

THE • SECOND • ANNUAL

BEER OLYMPICS

BREW FIELD BATTLEGROUND



OFFICIAL
EVENT RULEBOOK

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VOLUME CHUG

NUMBER OF PARTICIPANTS – 4 PLAYERS

SUMMARY:

This is the best event to start off with. Not only does every team member get to participate, everyone gets really drunk, really quickly.

RULES:

1. Each team is given one large bucket.
2. Into the bucket 1 can of beer per team member is poured.
3. The clock starts when the first participant begins to chug, the clock stops when all the beer has been finished. Points deducted if there is an 'excessive' amount of beer spilled.
4. Fastest time wins.

POINT BREAK DOWN:

200 Points - First Bucket Finished

100 Points - Second Bucket Finished

BEIRUT

NUMBER OF PARTICIPANTS – 2 PER TEAM

SUMMARY

Tried and true, beer pong is a staple of every BROlympic event. However, this isn't your mother's 10-cup.

RULES:

1. In lieu of said tradition 10-cup, 15-cups are played with (5-4-3-2-1 rack).
2. Each team is allowed two members per side.
3. If the ball is bounced into a cup, that cup and another are to be consumed by one team member. If the ball is bounced, it can be swatted.
4. If a player knocks his own cup over on a swat, a penalty is assessed. He/she must chug a can of beer, and while they're doing that, the opposition gets to shoot until that can of beer is finished.
5. If both players on one side sink the same cup, the game is not over (as is tradition), the opposing team has to chug 3 cups each, including the cup that was hit twice.
6. First to zero loses the round.

POINT BREAK DOWN:

25 Points Per Remaining Cup

LOUISVILLE CHUGGER

NUMBER OF PARTICIPANTS – 1 PLAYER

SUMMARY

Also popularly referred to as “Dizzy Bat”, Louisville Chugger requires a wiffle ball bat with the bottom cut off, and one team member with really good hand-eye coordination. The bat is filled with beer. Clock starts when the player lifts the bat to chug, he then places the bat on the ground and spins around 10 times, stands up into a batting stance, at which point another teammate will soft-toss the empty can of beer to him, and the clock stops when the player hits the can with the bat.

RULES:

1. If the player doesn't spin around 10 times, then a penalty of one-beer-per-spin-short is assessed.
2. In the interest of time, the clock is stopped at 4 minutes if the player can't hit the can.

POINT BREAK DOWN:

200 Points for Fastest Time

100 Points for Second Fastest Time

FLIP CUP

NUMBER OF PARTICIPANTS – 4 PLAYERS

SUMMARY:

At this point in the day, your motor skills are on par with those of a mentally handicapped penguin, that's why flip cup is the perfect game to get into. Everyone knows how to play, and in this event there are no penalties. Only difference is in the Beer Olympics, there is one anchor per team.

RULES:

1. The person who is going last has to chug two cups of beer and successfully flip both cups.
2. Once everyone on the team has been an anchor, that round is considered completed, and the points are tallied up.

IN THE EVENT OF A TIE

In the event of a tie, one more round without anchors is played.

POINT BREAK DOWN:

50 Points Per Win

CIVIL WAR

NUMBER OF PARTICIPANTS – 3 PLAYERS

SUMMARY

This game follows the basic rules of civil war; three cups per person, once your cups are sunk, you're eliminated. If the ball is shot, and bounces off of a cup and to the side of the table, it's fair game for each team.

RULES:

1. Once your eliminated you may do nothing more than offer your team moral support in the form of catchy cheers. No drinking their beer for them.
2. Points are based on how many cups the winning team has remaining at the end of each round.

IN THE EVENT OF A TIE

There is to be a case race. However many teams are tied send up two representatives (unless 4 or more teams are tied, then one each). A 30-rack is then placed in the middle of them. On go, they have to drink as many beers as they can. When the case is done, or when all sides have decided they can't drink anymore, whichever team has the most empty beer cans on their side is declared the winner.

POINT BREAK DOWN:

50 Points Per Remaining Cup

ROWING

NUMBER OF PARTICIPANTS – 4 PLAYERS

SUMMARY:

The classic challenge of over under hand eye coordination mixed with being in a drunken stupor.

RULES:

1. Team assembles in single file line.
2. The person at the front of the line must pass back a cup filled with half a beer over their head to the person behind.
3. The second team mate will pass between their legs and the third over their head.
4. The last team member will chug this cup and pass it back in reverse fashion.
5. Once the cup has been placed back at the front it will be refilled and passed back to the third, second and then first to complete the challenge.

POINT BREAK DOWN:

200 Points for Fastest Time

100 Points for Second Fastest Time

CHANDELIER

NUMBER OF PARTICIPANTS – 1 PLAYER

SUMMARY:

A solo cup stands ominously in the center of the table. Each player gets a shot glass which they place up against the center glass.

RULES:

1. The first player takes a quarter and tries to bounce it in one of the glasses.
2. If they get it in a player's small glass, that player must drink their glass of beer (and not the quarter).
3. If the player bounces the quarter into the larger center glass, all players must drink their glass as fast as possible.
4. The last person to finish and put their glass down on the table must drink the center glass and are eliminated from the round.

POINT BREAK DOWN:

200 Last Team Standing

100 Second to Last Team Standing

50 Third to Last Team Standing