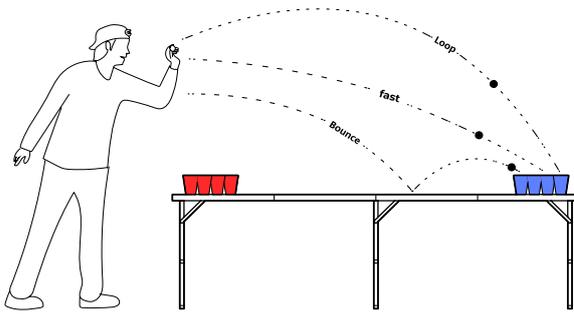




HOUSE RULES OF BEER PONG



START OF THE GAME

PLACE YOUR RED & BLUE CUPS AND FILL BEER IN THEM (1 BEER = 3 R/B CUPS.)

THE WINNER OF ROCK, PAPER, SCISSORS STARTS.

SHOOTING

- 1 Foul shots:** If your elbow passes the foul line, your shot is discounted.
- 2** If the ball bounces back to your team's half, you can throw again.
- 3** If you hit the opponent's R/B Cup, it has to be drunk and removed from the table.
- 4** If both players hit the same R/B Cup, the opponents have to drink it + 1 EXTRA R/B Cup.

DEFENSE

- 1** If the ball **bounces**, it is allowed to **swipe** it away.
- 2 Re-Rack:** Each team is allowed one "Re-Rack" (of the opponent's R/B Cup) per game.
- 3 "Bitches Blow" & "Guys finger":** Girls may try to blow – Boys may try to use two fingers to get the ball out (without touching the R/B Cup or Beer) before it hits the beer.

END OF GAME

- 1** A team wins if they have knocked out all the opponent's R/B Cups.
- 2 Redemption:** When a team have lost, the losers choose a player to throw until he misses.
- 3** If the losers hit all the opponent's R/B Cups, set up a new game with 3 R/B Cups per team.
- 4** If the game has a time limit, the team that has hit the most R/B cups when the time expires has won. If it is even "Golden goal".

SPECIAL RULES

- Air ball:** If a player throws an "Air ball", remove one of the R/B Cups and drink it.
- Bounce:** If the ball bounces, 1 additional R/B Cup has to be drunk and removed.
- Balls Back:** If both balls hit the same R/B Cup, you get the balls back and throw again.
- Challed R/B Cup:** If you call which R/B Cup you want to hit and you hit it, you get the ball back. If you hit another, it doesn't count. If you don't hit any R/B Cups, your team shares 1 beer.



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