



BAR OLYMPIC RULES (10.4.25)

Teams will be competing in teams of 4. They will follow a scheduled rotation where they will compete in each event at a given time versus 4 other teams. Points will be assigned based on how a team finishes among the 4 teams in their given rotation at an event. Final ties will be broken with the team that scored tops in the most events. Zero points are awarded for any forfeits.

FLIP CUP



Teams of 4 will go head to head. Cups will be filled 1/3 with their own water or beer. The official will count down and start both teams who must finish the drink and flip the cup up onto its mouth using only one hand. The next player in line cannot go until the previous player has successfully flipped their cup. The official may enforce an additional flip as a spillage penalty if necessary. The team to finish first will advance. Teams will play 2 out of 3 races. The two winners from round 1 will face off as will the two losing teams.

POINTS: 1st = 60, 2nd = 40, 3rd = 20, 4th = 10.

BEER PONG



Teams will split into two 2-person teams and compete in an 8 team doubles beer pong tournament. 6 cups 1/3 full of beer or water in triangle. Teams rock/paper/scissors for side and honors. Each team throws both ping pong balls, if either or both balls end up in a cup those cups are removed after both balls are thrown and are consumed by defending team. If both players make a cup they get "roll back" throws (get to throw both balls again, and can earn additional "roll back" throws). No swatting, blowing, fingering. Bouncing will count the same as a regular throw. Play out until a team loses all cups and other team wins OR 8 minute time limit has passed and one team has more cups. If tied at time limit, additional rounds will be played.

POINTS (for each team of 2): 1st = 60, 2nd = 40, 3rd = 20, 4th = 10, 5th (1st round loss) = 5.

QUARTERS



Teams of 4 will go head to head in a single file line. The official will count down and start both teams who must successfully bounce a quarter off the table into one of the glasses. The next player in line cannot go until the previous player has successfully holed their quarter. Once a quarter is holed, that glass is removed by the scorer and quarter remains in the glass. Any errant quarters must be retrieved for another try. The team to finish all 4 glasses first will advance. Teams will play 2 out of 3 races. The two winners from round 1 will face off as will the two losing teams.

POINTS: 1st = 60, 2nd = 40, 3rd = 20, 4th = 10.

DARTS



Teams of 4 will go head to head in a game of 301. Teams rock/paper/scissors for honors. Each player will throw 3 darts to score points and work backwards from 301 to 0. You do not have to double in/double out. Player 2 will throw the 2nd round, player 3 the 3rd, and so on in rotation. Teams must finish exactly on zero to win. In the event of a bust (score more points than are remaining) the team's score reverts to the previous score. Matches are best 2 of 3. The two winners from round 1 will face off as will the two losing teams.

POINTS: 1st = 60, 2nd = 40, 3rd = 20, 4th = 10.

CORNHOLE



Teams will split into two 2-person teams and compete in an 8 team doubles cornhole tournament. Games will be standard CANCELLING and will be played with a 12 minute time limit. First team to 21 or the team winning at the time limit will advance (the inning in progress will be completed once time is up). If teams are tied after the time limit extra innings will be played until a winner is determined.

POINTS (for each team of 2): 1st = 60, 2nd = 40, 3rd = 20, 4th = 10, 5th (1st round loss) = 5



Bar Olympic Schedule

Spot #

 Rotation 1
(6:00-6:45)

 Rotation 2
(6:45-7:30)

 Rotation 3
(7:30-8:15)

 Rotation 4
(8:15-9:00)

 Rotation 5
(9:00-9:45)

Darts



1

1

5

6

7

8

2

4

9

10

15

16

3

3

13

14

11

12

4

2

17

18

19

20

Beer Pong



1

5

20

17

18

13

2

6

1

4

9

2

3

7

14

15

16

19

4

8

11

12

3

10

Flip Cup



1

9

7

1

13

14

2

10

2

8

5

6

3

11

15

16

4

3

4

12

18

19

20

17

Quarters



1

13

10

11

12

9

2

14

3

2

17

4

3

15

8

5

6

7

4

16

19

20

1

18

Cornhole



1

17

4

3

14

1

2

18

16

13

2

15

3

19

6

7

8

5

4

20

12

9

10

11