii. If you know any others, just discuss it before starting.

TOWER OF TURNT // *Engineering*

Event Overview

2 Players per Team
2 Heats of 4 simultaneous contest building at the same time
Each team is given the same materials
3 tallest towers win

How It Works

1. Each team is given a box, 24 empty cans, and 12 cups.
2. Once the 5 minute timer begins each pair, using only the materials provided must construct a tower.
3. The box can be ripped, the cans can be smashed, the cups can be standing either way, but the goal is to build the tallest tower you can within 5 minutes with only those materials.
4. At the end of the 5 minutes, the towers will be measured.
5. The tallest 3 will be the winners.

Rules

- a. No outside materials.
- b. The tower cannot be held up by any person or object; it must be free standing making only contact with the ground.
- c. Your tower must remain standing until it is measured.

QUARTERS // *Dexterity*

Event Overview

1 Player per Team
1 at a time around the table
Make it in to advance to the next round
Each round moves 1 inch further

How It Works

1. Everyone is given a shot glass and a quarter.
2. The shot glasses are placed at the end of the tape.
3. All players, needing to bounce behind the starting line, go one by one to make it into the shot glass.
4. If you make it, leave it in the glass and you advance to the next round.
5. If you miss, you might be eliminated as each player who missed goes again (with equal tries) until one person is left that did not make it in. That person then grabs their shot glass and is eliminated.
6. The shot glasses move 1 inch further away from the starting line and play repeats.
7. This repeats until 1 person is left.
8. The top 3 players win for their team.

Rules

- a. The quarter must make contact with the table behind the starting line.
- b. You may not move the shot glass.

RIDE THE BUS // *Card-Counting*

Event Overview

1 Player per Team
1 Player at a time around the table
First 3 Players to complete the Ride win for their team
First: Gold
Second: Silver
Third: Bronze

How It Works

1. The game will be played in 5 rounds. Each player, going around the table one at a time will make a choice on the next card in the deck based on their respective round and cards obtained.
 - a. Red or Black - self-explanatory
 - b. Higher or Lower - Is the next card higher or lower than your first (Ace High)
 - c. Middle or Out - Is the next card between your first two or outside.
 - d. Suit - What is the suit of the next card
 - e. Poker Hand Beat - the next 5 cards are flipped as if to show a poker hand. The Player guesses whether the next card (to complete their 5 card poker hand when given to them) will beat the previously revealed hand or not. Tie counts as not.
2. On success, the player keeps the card and the next time around the player will be in the next round.
3. On failure, take a drink and the player remains on the same round on their next turn. The card goes to the bottom of the deck.
4. Play continues until 3 players have succeeded with all 5 rounds.

Rules

- a. For Rounds 2 and 3 if the card is the same as the one(s) obtained, the card will go to the bottom of the deck and a new one will be drawn.
 - i. The Player will be given the option to keep or change their answer.
- b. Poker Hand Ranks (In order): if a tie/none of the below, the highest card in the set wins.
 - i. Royal Flush (10, J, Q, K, A: Same Suit)
 - ii. Straight Flush (5 in a row, not Royal: Same Suit)
 - iii. Four of Kind (4 of the same number/letter)
 - iv. Full House (3 of same number/letter, 2 of another)
 - v. Flush (5 cards of the same suit)
 - vi. Straight (5 in a row, not the same suit)
 - vii. 3 of a Kind
 - viii. 2 Pair
 - ix. One Pair

BALANCING ACT // *Balance*

Event Overview

1 Player per Team

Simultaneous Contest

Last 3 Players Standing win for their Team

Third: Bronze

Second: Silver

Final: Gold

How It Works

1. Each Player receives a cup of water and places it on their head. You may keep your hand on the cup until the competition starts.
2. After a countdown, on "GO!" players remove their hands.
3. Standing still and without touching the cup players must keep the cup on their head.
4. Once the cup falls you are eliminated.
5. The last three players standing win.

Rules

- a. Any headgear or hairstyle that can hold the cup must be removed. The cup must be only making contact with the head via the bottom of the cup. No touching it!
- b. After 5 minutes all remaining players must lift a foot to be on only one foot.
- c. If there are still players remaining, switch feet.
- d. Spectators:
 - i. No physical interventions or threats of physical contact (no making people flinch).
 - ii. Only talking is permitted.

CUP HOLDER // *Endurance*

Event Overview

1 Player per Team

2 Heats of 4 simultaneous contest

Each Player is timed

Longest time Players win for their Team

Longest: Gold

Second Longest: Silver

Third Longest: Bronze

How It Works

1. Each Player is given 2 Steins full of water; one is held in each hand.
2. While standing upright after a countdown, on "GO!" players must raise their arms straight out in front of them and the timer is started.
3. Players hold the steins up as long as they can.
4. When they lower or bend an arm, their time is tracked and they are out.
5. The highest 3 times (between both heats) are the winners.

Rules

- a. Arms must stay straight out, 90 degrees from your body. you cannot bend your elbows.
- b. If one or both arms drop lower than 45 degrees you are out.
- c. You must remain standing upright, no squatting or leaning against anything.
- d. You may not rest the cups on anything.

