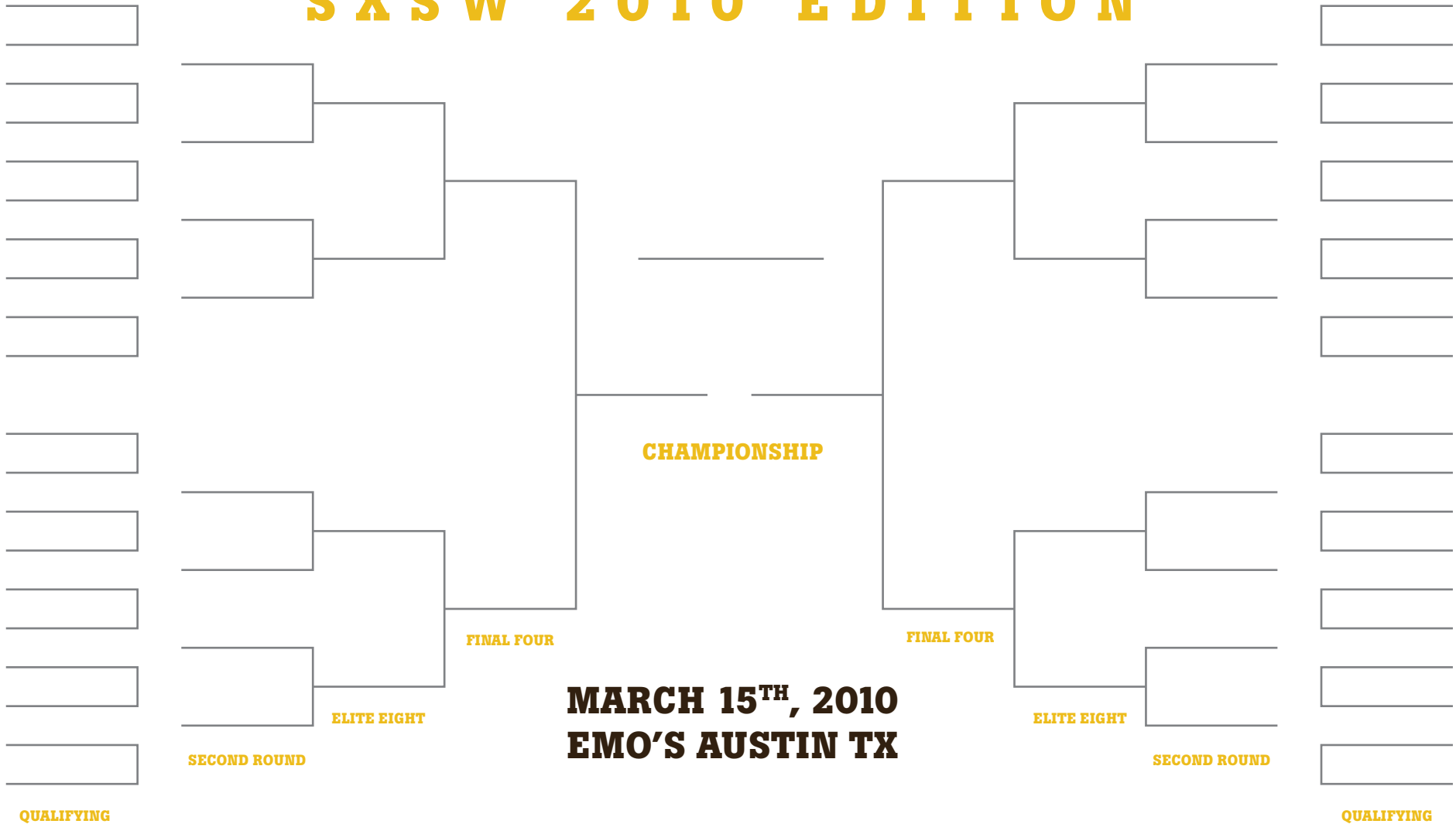


# BEER CAMP

SXSW 2010 EDITION



# HOUSE RULES

Qualifying and Second Rounds (the speed rounds) will last for 15 minutes. At the end of that time, any unfinished matches will go into overtime.

In the Qualifying Round there are 10 teams per conference. Only the top 4 teams can progress to the Second Round. At the end of the round, the last table with an unfinished match will have BOTH teams eliminated.

Matches will be played with 6 cups per side.\*

In **Overtime**, both teams will be left with one cup. Teams alternate shots one at a time. After a cup has been made the opposing team has one redemption shot. Opposing teams can match redemption shot for redemption shot until one team eventually misses and thus loses the match.

**RPS for who shoots first:** Matches and Overtime start with teams playing 1 throw of Rock, Paper, Scissors (Rochambeau) to decide which team shoots first.

No blowing, no fingering [insert inappropriate comment here].

**Bounce shots are allowed.** Bounce shots count for only 1 cup.

**Swatting after bouncing allowed:** Players may swat at shots once the ball hits any physical object after leaving the shooter's hand. This includes bounce shots and shots that rebound off cup rims.

**Casualties are your fault:** Any spilled cups are considered cups that have been made, and will not be replaced.

**Make both get both back (Rollbacks):** If a team makes two cups in one turn, they get another turn to shoot two shots.\*

Once a team makes all cups, the opposing team gets **one turn for redemption**. Rollbacks are allowed in redemption turns.

**Death cup:** if two shots are made in the same cup, the match is over. Players should promptly remove made cups to avoid death cup.

Racking: **1 re-rack anytime a team has 3 cups**, and only 3 cups, left to be made.\*

**Elbow rule:** Shooters' elbows may not extend past the edge of the table.

**Sportsmanship is appreciated.** Let's all have a good time.

## \* Qualifying Round (1st Round) Rule Variations:

Matches start with 3 cups per side. No rollbacks. No racking.

# THANK YOU

Keep an eye out and be sure to say hi to the fine sponsors that made this event possible. They are friendly and they like beer just like you!

BrowserMedia\*

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