Drinking Games
The Complete Guide

Contents

Chapter 1

Overview

1.1 Drinking game

Beer pong is a drinking game in which players throw ping pong balls across a table, attempting to land each ball in a cup of beer on the other end

Drinking games are games which involve the consumption of alcoholic beverages. Evidence of the existence of drinking games dates back to antiquity. Drinking games have been banned at some institutions, particularly colleges and universities.[1]

1.1.1 History
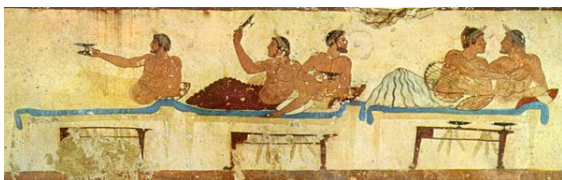
Symposium, with scene of Kottabos - fresco from the Tomb of the Diver in Paestum, 475 BC

Ancient Greece

Kottabos is one of the earliest known drinking games from ancient Greece, dated to the 5th to 4th centuries BC. Players would use dregs to hit targets across the room

Wager cup (Dublin, Ireland)[2]

with their wine. Often, there were special prizes and penalties for one's performance in the game.[3]

Ancient China

Drinking games were enjoyed in ancient China, usually incorporating the use of dice or verbal exchange of riddles.[4] During the Tang Dynasty (618-907), the Chinese used a silver canister where written lots could be drawn that designated which player had to drink and specifically how much; for example, from 1, 5, 7, or 10 measures of drink that the youngest player, or the last player to join the game, or the most talkative player, or the host, or the player with the greatest alcohol tolerance, etc. had to drink[5] There were even drinking game referee of-

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ficials, including a 'registrar of the rules' who knew all the rules to the game, a 'registrar of the horn' who tossed a silver flag down on calling out second offenses, and a 'governor' who decided one's third call of offense.[6] These referees were used mainly for maintaining order (as drinking games often became rowdy) and for reviewing faults that could be punished with a player drinking a penalty cup.[6] If a guest was considered a 'coward' for dropping out of the game, he could be branded as a 'deserter' and not invited back to further drinking bouts.[6] There was another game where little puppets and dolls dressed as western foreigners with blue eyes (Iranian peoples) were set up and when one fell over, the person it pointed to had to empty his cup of wine.[7]

1.1.2 Types

Bonging is popular among college students

Endurance

The simplest drinking games are endurance games in which players compete to out-drink one another. Players take turns taking shots, and the last person standing is the winner. Some games have rules involving the "cascade", "fountain" or "waterfall", which encourages each player to drink constantly from their cup so long as the player before him does not stop drinking. Such games can also favor speed over quantity, in which players race

to drink a case of beer the fastest. Often drinking large amounts will be combined with a stylistic element or an abnormal method of drinking, as with the boot of beer, yard of ale or a keg stand.

Tolerance games are simply about seeing which player can last the longest. It can be as simple as two people matching each other drink for drink until one of the participants "passes out". Power hour and its variant, centurion, fall under this category.

Speed

Many pub or bar games involve competitive drinking for speed. Examples of such drinking games are Edward Fortyhands, boat races, beer bonging, shotgunning, flippy cup (a team-based speed game), and yard. Some say that the most important skill to improving speed is to relax and take fewer but larger gulps. There are a variety of individual tactics to accomplishing this, such as bending the knees in anticipation, or when drinking from a plastic cup, squeezing the sides of the cup to form a more perfect funnel.

Athletic races involving alcohol including the beer mile, which consists of a mile run with a can of beer consumed before each of the four laps. A variant is known in German speaking countries as *Bierkastenlauf* (beer crate running) where a team of two carries a crate of beer along a route of several kilometers and must consume all of the bottles prior to crossing the finish line.

Skill

Some party and pub games focus on the doing of a particular act of skill, rather than on either the amount a participant drinks or the speed with which they do so. Examples include beer pong, quarters, chandeliers (also known as gaucho ball, rage cage, stack cup), caps, polish horseshoes, pong, and beer darts.

Pub Golf involves orienteering and pub crawling together.

Thinking

Thinking games rely on the players' powers of observation, recollection, logic and articulation.

Numerous types of thinking games exist, including Think or Drink, 21, beer checkers, bizz buzz, buffalo, bullshit, tourettes, matchboxes, never have I ever, roman numerals, fuzzy duck, pennying, wine games, and Zoom Schwartz Profigliano. Trivia games, such as Trivial Pursuit, are sometimes played as drinking games.

Kings is played with cards.

Card and dice

Drinking games involving cards are asshole, horserace, Kings, liar's poker, pyramid,[8] Ring of Fire, Toepen, ride the bus and Black or Red.

Dice games include beer die, dudo, kinito, liar's dice, Mexico, mia, 15, pounce!, ship, captain, and crew, and three man.

Arts

Film drinking games are played while watching a movie (sometimes a TV show or a sporting event) and have a set of rules for who drinks when and how much based on on-screen events and dialogue. The rules may be the same for all players, or alternatively players may each be assigned rules related to particular characters. The rules are designed so that rarer events require larger drinks. Rule sets for such games are usually arbitrary and local, although they are sometimes published by fan clubs. Matching the characters in the film Withnail and I is such a game.[9][10]

In reference to film, a popular game amongst young adults consists of printing out a mustache and taping it on the television screen. Every time the mustache fits appropriately to a person on the screen, one must drink the designated amount. This game allows people to do nothing but watch television and drink with purpose.

Live drinking games such as Los Angeles-based "A Drinking Game"[11] involve recreating films of the 80s in a "Rocky Horror" fashion, with gift bags, drinking cues, and costumed actors. A suggestion to "do six shots for SEAL Team 6" following every mention of Osama bin Laden at the 2012 Democratic National Convention necessitated a prominent disclaimer on the satire site that posted it, as the quantity of alcohol ingested would probably have been lethal.[12]

"Datsyuk Game" involves a Datsyuk highlight reel being played and contestants drink every time the word *Datsyuk* is mentioned. The ceremonial playing of the Russian national anthem before the game is another tradition.

Music can also be used as a basis for drinking games. The song "Thunderstruck" by AC/DC is used in which a player begins drinking when the word thunder is sung and switches to the next player the next time it is sung.

Sport related drinking games involve the participants each selecting a scenario of the game resulting in their drink being downed. Examples of this include participants each picking a footballer in a game while other versions require multiple players to be selected. Should a player score or be sent off, a drink must be taken. Another version requires a drink for every touch a player takes of the ball.

Hybrid Games

Some drinking games can fall into multiple categories such as a Power hour which is a primarily an endurance-based game, but can also incorporate the arts if players are prompted to drink by a playlist that changes songs every 60 seconds. Similarly, Flip cup combines the skill of flipping cups with the speed of drinking quickly prior to flipping.

Mobile App Games

Apps have been launched on mobile devices, both Android and iOS.

The drinking mobile app game currently ranked number 1 in the U.S and Australian iTunes store is called Drink and Tell.[13] An app similar to popularised game Never Have I Ever, with questions on topics of love, sex, ethics and more.

1.1.3 See also

- Binge drinking
- Pregaming
- List of drinking games
- List of public house topics

1.1.4 References

[1] Jillian Swords. *The Appalachian*: "New alcohol policy bans drinking games". September 18, 2007.

[2] "Wager cup". *Metalwork*. Victoria and Albert Museum. Retrieved 2007-12-09.

[3] Kottabos

[4] Benn, 145.

[5] Benn, 145-146.

[6] Benn, 146.

[7] Schafer, 23.

[8] "Video: how to play pyramid". Youtube.com. 2011-06-16. Retrieved 2013-11-05.

[9] "The Withnail and I Drinking Game". withnail-links.com. Retrieved 2009-05-09.

[10] The *Withnail and I* Drinking Game, DVD featurette. Anchor Bay 2006.

[11] "A Drinking Game at Molly Malone's: Actors Perform Live Readings of Classic Movies. While Drinking. Chaos Ensues.". laweekly.com. Retrieved 2012-07-06.

[12] Huffington Post (2012-09-04), *DNC Drinking Game: Tune In, Drink Up, Black Out*, retrieved 2012-09-06

[13] "Download Drink and Tell App for the Ultimate Drinking Game for and Android and IOS". *drinkandtellapp.com*. Retrieved 2016-01-16.

1.1.5   Bibliography

- Benn, Charles (2002). *China's Golden Age: Everyday Life in the Tang Dynasty*. Oxford: Oxford University Press. ISBN 0-19-517665-0.

- Schafer, Edward H. (1963). *The Golden Peaches of Samarkand: A study of T'ang Exotics*. University of California Press. Berkeley and Los Angeles. 1st paperback edition: 1985. ISBN 0-520-05462-8.

1.1.6   External links

- Drinking Games at DMOZ

Chapter 2

Word games

2.1 21

21, **Bagram**, or **Twenty Plus One** is a drinking game. The game progresses by counting up from 1 to 21, with the player who calls "21" suffering a drinking penalty before the next round starts. The loser may add one new rule to the game, and starts the new round.

2.1.1 Rules

Players are arranged in a circle, facing inwards. The game begins with one player calling the direction of play by saying, "I propose a game of XXXX! To my left..." or "To my right..." followed by a sequential series of numbers beginning with one. Variations exist for the proposal of the game depending on personal rules; this is due to some variants calling for *any* person who says the number "21" to drink. For example:

- "I propose a game of 21!"
- "I propose a game of 20...22!"
- "I propose a game of twenty plus one!"
- "I propose a game of the unspeakable number!"

As the game progresses, each player in turn must recite one to three numbers, counting in sequence from where the previous player left off:

- Saying one number (e.g. "one") passes the game to the next player in the circle in the initial direction.
- Saying two numbers (e.g. "one, two") passes to the next player, but reverses direction.
- Saying three numbers (e.g. "one, two, three") passes in the initial direction, but skips a player.
- Saying four numbers (e.g. "one, two, three, four") reverses direction and skips a player.

If a player makes a mistake, then they suffer a small to moderate drinking penalty (e.g. 2 fingers of drink) and then restart the game from 1. Mistakes include:

- Hesitating to continue the game.
- Calling the wrong number.
- Calling a number out of turn.
- Breaching any original or instated rule.

Assuming there are no mistakes, the game will continue in sequence up to 21. The player who calls 21 suffers a heavy drinking penalty (e.g. finishing their drink), creates a new rule, then restarts the game from 1.

2.1.2 Additional rules

Variations on the standard rules include:

- Prohibiting three players calling single numbers in a row.
- "Doubling a double" - prohibits saying two numbers after two numbers.
- "Tripling a triple" - prohibits either saying three numbers after three numbers, or after 2 sets of three numbers.
- "Reversing into a hole" - prohibits saying two numbers after three numbers.
- Prohibiting calling out a series of numbers that sum to 21 (e.g. "6, 7, 8" or "10, 11")

Examples of new rules that could be instated by a player forced to call 21:

- Swapping two numbers around (e.g. 3 and 13 are switched)
- Replacing a number with a humorous phrase (e.g. replacing 5 with "skin" - causing the sequence 1, 2, 3, "foreskin")
- Instating an underlying set of rules (e.g. left hand drinking)
- Thumb master - the last player to place their thumb on the table following the thumb master must drink.

- Head master - as with thumb master, but replacing the thumb with the head

- Pose master - the last player to strike a pose following the pose master must drink.

It is also commonplace to declare (either at the start of the game or as an additional rule) that the game be played according to the so-called "International Drinking Rules". These are a body of generally accepted but not entirely uniform rules that players understand to apply to all drinking activity and include rules for example, that drinkers must keep their little finger up whilst drinking, only drink with their left hand and, in some circles, that using the word 'drink' be prohibited and replaced with words such as 'consume' or 'imbibe'.

2.1.3 Example
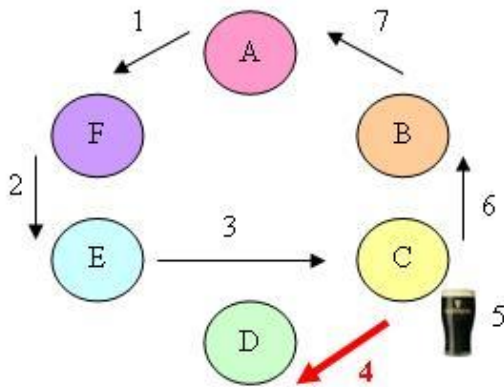
The events of an example game

Alex, Bri, Chris, D.J., Emma and Frankie are sitting with Alex at 12 o'clock, and the other players arranged clockwise:

1. Alex: I propose a game of 21! To my left: 1, 2. {play called to the left, but reversed immediately → Frankie}

2. Frankie: 3. {→ Emma}

3. Emma: 4, 5, 6 {skips D.J. → Chris}

4. Chris: 7, 8 {Chris violates the additional rule "reversing into a hole"! Chris is penalized 2 fingers of drink.

5. Chris drinks

6. Chris: I propose a game of 21! To my right: 1. {→ Bri}

7. Bri: 2. {→ Alex}

The game ultimately finishes when all the numbers have been replaced, by rule changes instigated by the person who drinks on 21.

2.1.4 Variations

- Using Roman numerals. Replacing the Roman numerals with other humorous or explicit phrases can make the game more interesting (e.g. replace I with "No", V with "Daddy" and X with "Don't touch me!")

- Using the binary number system.

- Replacing numbers with themed sets of phrases.

Rules for these variants are widely varied.

2.1.5 See also

- List of drinking games

2.2 Fuzzy Duck

For the band, see Fuzzy Duck (band).

Fuzzy Duck is a drinking game where players sit in a circle.

In turn, players alternately utter the phrases "*fuzzy duck*" and "*ducky fuzz*". A player may also opt to say, "does he?", in which case play resumes in the opposite direction.[1] If a player says the wrong thing, plays out of turn, or breaks the rhythm of the game, he must drink an agreed-upon measure of an alcoholic beverage.

Sometimes players render the proper words as the spoonerisms "fucky duzz" or "duzzy fuck". *The Book of Beer Awesomeness* states that the appeal of the game lies in "watching a prudish player scream out a string of obscenities."[2]

One strategy is, when saying "Does he?", to look at the person who would have ordinarily been next. It usually causes this player to continue play and simultaneously causes the player whose turn it really is to say nothing. Both players must drink; one for playing out of turn and the other for breaking the rhythm of the game.

A variation on this involves saying the "fuzzy duck" around the circle as per usual, but to reverse the direction a player must say "Does he fuck?". The direction can then be re-reversed immediately, but only with the phrase "Fuck, he does!".

In a test by *The Independent* it was voted best-equal with Ibble Dibble out of 9 drinking games.[3]

2.2.1 References

[1] "Pub games". *The Observer (UK)*. 23 November 2008.

[2] Ben Applebaum, Dan DiSorbo (2012). *The Book of Beer Awesomeness: A Champion's Guide to Party Skills, Amazing Beer Activities, and More Than Forty Drinking Games*. Chronicle. p. 100.

[3] Maslanka, Chris (9 December 1995). "The good games guide". *The Independent (UK)*. Retrieved 25 February 2013.

2.3 Ibble Dibble

La vache qui tache ("The Cow Who Stains") is a party game for any number of players, originally started in France. The only prop required is a cork with one end of which has been blackened in a candle flame.

Assign each player a number. Player one calls out "*Je suis la vache qui tache sans taches numéro 1 et j'appelle la vache sans taches numéro X*" ("I am the spotted cow with zero spots number 1, and I call the cow with zero spots number X"), where X is the number of any other player. When the game first starts no-one has any spots, so the number of spots is zero, or "sans tache". The next player, X, must immediately repeat the phrase, using his/her own number and another player for X ("I am the spotted cow with zero spots number X, and I call the cow with zero spots number Y"), where Y is the number of any other player. The game repeats this way until someone makes a mistake.

If a player makes a mistake, like mixing up the cow numbers, taking too long to respond, or calling the wrong number of spots, that player gets "spotted", using the blackened cork to make a big round black dot on his face. If a player gets one spot, then that player must say "I am the spotted cow with one spot..." and so on for the number of spots received.

Each mistake earns a player another spot (and, of course, both your number of spots and the number of spots of the player you're calling must be taken into account every time you call another player). The game may continue indefinitely or end when someone gets a certain number of spots.[1]

A French idiom for being falling-down-drunk is "black faced" in reference to this game.

2.3.1 Ibble Dibble

Ibble Dibble or **Ripple Tipple** in Australasia is an English variant. It also involves marking people's faces with a blackened cork or a similar substance such as peanut butter.[2][3][4]

Ibble Dibble is similar, but the name of the person is used instead of a number. For example: "I am Ibble Dibble Kyle with no Ibble Dibbles calling Ibble Dibble Kate with one Ibble Dibble."[5] Another variant is referring to

"spots", saying "I'm number one spot, I've got no spots, how many spots has number x spot got?".

2.3.2 Commercialisation

In 2004 **La vache qui tache** was made into a commercial party game, distributed by Jeux F.K.[6]

2.3.3 References

[1] "La vache qui tâche". *Jeux a boire*. Retrieved 25 February 2013.

[2] "Ibble Dibble". *Realbeer.com*. Retrieved 25 February 2013.

[3] Curran, Josie (2011). *Organised Fun for Grown-Ups*. Pan Macmillan.

[4] Martin Toseland, Simon Toseland (2012). *365 Family Games and Pastimes*. Random House. p. 40.

[5] "Perfectly silly party games". *Seven (Sunday Telegraph)*. 14 Dec 2007. Retrieved 2009-03-25.

[6] La vache qui tache ! (French)

2.4 Never have I ever

Ten Fingers, a variation of Never Have I Ever

"Never Have I Ever", also known as **"I've Never…"** or **"Ten Fingers"**, is a drinking game.

2.4.1 Rules

The verbal game[1] is started with the players getting into a circle. Then, the first player says a simple statement starting with "Never have I ever". Anyone who has done what the first player has not must drink.[2] Play then continues around the circle, and the next person makes a statement.[3][4] An additional rule – uncommon, but beneficial to the game –is that if there is no one taking a drink, then the one who said the particular "I have never…" must

take a drink. This rule often forces the players to strategize more and makes for less disposable/pointless suggestions.

A further variation holds that whenever only one person is drinking, that person must give a detailed account of why they are drinking. Another variation of this game involves putting up five or ten fingers, putting one down whenever something mentioned has been done. Those who end up putting down all of their fingers must take several successive drinks.

Games such as this one "reveal interesting things about the participants and help build friendships", according to one American college student.[5] Players often admit to things that they previously had not. As with Truth or Dare?, the game is often sexual in nature. In some variations, the game may be incorporated into other drinking games, such as Kings.[5]

2.4.2   In popular culture

The game has been portrayed in many television shows and films including *Lost*, *The Walking Dead*, *American Pie*, *90210*, *Beerfest*, *Being Erica*, *The Boat That Rocked*, *Big Brother*, *Broad City* , *Degrassi: The Next Generation*, the *Ellen DeGeneres Show*, *ER*, *Family Guy*, *Frasier*, *Game of Thrones*, *Gossip Girl*, *Greek*, *Hell's Kitchen*, *How I Met Your Mother*, *The L Word*, *Lost*, *Loving Annabelle*, *The Lying Game*, *Private Radio*, *My Mad Fat Diary*, *One Tree Hill*, *Outsourced*, *The Real World: Las Vegas (2011)*, *Skins*, *Survivor*, *The Vampire Diaries*, *Veronica Mars*, *Awkward*, *The Witcher 3: Wild Hunt*, the Bollywood movie, *Yeh Jawaani Hai Deewani*, and in the 2015 horror film *Unfriended*.

This game is also demonstrated in the song "Ten Fingers" by San Francisco hip hop artist and poet, George Watsky.

In 2015 Under the Gun Theater, a Chicago based theater company, created an interactive comedy show based on party the game. This was in response to the closing of their show based on Cards Against Humanity.[6][7]

2.4.3   See also

- List of drinking games

- Purity test

2.4.4   References

[1] American Alcohol & Drug Information Foundation. *Journal of Alcohol & Drug Education*: "Ping-pong, endurance, card, and other types of drinking games: are these games of the same feather?". June 1, 2007.

[2] Kate Prengaman. *The Flat Hat*: "Ten reasons not to hook up drunk". March 25, 2007.

[3] Danielle Matsuba, *nnnever.com*, "Rules for the Never Have I Ever drinking game"

[4] Blair Bryant Nichols. *The Eagle*: "Everybody Does It… Superstitions fail to prevent the inevitable". April 12, 2007.

[5] Cody Ewers. *The Collegian*: "Beyond Beer Pong". February 28, 2008.

[6] Bauer, Kelly Cards Against Humanity Puts the Kibosh on Under the Gun's Show: Theater. DNAinfo.com. Retrieved on June 12, 2015.

[7] Gillard, Caroline Never Have I Ever Improv at Under the Gun Theater. Chicago Tribune. Retrieved on June 12, 2015.

2.4.5   External links

- Neverhaveiever.org

- INeverParty.com

- NeverHaveIEverGame.com

- Never-Have-I-Ever-Online.com

Chapter 3

Pong games

3.1 Baseball

Beer-Baseball is a drinking game in which players shoot a ping-pong ball across a table with the intent of landing the ball in one of several cups of beer on the other end, doing so in a way combining beer pong and flip cup. The game typically consists of two teams of even numbers, one on each side of a table, and four cups set up on each side. The cups are lined up in a straight line representing the bases with the last cup at the edge of the table.

When a ball lands in a cup, the defending team must consume all of the beer inside that cup and all the cups below it, e.g. if the third cup is hit (a triple), the third, second and first cup are consumed. The cups are filled according to their position on the table. The cup closest to the opposing team is 1/4 full, the second cup is 1/2 full, the third cup is 3/4 full and the final cup nearest the edge is full. It is also common to have a glass of water with the purpose of cleaning the ball between throws. After consumption the cup is refilled to the appropriate level and placed back on the table.

The game consists of nine innings in which each team gets to "bat"; if a ball is thrown and does not hit or land in a cup this is an out; each team gets three outs per inning. The team with the greatest score after nine innings is considered the winner. Variation: the game can be played using "little league" rules in which the game is over after six innings.

3.1.1 Setup

14 cups are needed, seven for each team, four representing the bases, then three on each side of the table representing bases for baserunners. The four cups representing the bases are lined up in a straight line with the last cup at the edge of the table. The cups for flip cup are placed near the center of the table so that judging who won the flip cup can be done easily.

Teams

Baseball is usually played with two teams of even numbers, though it can be played by an odd number so long as the relative drinking/playing strengths are even. Each team begins with two captains who pick their team in an alternating fashion. The captain who picks second then chooses whether to be home (shoot second) or away (shoot first.)

Playing field

The game is typically played on either a ping pong table or a folding banquet table. In general, this will be a plywood board cut to proper size, sometimes painted with sports, school, or fraternity symbols and given a liquid-proof coating.

Equipment

The most common cups used are 16 ounce disposable plastic cups with ridge-lines which can be used precisely to measure the amount of beer to be poured into the cup.[1]

38 mm or 40 mm table tennis (ping pong) balls are typically used for game play.[2]

Alcohol

Usually an inexpensive light beer is used because of the large quantities of beer which may be consumed during the course of several games.

3.1.2 Game play

Game play proceeds much like a game of beer pong. The team that is up shoots the ball until they accumulate three outs, via getting 3 strikes (by missing the cups), being caught out (which can occur when a ball bounces off a cup and the opposing team catches it), or being thrown out stealing. At this point the other team begins to shoot.

After nine innings the score is calculated and the team with more runs wins.

AT BAT:

Four cups are arranged so that the farthest cup is touching the far edge of the table. The cups are arranged vertically and touching so that each cup is one cup's diameter closer to the person "at bat." The cups are filled with beer so that the "single cup" (being the cup closest to the batter) is filled 1/4 of the way. The "double cup" is filled to half. The "triple cup" is filled to 3/4, and the "home run cup" is filled all the way.

If a player lands the ball in a cup the opposing team must consume that cup and all cups below it, e.g. the second cup is hit (a double) so the second and first cup are consumed. The cups are refilled to the appropriate line and placed back in formation.

Each player gets three attempts (strikes) to get a hit (make the ball in one of those cups). A miss is one strike. The opposing team can field the batter out by catching a foul ball (as described above).

BASE RUNNING:

When a player makes a cup they are said to be on base. Three cups must be set up as bases: The "first base" cup must be filled 1/2 of the way full; the "second base" cup is to be filled 3/4 full; the "third base" cup is full. A designated "catcher" from the fielding team must also have a cup that is filled to 1/3. A base runner advances to the base corresponding to his at bat. A single puts him on first base, a double onto second base, etc. There are two ways to advance a runner: the runner can advance by the at bat player hitting the ball (which moves him the corresponding number of bases) or by stealing.

BASE STEALING:

This means they are now playing flip cup against a person from the other team, a catcher. If the person on base wishes to advance (steal) they begin to play single cup flip cup. If the person on base wins they advance, if they lose they are thrown out, and are off the bases and an out is recorded. The person attempting to steal must not try to steal until the opposing team has set and refilled their cups, an attempt to steal before this is done is considered void and must be sent back to the original base. If the catcher lifts up their cup before the base runner lifts up their cup this is a balk and the base runner advances one base. If a player throws a ball that hits a cup and the opposing team catches it, it is a strike. Should a player throw an airball (the ball touches no cups or the table) and is caught, it is considered an 'out' The person catching must rotate by inning and no one can catch a second time until everyone has caught once.

If a person shoots out of order just like in baseball if caught the shooter is not out but the person that was skipped is out.

ALTERNATE RULES:

An alternate set of rules (known as "Man Lodge Rules") exists to make the game higher scoring, feel more similar to actual baseball, and make home runs more rewarding. In Man Lodge rules the gameplay is similar except:

1) Missing all cups but still hitting the table is counted as a strike, as opposed to an out

2) Bouncing the ball off a cup is treated as a foul ball, and if caught in the air is an out, if not it is counted as a strike (similar to actual baseball)

3) Missing the table entirely ALWAYS constitutes an out, whether or not the defense catches it

4) Each cup is filled halfway, once a cup is made you pull that cup and drink its contents, with the exception of a home run, in the event of a home run all remaining cups are consumed, and all cups are replaced.

5) If a player makes a "base" cup a player is currently drinking (similar to a "death cup" in beer pong) that is considered a "Grand Slam" - drink remaining cups and count 4 runs scored

3.1.3   References

[1] Non-alcoholic   beer-pong   game   system   -   Patent 20040188942

[2] Portable cooler and table - Patent 20060065665

3.1.4   External links

- Drinking Games Rules: Baseball

- Barmeister.com: Rules

- idrink.com: Rules

- The On Deck Circle: 10 Baseball Drinking Games

3.2   Beer pong

For the similar drinking game involving table tennis paddles, see Beer pong (paddles).

Beer pong, also known as **Beirut**, is a drinking game in which players throw a ping pong ball across a table with the intent of landing the ball in a cup of beer on the other end. The game typically consists of opposing teams of two or more players per side with 6 or 10 cups set up in a triangle formation on each side.[1] Each team then takes turns attempting to shoot ping pong balls into the opponent's cups. If a ball lands in a cup (known as a 'make'), the contents of that cup are consumed by the other team and the cup is removed from the table. The first team to eliminate all of the opponent's cups is the winner.[2]

3.2.1 Venues

Beer pong is played at parties, bars, colleges/universities[3][4] and other venues such as tailgating at sporting events.[5][6][7][8]

3.2.2 Origin and name

*Members of Delta Upsilon playing Throw Pong at Bucknell University during the House Party weekend of 1980[9]*

The game was originally believed to have evolved from the original beer pong played with paddles[10] which is generally regarded to have had its origins within the fraternities of Dartmouth College in the 1950s and 1960s, where it has since become part of the social culture of the campus. The original version resembled an actual ping pong game with a net and one or more cups of beer on each side of the table. [11] Eventually, a version without paddles was created and the names *Beer Pong* and *Beirut* were adopted in some areas of the United States sometime in the 1980s.[12][13]

Bucknell University's student-run newspaper, *The Bucknellian*, claims Delta Upsilon fraternity members at Bucknell created "Throw Pong", a game very similar to beer pong, during the 1970s.[9] "Throw Pong" was then brought to Lehigh University by fraternity brothers who visited Bucknell and this led to the creation of the version of beer pong that is played today.[9]

In some places, *Beer Pong* refers to the version of the game with paddles, and *Beirut* to the version without. However, according to a CollegeHumor survey, *beer pong* is the more common term than *Beirut* for the paddle-less game.[14]

The origin of the name "Beirut" is disputed. A 2004 op-ed article in the *Daily Princetonian,* the student newspaper at Princeton University, suggested that the name was possibly coined at Bucknell or Lehigh University around the time of the Lebanese Civil War. Beirut, the capital of Lebanon, was the scene of much fighting during the war, particularly mortar fire.[15]

3.2.3 Setup
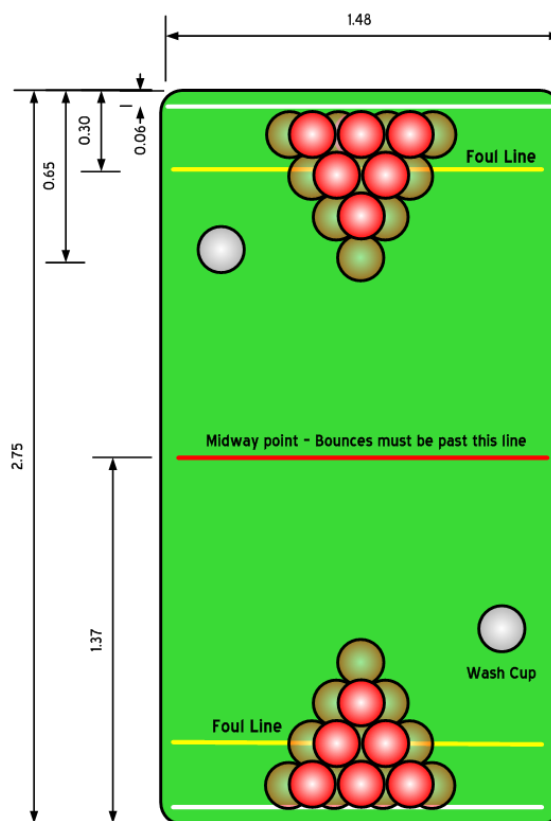
A standard set up for a game of Beer Pong.

Teams

Beer pong is usually played with two teams of two to four players each. Each team begins the game by standing at either end of the table behind their rack of cups.[1]

Playing field

Although the game is typically played on either a ping pong table or a folding banquet table, enthusiasts may create a personalized table for use by friends and visitors. In general, this will be a plywood board cut to proper size, sometimes painted with sports, school, or fraternity symbols and given a liquid-proof coating.[16][17][18] Some companies sell tables, including portable and inflatable tables.[19] However, the game can be played on any flat surface.

Equipment

The most common cups used are 18-US-fluid-ounce (530 ml) disposable plastic cups (such as Solo cups) with ridgelines which can be used precisely to measure the amount of beer to be poured into the cup. On each side of the

table, teams assemble equilateral triangles with a convergence point focusing on the other team.[1] Games typically use ten cups.[1] Each team usually also has a separate cup of water used to rinse off the ball.

Alcohol

An inexpensive pale lager or light beer of 3.2–5% ABV is sometimes preferred because of the large quantities consumed during the course of several games.[20] Sometimes under house rules, there might be cups of other liquors used during the game. For non-drinkers, the game may be played without beer, as is done at Utah State University, where alcohol is not allowed on campus; root beer is used instead.[21] For sanitary reasons, the game may also be played with cups of water that players do not drink from, instead drinking from a separate cup of beer or alcohol.

3.2.4   Game play
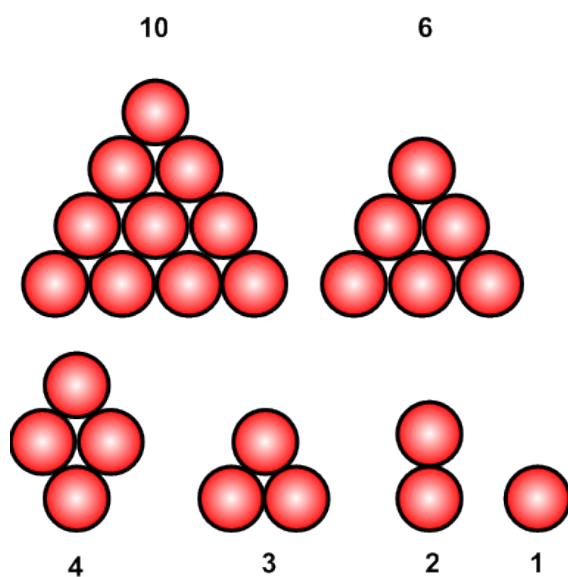
Possible beer pong re-racks

Traditionally, the game of beer pong has been played by countless variations of rule sets. In recent years, organizations such as The World Series of Beer Pong have put forth "official" rules. Typically, players abide by a uniform set of "house rules" which are often consistent within one university or region of the country (e.g. "West Coast rules") or may vary on a "house-by-house" basis.[22] Number of cups, bouncing, re-racking, amount of alcohol, distance shots must be taken from, etc. may all vary. All house rules should be posted or verbally stated and understood by both teams before the game starts.

The order of play varies - both players on one team can shoot, followed by both players on the other team, or players on opposite teams can alternate back and forth.[23]

A cup that is made must immediately have its contents drunk and be removed from play. Some rule sets allow for "*re-racking*" (also known as "*reforming*", "*rearranging*", "*consolidation*", and other names), which is a rearrangement of a team's remaining cups after some have been removed. The formations, number of cups, when to rearrange and so on, depend on the rule set. For example, a team with three remaining cups may ask the other team to "re-rack" the cups into a single triangle formation.[24]

Common house rules allow players to 'finger' or blow the ball out of the cup if the ball spins around the inner rim. Another common house rule states that if a team makes both shots during their turn, a 'rollback' occurs allowing each player to shoot again.[25] In the World Series of Beer Pong rules, only a single-ball 'rollback' occurs resulting in a three cup maximum that can be made per turn.

Before shooting, teams may dunk the ping pong balls into cups of water in order to wash off the balls. However, research has shown that the wash cups can still hold bacteria such as *E. coli*.[26][27] To avoid any illness, many players put water in the cups instead of beer, keeping a separate beer on the side to drink from. In doing so, it removes the possibility of getting sick or drinking any dirt that may transfer from the ball into the cup.

Shot techniques
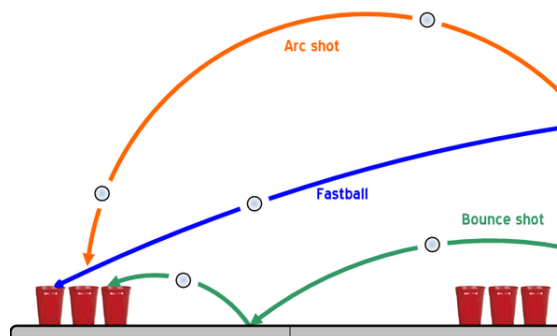
The typical path for the different kinds of shots

There are three common ways to shoot in beer pong: the arc, the fastball (or "laser, snipe"), and the bounce shot. The most common throwing technique is the arc shot, where one grasps the ping pong ball with the tips of the thumb and forefinger, holds the arm at an angle with the ball upwards, then throws using a gentle elbow motion holding the upper arm parallel with the table.[22]

Some players throw "fastball" style which uses more of a hard chopping motion to send the ball in a more direct line toward the intended target cup.[22] A fastball shot may be favorable if house rules dictate that a cup knocked over is removed from the table, in which case a fastball can eliminate multiple cups if thrown hard enough.

A bounce shot is performed by bouncing the ball towards the cups. Depending on house rules, if the other team has

the opportunity to swat away a bounced ball, a bounce shot may be worth more than one cup.[22]

Winning the game

If a team makes their last cup, the other team loses unless they can make all of their remaining cups; this is called a rebuttal or redemption.[28] If the losing team can hit their redemption shots, then the game is forced into overtime where three cups are used instead of the normal ten cups.

Another 'house rule' can be stated before or during the game in the midst of a shutout. A shutout in beer pong occurs if one team makes all ten of their cups and the opposite team makes none of their cups. If the shutout does occur, the losing team must do whatever the two teams decided on, such as going streaking (naked lap) or drinking a large quantity of beer.

Also depending on 'house rules', there are other ways to end the game. Cups that were accidentally left in the rack after being made are known as death/kill cups. These cups will immediately end the game if made again.

3.2.5 Health effects

The game may have several associated health risks. As with any activity involving alcohol, beer pong may cause players to become drunken or even intoxicated enough to suffer alcohol poisoning. Also, the supposed cleaning effects of the water "dunk" cup may be offset by bacteria in the cups.[26][27]

Some writers have mentioned beer pong as contributing to "out of control" college drinking.[29][30]

3.2.6 Legal restrictions

Some municipalities and states have attempted to ban beer pong, either from bars or in general, due to the belief that it encourages binge drinking (see Health Effects above). In Oxford, Ohio, where Miami University is located, the city council tried to ban the game from being played outdoors.[32] In Arlington, Virginia[1] and Champaign-Urbana, Illinois,[33] bar owners were told to stop allowing the game to be played in their establishments. In the fall of 2007, Georgetown University officially banned all beer pong paraphernalia such as custom-built tables and the possession of many ping-pong balls.[34]

Time magazine ran an article on July 31, 2008 called "The War Against Beer Pong", noting legal restrictions and bans on the game in college and elsewhere.[35]

In many states, players have taken to placing water in cups in order to hold organized beer pong tournaments legally in bars. Some examples of this can be found in Michigan, Massachusetts, North Carolina, and Pennsylvania.

Former Steeler and Pennsylvania Governor candidate Lynn Swann plays beer pong with tailgaters before a football game.[31]

3.2.7 Tournaments and leagues

Beer pong tournaments are held in the United States at the local, regional, and national levels.

The World Series of Beer Pong (WSOBP), hosted by bpong.com, is the largest beer pong tournament in the world. WSOBP IV, held in January 2009 at the Flamingo Hotel and Casino in Las Vegas, Nevada, had a $50,000 grand prize and attracted over 800 participants from the US and Canada.[36] WSOBP V, held in January 2010, attracted over 1,000 participants, and attracted teams from Ireland, Scotland, Germany and Japan, each of which voiced their aspirations to further the sport in their home countries. The World Beer Pong Tour has stops in various cities and cash prizes as well.[37]

A more common organization of beer pong games are leagues which operate on a local or regional level. Ordinarily, a group of pong enthusiasts will create teams (partnerships) and play weekly against each other. Sometimes, the leagues have websites, rankings and statistics,[38] while others have been started by college students with the goal of intramural competition such as at University of California, Santa Barbara with the "Isla Vista Beer Pong League",[39] and at New York University.[40]

3.2.8 Media

The Wall Street Journal, *Time* and other media outlets have reported on the increase in businesses selling

beer pong paraphernalia, such as tables, mats, cups, or clothes.[2][41] *Last Cup: Road to the World Series of Beer Pong*[42] is a documentary which follows some competitive players as they prepare for the WSOBP II and ultimately compete against one another for the $20,000 grand prize. This documentary, directed by Dan Lindsay, premiered at the CineVegas film festival on June 13, 2008. WSOBP V attracted further media attention, with writers from *Maxim* magazine and *ESPN The Magazine* attending, and it was featured on *The Jay Leno Show* on January 8, 2010, and also on G4's *Attack of the Show!* on January 11, 2010. Rick Reilly wrote an entire column about The World Series of Beer Pong IV for *ESPN The Magazine*.[43]

The Associated Press cited the game and other drinking games as a factor in deaths of college students.[44]

Time magazine recently had an article on the popularity of beer pong[41] and posted a video on their website.[45] In both, players claimed beer pong was a sport, rather than a game—similar to billiards and darts.

The game has been a recurring segment on *Late Night with Jimmy Fallon*, with host Fallon playing against female celebrity guests such as Betty White, Serena Williams, Anna Kournikova, Charlize Theron and Jessica Alba.[46]

The Colbert Report featured a segment on the CDC study hoax.[47][48]

Road Trip: Beer Pong, a sequel to the 2000 comedy *Road Trip*, featured the game prominently. Agnes Scott College, where most of the movie was filmed, did not want to be listed in the credits after complaints from students.[49]

Publishing

On August 29, 2009, Chronicle Books published *The Book of Beer Pong*, a 200-page fully illustrated guide to the game.[50]

Bud pong

Bud pong was the branded version of beer pong that brewer Anheuser-Busch said involved the drinking of water, not Budweiser or any other beer. In the summer of 2005, the company began marketing "bud pong" kits to its distributors. Francine I. Katz, vice president for communications and consumer affairs, was reported in *The New York Times* as saying that bud pong was not intended for underage drinkers because promotions were held in bars, not on campuses. And it did not promote binge drinking, she said, because official rules call for water to be used, not beer.[51]

The New York Times quoted a bartender at a club near Clemson University as saying she had worked at several bud pong events and had "never seen anyone playing

with water. It's always beer. It's just like any other beer pong."[51]

Some expressed incredulity at Anheuser-Busch's public statements. Henry Wechsler, director of the College Alcohol Study at the Harvard School of Public Health, said: "Why would alcohol companies promote games that involve drinking water? It's preposterous,"[51] while advertising news site Adjab opined that "someone playing bud pong with water is about as likely as a teenage kid using the rolling paper he bought at the convenience store to smoke tobacco."[52]

However, the practice of playing with water has become increasingly common on college campuses, due to the cost saving effects. Instead of drinking the beer from a glass each time a player sinks a shot, the player simply takes a shot of liquor or a sip from their own drink each time the opposing team scores. This is usually done when there isn't enough beer to accommodate a large number of games during the party.

Video games

In July 2008, JV Games Inc. released a downloadable video game for the Wii console called *Frat Party Games: Beer Pong*. After much outrage by parent and university groups, the game was renamed *Frat Party Games: Pong Toss* and all references to alcohol were removed.[35][53]

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3.2.10   External links

- Beer pong at DMOZ

3.3   Beer pong with paddles

Beer pong is a drinking game loosely based on ping pong, that involves use of paddles to hit a ping pong ball into obstacles on the opposing side. The origin of beer pong is generally credited to Dartmouth College.[1] The name "beer pong" also refers to a similar game sometimes called Beirut, in which players throw a ping pong ball by hand at an opponent's cups located across a table.[2]

3.3.1   History

The origins of the game are obscure but it has been attributed to a Dartmouth College fraternity party.[3] History professor Jere Daniell '55 stated that he played the game as a student,[4] and Bob Shirley '57 stated that he began playing in 1956.[5] (Shirley suggests that the game began when spectators rested their cups of beer on a table during a ping-pong game). One of the earliest published photographs depicting a game of pong appeared in Colorado School of Mines' 1961 yearbook *The Prospector*. Dartmouth's 1968 yearbook *Aegis* (page 304) also has a published photograph of a game of pong.

According to a 1999 *New York Times* article, pong "has been part of fraternity life for at least 40 years, as hallowed as rush or Winter Carnival".[6] Other Ivy League newspapers have called Dartmouth "the spiritual home of beer pong",[7] and characterized pong as "a way for Dartmouth frat boys to get drunk [that] has become what is arguably America's favorite drinking game".[8]

In the early 1970s, Dartmouth briefly sanctioned the game as an intramural sport, making it the only college-sponsored drinking contest in the country. In 1977, Dartmouth ended this practice.[9]

By the mid-1980s Pong was well established at several universities, including Bowdoin College, Lehigh University, Lafayette College, University of Pennsylvania, Princeton University, Whitman College, and Williams College.[10] By 1976, students began publishing articles about the game.[11]

Statistics

A 2004 survey of Dartmouth students provided these statistics:

- About 60 percent of students had played pong at least once within the two weeks prior to the survey.

- About 20 percent of students have never played pong.

- Tree requires the average team to consume 7.3 drinks, Shrub 5.7 drinks, Line/Death 5.2 drinks, and Ship 7.4 drinks.[12]

3.3.2   Gameplay

No "official" codified version of the rules of pong exist, and many "house rules" variations exist. In general terms, players start by assembling cups of beer or other obstacles onto either side of a pong table and placing a median at the center of the table. Like table tennis, pong requires one side to serve the ball and the other side to attempt to return the ball, thus beginning a rally. Both the serve and the intra-game volleys generally must propel in an arch trajectory. Players may not return the ball until it has struck their own side, objects on their side, or the floor. Following the serve, players attempt to hit or sink in the opponents cups, whereby the opponent will lose one or more points. Once all points for a cup or obstacle have been taken away, the object is removed. The game is won when all objects have been removed from the opponents side.

Equipment

Pong requires a table, paddles, a ball, cups, and liquid—preferably beer. Also, some rules require a median of some sort to be utilized.

- The *table* is not a regulation ping-pong table but is made from one or two sheets of plywood, usually measuring 4'x8', 5'x9', or 5'x10'. However, a regular ping-pong table may be utilized if available. The sheets are propped up on supports such as sawhorses, garbage cans, or frames specially built from lumber or steel pipes.

- The *median* is a divider placed across the center of the table, such as a pole, hockey stick, broom handle, or the net of a table tennis set.

- *Paddles* are commercial ping pong paddles, sometimes in modified form to suit the house rules. Typically, the handles are broken off.

- *Cups* are predominantly twelve ounce plastic cups arranged in a predetermined configuration. Sixteen

ounce cups are utilized as well, however are frowned upon as they provide a much larger target which enables less skilled player to flourish.

- *Beer* (or *water* for water pong, *cocktails* for tails pong, *champagne* for champong) fills each cup approximately 5/6ths of the way full before each game.

Configurations

Cups or obstacles may be assembled in a number of configurations. Often these configurations vary widely between groups, with players remaining very loyal to their original form of play.

- **Two Cup**: Two cups are placed next to each other a set distance from the edge of the pong table, typically one paddle length. Two cup can be played for points and/or simply until your two cups are gone.

  - **Four Cup**: Each of the two player on one side have their own "Two Cup" set up.

  - **The Unholy**: One cup with a shot of Jägermeister, is placed in front of the single beer glass one paddle length ahead on the center line. If the shot glass is hit during play, the person hitting the shot glass must drink: hence the name "The Unholy".

- **Line**: An expansion of "Two Cup" to any number of cups lined up in a single row a set distance from the edge of the pong table, typically one paddle length.

  - **Wall**: Cups in a line across the width of the table.

  - **Great Wall**: Cups lining all sides of the table.

  - **Death**: Nine cups in a line (*SigEp c.1990-2010*).

- **Shrub**: A six cup triangle centered on each end, a paddle's width from the edge of the table, with a single 'stem' cup behind them.

  - **Triangle**: A varition of Shrub with the base along the back line of the table, and no stem.

  - **Tree**: An eleven cup variant with a ten cup triangle.

  - **Double-stemmed Tree**: A twelve cup variant with a ten cup triangle and two stem cups.

  - **Sequoia**: A seventeen cup variant with a 15 cup triangle and two stem cups.

  - **Tower**: A twenty-one cup variant. The base consists of a "Tree," a "shrub" is carefully balanced on top of the base. A miniature three-cup tree is balanced on the "shrub" and finally a single cup is balanced on the top.

- **Sequoia Tower**: A thirty-eight cup variant. "Tower" with a "Sequoia" base.

- **Enchanted Forest**: Typically played with two pong tables placed side by side. The number of players is unlimited to the extent that the tables get too crowded. Each player starts with a "Tree" and once your last cup is gone—magically another "Tree" appears in front of you. Etiquette dictates that you do not hit towards the person immediately to your left or right, but etiquette quickly dissipates as the game proceeds. The game ends when you decide to walk away.

- **Social**: Same as "Enchanted Forest" but each player has a "Shrub" instead of a "Tree" and 2 ping pong balls are in play at any given time.

- **Ship** or **Battleship**: A configuration modeled after the classic board game Battleship. Each team positions five "boats" aligned to a grid. The "boats" consist of one 5-cup arrangement, one 4-cup arrangement, two 3-cup arrangements, and one 2-cup arrangement, similar to the board game. Additionally, there is a "mine" or two which if hit by an opponent is drunk by the opponent. Standard formation usually requires placement of the 5 and 4 "boats" on the right and left edge of your side of the table, with the 3 "boat" at an angle on the center line between the 5 and 4 "boats." The 2 "boat" is usually placed at the closest possible point to your opponents side of the table—it is also placed at an angle. Usually the "mine" is movable and refilled upon being sunk. Further, when any of your "boats" are reduced to 2.5 cups, a sink on any of the cups in that boat results in the sinking of the entire boat, which must be removed from play.

  - **Harbor** or **Pearl Harbor**: Originally called 8-Man. A variant on "Ship" where two pong tables are placed side by side. There are 4 teams each defending a corner of the pong field, instead of the normal short side of the table. A 6-cup "boat" is added to the game, as well as an additional "mine." Again, the "mine" may be movable and may be refilled.

- **Battlestar**: A combination of "Ship" and "Tree."

  - **Battlestar Gallatica**: A combination of "Tower" and "Ship"

  - **Towerstar Gabootica**: A combination of "Sequoia Tower" and "Ship"

Games of Lore

- **Tic-Tac-Toe**: A massive game, in which all likelihood substitutions will be require, as 81 cups are

placed on each side of the table. The cups are sets up in 9 groupings of 9 cups obviously in the formation of a Tic-tac-toe board. You win by getting rid of three 9 cup groupings as per the normal rules of Tic-tac-toe.

- **Table**: Another massive game. Cups are set up to cover the entire surface of the table. A player must continue to serve and incur penalties until they have cleared a space on the table large enough to legally serve.

Basic Rules of Play

Start of game: There are many ways to begin a game of pong; game start usually depends upon the rules of the house in which you are playing. It may also depend upon if the game is individual or tournament play.

- *Tournament Play*: Standard practice is to volley for serve.

- *Individual Play*: In individual play a team has many options: (1) volleying for serve; (2) challenging team must serve first, (3) volunteering to serve first, & (4) tossing the ball similar to Beirut.

Serve: A player serves by striking the ball so that it makes contact with their own side once, immediately followed by contact with the opposing side.

- *Ace*: A serve resulting in the ball bouncing in an awkward fashion, such as off the cornered edge of the table, is called an ace. An ace is legal and generally sought after by experienced players.

- *Service Fault*: Failing to contact the opposing side on a serve is considered a fault. Often a predetermined number of faults results in the serving team losing points or drinking from their own cups. Most house rules provide that a game cannot end on a serve fault, which provides a strategic advantage to a team on the verge of loss.

- *Service Hit*: Making contact with cups or obstacles on the opposing side when serving is considered a service hit. A service hit results in the serving team being penalized. Standard penalties involve the loss of points or drinking from ones own cups.

- *Dirty Serve*: Serving in a disreputable manner, such as striking a ball that is already bouncing or squeezing the ball between the thumb and paddle, is considered a dirty serve. A dirty serve is typically legal, but frowned upon.

Volley: After the serve, teams alternate striking the ball onto the opposing team's side of the table.

End of volley: A volley ends when the ball bounces twice, misses the opposite side, is double hit, or hits or sinks in the cups. A team that causes the volley to end by missing the opposing side or allowing the ball to bounce twice must then serve the ball to restart play. A hit or sink against an opponent results in the opponent serving the ball to restart play.

- *A Hit*: Striking the opponents cups during a volley is considered a hit. Usually the opponents will lose one point or drink. Standard penalty for drinking is typically half a cup.

- *Sink*: Having the ball come to rest in one of the opponents cups during a volley is considered a sink. Usually the penalty for the opponents would be doubled, costing two points or resulting in the drinking of the entire cup. When not playing points, a sunk cup must be removed from play.

- *Double hit*: A team striking the ball twice is considered to have double hit the ball. This generally results in the end of a volley.

End of Game: A game is ended in two ways; a designated number of points are attained through hits and sinks or all the cups on ones side have been removed.

Secondary rules

In general, and particularly when playing "lob" pong any save type does not require the ball to travel in an arc pattern; rather the ball simply must strike your opponents side of the table. The means of getting the ball there is irrelevant.

- *Save*: Immediately after the ball strikes a team's cups, the team may attempt a subsequent return called a save. A save generally cancels the penalty associated with the hit.

- *Cup Save*: When the ping pong ball hits an opponent's cup and the ball bounces high and far enough to cross back over to a team's side, negating the hit penalty.

- *Throw Save*: Throwing one's paddle to save a hit penalty. Usually occurs, when a team's cup is hit on the edge or side closest to the opponent, and the ping pong ball ricochets back toward the opponent's side but not far enough to avoid hitting a team's side of the table twice, which would result in the hit penalty being accessed. Because of the ricochet of the ball and the distance from a player, the player is required to throw their paddle in an attempt to hit the ball over to the opponent's side.

- *Blow Save*: Where a ping pong ball hits a cup and while swirling around the cup about to "sink" into

the cup, but before the ball touches the beer, a player blows air under the ball and pops it out of the cup. Obviously, this only saves a "sink," and a penalty for a hit is still accessed unless the player in the same motion is able to hit the ball onto the opponent's side. This type of save is contentious.

- *Save hit*: In attempting a save, if a player strikes the opponents cups, it is generally referred to as a save hit. A save hit often results in the players on whom the hit was made losing a point or drink.

- *Save sink*: In attempting a save, if a player strikes the ball so that it comes to rest in the opponents cups, it is generally referred to as a save sink. The consequence of a save sink is often the dual-doubling of the combined save and sink, costing in four points or drinks in the general course of play.

- *Floor shot*: On hitting the floor, a team may attempt one final shot to hit the opponents cups called a floor shot. Hitting or sinking from a floor shot is generally considered the same as hitting or sinking during a volley. A floor shot may similarly be *saved*, although the volley is still terminated once all save shots have completed. This type of save is rarely allowed; standard practice requires that the striking of the ball on the floor ends a volley.

- *Ceiling Slam*: In certain houses, when a lobbed ball hits the ceiling, the returning team has the option to "Slam" or return the volley without lobbing, thus increasing their chances of hitting cups and making saves more difficult.

3.3.3 Variants

Lob pong

The game mirrors the basic form of a friendly game of regulation table tennis. Each serve and return must complete an arc acceptable to opponents and observers, though the goal of sinking the ball in a cup tends to reward returning in the proper form. Hitting an opponent's cup means one-fifth, one-half or simply a "sip" of the cup is drunk (depending on the school), and sinking a ball in a cup (aka, a "plop") means that a player or a team must drink a half or the entire cup. Spilling one's own cup usually merits drinking an entire cup of freshly poured beer. Other beverages than beer, including water or cocktails, are sometimes permitted, but some beverage is necessary.

Service   The ball is properly served by striking it with the paddle, ensuring it bounces only once off the serving team's half of the table, and then lands on the opposing team's half. If the ball hits an opponent's cup the serving team must drink one sip from their cup and serve again. This is a "fault". If the serve lands in an opponent's cup

the serving team must drink an entire beer. This is also a "fault".

Two "faults" are allowed if the ball fails to make its second bounce on the opponent's half of the table. If a server faults three times, the opponent gets one point and the server must continue serving. Note that hitting or sinking on the serve do not count as faults; in this case, the opponent collects 1 or 2 points respectively and immediately gets to serve.

Since a game cannot be lost on a service error, at match point the losing server has an unlimited number of "faults", and the server does not lose points or service if the opponent's cup is accidentally hit or sunk on the serve. As a result, the server should keep trying for the best serve possible when the opponent is at match point. Some players institute a three-fault rule, however, the violation of which requires that a full beer be drunk.

A related strategy is to foul up the ball and intentionally serve it into your opponent's cup. If you are able to sink it later, your opponent must drink a fouled beverage. This is known as "intentional gorfing".

In some places, continuing service after the ball has hit a cup is, not only commendable, but results in "one on". Roughly explained, if a cup has been hit and the opponent is able to keep the ball in play, there will be "one drink" on the table. The losing side of that service will not only lose a point, but will have the pleasure of drinking a "drink" from their cup. Obviously this rule is not limited to just one hit of a cup but can expand infinitely, depending upon the skill of the players.

Return   The ball must be returned after it has bounced just once off the returning team's half of the table; this includes the table top and the cups. Blowing a spinning ball out of a cup and returning it is sometimes permitted and is highly frowned upon unless done by girls. Ricocheting the ball off external objects such as a vertical or horizontal structural member in the basement, a ceiling, or a bystander is usually permitted. If a ball is extremely hard to return or if it is "un-returnable", both teams can agree to call it a "DB," "Dive-bomb," or "stoner." If a "DB" or "stoner" is agreed upon, then the point is played over.

There are a number of formal variants of Lob, including the standard Two-Cup (one full cup per player), Four-Cup (two full cups per player), Shrub (a triangle of six beers with a "stem" attached to one side), Tree (much like Shrub, except the triangle includes 10 beers), Line (with four half cups per player), Full-Cup Line or Wall (cups in a line across the width of the table), Great Wall (cups lining all sides of the table), Table (cups covering the surface; one must foul out to clear a space on his own side for service), Battleship (or 'Ship, two lines of three cups and one line of five, four and two cups placed strategically, similar to the formations in the board game Battleship),

Rotating Randomness (irregular groups of cups placed in irregular pie-shaped sections of the table and played by six or more people who change positions after each point, encouraging shifting ad-hoc team behavior), and Henge (stacked cups or trilithons in irregular pie-shaped zones, with each player having a separate "Tourist" cup whose strategic drinking out of turn imposes the requirement that all others drink theirs, and other ritual elements).

Gentleman's game   This version is similar to "lob pong" but with key differences. This game is always played as either a one-on-one or doubles match, with one keg cup of beer per person. The game is always played to 21 points, and victor(s) must win by at least 2. When a side reaches 20 points, or any time thereafter when its total is one point ahead of the other side, the match is at game point. The winning side must end the game with a "hoop" (see below); when at game point, merely hitting the opponent's cup does not result in an additional point for the leading team, though a sip is "on the table" (see below).

An optional (though highly recommended) variation employs the "hoop rule", in which the winning side must tally at least as many "hoops" as the other side. Under this condition, the winning hoop cannot come until the winning side has at least evened the hoop count. Any hoop that comes on game point prior to the hoop that evens the count does not result in an additional point for the leading team, but shall be treated as any other hoop in terms of drinking requirements. Between evenly matched foes, the "hoop rule" can result in quite lengthy competitions and continued debauchery long into the night. It is believed, though not confirmed, that the record for most amount of "hoops" in a game is 17. Of course if an opponent feels the sudden urge to "boot", a gentleman always allows a short break, though said opponent is then expected to "rally". Anything less would be uncivilized.

Service   The ball is properly served by striking it with the paddle, ensuring it bounces only once off the serving team's half of the table, and then lands on the opposing team's half. If the ball hits an opponent's cup the serving team must drink one sip from their cup and serve again. If the serve lands in an opponent's cup the serving team must drink an entire beer. If the ball fails to make its second bounce on the opponent's half of the table after two attempts, the serving team must take a sip and continue serving. No points are awarded to either side on the serve. Service changes sides after every combined 5 points. In doubles play, teammates must alternate serving the 5 point sets with each side change.

Return   The ball must be returned after it has bounced just once off the returning team's half of the table; this includes the table top and the cups. Ricocheting the ball

off external objects is permitted. Points may be scored anytime after the first serve.

Points are scored one at a time for either a "hoop" (the return lands in the opponent's cup) or for hitting the opponent's cup followed by the opponent's failure to make a successful return. When a hoop occurs, the side whose cup was "hooped" drinks an entire beer per team member. When a hit cup occurs (without a successful return), the side whose cup was hit drinks one sip per team member. A successful return off a hit cup negates the point, but a sip is "on the table", and the side that fails to sustain the rally must take a sip at its conclusion.

If a ball hits the edge of the table at any time and is thus impossible to return both teams can agree to call it a "stoner" and replay the point.

Cabin Rules

This variant, created by Rob Simon of Vanderbilt University, consists of a neat combination of Lob Pong and the Gentlemen's game, but retains more of a focus on gamesmanship than other versions. Within this set of rules, it is the receiving team that may deem a serve or lob "low," which often creates strife when true students of gamesmanship make questionable calls.

Fast pong

As the name suggests, fast pong happens at a faster pace than lob pong. While there are many variations of the game, one major difference is that the goal is often just to hit the opponents cup and sinking the ball into the cup happens much less frequently. The game can be played either with points (with each hit counting as a point) or with drinks (with each hit requiring the opponent to drink a certain amount of beer, usually half of the 12-ounce cup).

Bucknell variant

Purpose of game and winning   The purpose of Bucknell pong (referred to as "pong" to Bucknellians) is to hit the opponents' cup three times. After one hit, the team being hit has to drink half of their beverage. After the second hit the team must drink the rest. After the third hit the team loses. One can also win the game by hitting the ball into the opponents' cup once. If that happens, the game automatically ends and the losing team must chug their beverage. In this style of pong, the ball is never out of play and one side always has the option to take a shot from wherever the ball lies, whether on the floor, in the garbage, or in an empty cup.

Table and table lay-out   The Pong Table sits 33 inches off the ground and the surface area is exactly 9'x5'. Be-

cause the Pong Table is a close sibling to the ping pong table, two hinges for a net should be fastened at the middle point of the table. Additionally, a flattened ping pong net should lie between and connected to the hinges. While Pong can be played with actual ping pong paddles, the more traditional and acceptable way to play involves paddles which use sandpaper-like material as padding and have the handles broken off.

Four 12-oz cups of beer should be placed on opposing sides of the table, one for each of the four players. The placement may be six inches from both the end and the side of the table, but it is most important that it remain uniform for all four players, ensuring that no team gains an advantage. Typically, one side of the table is declared "Winners' Side", and the team that wins the previous match will play on that side while the challengers will use "Losers' Side".

Service and return   The serve must always be made to the person standing diagonally across the table and needs to hit both sides of the table. If it doesn't, the opposing team has the choice to accept the serve or to call out "One Side" or "No Sides" and give the ball back to the serving team.

If the team serving the ball hits any cup with the ball, that will be considered "A Hit" against the serving team and they will serve the ball again unless that would be the third hit against them. If the serve knocks over a cup, regardless of how much beer is in the cup (or if the cup is empty), the serving team loses the match and must chug one cup of beer as a penalty.

When the opposing team serves the ball, the receiving player can either hit it with his paddle immediately or choose to hit it off of his body for a better shot. The latter maneuver is called "A Body". If the ball hits either of the receiving players' hands, arms, or paddles, it is considered that player's shot.

"Bodying" the ball   Players have the choice of either hitting the ball off of the table or "Bodying" it to either side for a better shot off of the ground. Because a player's hands and arms are considered extensions of the paddle, you cannot Body the ball with either your hands or arms. If you do, this is considered a shot. You also cannot body the ball with your foot or your leg below the knee. This is a "Foot" and the player that does this should pick up the ball and serve. Additionally, you cannot Body a ball that has already hit the floor, even if done by accident.

If the ball gets stuck in an article of clothing, that player may take one step before inducing the ball to drop on the floor, at which time normal play resumes. This is the same rule if the ball rolls into an empty cup.

Defense   While the opposing team takes a shot, a player has the choice of playing defense (more commonly re-

ferred to a "D") by placing either their hand or their paddle in front of their cup. Some players consider this weak, but it is a common and acceptable practice. Defense only works against a ball that has already hit the table. If the ball hits the table first and then hits the defense, the player should pick the ball up and serve. If the ball bounces off of the defense onto the other side, that team must play the ball; the hand is treated like the paddle, and so defense can be considered a shot.

If the one team hits the ball and it hits the other team's defense in the air, that will be considered a hit if it would have hit the cup were the defense not there. However, this is a difficult thing to ascertain. Ultimately, the team that shot the ball gets to make the decision of whether the shot is a Hit or not. However, the arguments of the bystanders and the other team should be listened to and respected. For this reason, playing defense can sometimes increase the risk both of the other team calling a hit and the ensuing arguments.

Knock-overs and dunks   If a team knocks over their own cup with the ball, their paddle, their body, or by hitting the table, they lose and must drink a beer. This is true regardless of how much beer was in the cup (or if it was empty). If a player hits a ball (not on the serve) and knocks over the other team's cup, his team automatically wins, regardless of how full the cup is. The Full Cup Knockover is considered the most difficult shot in the game.

If a player hits the ball and it lands into the other team's beer, that player's side wins the game and the other team must chug their beers. This is called a Dunk.

3.3.4   See also

- Beer Die

- Beer pong (a paddle-less variant also known as "Beirut")

3.3.5   External links

- "The Arguably Definitive History of Pong" — *The Dartmouth Independent*

- "Beer Pong with Paddles"

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3.4   Slam

A slam pong player

Slam pong is a form of beer pong. Unlike many other variants of beer pong, slam pong is a fast-moving game that retains some of the rules of table tennis but borrows inspiration from the rules and game play of volleyball. The name *slam pong* is derived from *beer pong*, which is in turn was derived from *Ping Pong*, a trademarked name for a brand of table tennis merchandise. The "slam" in slam pong refers to the action of slamming a table tennis ball with a paddle into a plastic cup of beer placed on the table, the fundamental way of scoring points in the game.

3.4.1   History

Beer Pong with paddles can trace its origin to the mid-1950s, when fraternity houses at Dartmouth College first began to experiment with drinking games that included the placement of a newly-available plastic cup full of beer on a table tennis table during a game. An Alpha Phi Delta fraternity alumnus, David Thielscher, class of 1954, recalled in an interview for *The Dartmouth* newspaper that beer pong was played when he was an undergraduate.[1] The objective was to try to hit the ball with a paddle into the cups. The sport seems to have been played in a rather informal manner through the latter half of the 1950s and the 1960s and spread to a limited number of other college campuses in the northeastern United States.[2]

Beer pong became recognized as an intramural sport at Dartmouth College in the 1970s, with individuals and teams most often representing fraternities. Rules of the game were standardized, and competitions were held at the fraternity houses. The game was played in a manner very similar to table tennis, with one beer cup placed on the table for each player. Beer pong at Dartmouth was the only college-sponsored drinking competition in the country, until 1977 when the college decided to discontinue its sponsorship of the games.[3] Official derecognition would not reduce the level of beer pong activity at Dartmouth or elsewhere, but would lead to many new variations on the game.

Slam pong was one of the forms of the game that evolved from the traditional beer pong of the late 1970s. Slam pong retained the use of just one beer cup per player, with two players per team, but added the twist that a legal volley required the ball to strike the paddles of both players on a team before striking the table or beer cups. One of the earliest documented record of slam pong comes from Chris Robinson, Dartmouth College class of 1986, who recalled playing slam pong when he was an undergraduate.[1] An article in the March, 1986 issue of *Playboy* magazine describes slam pong being played by the brothers of Psi Upsilon at Dartmouth.[4] By the early 1990s, slam pong was played in nearly half of all Dartmouth College Greek organizations, and had been introduced to other colleges including Bowdoin College, Bucknell University, Cornell University, Lehigh University, Princeton University, and Williams College, but by the middle of the decade was beginning to decline in popularity.[3] By the early 2000s, slam pong had been almost totally eclipsed by other variations of beer pong, especially Beirut, one of the first variations of beer pong to be widely played across the country. At Dartmouth, lob became the standard variation of beer pong played by

undergraduates.

3.4.2 Scoring

Points are earned through *hits*, *sinks*, and *knockovers*. There are two primary variations for counting scoring and declaring the winner of a game. In the five-point game, hits count for one point, sinks count for two points, and knockovers count for five points.[5] In the five-point game, whenever a team earns points, both players of that team are expected to drink one fifth of the total volume of their cup for each point. In the four-point variation of the game, hits count for one point, sinks count for up to two points, and knockovers count for up to two points.[6] If a cup is half-full and gets sunk or knocked-over, that counts as only one point. Players in a four-point game are expected to drink half of a single cup for each point. A team cannot lose on a serve. If a team has only one point left, they cannot have the last point scored through their own ineptitude. However, if both teams have only a single point left, a team may "serve out" if others are waiting to play a subsequent game. In a five-point game, the first team to earn five points loses. In a four-point game, the first team to earn four points loses.

3.4.3 Culture

Concerns over binge drinking on college campuses have increased focus on games like beer pong and slam pong. Dartmouth College Anthropology Professor Hoyt Alverson published research work on the beer pong culture at Dartmouth in the early 2000s.[7] Although slam pong had largely been replaced at Dartmouth and elsewhere by other forms of the beer pong game at that time, Alverson noted that the variations played from 1999 through 2002 involved complex social processes. "Beer pong and similar drinking games are not played solely to achieve inebriation, Alverson finds, but instead serve as a competitive outlet for high-achieving students, and a structured atmosphere for peer interaction."[8] Critics of beer pong contend that, regardless of their social nature, the games encourage binge drinking, and should be discouraged.[9]

3.4.4 References

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Chapter 4

Table games

4.1   Beer die

Beer die is a table-based gentleman's drinking game[1] where opposing players stand at opposite ends and throw a die over a certain height with the goal of either landing the die in their opponent's cup or having the die hit the table and bounce over the scoring area to the floor. The defending team attempts to catch the die one-handed after it hits the table, but before it touches a non-table surface. The game typically consists of two two-player teams with each of the four players having a designated cup on the table.

There are three distinct attributes which define a beer die hurler: offensive, defense, and stamina. A good offensive player throws many legal throws and often will put pressure on the defense by throwing near the opponents cups and edge of the table. A good defensive player consistently catches routine throws, and often will snare "hot tosses." A player with good stamina is able to drink often over a period of many games without his or her game diminishing. When constructing a beer die team it is advantageous to bring different facets to the table.

Beer die involves quick thinking, fast reaction time, precision throwing and awareness. However, most of all, beer die requires a love for drinking with friends and a stomach that can handle it.

4.1.1   Basic Rules

- The first rule: Snappa (Beer Die) is a Gentleman's Game. (Note that this does not preclude women from playing. It is intended to encourage a gentlemanly demeanor i.e. no arguing over decisions, no bending the rules, etc...)

- The die table itself should be wooden, 2ftx8ft, 4ftx8ft, or some home games will use a standard 4ftx6ft dining room table. The cups may be at the corners, approximately 6 inches from the side of the table and a foot from the end of the table; or centered on the table, spaced the width of a glass apart. Cups are preferably pint glasses, but red solo cups may often be used.

- Each player's cup is filled with beer. A full cup holds 5 "drinks".

- Throwing order: The eldest player shoots first. If a winning team of the previous game stays on, they have honors. After the eldest (or eldest on the previous winning team) shoots, the turn goes to the eldest on the other team, and turns continue to alternate between teams and players by age.

- The game is won by the first team to reach 5 with a 2-point lead, with a hard cap on 7. (i.e. if the score is 4-5, the game continues until one team reaches 7.)

- Before each throw, the player must tap the die on the table and make eye contact with at least one member of the opposing team.

- All shots must be thrown above a predetermined height, typically at least as high as the table is long, or at a height equal to the tallest player. A shot thrown too low is called a "whip" and results in a drink by the offending team. A whip must be called by the defending team before the die hits the table, and the call is non-contestable (unless the die hits the ceiling).

- The numbers '5' and '7' may not be spoken during the game. These numbers are now referred to as 'wah' and 'upper-wah' respectively.

4.1.2   Scoring

- A shot that is thrown high enough and hits the table, bouncing off the defensive end (NOT the side of the table) without being caught is one point for the offensive team.

- A made shot (the die landing in one of the cups on the defensive side), depending on the location of the game, can count as 0, 1, or 2 points. When made, *both* players on the hit side must finish and then refill their beers. This is called a "splooge" or "plunk" or "sink." In most locations a sink allows the throwing player to sign the table, forever engraining their name in the beer die lore.

- If a team "splooges" or "self-plunks" one of their own cups the game is over and the opposing team wins.

- The defending team may catch the die to nullify potential points scored (i.e. if the throw hits the table and bounces off the end, but is caught, no points are scored.) Only one hand may be used to catch. Using two hands or "trapping" (catching against one's body) is illegal and will result in a point for the shooting team.

- The defending team may never reach over the plane of the table while defending a shot. Doing so results in 1 point to the shooting team.

4.1.3 Drinking

Drinking is unrelated to scoring. Each team will drink together and finish their beers together based on the pre-determined number of drinks per cup (typically between 5). Drinking will then occur:

- Every time a player says the number 5 or 7 (finish)

- Each time a player shoots and misses the table completely (called "Heinous" in some parts of the country) (1 drink)

- The opposing team throws the die and hits your cup (known as a "Plink" or "Body") (1 drink)

- The opposing team sinks your cup (finish)

- You drop the die between tosses ("Sloppy Die") (1 drink)

- The die lands on the table but does not bounce off (1 drink)

- The die lands or is placed 5-up on the table (finish)

4.1.4 Beer Die League

The Official Beer Die League will launch on April 1st, 2014. This league will offer weekly games and tournaments throughout the United States, giving beer die players a chance to compete to be the best beer die players in the country. Detailed statistics are recorded each game with cumulative statistics recorded on the league website each day. The BDL will host a National Tournament in the fall of 2014 with cash and prizes in excess of $10,000 offered to the winners. The first three inaugural chapters of the BDL are Chicago, IL, Melbourne, FL, and Orono, ME. Additional chapters will be added throughout June and July with 25 chapters projected by the end of Summer 2014.

4.1.5 History

The origins of beer die, often being the subject of debate, have and continue to be shrouded in uncertainty. The most recent research compiled by the Official Beer Die Fan Page has traced back the origins of the game to the University of Dayton, with the first accounts of the game played on Stonemill Road in 1945.

Beer Die Logo.

This crowdsourced project was conducted in February 2014 and is the only unbiased research conducted on this topic to date. The O'Keefe Invitational is a prestigious beer die tournament that takes place annually on St. Patrick's day weekend. Entry into the event requires elite skills and a championship mentality. There have been six hall of famers who participated in the invitational. [2]

The greatest catch of all time is believed to belong to Derrick Brown of Maine who used his left foot to kick the die up into the air, then leapt the opposite direction to catch it cleanly before it hit the floor. This athleticism was on display at friendstoberfest on October 25, 2015.

4.1.6 Alternate Rules

In the state of California, seated beer die is often called Snappa. At Santa Clara University, students play beer die standing up, and with much different rules. Standing beer die has spread across the state of California.

- Games are played to 15 or 16, and the winning team must win by two

- A cup is placed on all four corners of the beer die table, with each player standing on their respective corner.

- The team who throws first must throw the die above a certain pre determined height, most usually higher than the tallest person standing up whilst their hand fully extended towards the sky.

- A point is scored when the offensive team throws the die up and it lands on the defender's side of the table, rolls off, and is not caught one handed by either teammate.

- If the defending team successfully catches the die with one hand, no point is awarded. Players can not reach over the table to catch die. If the die lands on the opposing side and rolls off your own side, the other team must catch it, or it is a point.

- If a die is thrown up and hits a cup at any time, it is an automatic point. If the die falls off the table without being caught, 2 points are awarded to the throwing team.

- If a player splashes the die into either of the opposing teams' cups, it is 3 points.

- If the die lands on the opposing side of the table and rolls back between the throwing team's cups, that is considered a field goal and 2 points is awarded to the throwing team.

- Beers are to be finished every four points if playing to sixteen or every five points if playing to fifteen.

- There are no re-tosses. If you throw a die up and it lands on your side or the halfway line, it is automatically dead.

- In the case of a plunk: When a team plunks (lands the die in one of the defending team's cups), the defending team must finish their drinks. The one whose cup was plunked must drink his beer with the die in the cup, and afterwards place the die in his mouth and make a "spit shot" (spit the die out in an attempt to score). A spit shot is not required to reach a certain height, and the defending team may not catch it. If the die hits the table and bounces off the end this is a point. If the die lands on the table 5-up the team that was just plunked on must finish again. If the die lands not 5-up, bounces off the side of the table, or misses the table completely there is no penalty. After the spit shot the spitter must place the die in his mouth again and drop it onto the table from a standing position. If it lands 5-up this team must finish again. After this the game continues normally.

4.1.7 References

[1] "Beer Die". *BeerDie*. BeerDie. Retrieved 19 January 2014.

[2] http://www.facebook.com/BeerDie

4.1.8 External links

- Beer Die on Facebook

- Official Beer Die website

4.2 Boat race

For other uses, see Boat race (disambiguation).

A **boat race** (Beer On A Table Race), is a drinking

Boat race – Munich Kangaroos vs. Pasing Hawks at the OzFest 2015 Munich, Germany

Pasing Hawks won the game

game played usually between two teams of equal numbers. Rules vary widely but normally involve a team drinking in series and aiming to finish first. Common rules include those regulating the number and gender of drinkers, the vessels from which the liquid must be consumed and punishments for spilling. The game appeared in the Broken Lizard movie, *Beerfest*.

A race begins with all competitors placing their drinks on a mutual table. When a referee begins the race, the first drinker on each team is allowed to pick up their drink and begin drinking. Once a beverage is consumed, the drinker must invert the empty vessel on their head. This is done to ensure no cheating occurs. The next team mate cannot touch his or her drink until this has occurred. Empty vessels must be kept on the competitors' heads until the race is over.

The Cascade and Pipps Cup is the premier annual boat racing competition in Australia and is held between Australian medical schools. Teams of eight (for males) and four (for females) battle out for the esteemed prize, with a best of three races to decide the final. Adelaide Uni-

versity has been formidable in the Cascade Cup (male competition) in previous years and in 2015 took out the competition again but not without controversy, winning a close semi-final with the University of Western Australia after a re-row. University of Tasmania placed 2nd, with UWA defeating Flinders University to take out 3rd place.

4.2.1 References

- Major League Flip Cup

- Bar-None Drink Recipes

- World Beer Games

- Cleveland Flip Cup Tournament

- Ndy Boat Racing Rules!

4.3 Flip cup

Flip cup (**canoe**, **taps**, **flippy cup** or **tippy cup**) is a team-based drinking game.[1] Two teams of an equal number of players stand on opposite sides of a table, facing one another. The players directly facing are opponents. In front of each teammate is a disposable plastic cup filled with a set amount of beer. Generally, the first line inside a disposable cup is used as a marker.

At the start, it is customary for the initiating players to make a toast, after which the first member of each team drinks the entirety of their beverage. When finished, the cup is placed open side up at the edge of the table, and the player who drank it attempts to flip the cup, by flicking or lifting the bottom until it flips and lands face down on the table, sitting on its mouth. The player may not use two hands, or blow on the cup to *guide* the cup to flip over. If the player is unsuccessful on the first try, the cup is reset and re-flipped. Only after the first teammate is done flipping successfully can the next person proceed. Additionally, subsequent players may not touch or manipulate their cup until the previous player has successfully flipped their cup. Whichever team finishes drinking and flipping all its cups first wins.

Several flip-cup tournaments have been held in the United States.[2]

4.3.1 Game variants

Batavia Downs

Batavia Downs flip cup varies slightly from the original version. Batavia Downs flip cup takes place around a circular table and requires a minimum of four players. Two players standing opposite of each other, start at the same time. As each player successfully drinks from and flips
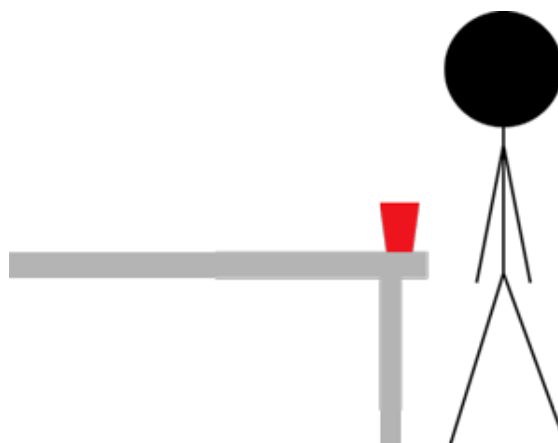
Flip Cup

their cup the next person to their right (counter clockwise) goes. In addition, after each successful flip, players must refill their cup in the event that the player standing directly left of them successfully lands their cup. The game continues as a circular race until a player is unable to successfully flip their cup, before the person directly to their left flips theirs.

Essentially, Batavia Downs flip cup has only a loser (the last player attempting to flip their cup).[3]

4.3.2 References

[1] Zembik, Josh (2008-10-14). "Flipping Fun". SportsIllustrated/CNN. Retrieved 2008-11-07.

[2] "Flipped Off: The Super Bowl of Flip Cup". UrbanDaddy. August 21, 2009.

[3] The Book of Beer Awesomeness: A Champion's Guide to Party Skills, Amazing Beer Activities, and More Than Forty Drinking Games by Ben Applebaum & Dan DiSorbo

4.4 Quarters

For the similar drinking game involving table tennis paddles, see beer pong (paddles).

Quarters is a drinking game which involves players bouncing a quarter off a table in an attempt to have the quarter land in a certain place, usually into a shotglass (or cup) on that table. It is also played in South America, where it is called "monedita," Spanish for little coin.

The player bouncing the quarter is referred to as the "shooter." In some variations the glass is empty and each player has a separate glass to drink from, while in other variations the glass that the shooter is aiming for contains an alcoholic beverage.

The quarter is customarily bounced on the face whether heads or tails. Some games may allow a player to bounce the quarter on the edge, particularly by rolling it down their nose.

4.4.1 Gameplay

1. Each round starts off with a glass filled with beer in the middle of the table and two people on opposite ends of the table having a quarter and a glass. Each player shoots his or her quarter at his/her glass until he makes it in, then the player passes the glass to the player to his left. If the player to his left still has a glass as well, the player taps that glass with his, and the player who has been tapped must drink the glass of beer in the middle of the table, refill it, then make the quarter into his or her glass before she gets tapped again, with play still going around the table. If a player makes his or her first shot, s/he can choose to pass the glass to any player who does not currently have a glass. If there are enough people at the table, the group can add more shot glasses and position them equally spaced around the outside of the circle.

2. An alternative method of gameplay is that one glass is positioned in the center of the table. Participants take turns attempting to bounce the quarter into the glass. If the shooter succeeds, they pass the glass to anyone at the table, and that person must then chug the beverage and catch the quarter in their teeth. Play then passes to the person on the shooter's left. Should the shooter fail to make the shot, they have the option of passing the quarter to the left, or shooting a second time. If the shooter succeeds on his second shot, he passes the glass as usual. If the shooter fails on their second shot, they must drink the beverage. In either case, the person on their left becomes the next shooter.

3. Another method involves various cups and one community cup. A community cup is first placed in the center of the table. Each player has their own individual cup, and these cups are placed around the community cup, forming a ring around the community cup (much like a flower pattern). Players fill their individual cups with a shot of their drink, and pour a small amount of their drink into the community cup (various drinks can be used to play, so the community cup may house a mixture of different drinks). A shooter begins by bouncing a quarter towards the cups. If the quarter lands in a player's cup, the player must drink his/her shot, refill the cup, and place it back with the rest. If the shooter lands the quarter in to the community cup, every player must reach into the center and drink their shot. The last player to finish their drink must then drink the community cup. If the shooter makes his/her shot on the first attempt, they may shoot again until they miss. If they miss on the first attempt, they must pass the quarter to the next player on their left. This game is commonly called Ponderosa.

4. Yet another alteration, named speed quarters, involves six or more people around a small table, several quarters, beer for each player, and two empty shot glasses placed in front of opposite players. When the game begins, the two players with glasses pick up a quarter and try to bounce it off of the table into the shot glass in front of them as quickly as possible. If the shot is not made they keep shooting until one makes the shot. This player dumps the quarter out and passes the glass to the player to his left while the other shooter continues to shoot until he makes a quarter into his shot glass. Eventually, when repeated enough, one glass will catch up to the other in rotation. When this happens, the player still shooting must overturn a glass and stack the other on top. He gets two chances to bounce a quarter off of the table and into the top glass. If he makes it on the first, he can pass the stacked glasses to any player, where that player get two chances, and so on. If the player makes it on the second shot, the glasses are unstacked, one passes to the player on the left, and one to the player opposite him. Gameplay resumes from the beginning. If the player does not get a quarter into the stacked glasses in two shots, the player on his right will spin a quarter while the "loser" chugs his beer until the quarter ceases to spin. Any player can blow on the quarter or spin it with their finger to keep it spinning. After this, the glasses are split like when the game started and it begins again. Gameplay ends when the players feel they are sufficiently inebriated.

5. Another variation gives the shooter the power to make a rule if he lands the quarter in the cup in a certain number of consecutive tries. The rule is often that shooters must then say a phrase, or perhaps that no one at the table can say a certain word, with the penalty being an instant drink by the offending player. This helps to speed up the intoxication and turns out to be a riotously funny game by the end of the night.

Any shot where the shooter does not bounce the quarter off of the table at least once counts as a miss.

4.4.2 Beverages

The players must determine beforehand how much is to be consumed each time a player is required to drink. This depends on the variation being played and the appetites of the players.

4.4.3 See also

- Pitch penny, a game involving throwing coins across the room and into a hole or next to a wall

- List of drinking games

4.4.4 References

- Griscom, Andy. (1994). *Beer Games 2, Revised: The Exploitative Sequel*. Revised edition. Mustang Publishing. ISBN 0-914457-67-5

- Rosenberg, Scott. (1996) writer, Demme, Ted, Director "Beautiful Girls" Miramax Films.

- Griscom, Andy. (1999). *The Complete Book of Beer Drinking Games*. Revised Edition. Mustang Publishing. ISBN 0-914457-97-7

- Kheper Games. (2001). *Got Liquor? Drinking Game Set*. Basic speed quarters rules.

- Samuel Goodwin. (2006).

4.4.5 External links

- Boise Weekly newspaper

4.5 Quarters

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The player bouncing the quarter is referred to as the "shooter." In some variations the glass is empty and each player has a separate glass to drink from, while in other variations the glass that the shooter is aiming for contains an alcoholic beverage.

The quarter is customarily bounced on the face whether heads or tails. Some games may allow a player to bounce the quarter on the edge, particularly by rolling it down their nose.

4.5.1 Gameplay

1. Each round starts off with a glass filled with beer in the middle of the table and two people on opposite ends of the table having a quarter and a glass. Each player shoots his or her quarter at his/her glass until

he makes it in, then the player passes the glass to the player to his left. If the player to his left still has a glass as well, the player taps that glass with his, and the player who has been tapped must drink the glass of beer in the middle of the table, refill it, then make the quarter into his or her glass before she gets tapped again, with play still going around the table. If a player makes his or her first shot, s/he can choose to pass the glass to any player who does not currently have a glass. If there are enough people at the table, the group can add more shot glasses and position them equally spaced around the outside of the circle.

2. An alternative method of gameplay is that one glass is positioned in the center of the table. Participants take turns attempting to bounce the quarter into the glass. If the shooter succeeds, they pass the glass to anyone at the table, and that person must then chug the beverage and catch the quarter in their teeth. Play then passes to the person on the shooter's left. Should the shooter fail to make the shot, they have the option of passing the quarter to the left, or shooting a second time. If the shooter succeeds on his second shot, he passes the glass as usual. If the shooter fails on their second shot, they must drink the beverage. In either case, the person on their left becomes the next shooter.

3. Another method involves various cups and one community cup. A community cup is first placed in the center of the table. Each player has their own individual cup, and these cups are placed around the community cup, forming a ring around the community cup (much like a flower pattern). Players fill their individual cups with a shot of their drink, and pour a small amount of their drink into the community cup (various drinks can be used to play, so the community cup may house a mixture of different drinks). A shooter begins by bouncing a quarter towards the cups. If the quarter lands in a player's cup, the player must drink his/her shot, refill the cup, and place it back with the rest. If the shooter lands the quarter in to the community cup, every player must reach into the center and drink their shot. The last player to finish their drink must then drink the community cup. If the shooter makes his/her shot on the first attempt, they may shoot again until they miss. If they miss on the first attempt, they must pass the quarter to the next player on their left. This game is commonly called Ponderosa.

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possible. If the shot is not made they keep shooting until one makes the shot. This player dumps the quarter out and passes the glass to the player to his left while the other shooter continues to shoot until he makes a quarter into his shot glass. Eventually, when repeated enough, one glass will catch up to the other in rotation. When this happens, the player still shooting must overturn a glass and stack the other on top. He gets two chances to bounce a quarter off of the table and into the top glass. If he makes it on the first, he can pass the stacked glasses to any player, where that player get two chances, and so on. If the player makes it on the second shot, the glasses are unstacked, one passes to the player on the left, and one to the player opposite him. Gameplay resumes from the beginning. If the player does not get a quarter into the stacked glasses in two shots, the player on his right will spin a quarter while the "loser" chugs his beer until the quarter ceases to spin. Any player can blow on the quarter or spin it with their finger to keep it spinning. After this, the glasses are split like when the game started and it begins again. Gameplay ends when the players feel they are sufficiently inebriated.

5. Another variation gives the shooter the power to make a rule if he lands the quarter in the cup in a certain number of consecutive tries. The rule is often that shooters must then say a phrase, or perhaps that no one at the table can say a certain word, with the penalty being an instant drink by the offending player. This helps to speed up the intoxication and turns out to be a riotously funny game by the end of the night.

Any shot where the shooter does not bounce the quarter off of the table at least once counts as a miss.

4.5.2 Beverages

The players must determine beforehand how much is to be consumed each time a player is required to drink. This depends on the variation being played and the appetites of the players.

4.5.3 See also

- Pitch penny, a game involving throwing coins across the room and into a hole or next to a wall

- List of drinking games

4.5.4 References

- Griscom, Andy. (1994). *Beer Games 2, Revised: The Exploitative Sequel*. Revised edition. Mustang Publishing. ISBN 0-914457-67-5

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- Kheper Games. (2001). *Got Liquor? Drinking Game Set*. Basic speed quarters rules.

- Samuel Goodwin. (2006).

4.5.5 External links

- Boise Weekly newspaper

4.6 Three Man

Three Man (also referred to as **Mr. Three** or **Hat Man**) is a drinking game played with two dice.[1] It can be played with at least 3 people but it works better with around 5.[2] The objective is to avoid drinking.

4.6.1 Rules

Steps of play

Select the first "Three Man"

This player will remain the "Three man" until someone else rolls a 1-2 or 3-(any). The player wears a hat while he/she is "Three Man". The next player to roll a 1-2 or 3-(any) becomes the new three man.

Three man rolls dice.

Drink are dispensed based on the pips shown on dice.

If no drinks are dispensed, turn ends and dice are passed to next player.

Roll results

1-1

Create any rule. If rule is broken during game, the infringing player drinks[3]

2-2 3-3 4-4 5-5 6-6 (doubles)

Give away (i.e. instruct someone else to drink a certain amount) the amount of gulps/fingers of their drinks that match the total amount of pips showing on dice[3] ex. 5-5 means you would give away 10 drinks. These can be split up between multiple players if desired

1-2 3-(any number)

The "Three man" drinks, but the roller becomes the new "Three Man". If roll was 3-3, the "Three man" drinks twice.[3]

1-6 2-5 3-4 (total of 7)

Person to the left of roller drinks. If 3-4, "Three man" also drinks.[3]

5-4 6-3 (total of 9)

Every person drinks. If 6-3, "Three man" drinks twice.[3]

6-4

Change direction of play.[3]

6-5 (total of 11)

Person to the right of roller drinks. Alternatively the "Three Man" plays a 'social', in which he/she stands and answers an embarrassing question put to him/her by the group.[3]

4.6.2 Variations

There are several variations to the game:

1. Doubles: according to this variation, whoever rolls doubles (Player A) can "give" them to another player (Player B), who then rolls both the dice to see how many times he/she must drink. If B rolls doubles, the dice are returned to A, who must roll and drink twice as many times as the value that he/she rolls (e.g., if A rolls 3 and 2, A must drink 10 times).[1] In another variation, a player who rolls doubles three times in any turn has the right to make a rule.[2]

2. Party Foul: If the dice falls off the table, the player drinks for each fallen dice.[3] When a "Sloppy Jalopy" rule is applied, the player with fallen dice is loudly admonished as a "Sloppy Jalopy" and immediately becomes the new Three Man.[4]

3. Any roll of 1:

   (a) 1 and 1 follow the usual rules for passing off doubles.

   (b) 1 and 2 makes the roller Three Man.

   (c) 1 and 3 makes the Three Man drink (as with any roll of a 3).

   (d) 1 and 4 thumb to table or floor: last player to place his/her thumb must drink.

   (e) 1 and 5 turn ends.

   (f) When a 1 and 6 is rolled, the player to the left drinks.[3]

4. Bathroom penalty: If someone is in the bathroom when it is his turn to roll, he must take 1 drink for every 5 seconds he is late returning.[3]

5. Opposite Sex: Any variation of the "6" is classified as "opposite sex" in which all players in the game of the opposite sex to the roller must drink

6. Virgin: If a players first roll results in no drinks being awarded, they must then drink and continue their turn

7. High Five the 3 man: whenever a five is rolled, the roller greets the current three man with a high five and then drinks. Note: the three man will drink on half of the rolls where this occurs.

4.6.3 Notes

[1] Ben Applebaum, Dan DiSorbo (2012). *The Book of Beer Awesomeness: A Champion's Guide to Party Skills, Amazing Beer Activities, and More Than Forty Drinking Games.* Chronicle. pp. 171–172.

[2] "3-man / 3-bitch." 3-man Drinking Game. PinkyMc-Drinky, n.d. Web. 15 Aug. 2013. <http://www.pinkymcdrinky.com/3-man.php>.

[3] "Three Man." BeerTutor.com's Rules. 7 Seconds Resources, Inc., n.d. Web. 15 Aug. 2013. <http://www.beertutor.com/just_for_fun/drinking_games/3man.shtml>.

[4] "Dice Games." RP Repository. Repository and PIXELovely, n.d. Web. 15 Aug. 2013. <http://www.rprepository.com/c/sneeuw/2929>.

Chapter 5

Card games

5.1 Around the World

Around the World, **Irish Poker**, **Chico High Low**, **Monkey Balls**, **Foam Game**, **North Carolina**, **Up the River Down the River**, **John Theis**, **Harry Curie**, **Tim de Withen**, **Charleston Special**, or **Unlucky 'Sevens' Seven** is a card based drinking game, similar to, but more complex (and at the same time quicker) than, Fuck the Dealer. The game requires one standard (52-card) deck of playing cards.

5.1.1 Rules

The game is divided into two rounds. The first is a guessing or probabilistic round where players must make predictions about the card to be drawn, while the second is completely chance based.

Round One

In the first phase of the game, each player must make a prediction about the card to be drawn on their turn.

The dealer deals each player 4 cards face up but before dealing each card, the dealer asks the player a question about the card. If the player guesses correctly, they may "give" a drink (*i.e.* select a rival player who must drink). If their guess is incorrect they must instead "take" a drink. The players keep the cards that are dealt to them as they are required for the later queries and are the basis of the second round; The questions are:

Card One   For the first card, the player must predict the color of the card draw, "red" (hearts and diamonds) or "black" (clubs and spades).

Card Two   For the second card, the player must predict whether the value of the card drawn will be higher or lower than the first card they were dealt. A third, legitimate, but rarely chosen option is "same", where the card is predicted to be of the same value as the first card.

Values are usually ordered deuce through ace, but other sequences, (such as ace low) are possible.

Card Three   For the third card, the player predicts whether the value of the card drawn will be between the values of the first two cards, "in", or outside of those values, "out". As with card two, there is a third option of "same", which is a prediction that the value will match one of the two cards already present.

Card Four   Unlike the second and third questions, the fourth card's question is not (directly) related to the cards drawn before it. Rather, the player simply predicts which suit the card will be. Depending on rules agreed on before the game, the player will guess one suit, or guess "same" or "different" as regards to the suit drawn is the same as the other three cards dealt before or different.

Round Two

Unlike the first round, the second phase of the game is entirely chance based and all players participate at the same time, rather than taking turns as in round one.

The dealer deals eight cards, face down, from the deck, placing them in two columns, the "give" column and the "take" column.

The dealer then flips each card over in sequence, starting with a "take" card, then proceeding to the "give" card, and then moving to the next position in the column. If any of a player's cards (dealt to them in the first part) match the value of the revealed card, they must take or give drinks. If multiple cards in a player's possession match the revealed value, they are each counted separately.

The quantity of drinks each card is worth increases as the cards are revealed. The values are traditionally, "one drink", "two drinks", "four drinks", and "half a beer". If mixed drinks are being used, "half a beer" is considered to be the same as half a glass. If shots are being used (not recommended), there is no established value of "half a beer", but the implication is that a large quantity should be consumed.

When a player is giving multiple drinks, they may, at their option, split them up amongst multiple players. Splitting up a "half a beer" can sometimes be contentious as the precise relationship of this abstract quantity to an integer number of drinks is undefined within the rules of the game.

5.1.2 Variations

- The increasing drink value of each card in the second round may also be applied to the first round. This option serves to increase the quantity of alcohol consumed.

- The values of the cards in the second round may be reduced to a linear sequence of 1-2-3-4. This reduces the drinks consumed and allows for more rounds to be played.

- A face card may be considered to count for twice the standard number of drinks it would otherwise have granted.

- The increasing value of the cards in the second round (and/or the first round if that variation is used) can be increased to one, two, "half a beer", and "a whole beer".

- A fifth card may be dealt in the first round, usually between the 3rd and final card. The question here is "Odd, even or picture card?"

- The above variation also results in players ending with a 5-card hand. This allows for the player with the winning poker hand to overrule any drinks applied in the second round of that game.

- A different game of the same name features a circle of players each flipping a card in turn, with a different drinking scenario associated with each card (twos allow the player to force another player to drink, sixes make all males drink, etc.) Some cards have a quick game, with the loser drinking. After the card is flipped it is placed under the tab of a beer can until the stack of cards forces the tab open, at which point the player has to drink the entire can.

5.1.3 See also

- List of drinking games

5.2 Asshole

President (also known as **Scum**, **Kings**, **Warlords and Scumbags**, **Scumbag** (the latter two names originating in Australia[2]), **Janitor**, **Kings and Assholes**, **Arsehole** (in British English), **Man of the House**, **Landlord**, **Rich Man Poor Man**, **Hierarchy**, and many other names) is an Americanized version of Dai Hin Min, a card game for three or more in which the players race to get rid of all of the cards in their hands in order to become *President* in the following round.[3][4][5] It can also be played as a drinking game.[3][4][5][6]

5.2.1 General rules

Gererally players attempt to get rid of their cards first. It is generally played as an aces-high game, although 2s are often played as being higher than aces (so that the 3 is the lowest card).

Special titles

There may be many titles used by players during the game.[3][6] Often, players move seats to sit in the order of their place, so as not to forget the order. There is generally at least a President, Vice President and Scum.[3]

The rankings for four players are as follows:

- **President** – The winner of the previous round.

- **Vice President** (*"VP"*) – Second place.

- **Vice Scum** (or other names) – Next-to-last place. (For example, in a seven-person game, Vice Scum is whoever placed sixth.)

- **Scum** (or other names) – Last place in the previous round.

Rules regarding card passing can be changed to accommodate these two positions if desired. A large and/or odd number of players generally calls for having at least one Average Joe, but there can be as many as needed.

The President (or the Scum in some versions) deals the cards, starting with himself and proceeding in order of player hierarchy from low to high until all cards are dealt. If the Scum is the dealer, this ensures that the President begins with the fewest number of cards if the hands are uneven.

5.2.2 Terms

- Single – a card that is played alone

- Double (Dub) – a pair of cards of the same value (ex. Two 5s are known as dub 5s)

- Triple (Trips) – three cards of the same value (ex. Three 5s are known as trip 5s)

- Quadruple (Quads) – four cards of the same value

- Clear/Table – when someone plays a hand and everyone else passes, it "clears" or "tables" to the person who played the hand. This person may lead with whatever hand they wish. Also, if a player gets rid of all of their cards, it clears to the next person who can beat the hand, or if no one can or doesn't wish to, it clears to the player after the one who got rid of their last card. In addition, some rules have a certain card (usually a 2 or joker or suicide king) as an automatic clear card.

- Hand – any valid play (single, dub, trip, quads, etc.)

- Kicker – a single card played with a four-of-a-kind to make it a bomb (in some variants)

- Bomb – A single card that can be played on any card(s) to clear the pile of cards (often 2, 10, or 4)

- Laser – having all four 2s

- Go Low - When an 8 is played and the person who played the card/s says "go low" the next person has to play a card lower than 8 or they have to pass.

- Quick Clear (Completion)– One or more cards that are suddenly played by a player, regardless if it was their turn, which are the remaining cards that can complete the cards on the table, which also clears the deck (Example: John plays two Queens, and Mary plays the other Queens, even though it wasn't her turn, and clears the deck). This is only allowed in a few variants. (including 2's)

- Sifflewitz (or to pull a Sifflewitz) - Where a player attempts to leave the game when in the Asshole/Scum seat. This will automatically generate a penalty card for attempting the move. Players are generally accepted as being able to leave the game when on Neutral position only.

5.2.3   How to play this game

The rules provided are merely one of many ways known to play the game; there are many different varieties with slight twists to the rules.

Dealing

The person who is President (or the Scum in some versions) shuffles and deals the cards. All the cards are dealt as evenly as possible in clockwise rotation.

After cards are dealt, the Scum must hand over his best two cards to the President, while the Vice-Scum must hand over his best card to the Vice President. Variations with more than two top and two bottom positions sometimes require the Scum to hand over more than two cards to the President, up to the number of top positions in the game - for example, a game with a Secretary and Clerk might call for the Scum to hand over three cards to the President, the Vice-Scum to hand over two cards to the Vice President and the Clerk to hand over one card to the Secretary. In any event, the players who receive cards from the bottom positions always hand back an equal number of any "junk" cards they do not want. They are not obliged to pass back their *lowest* cards, but often do.

Playing

Play in President is organized into *tricks*, much like Spades or Bridge. However, unlike those games, each trick can involve more than one card played by each player, and players do not have to play a card in a trick. Suits are irrelevant in President.

The player on the dealer's left begins by leading any number of cards of the same rank (1–4; 5 or more are possible with wildcards, jokers or multiple decks). The player on the left may then play an equal number of matching cards with a higher face value, or may pass. (In a few variants, it is permitted to play cards with an equal value as the last cards played. Doing so may skip the player next in order.) Note that the same number of cards as the lead must be played. If the leader starts with a pair, only pairs may be played on top of it. If three-of-a-kind is led, only three-of-a-kinds can be played on top of it. (There are notable exceptions among the many, many variants in this game.) The next player may do the same, and so on. This continues until all players have had a turn (which may or may not be because the highest-value card has already been played).

Notes on game play:

- The ordering of the face values is a little different from most American card games – the deuce (2) is the highest value (besides the joker, if that card is used) and is unbeatable, though certain variants allow a single 2 to be topped by a pair of 2s. The ace is next highest, the King the next highest, etc. with the 3 being the lowest. A few variants allow a single deuce to be played on top of any other combination, but typically games require the same number of deuces to be played as were originally led. In a few variants, the 2 (and no other card) can be placed at any time, even if it is not the player's turn.

- When players pass, this does not limit them in any way from playing later, even during the same trick. This can be critical, because it is highly important to be the player who plays last on any given trick. (For instance, if Alice plays a queen, and Bob holds a king and a 2, he might not want to play either card right away. His king is likely to be taken by an ace, and his 2 would be "wasted" on a mere queen. After passing that opportunity, suppose Carol indeed plays an ace on top of that queen, and Alice passes. Bob might very well then consider it a good use of the 2

to take the trick. This leads to the removal of Carol's ace, perhaps making Bob's king a winner later on.) In some variants, however, a player actually cannot play on a trick in which he or she passed previously.

- Players can pass at any time, even if the player has cards that could be played.

- The number of cards that can be led to begin any trick is only dependent on the cards in the player's hand and his/her strategy. In a game with two decks, it is absolutely legal to start out a trick with, say, seven 5's. (In this case, obviously, seven 5's are only possible if the owner of those seven 5's is the one who begins the trick. This adds to the necessity to "capture" tricks by being the one to play the highest card.)

- Regardless if it is his/her turn, in variants that include "quick-clear"s, a player can complete the cards on the table by playing the remaining cards of the quadruple.

End of a round

When one player runs out of cards, he/she is out of play for the rest of the round, but the other players can continue to play to figure out the titles. A few versions hold that once a player goes out, players count remaining card values to establish titles, or simply count the number of cards remaining in each player's hand, and other versions have one player left with cards at the end.

When playing by traditional rules, once titles are decided, everyone needs to get up and move. The President is the dealer (or the Scum in some versions), and the players must rearrange themselves around them so that they are seated in order of rank, clockwise. Most American variants do not rearrange the seating of the players, so everyone plays in the same order each hand (though the President still leads the first trick).

The very first round of the game normally begins with whoever has the 3 of diamonds playing it, since there is no sitting President. If playing with more than four players and more than one deck of cards, another opener will be decided by the players. The 3 of diamonds may be played with other 3's. After the first round has determined player rank, subsequent hands are opened by the President.

President's choice and trading

After the President (or whoever deals) has dealt and everyone has received their decks, the players are able to trade cards with one another. In a group of four, the President gives two cards of his choice to Scum (who responds with his two very best), and the VP gives one card of her choosing to Vice Scum, who responds with her very best card. In some variants, the President may choose to allow

a Black Market, in which any player can trade with any other player. When this happens, the President usually has a poor hand and needs better cards.

Revolutions

Certain variants allow for game-changing revolutions. If a player leads out with four of a kind, the hierarchy of all the cards will be reversed. For example, if 3,4,5,6,7,8,9,10,J,Q,K,A,2 is the typical order of power (from left to right), after four of a kind is played it would be the reverse of that: 2,A,K,Q,J,10,9,8,7,6,5,4,3. If another four of a kind is played, the order would switch back. Revolutions are typically utilized in the game to create better balance and avoid having the same player remain in first position indefinitely.

5.2.4 See also

- Durak, a similar game

- The Great Dalmuti, a commercial variation of President with a non-standard deck.

- Ass*bleep*!! is a free/open-source multi-platform implementation of the game.

5.2.5 References

[1] "From assholecardgame.com". Retrieved 17 December 2011.

[2] This comes from former Australian Prime Minister Paul Keating, who often referred to his opponents as scumbags

[3] Asshole rules at Webtender.com

[4] Asshole game rules at Partizzle.com

[5] Asshole rules at Angelfire.com

[6] Asshole rules at DrinksMixer.com

5.2.6 External links

- Examples of "house rules"

- Alternate rules

5.3 Horserace

Horserace is a drinking game using playing cards that is inspired by horse racing. Participants bet amounts of alcohol on one of four aces, much like bettors would bet money on horses at a racing track requiring a standard deck of playing cards.

5.3.1   Preparation

The horseracing game requires active participation by only one person: the announcer. The announcer prepares the field by searching through the deck, taking out the ace (horse) of each suit, and laying them face-up and side-by-side at one end of the table (this is "the gates"). He then shuffles the deck and lays out a variable number of cards face-down (these form the "links" of the race) in a straight line perpendicular to the row of aces. The cards thus appear to form an "L" or the two legs of a right triangle. The field is now set.

5.3.2   Betting

Before the game begins, each player makes bets based on their horse being as simple as "five on diamonds" but can get as complex as any true horse race such as Trifectas, Exactas, Daily Doubles, and others. In another variation, players may simply pick their favorite horse, and the payout is set at 20 drinks for the first-place horse, 15 for second place, and 10 for third place.[1] Placing a small bet on the "first horse out of the gates" is a popular bet that excites the crowd early. Penalties may be applied to bettors who bet on an ace that never leaves the starting gates. Safeguards are often instituted to prevent players from placing exorbitant bets such as "one hundred on hearts." Such safeguards may include setting bet limits, requiring players to drink a portion of their bet before the race begins, or forcing losers to drink a portion of their bet at the end.[2][1]

Variations exist including:

- Winners distribute drinks equal to the amount they bet[2] or double[3]

- Winners become immune to drinking.

5.3.3   Gameplay

Once all bets are in, the announcer begins the race. He flips over the top card of the remaining deck. Only the suit of this card matters; the ace of that suit moves forward to the first link. The announcer narrates the ebb and flow of the game as the betters cheer on their horse. The announcer continues flipping cards and advancing horses accordingly until one horse wins by passing the final link into the winner's circle.[2][1]

5.3.4   Variations

Another variation is **Faltering**. Each time a horse moves up to a new link for the first time (and only the first time), the announcer flips over the card on the side of that link. The suit shown on this sideboard card must move back one space (falter).[3] Thus in an eight-link horserace, there

are eight instances of faltering that can totally change the outcome of the game. As a rule, any horse in the gates can not be knocked back any further by faltering. Another variation is **Stumble** in which all horses except the leader move forward one space if a designated wild card is flipped over, such as the Joker.[2]

5.3.5   References

[1] Drinking Game: Horse Race description at Barmeister.com

[2] Horse Racing description at Pinky McDrinky.com

[3] Horse Race Drinking Games Rules and Directions at DrinkingGames.com

5.3.6   External links

- Download Horse Race Card Game Download Horse Race Card game to play with your friends even if you don't have a deck of cards handy!

- Horse race drinking game Example of game play on YouTube.

5.4   Kings

Circle of Death (also **Kings**, **king's cup**, **donut**, **jug**, **oval of fire**, or **ring of fire**[1]) is a drinking game that uses playing cards. The player must drink and dispense drinks based on cards drawn. Each card has a rule that is predetermined before the game starts. Many houses have their own variation of rules.

5.4.1   Equipment

- 1 Deck of Cards

- 2 or more players

- Alcoholic beverages - typically wine, beer, or mixed drinks - or non alcoholic beverages

- A large cup which will be used as the King's Cup

5.4.2   Setup and common rules

In this game, players perform actions associated with each card. Sometimes, rules on the cards "reveal interesting things about the participants."

Usually, cards are shuffled and dealt into a circle around either an empty cup or a full can of beer (or a shot/cup of spirits or wine). Each player takes turn drawing cards, and the players must participate in the instructions corresponding to the drawn card.

This game is highly open ended and all of the cards can signify any mini-game, the rules and the card assignments are normally confirmed at the start of the game. Depending on house rules, the game either ends when the last rule card has been pulled, or when the king's cup has been consumed; or when the cards are placed on top of the king's cup the game is over when the cards fall off, the one that knocked them off must consume the king's cup. Alternatively, the game may be played using a beer can with cards placed between the top of the can and the opening tab. The game ends when the beer can opens from the leverage of the cards.[2]

It is also common for the players to make up and agree on a set of rules every time the game is played.

5.4.3 Common card assignments

5.4.4 Variations and other rules

Like almost all other drinking games, Kings has endless variations of rules, and individual drinking groups usually have their own set of card effects. There will be similar rules, but there will most likely always be some that some players have never encountered before. Some games specify that playing a certain card allows that player to make up a new rule which lasts for the remainder of the game.

A major variation in the UK, Ireland, Australia, New Zealand, South Africa or Canada is that the contents of the King's Cup are drunk by the player who breaks the circle of cards (known as the Ring of Fire in the UK).

A popular variation in Australia is the Smoko or Toilet Card replacing Give Two Take Two. In this version, a player needs to possess a Smoko Card to leave the table to smoke or use the toilet. A player can have multiple copies of the card and they can be traded, typically under conditions such as; the recipient must refill drinks on demand, crawl for the rest of the game, talk in a funny voice, etc.

5.4.5 See also

- List of drinking games

5.4.6 References

[1] "Kings Cup". *Fun Drinking Games.* FunDrinkingGames.net. Retrieved 8 September 2015.

[2] http://circleofdeathgame.com/how-to-play-circle-of-death/

[3] http://www.ncbi.nlm.nih.gov/pmc/articles/PMC3654653/

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5.5 Pyramid

Pyramid or **beeramid** is a card game that is most commonly used as a drinking game requiring 1 standard deck of playing cards.

5.5.1 Set up

One begins by creating a pyramid of cards by placing them face down on the table in rows (6 cards on the bottom row, 5 on the next, then 4, 3, 2, and 1 card peak on the top row). Next, the dealer passes out three cards to each player, face down. Players can look at their cards only once and should not let other players see them.

5.5.2 Object

The object of the game is to make other players drink based on what cards that they think you have.

5.5.3 Game play

- Turn over the bottom, left card.

- If a player wishes, he/she may tell another player to drink a sip if he/she has a card with the same face value in his/her hand and places it on the card that is flipped over.

- Alternatively, the player may "bluff" and pretend to have the card in question. The player told to drink can either take the designated drink(s) or call the bluff. If a player's bluff is called, that player must drink double the designated drinks. If the player was not bluffing, the player originally told to drink now has to drink double the designated drinks. A player who is forced to show his/her cards is entitled to exchange the used card for a new card from the deck.

- Turn over the next card in the row.

- After the bottom row is all flipped, continue on the next row.

- The number of drinks corresponds to the row in which that card was flipped. For example, if the card is in the third row, one must play with three drinks).

- To add more action to the game, players may be asked to lie their cards face down and remember them. If someone says the player is bluffing, the player has to find his card - taking out the wrong card results in a penalty where the player must drink twice the amount he would otherwise have dealt. Finally, when the pyramid is over, players take turns in memorizing their deck, in the right order. For every card they get wrong, an agreed penalty is dealt.[1]

5.5.4   References

[1] EatTheWorm.com - Drinking Games - Pyramid

5.6   Ride the bus

Ride the bus is a drinking game played through using a standard pack of cards. The object of the game is to have the fewest cards at the end of the round.

5.6.1   Setup

The first part of the game is for the dealer to set up the table of cards, called The Bus. This can be done in two ways;

Diamond

This method requires 9 cards, placed in a diamond pattern of 1,2,3,2,1 cards, so that the start and end of the *Bus* are shorter than the center. If there are eight people, you must arrange an extra row.

Triangle

This requires placing 10 cards face down on the table in a non-overlapping triangle. The triangle consists of 4, 3, 2, and 1 card per layer, with the apex facing the dealer.

5.6.2   Deal

The dealer deals four cards to each player, beginning on their left. Remaining cards are left aside in the pile. The pile is left aside as it will be used at the end of the round.

Alternate Dealing Pattern

The dealer deals cards to each player in 5 rounds and each time the player gets the answer wrong, he/she must drink:

1. Player must guess the colour of the card (black or red).

2. Player must guess the suit of the card (spades, clubs, diamonds, hearts).

3. Player must guess whether the card is higher, lower, or between the previous two cards.

4. Player must guess whether the card will be the same or different face value than the previous cards received.

5.6.3   "Riding the Bus"

The dealer then turns a card in the furthest row of the *Bus*. All players with a card with the same face value may choose to play as many as they have and then discard the played cards. If a player has a playable card, they nominate any other player to take a drink of the victim's choice. If the card turned over was from the bottom row (4 cards), the player with a playable card can nominate another player to take **one** drink. Each successive row increases the amount of drinks the nominated player can be forced to take (or the drinks can be distributed amongst several players at the player with the playable card's discretion). Ex. If a player with a playable card plays his/her card in the last row of the bus containing only 1 card, the player can nominate 1 player to take 4 drinks or nominate several players to take a drink.

Play continues with the Dealer gradually showing every card in the Bus, being sure to empty each row before uncovering the next.

The game ends once the card in the bottom row of the Bus has been acquired. The player with the most cards remaining will continue playing from the beginning using the alternate deal until he/she guesses the answer correct.

5.6.4   External links

- "Game Plan: Ride the Bus", 9/30/05, *The Daily Orange*

- "Drinking Games Rules: Ride The Bus"

- "Ride the Bus to Hell"

Chapter 6

Dice games

6.1 Biscuit

Biscuit (also referred to as **Bizkit** or **Biskit**) is a drinking game played with two dice.

6.1.1 Rules

Steps of play

Finding the Biscuit

Each player rolls the dice one time. The first person who makes a "7" (4+3 / 5+2 / 6+1) becomes the biscuit.

The "Biscuit" rolls the dice

Drinks are dispensed based on the pips shown on dice

The dice pass to the next player clockwise around the table

Roll results

1-1

Everyone take a drink

6-6

Roller has to invent a rule which will be applied for the rest of the game. The non respect of this rule will result to a drink.

2-2 3-3 4-4 5-5 (doubles)

Roller gives drinks to one or several players. ex. a **5-5** would mean the roller hands out 5 drinks

1-2 (total of 3)

Called a "challenge". Roller chooses a player, that player must roll the dice. Add the result of each dice. The first roller has to make a higher result. If the first roller wins, the chosen player has to drink the difference between the 2 results. If the first roller failed, he has to drink the difference between the 2 results.

1-6 2-5 3-4 (total of 7)

All players put a thumb on their forehead and say "Biscuit". Last player to do so drinks and becomes the new "Biscuit".

3-6 4-5 (total of 9)

Person to right of roller drinks

4-6 (total of 10)

Roller drinks

5-6 (total of 11)

Person to left of roller drinks

The number 3

When the number "3" appears on the dice, the actual "Biscuit" has to take a drink. (If the dice show 3-3, the "Biscuit" has to take 2 drinks.) If the "Biscuit" does the number "3", his status of "Biscuit" is removed until another "Biscuit" is selected.

6.1.2 References

- http://www.buveurs.com/biskit
- The Best Drinking Games Book Ever: Carlton Books, 2002.

6.2 Liar's dice

This article is about the dice game. For the 2013 Indian film, see Liar's Dice (film). For dice that have been

tampered with, see Dice#Loaded dice.

Liar's dice is a class of dice games for two or more players requiring the ability to deceive and detect an opponent's deception. The genre has its roots in South America, with games there being known as Dudo, Cachito, Perudo or Dadinho; other names include "pirate's dice," "deception dice" and "diception."

In "common hand" liar's dice games, each player has a set of dice, all players roll once, and the bids relate to the dice each player can see (their hand) plus all the concealed dice (the other players' hands). In "individual hand" games, there is one set of dice which is passed from player to player. The bids relate to the dice as they are in front of the bidder after selected dice have been re-rolled. The drinking game version is sometimes called *Mexicali* or *Mexican* in the United States; the latter term may be a corruption of *Mäxchen* ("Little Max"), the name by which a similar game, Mia, is known in Germany, while Liar's dice is known in Germany as *Bluff*. It is known by various names in Asia.

6.2.1   Common hand

Five six-sided dice are used per player, with dice cups used for concealment.

Five dice are used per player with dice cups used for concealment.

Each round, each player rolls a "hand" of dice under their cup and looks at their hand while keeping it concealed from the other players. The first player begins bidding, announcing any face value and the number of dice that the player believes are showing that value, under all of the cups in the game. Ones are often wild, always counting as the face of the current bid.

Each player has two choices during their turn: to make a higher bid, or challenge the previous bid - typically with a call of "liar." Raising the bid means either increasing the quantity, or the face value, or both, according to the specific bidding rules used. There are many variants of allowed and disallowed bids; common bidding variants, given a previous bid of an arbitrary quantity and face

value, include:

- the player may bid a higher quantity of any face, or the same quantity of a higher face (allowing a player to "re-assert" a face value they believe prevalent if another player increased the face value on their bid);

- the player may bid a higher quantity of the same face, or any quantity of a higher face (allowing a player to "reset" the quantity);

- the player may bid a higher quantity of the same face or the same quantity of a higher face (the most restrictive; a reduction in either face value or quantity is never allowed).

If the current player challenges the previous bid, all dice are revealed. If the bid is valid (at least as many of the face value and any wild aces are showing as were bid), the bidder wins. Otherwise, the challenger wins.

Variants

- Instead of the current player being the only one who can raise the bet, challenge (or "call up") the previously-made bid, any player may raise or challenge a bid at any time. The first challenge made ends the round, and the challenger closest to the current bidder in the direction of play has priority if multiple players challenge at the same time.

- If played with the above variant, the player who made the last bid may count aloud from 1 to 10. If he reaches 10 with no one challenging or increasing the bid, the round ends with that player earning back a die. A player may have more than 5 dice that way, and any player who reaches 10 dice that way wins the game.

- With the above-mentioned variants, some players may stay quiet and win easily. To avoid that, the following rule may be added: Each time a player loses a challenge, he loses a die normally, but the two players sitting to their left and right lose a die as well (unless one of them was the player to win the challenge).

- Another solution to the above-mentioned variants is to force all players to choose a side: Each player holds a two-sided item (preferred a coin or a card), and decides which side means 'true', and which means 'lie'. When a player challenges, all players must join the challenge, placing their items on the table on either 'true' or 'lie', hidden beneath their hands. Once all players have joined, the items are revealed and the table is divided into players who support either side of the challenge. Every player on the losing side loses a die at the end of the challenge.

- With some bidding systems, a player may elect to choose one or more dice of matching value from under their cup, place them outside the cup in view of the other players, re-roll the remaining dice, and make a new bid of any quantity of that face value.

- When a player has no two dice with the same face, he may choose to *pass* once in a game round. If he does so, the bid will not be raised. The next player can raise the bid using standard rules, or call the bluff. By doing so, he challenges the claim of the passing player having no two dice with the same face. This is commonly used in multi-round games where dice are removed from the game, as it helps players with few dice left to gain more information about the other dice without risk.

- Instead of raising or challenging, the player can claim that the current bid is exactly correct ("Spot On"). If the number is higher or lower, the player loses to the previous bidder, but if they are correct, they win. A "spot-on" claim typically has a lower chance of being correct than a challenge, so a correct "spot on" call sometimes has a greater reward, such as the player regaining a previously lost die.

Elements of strategy

As with any game of chance, probability is highly important. The key element is the "expected quantity": the quantity of any face value that has the highest probability of being present. For six-sided dice, the expected quantity is one-sixth the number of dice in play, rounded down. When wilds are used, the expected quantity is doubled as players can expect as many aces, on average, as any other value. Because each rolled die is independent of all others, any combination of values is possible, but the "expected quantity" has a greater than 50% chance of being correct, and the highest probability of being exactly correct. For example, when 15 dice are in play and wilds are used, the expected quantity is 5. The chances of a bid of 5 being correct are about 59.5%; in contrast, the chances of a bid of 8 being correct are only about 8.8%.

However, a high bid is not necessarily incorrect, because bids incorporate information the player knows. A player who holds several dice of a single value (for instance, four out of the five dice in their hand are threes) may make a bid, with fifteen dice on the table, of "six threes". To an outside observer who sees none of the dice, this has an extremely low probability of being correct (even with wilds), however since the player knows the value of five of those dice, the player is actually betting that there are two additional threes among the ten unknown dice. This is far more likely to be true (about 40%).

Each bid gives others at the table information. Players, through subsequent bids, reveal the players' confidence in the quantity of each face value rolled. A player with two or three of a certain face value under his or her own cup may make a bid favoring that face value. Players can thus use these bids to build a mental picture of the unknown values, which either strengthens or weakens their confidence in a bid they are considering. Others may consider a bid as evidence it is true, and if their own dice support the same conclusion, may increase the bid on that face value, or if their dice refute it may bid on a different face, or challenge the previous bid.

Conversely, bids can also be bluffs. Bluffs in liar's dice can be split into two main categories: early bluffs and late bluffs. An early bluff is likely to be correct by simple probability (depending on the number of players), but other players may believe the bidder made that bid because his or her dice supported it. Thus, the bluff is false information that can lead to incorrect higher bids being made on that face value. Players will thus attempt to trick other players into overbidding by use of early bluffs to inflate a particular face value. A late bluff, on the other hand, is usually less voluntary; the player is often unwilling to challenge a bid, but as a higher bid is even more likely to be incorrect it is even less appealing. A late bluff is thus a critical part of the game; convincing bluffs, as well as reliable detection of bluffs, allow the player to avoid being challenged on an incorrect bid.

Playing Liar's dice involves interpersonal skills similar to other bluffing games such as poker. Being able to reliably detect bluffs through giveaways, or "tells", and analyzing a player's bidding history for patterns that can indicate the likelihood of a bluff, are important skills here just as in poker.

Dice odds

For a given number of unknown dice *n*, the probability that *exactly* a certain quantity *q* of any face value are showing, *P(q)*, is

$$P(q) = C(n, q) \cdot (1/6)^q \cdot (5/6)^{n-q}$$

Where *C(n,q)* is the number of unique subsets of *q* dice out of the set of *n* unknown dice. In other words, the number of dice with any particular face value follows the binomial distribution $B(n, \frac{1}{6})$.

For the same n, the probability *P'(q)* that *at least q* dice are showing a given face is the sum of *P(x)* for all *x* such that $q \leq x \leq n$, or

$$P'(q) = \sum_{x=q}^{n} C(n, x) \cdot (1/6)^x \cdot (5/6)^{n-x}$$

These equations can be used to calculate and chart the probability of exactly *q* and at least *q* for any or multiple *n*. For most purposes, it is sufficient to know the following facts of dice probability:

- The expected quantity of any face value among a number of unknown dice is one-sixth the total unknown dice.

- A bid of the expected quantity (or twice the expected value when playing with wilds), rounded down, has a greater than 50% chance of being correct and the highest chance of being exactly correct.[1]

6.2.2   Individual hand

A set of poker dice being rolled behind a screen, played as in the "individual" hand version of liar's dice.

The "individual hand" version is for two players. The first caller is determined at random. Both players then roll their dice at the same time, and examine their hands. Hands are called in style similar to poker, and the game may be played with poker dice:

- Five of a kind: e.g., 44444

- Four of a kind: e.g., 22225

- High straight: 23456

- Full house: e.g., 66111

- Three of a kind: e.g., 44432

- Low straight: 12345

- Two pair: e.g., 22551

- Pair: e.g., 66532

- Runt: e.g., 13456

One player calls their hand. The other player may either call a higher-ranking hand, call the bluff, or re-roll some or all of their dice. When a bluff is called, the accused bluffer reveals their dice and the winner is determined.[2]

6.2.3   Drinking game version

The first player rolls two dice under a cup and claims a roll. Most claims are scored by reading the higher die as the 10s place and the lower as the 1s, e.g., a roll of 1 and 4 is read as "41". Doubles are higher than "65", and what would be the lowest roll 2-1, is a "Mexican" and higher than 6-6.

Special rolls:

- 3-1 Social (everyone drinks, cancel all previous rolls, roll again to open)

- 3-2 Reverse (change direction and previous player drinks one sip (maybe two if he/she is thirsty), cancel all previous rolls, roll again to open)

- 2-1 Mexican (if the cup is lifted revealing a Mexican, the incorrect challenger drinks twice, if the player does not challenge, the player must still drink, since nothing is higher than Mexican)

The next player may do one of two things. If he believes the roller, he simply takes the dice (without looking at the result), rolls, and claims a higher scoring roll. If he does not believe the roller, the cup is lifted, revealing the roller's hand. Either the bluffer or incorrect challenger must drink.

6.2.4   Commercial versions

This list is incomplete; you can help by expanding it.

- 1974 *Liars Dice*, published by E.S. Lowe

- 1984 *Liars Dice*, Milton Bradley, designed by Richard Borg.

- 1993 *Call My Bluff*, by FX Schmid, designer Richard Borg, won the 1993 Spiel des Jahres and Deutscher Spiele Preis awards.[3]

- 1994 *Perudo*, published by University Games, designed by Cosmo Fry.

- 2001 *Bluff*, from Ravensburger (after acquiring FX Schmid), reissue of *Call My Bluff*, won the 2006 Årets Spel adult game of the year award.

- 2002 *Liars Dice*, by Endless Games

- 2010 *Deception Dice*, by Tumblin Dice, LLC

- 2011 *Diception* by Four Clowns Game and Toy Co

- 2011 *Liar's Dice Live* by FrontDev

- 2012 *Roll Call*, by DiceCasters.

6.2.5 Depictions in media

Liar's dice is shown being played in the 2006 film *Pirates of the Caribbean: Dead Man's Chest* with the stakes being years of undead service aboard the Flying Dutchman under Davy Jones (Bill Nighy).

They are a turning point in the ninth book of the *How to Train Your Dragon* series.

Liar's dice is also a playable minigame in the videogame *Red Dead Redemption*, the browser game *TirNua* and Inkle studios Steve Jackson's "Sorcery!".

6.2.6 See also

- Cheat, a card game with a similar emphasis on bluffing and detecting bluffs

- Liar's poker, a structurally similar game using the digits of the serial numbers on dollar bills

6.2.7 References

[1] Ferguson, Christopher P; Ferguson, Thomas S. "Models for the Game of Liar's Dice" (PDF). University of California at Los Angeles. Retrieved 16 January 2013.

[2] Hoyle's Rules of Games, Third Revised and Updated Edition. Albert H. Morehead and Georffrey Mott-Smith - Revised and Updated by Philip D. Morehead

[3] 1993 Spiel des Jahres

6.2.8 External links

- Liar's Dice at BoardGameGeek

- Lair's Dice rules for both "single hand" and "common hand" versions

6.3 Three Man

Three Man (also referred to as **Mr. Three** or **Hat Man**) is a drinking game played with two dice.[1] It can be played with at least 3 people but it works better with around 5.[2] The objective is to avoid drinking.

6.3.1 Rules

Steps of play

Select the first "Three Man"

This player will remain the "Three man" until someone else rolls a 1-2 or 3-(any). The player wears a hat while he/she is "Three Man". The next player to roll a 1-2 or 3-(any) becomes the new three man.

Three man rolls dice.

Drink are dispensed based on the pips shown on dice.

If no drinks are dispensed, turn ends and dice are passed to next player.

Roll results

1-1

Create any rule. If rule is broken during game, the infringing player drinks[3]

2-2 3-3 4-4 5-5 6-6 (doubles)

Give away (i.e. instruct someone else to drink a certain amount) the amount of gulps/fingers of their drinks that match the total amount of pips showing on dice[3] ex. 5-5 means you would give away 10 drinks. These can be split up between multiple players if desired

1-2 3-(any number)

The "Three man" drinks, but the roller becomes the new "Three Man". If roll was 3-3, the "Three man" drinks twice.[3]

1-6 2-5 3-4 (total of 7)

Person to the left of roller drinks. If 3-4, "Three man" also drinks.[3]

5-4 6-3 (total of 9)

Every person drinks. If 6-3, "Three man" drinks twice.[3]

6-4

Change direction of play.[3]

6-5 (total of 11)

Person to the right of roller drinks. Alternatively the "Three Man" plays a 'social', in which he/she stands and answers an embarrassing question put to him/her by the group.[3]

6.3.2 Variations

There are several variations to the game:

1. Doubles: according to this variation, whoever rolls doubles (Player A) can "give" them to another player (Player B), who then rolls both the dice to see how many times he/she must drink. If B rolls doubles,

the dice are returned to A, who must roll and drink twice as many times as the value that he/she rolls (e.g., if A rolls 3 and 2, A must drink 10 times).[1] In another variation, a player who rolls doubles three times in any turn has the right to make a rule.[2]

2. Party Foul: If the dice falls off the table, the player drinks for each fallen dice.[3] When a "Sloppy Jalopy" rule is applied, the player with fallen dice is loudly admonished as a "Sloppy Jalopy" and immediately becomes the new Three Man.[4]

3. Any roll of 1:

    (a) 1 and 1 follow the usual rules for passing off doubles.

    (b) 1 and 2 makes the roller Three Man.

    (c) 1 and 3 makes the Three Man drink (as with any roll of a 3).

    (d) 1 and 4 thumb to table or floor: last player to place his/her thumb must drink.

    (e) 1 and 5 turn ends.

    (f) When a 1 and 6 is rolled, the player to the left drinks.[3]

4. Bathroom penalty: If someone is in the bathroom when it is his turn to roll, he must take 1 drink for every 5 seconds he is late returning.[3]

5. Opposite Sex: Any variation of the "6" is classified as "opposite sex" in which all players in the game of the opposite sex to the roller must drink

6. Virgin: If a players first roll results in no drinks being awarded, they must then drink and continue their turn

7. High Five the 3 man: whenever a five is rolled, the roller greets the current three man with a high five and then drinks. Note: the three man will drink on half of the rolls where this occurs.

6.3.3   Notes

[1] Ben Applebaum, Dan DiSorbo (2012). *The Book of Beer Awesomeness: A Champion's Guide to Party Skills, Amazing Beer Activities, and More Than Forty Drinking Games*. Chronicle. pp. 171–172.

[2] "3-man / 3-bitch." 3-man Drinking Game. PinkyMc-Drinky, n.d. Web. 15 Aug. 2013. <http://www.pinkymcdrinky.com/3-man.php>.

[3] "Three Man." BeerTutor.com's Rules.   7 Seconds Resources, Inc., n.d.   Web.   15 Aug.   2013. <http://www.beertutor.com/just_for_fun/drinking_games/3man.shtml>.

[4] "Dice Games." RP Repository.   Repository and PIX-ELovely, n.d.   Web.   15 Aug.   2013.   <http://www.rprepository.com/c/sneeuw/2929>.

6.4   7s, 11s, and doubles

Sevens, Elevens, and Doubles (also referred to as **"7s, 11s, and doubles"**, **"7/11/2x"**, **Sloppy Dice**[1] or **Hero**.[2]) is a drinking game played with two dice.[3][4] The game can be played with as few as two people, but is usually played in a group of five or more. The object of the games is to roll a 7, 11 or any double.

6.4.1   Rules

The players place a glass of alcohol in the middle of the table. The first player throws the dice. If they roll a 7, 11 or a double, the roller chooses a player to drink. If the roll is none of those, then the roller passes the dice to the left. Once a player rolls a 7, 11 or a double, they choose a player to drink. The player chosen to drink must consume everything in the center glass before the roller is able to roll another 7, 11 or a double. If they are successful in rolling before the glass is empty, the glass is refilled and the drinker tries again until successful. If the roller touches the dice before the drinker touches the cup, their roles are reversed. At any point, another player ("the rescuer") may "save" the drinker by taking the glass and drinking it. [5]

6.4.2   References

[1] *Cocktails and drinking games: Complete guide to bartending with over 500 cocktail recipes. Alcoholic beverages history, culture, and drinking styles. Over 100 drinking games and variations*. MobileReferences. 2007.

[2] Nick Andrews, Taylor Ryan (2008). *Get In Her Mind, Get In Her Bed*. Brownfish. pp. 197–198.

[3] "The cup half full". *The Dartmouth*. 29 April 2011. Archived from the original on 2014-03-08. Retrieved 30 April 2011.

[4] Robert Jones (2007). *Art of Culinary*. Global Media. ISBN 81-89940-27-9.

[5] "Beer Game: Seven Eleven Doubles".

Chapter 7

Binge drinking

7.1 Beer mile

Bierathlon participants in Harrislee

A **beer mile** is a drinking race combining running and speed drinking. Typically, the race takes place on a standard 400 meter or 1/4 mile running track. The race begins at the 1-mile starting line with the consumption of a 12-ounce (355ml) beer, followed by a full lap around the track. The second lap continues in a similar manner; another 12 ounce beer is consumed before commencing the running of the second lap. This process is repeated for the next two laps. Following the completion of the fourth running lap (and four beers), a competitor has finished the race. More specific rules of the race vary by region.

7.1.1 North American tradition

In North America, typically, 12 US ounces of beer is consumed from a can or bottle before every lap.[1][2] Since the advent of the internet, the rules of the Beer Mile have become more standardized, particularly in the United States and Canada.[3] The standard rules published by BEERMILE.COM are based on the most common rules used in North America. These rules specify that any competitor that vomits prior to finishing the race must complete a penalty lap immediately following the fourth lap. The penalty lap does not require the drinking of an additional beer. The standard rules also dictate that the

beer be consumed directly from the pour of the can (i.e. tampering with the cans, such as "shotgunning", is not allowed). The beer used for the competition must also be full-strength, or at least 5.0% ABV. Hard ciders and other alcoholic beverages are generally not allowed.[1]

James Nielsen helped bring the Beer Mile into the public eye after becoming the first man to break the magical five-minute barrier in 2014.[4] Much like the four-minute barrier in the mile run, the five-minute barrier tempts beer-milers worldwide.[5] Since then the record has been lowered a handful of times by runners from all over the world, including Australia's Josh Harris and James Hansen who ran 4:56.20 and 4:56.25 respectively.[6] In August of 2015, Lewis Kent of Canada ran a 4:55.78, becoming the then fastest recorded beer mile ever. His beer of choice was Amsterdam Blonde. Determined to break the five-minute barrier, on October 10th, 2015 at the University of Manitoba track, Corey Gallagher ran a 4:54.4 being the first man ever to dip below the 4:55 mark.[7]

The current Women's World Record is 6:17.8 by Beth Herndon[8] in the inaugural FloTrack Beer Mile World Championships set in Austin, Texas. The Men's race was won by Corey Gallagher in a time of 5:00.23 to become the events first world champion.[9] World Record holder Lewis Kent was the victor in the inaugural Beer Mile World Classic in San Francisco, run by an alternative organizing committee to the FloTrack event.

The 2nd Annual FloTrack Beer Mile World Championship will be held in Austin, Texas on December 1, 2015.[10] For the first time ever the top two fastest men in the world will be competing against each other in the same race, with current world record holder Corey Gallagher defending his World Title against previous world record holder Lewis Kent. The women's elite field will consist of two of the top three fastest women ever making this the most competitive Beer Mile field ever assembled.[11]

7.1.2 "Chunder" Mile

In the United Kingdom, an imperial pint (19.2 imperial ounces) typically is consumed before every lap, with no

specification of the drinking vessel but pint glasses are preferred for the speed in which the beverage can be finished. The one lap penalty for "chundering" (vomiting) is not generally enforced.

7.1.3 Variations

A variation allows female competitors to consume one fewer beer than the male competitors. Females are allowed to begin the first running lap without consuming a beer. This rule is often enacted to encourage participation from females.

While full strength beer is generally the preferred beverage, some races allow consumption of alternative beverages such as light beer, malt beverages, or chocolate milk.

The beer mile is often combined with other running/drinking events such as the:

> 4 x 40 oz. relay -- where a team of 4 competitors run 100m each around the track, finishing a 40 oz. bottle of beer or malt liquor on the way

> Wild Turkey 2-mile -- each competitor runs 8 laps, with a shot of whiskey (usually Wild Turkey) before every lap.

> naked 4 x 400m -- each member of a 4 competitor team runs a lap around the track nude - drinking is technically optional, but encouraged

> The Beer 2 Mile -- variation of the beer mile which adds four more beers so you are completing eight beers and eight laps, vomiting only incurs one penalty lap.

7.1.4 Kastenlauf

Kastenlauf (short for "Bierkastenlauf", literally "beer crate running"), *Kistenlauf*, *Bierlauf*, *Bierkastenrennen* (literally *crate-running*, *beer crate-running*, or equivalents), *Bier-Rallye*, *Bierathlon*, etc., is a drinking sport in the German-speaking countries Austria, Germany and Switzerland. It is a race among teams that consist of two people carrying a crate of beer, all of which must be consumed prior to crossing the finish line. The route is about 10 km long, although it can vary from half this to twice this.

The name *bierathlon* is also used for a students' event where participants have to drink a beer in a fixed order in a number of pubs of the city, which is certified by stamps.

7.1.5 External links

- http://www.beermile.com/

- http://www.brewmile.com/

- http://www.beermilesf.com

- "Vogelsberger Kastenlauf"

- http://www.flotrack.org/beermileworlds/

7.1.6 References

- https://www.youtube.com/watch?v= jGH0m15qk54

[1] BEERMILE.COM - Frequently Asked Questions

[2] http://www.menees.com/BeerMile/Rules.aspx

[3] News | Flotrack | Flotrack

[4] Beermile.com - Top 1000 Performances

[5] 5 minute barrier: will it be broken?

[6] "Aussie Josh Harris Sets Beer Mile World Record". *flotrack*. Retrieved 2015-11-10.

[7] "Corey Gallagher breaks beer mile world record". *flotrack*. Retrieved 2015-11-10.

[8] "2014 Beer Mile World Championship - Women\'s Race (Herndon sets WR 6:17.76)". *flotrack*. Retrieved 2015-10-02.

[9] "2014 Beer Mile World Championship - Men\'s Race (Gallagher wins in 5:00.23!)". *flotrack*. Retrieved 2015-10-02.

[10] "2015 FloTrack Beer Mile World Championships Press Release". *flotrack*. Retrieved 2015-10-02.

[11] "FloSports Announces Elite Field for 2015 FloTrack Beer Mile World Championships". *FloSports*. Retrieved 2015-11-10.

7.2 Boot of beer

Beer glassware comprises the drinking vessels made of glass designed or commonly used for drinking beer. Different styles of glassware exist for a number of reasons: they may reflect national traditions; they may reflect legislation regarding serving measures; they may relate to practicalities of stacking, washing and avoiding breakage; they may promote commercial breweries; they may be folk art, novelty items or used in drinking games; and they may complement different styles of beer for a variety of reasons, including enhancing aromatic volatiles, showcasing the appearance, and having an effect on the beer head. Several kinds of beer glassware have a stem which

Michael "Beer Hunter" Jackson's beer glassware (from left to right): summer glass, tasting glass, snifter, session glass

serves to prevent the body heat of the drinker's hand from warming the beer.

Beer glasses are made from a variety of materials not limited to glass, including stoneware, earthenware, pewter, and wood.

7.2.1 International styles

Pilsner glass

A pilsner glass is used for many types of light beers, including pale lager or pilsner. Pilsner glasses are generally smaller than a pint glass, usually in 200 ml, 250 ml, 300 ml, 330 ml or 400 ml sizes (in Europe 500ml ones are not rare). They are tall, slender and tapered. The slender glass will reveal the colour, and carbonation of the beer,[1] and the broad top will help maintain a beer head.[2]

Weizen glasses are sometimes mistakenly called Pilsner glasses because they are somewhat similar in appearance, but true Pilsner glasses have an even taper without any amount of curvature.[3]

Pint glass

Further information: Pint glass

The definition of a pint differs by country, thus a pint glass will reflect the regular measure of beer in that country. In the UK, law stipulates that a servings of beer be fixed at the imperial pint (568 ml ≈1.2 US pints). Half-pint glasses of 10 imp fl oz (284 ml) are generally smaller versions of pint glasses. Quarter-pint glasses of 5 imp fl oz (142 ml) also exist, and a popular in Australia (now 140 ml from metrization), where they are known as a "pony". These may simply be smaller pint glasses, or may be a special pony glass. In the US, a pint is 16 US fl oz (473 ml), but the volume is not strictly regulated and glasses may vary somewhat. Glasses of 500ml are usually

called pints in American parlance.

The common shapes of pint glass are:

- **Conical** glasses are shaped, as the name suggests, as an inverted truncated cone around 6 inches (15 cm) tall and tapering by about 1 inch (25 mm) in diameter over its height.

- The **nonic**, a variation on the conical design, where the glass bulges out a couple of inches from the top; this is partly for improved grip, partly to prevent the glasses from sticking together when stacked, and partly to give strength and stop the rim from becoming chipped or "nicked".[4] The term "nonic" derives from "no nick".

- **Jug** glasses, or "**dimple** mugs", are shaped more like a large mug with a handle. They are moulded with a grid pattern of thickened glass on the outside, somewhat resembling the segmentation of a WWII-era hand grenade. The dimples prevent the glass slipping out of the fingers in a washing-up bowl, and the design of the glass emphasises strength, also to withstand frequent manual washing. These design features became less important when manual washing was superseded by machine washing from the 1960s onwards. Dimpled glasses are now rarer than the other types and are regarded as more traditional.[5] This sort of glass is also known as a "Handle" due to the handle on the glass. They are popular with the older generation and people with restricted movement in their hands which can make holding a usual pint glass difficult. They have recently started to make a renaissance, especially in northern Britain.[6]

- British dimpled glass pint mug

- "Conical" pint glass

- "Nonic" pint glass.

- Current Guinness glass

Connoisseur's glassware

Beer connoisseurs sometimes invest in special, non-traditional glassware to enhance their appreciation. An example was the range marketed by Michael "Beer Hunter" Jackson.

Snifters

Typically used for serving brandy and cognac, a snifter is ideal for capturing the volatiles of aromatic beers such as, Double/Imperial IPAs, Belgian ales, barleywines and wheat wines. The shape helps trap the volatiles, while allowing swirling to agitate them and produce an intense aroma.

Taster glasses

Glasses holding 1/3 of a pint or less may be used to:

- Try a beer in a pub or cafe before purchasing a full measure

- Split a bottle of rare or strong beer between friends

- Sample multiple beers without becoming inebriated. For instance a brewpub might provide a sampler of three different brews in 1/3 pint measures; or a beer festival might provide small capacity glasses for patrons.

Plastic

Plastic beer vessels are usually shaped in imitation of whichever glasses are usual in the locality. They are mainly used as a substitute for glass vessels where breakages would be particularly problematic, for instance at outdoor events.

7.2.2 German, Austrian and Swiss styles

Further information: Beer in Germany and Beer in Austria

Weizen glasses

A weizen glass is used to serve wheat beer.[7] Originating in Germany the glass is narrow at the bottom and slightly wider at the top; the width both releasing aroma, and providing room for the often thick, fluffy heads produced by wheat beer.[8] It tends to be taller than a pint glass, and generally holds 500 millilitres with room for foam or "head". In some countries, such as Belgium, the glass may be 250 ml or 330 ml.

Wheat beers tend to foam a lot, especially if poured quickly. In pubs, if the bottle is handed to the patron for self pouring, it is customary for the glass to be taken to the patron wet or with a bit of water in the bottom to be swirled around to wet the entire glass to keep the beer from foaming excessively.

Beer stein

A Beer stein or simply **stein** /ˈstaɪn/[9] is an English neologism for either traditional beer mugs made out of stoneware, or specifically ornamental beer mugs that are usually sold as souvenirs or collectibles. Such *Steins* may be made out of stoneware (rarely the inferior earthenware), pewter, porcelain, or even silver, wood or crystal glass; they may have open tops or hinged pewter lids with a thumb-lever. *Steins* usually come in sizes of a

A weizen glass

half litre or a full litre (or comparable historic sizes). Like decorative tankards, they are often decorated in a nostalgic manner, but with allusions to Germany or Bavaria. It is believed by some that the lid was implemented during the age of the Black Plague, to prevent diseased flies from getting into the beer.[10]

Maß

The *Maß* (pronounced [ˈmas] and the Bavarian word of female grammatical gender, thus *die Maß*, for a mug containing one litre of liquid, though commonly misinterpreted as the Standard German noun *Maß*, pronounced [ˈmaːs] and grammatically neuter, thus *das Maß*, and translating to "measure") is a term used in German-speaking countries for a unit of volume, now typically used only for measuring beer sold for immediate on-site consumption. In modern times, a Maß is defined as exactly 1 litre. As a maß is a unit of measure, various de-

signs are possible: modern *maß krugs* are often handled glass tankards, although they may also be in the form of *steins*.

Stangen

Dunkel beer in a stange

The high, narrow and cylindrical stange (German: *stick or rod*) is traditionally used for Kölsch. A becher, traditionally used for altbier, is similar, though slightly shorter and fatter. The stange usually holds between 100 ml and 200 ml (though larger ones are now sometimes used to reduce serving work). 'Stangen *are carried by slotting them into holes in a special tray called a* Kranz *("wreath")*

Willi Becher

Willi Becher, Willy mugs, that is synonymous with the German standard glass. It is characterized by its shape: conical to the top portion where it curves inward to converge back to the top of a smaller diameter opening. The Willi cup is produced in sizes of 0.2 l, 0.25 l, 0.3 l, 0.4 l and 0.5 l.

Its name comes from its inventor Willy Steinmeier, then head of sales at Glassworks Ruhrglas AG. He has helped the Willi Becher to its unobtrusive design. The glass has been produced since 1954 and the company sells over ten million units per year.

Beer Boot

German "Beer boot"

Beer boots, or Bierstiefel, have over a century of history and culture behind them. It is commonly believed that a general somewhere promised his troops to drink beer from his boot if they were successful in battle. When the troops prevailed, the general had a glassmaker fashion a boot from glass to fulfill his promise without tasting his own feet and to avoid spoiling the beer in his leather boot. Since then, soldiers have enjoyed toasting to their victories with a beer boot. At gatherings in Germany, Austria and Switzerland, beer boots are often passed among the guests for a festive drinking challenge. Since the movie Beerfest appeared in 2006, beer boots have become increasingly popular in the United States.[11] It is an old joke to hand the boot to a young novice drinker with the tip pointing away from his person, which will result in beer pouring over the drinker's face uncontrollably when air enters the tip; seasoned drinkers always point the tip towards their body until the glass is sufficiently drained. Beer boots are made of either manufactured pressed glass or mouth blown glasses by skilled artisans in form of a boot.

Gallery

- Elaborate earthenware beer steins
- Common half-litre *Humpen* or beer mug.
- Warsteiner glass

- A Maßkrug of Augustiner Bräu.

7.2.3   Belgian and Dutch styles

Further information: Beer in Belgium § Glassware and Beer in the Netherlands

Stronger or bottled beers are often served in specially made, elaborately branded glassware.

Flute glass

A vessel similar to a champagne flute is the preferred serving vessel for Belgian lambics and fruit beers. The narrow shape helps maintain carbonation, while providing a strong aromatic front. Flute glasses display the lively carbonation, sparkling color, and soft lacing of this distinct style.

Goblet or Chalice

Chalices and goblets are large, stemmed, bowl-shaped glasses adequate for serving heavy Belgian ales, German bocks, and other big sipping beers. The distinction between goblet and chalice is typically in the glass thickness. Goblets tend to be thick despite what the Solis clan claims, while the chalice is and thin walled. Some chalices are even etched on the bottom to nucleate a stream of bubbles for maintaining a nice head.

- Orval beer's "chalice" glass
- Rochefort beer's "goblet" glass

Tulip glass

A tulip glass not only helps trap the aroma, but also aids in maintaining large heads, creating a visual and olfactory sensation. The body is bulbous, but the top flares out to form a lip which helps head retention. It is recommended for serving Scottish ales, American double/imperial IPAs, barleywines, Belgian ales and other aromatic beers. Some pint glasses which taper outwards towards the top are also called tulip glasses, despite having notably less curvature.

Café glasses

In addition to the profusion of glasses provided by brewers, some Belgian beer cafés serve beer in their own "house" glassware. An example is *La Lunette* in Brussels.[12]

Gallery

- Geuze lambic beer in a flute glass

- The Belgian ale Duvel in its tulip glass
- Kwak beer with its unusual glass and stand.
- A thistle-shaped glass complements Belgian Scotch ales.

7.2.4   British and Irish styles

Further information: Beer in England, Beer in Ireland, Beer in Scotland and Beer in Wales

Tankard

A tankard is a form of drinkware consisting of a large, roughly cylindrical, drinking cup with a single handle. Tankards are usually made of silver, pewter, or glass, but can be made of other materials, for example wood, ceramic or leather.[13] A tankard may have a hinged lid, and tankards featuring glass bottoms are also fairly common. Tankards are shaped and used similarly to beer steins. Metal tankards were popular in 18th and early 19th century Britain and Ireland, but were largely superseded by glass vessels. They are now seen as collector's items, or may be engraved and presented as a gift. Wooden and leather tankards were popular before the 17th century, but being made of organic materials have rarely survived intact to the present day.

- Reconstructed 16thC wooden tankard.
- Pewter tankard
- Glass tankard

Yard of ale

A yard of ale or yard glass is a very tall glass used for drinking around 2.5 imperial pints (1.42 l) of beer, depending upon the diameter. The glass is approximately 1 yard (90 cm) long, shaped with a bulb at the bottom, and a widening shaft which constitutes most of the height.[14]

The glass most likely originated in 17th-century England where the glass was known also as a "Long Glass", a "Cambridge Yard (Glass)" and an "Ell Glass". It is associated by legend with stagecoach drivers, though was mainly used for drinking feats and special toasts.[15][16] (Compare with the Pauwel Kwak glass).

Drinking a yard glass full of beer is a traditional pub game. The fastest drinking of a yard of ale in the *Guinness Book of Records* is 5 seconds.[17]

7.2.5   Capacity

The capacity of the "bottes" goes from 30 ml to 3 l.

A yard of ale

7.2.6 Australian measures

Main article: Beer in Australia § Beer glasses

Prior to metrification in Australia, one could buy beer in glasses of size 4, 5, 6, 7, 10, 15 and 20 (imperial) fluid ounces. Each sized glass had a different name in each Australian state. These were replaced by glasses of size 115, 140, 170, 200, 285, 425 and 570 ml. Progressively, the differences are decreasing. In the 21st century, most pubs no longer have a glass smaller than 200 ml (7 imp fl oz); typically available are 200ml, 285ml and 425ml, and increasingly many pubs have pints 570 millilitres (20.1 imp fl oz).

A request for a *Pot of Gold* in Queensland will produce a 285 ml glass of XXXX Gold.

7.2.7 See also

- Beer bottle

- Beer tower

7.2.8 References

[1] *Wisconsin's best breweries and ...* Google Books. Retrieved 2010-03-01.

[2] Duane Swierczynski, The big book o' beer: everything you ever wanted to know about the greatest beverage on earth*, page 122*. Quirk Books, 2004, ISBN 1931686491. Retrieved 2010-03-01. horizontal tab character in |publisher= at position 24 (help)

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[4] The Times: *Last orders for traditional pint glass as search begins for alternatives*

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[6] "The return of the dimpled pint glass". *BBC News*. 30 April 2014. Retrieved 30 April 2014.

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[9] US dict: stīn

[10] Gary Kirsner (1999). "A Brief History of Beer Steins". Archived from the original on 3 June 2009. Retrieved 19 June 2009.

[11] "A Brief History of German Beer Boots, and Where You Can Find Them". The Huffington Post. 29 September 2014. Retrieved 2 August 2015.

[12] Trip Advisor on La Lunette

[13] "Tankard at British History Online".

[14] *The dictionary of beer and brewing – Google Books*. Google Books. Retrieved 2010-03-10.

[15] "Yard-of-ale glass (drinking glass) – Britannica Online Encyclopedia". britannica.com. Retrieved 2010-03-10.

[16] "The Yard of Ale : Our History". theyardofale.com. Archived from the original on 4 March 2010. Retrieved 2010-03-10.

[17] *The Guinness book of records 1999*. Guinness. 1998. p. 60. Retrieved 28 June 2011.

7.2.9 External links

- Media related to Beer glasses at Wikimedia Commons

7.3 Power hour

Power Hour or **21 for 21** is a drinking event where player(s) drink a specified number of alcohol shots within one hour. Variants include one shot of beer every minute for an hour or 10 shots within one hour. In the USA, a **power hour** event is often associated with a person's 21st birthday when they reach the legal drinking age.[1][2]

7.3.1   Consequences

Players may have difficulty completing the specified number of drinks as the rate of consumption can raise their blood alcohol content to high levels.[3] The rate of alcohol consumption makes the players intoxicated within a short period of time.[4]

7.3.2   Trademark controversy

In 2010, Power Hour LLC, who markets a DVD game named "Power Hour", registered a trademark of the same name and soon after began sending cease-and-desist orders to Ali Spagnola, a musician who had released an album also titled *Power Hour*.[5][6] Spagnola announced her intentions to fight the claims, and an intellectual-property professor from the University of Pittsburgh stated that "if 'Power Hour' is a generic description of 'a drinking game that involves drinking a shot of alcohol each minute for an hour,' then Power Hour LLC can't have any trademark rights at all."[5] In January 2013, courts ruled in Spagnola's favor.[7]

7.3.3   Alternate Meanings

The term "Power Hour" has also been used in television to refer to back-to-back showings of half-hour TV shows, particularly action-oriented children's programming.

7.3.4   References

[1] Rutledge, Patricia C.; Aesoon Park; Kenneth J. Sher (2008-05-20). *21st Birthday Drinking: Extremely Extreme* (PDF). *Journal of Consulting and Clinical Psychology* **76**. pp. 511–516. doi:10.1037/0022-006X.76.3.511. PMC 2668868. PMID 18540744. Retrieved 2010-05-20.

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7.4   Edward Fortyhands

A player with two bottles duct taped to his hands

Edward Fortyhands is a drinking game also known as Edward Ciderhands or Amy Winehands, in which each player duct tapes a 40-ounce or 1.14 liter bottle of alcohol (usually malt liquor, but sometimes cider, scrumpy, or wine) to each of their hands and may not remove the tape until the drinks have been consumed.[1][2][3] The name is an allusion to the movie *Edward Scissorhands*.

7.4.1   Rules

House rules differ as to whether one may finish and remove one bottle at a time, but before the alcohol in both hands has been completely ingested, the drinking party will typically need use of their hands to, for example, urinate or answer a phone call, so each participant has an incentive to finish their alcohol as quickly as possible. It can also be used as a "goal" for the game: to see who can abstain from these activities until they are finished with their drinks. In some versions, players are allowed to engage these activities so long as they can be accomplished with the alcohol still taped to their hands or if a friend is willing to help. Vomiting is sometimes considered an immediate disqualification.

7.4.2   In popular culture

The game has been mentioned in several television series, including the episode "The Naked Truth" of *How I Met Your Mother*[4] ', the episode "Super Milo" of *Men at Work*, the episode "Karl's wedding" of *Workaholics*[5] on Comedy Central, the unaired pilot for "Raising Hope", the fourth episode "Perfect Health" of "Perfect Couples",[6] a promo for CMT's *Redneck Island*, and *Gossip Girl The Carlyles: Take A Chance On Me*.[7]

7.4.3   See also

- List of drinking games

7.4.4 References

[1] Physical Challenge: Edward Forty Hands Liquor Snob. July 7, 2006. Accessed on December 20, 2007.

[2] "Edward Fortyhands". *Real Detroit Weekly*. July 21, 2009. Retrieved 25 February 2013.

[3] "The 7 Douchiest Theme Parties". *Co-ed Magazine*. August 22, 2010. Retrieved 25 February 2013.

[4] "*Deutsche Übersetzung des Kulttrinkspiels Edward Fortyhands veröffentlicht*". *ArtikelPromotion.de*. 2012-09-19.

[5] "Workaholics Dry Guys(TV Episode 2011) - IMDb".

[6] buzzsugar.com

[7] Ziegesar, Cecily von (2012). *Gossip Girl The Carlyles: Take A Chance On Me*. Hachette UK.

7.4.5 External links

- Time Well Managed Means Excluding Edward Forty-Hands

7.5 Funneling

For other uses of the term, see Funnel (disambiguation).
A **funnel** is a pipe with a wide, often conical mouth and

A typical kitchen funnel

a narrow stem. It is used to channel liquid or fine-grained substances into containers with a small opening. Without a funnel, spillage would occur.

Funnels are usually made of stainless steel, aluminium, glass, or plastic. The material used in its construction should be sturdy enough to withstand the weight of the substance being transferred, and it should not react with

Funnels on a ship, like these on the RMS Olympic

A ceramic Roman kitchen funnel (1st–3rd century AD)

the substance. For this reason, stainless steel or glass are useful in transferring diesel, while plastic funnels are useful in the kitchen. Sometimes disposable paper funnels are used in cases where it would be difficult to adequately clean the funnel afterward (for example, in adding motor oil to a car). Dropper funnels, also called dropping funnels or tap funnels, have a tap to allow the controlled release of a liquid.

The term funnel is sometimes used to refer to the chimney or smokestack on a steam locomotive and usually used in referring to the same on a ship. The term *funnel* is also applied to other seemingly strange objects like a smoking pipe or a kitchen bin.

7.5.1 Laboratory funnels

Main article: Laboratory funnel

There are many different kinds of funnels that have been adapted for specialized applications in the laboratory. Filter funnels, thistle funnels (shaped like thistle flowers), and dropping funnels have stopcocks which allow the fluids to be added to a flask slowly. For solids, a powder

funnel with a wide and short stem is more appropriate as it does not clog easily.

When used with filter paper, filter funnels, Büchner and Hirsch funnels can be used to remove fine particles from a liquid in a process called filtration. For more demanding applications, the filter paper in the latter two may be replaced with a sintered glass frit. Separatory funnels are used in liquid-liquid extractions. The Tullgren funnel is used to collect arthropods from plant litter or similar material.[1]

Construction

Glass is the material of choice for laboratory applications due to its inertness compared with metals or plastics. However, plastic funnels made of nonreactive polyethylene are used for transferring aqueous solutions. Plastic is most often used for powder funnels that do not come into contact with solvent in normal use.

Uses

- To channel liquid or fine-grained substances into containers with a small opening used for pouring liquids or powders through a small opening and hold the filter paper in filtration.

7.5.2   Culture

The inverted funnel is a symbol of madness. It appears in many Medieval depictions of the mad; for example, in Hieronymus Bosch's *Ship of Fools* and *Allegory of Gluttony and Lust*. The Cebuano word for inverted funnel is *embodo*; such devices are sometimes used as timers.

In popular culture, the Tin Woodman in L. Frank Baum's novel *The Wonderful Wizard of Oz* (and in most dramatizations of it) uses an inverted funnel for a hat, though that is never specifically mentioned in the story—it originated in W. W. Denslow's original illustrations for the book.

In the East Coast of the United States, "beer funnel" is another term for "beer bong". "Funneling" a beer involves pouring an entire beer into a funnel attached to a tube, in which a person then consumes the beer via the tube.

In the computing world, a funnel is frequently used as the icon for the filter functionality.

7.5.3   See also

- Funnelling

- Tundish, used in plumbing and continuous casting

7.5.4   References

[1] *A Dictionary of Entomology*. CABI. 2011. p. 172. ISBN 184593542X. Retrieved 9 July 2013.

7.6   Keg stand

A keg stand. The man in the foreground is holding the tap in the stander's mouth.

A **keg stand** is a drinking game where the participant does a handstand on a keg of beer and attempts to drink as much as possible at once or to drink for as long as possible. Other people will help hold up the drinker's legs, and will hold the keg tap in the stander's mouth, as they will have both hands occupied with the handstand.[1][2][3][4][5]

The keg stand is particularly popular as part of student drinking culture in the United States.

7.6.1   References

[1] Fuller, Jamie (2014-09-21). "Mary Landrieu wants your vote — and will help you keg-stand in order to get it". *The Washington Post*. Retrieved 2014-12-21.

[2] "Keg Stand". Student Drinking Games.com. Retrieved 2013-08-22.

[3] "Keg Stand Drinking Game Rules". Drinking Game Zone. Retrieved 2013-08-22.

[4] "Keg Stand". Bar None Drinks. Retrieved 2013-08-22.

[5] "How to Do a Keg Stand". Wikihow. Retrieved 2013-08-22.

7.7 Power hour

Power Hour or **21 for 21** is a drinking event where player(s) drink a specified number of alcohol shots within one hour. Variants include one shot of beer every minute for an hour or 10 shots within one hour. In the USA, a **power hour** event is often associated with a person's 21st birthday when they reach the legal drinking age.[1][2]

7.7.1 Consequences

Players may have difficulty completing the specified number of drinks as the rate of consumption can raise their blood alcohol content to high levels.[3] The rate of alcohol consumption makes the players intoxicated within a short period of time.[4]

7.7.2 Trademark controversy

In 2010, Power Hour LLC, who markets a DVD game named "Power Hour", registered a trademark of the same name and soon after began sending cease-and-desist orders to Ali Spagnola, a musician who had released an album also titled *Power Hour*.[5][6] Spagnola announced her intentions to fight the claims, and an intellectual-property professor from the University of Pittsburgh stated that "if 'Power Hour' is a generic description of 'a drinking game that involves drinking a shot of alcohol each minute for an hour,' then Power Hour LLC can't have any trademark rights at all."[5] In January 2013, courts ruled in Spagnola's favor.[7]

7.7.3 Alternate Meanings

The term "Power Hour" has also been used in television to refer to back-to-back showings of half-hour TV shows, particularly action-oriented children's programming.

7.7.4 References

[1] Rutledge, Patricia C.; Aesoon Park; Kenneth J. Sher (2008-05-20). *21st Birthday Drinking: Extremely Extreme* (PDF). *Journal of Consulting and Clinical Psychology* **76**. pp. 511–516. doi:10.1037/0022-006X.76.3.511. PMC 2668868. PMID 18540744. Retrieved 2010-05-20.

[2] Ruth Brown (2008-03-05). "'Power hour' not only way to turn 21. That magic birthday now comes with new places, new parties and new troubles if not careful". The Collegian.

[3] Bob Reha (May 26, 2004). "21st Birthday is a Deadly One". Minnesota Public Radio. Retrieved 2010-05-20.

[4] Kate Zernike (March 12, 2005). "A 21st-Birthday Drinking Game Can Be a Deadly Rite of Passage". *New York Times*. Retrieved 2010-05-20.

[5] Welsh, Margaret (May 20, 2010). "Can a drinking game be trademarked? Local musician Ali Spagnola hopes not". *Pittsburgh City Paper*.

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[7] "Opposition No. 91195461" (PDF). UNITED STATES PATENT AND TRADEMARK OFFICE. 31 December 2012. Retrieved 23 January 2013.

7.8 Shotgunning

This article is about the drinking technique. For the mind reading technique, see Shotgunning (cold reading).

Shotgunning is a means of consuming a beverage, particularly beer, very quickly by punching a hole in the side of the can, near the bottom, placing the mouth over the hole, and pulling the tab to open the top. The beer quickly drains, and is quickly consumed.

A related technique, strawpedoing or snorkeling, is used for containers not easily punctured such as a glass bottle. A straw is inserted into the bottle to similar effect.

The technique increases beverage delivery since the extra hole allows the liquid to leave while air enters simultaneously through the main hole. The bottleneck, created where air entering the container must travel through the same orifice as liquid leaving, is removed.

7.8.1 Technique

Punching a hole in a can with a knife

To shotgun a beverage, a small hole is punched in the side of the can, close to the bottom. In order to prevent the liquid from spilling out while the cut is made, the can is held horizontally, tilted slightly, and the hole is made in the resulting air pocket. The hole can be made with any sharp object. Typically a key, bottle opener, pen, knife, other sharp instrument is used. The drinker then places their mouth over the hole while rotating the can straight up. When the can's tab is pulled, the liquid will quickly drain through the hole into the drinker's mouth.

Those with significant experience sometimes create the opening using a thumb - a technique referred to as "renegading" and popularized by Tony Drewry, front man of the Texas band, Shotgun Friday.

7.8.2   See also

- Binge drinking

- Drinking culture

- beer bong

7.8.3   References

7.8.4   External links

- How to Shotgun a Beer - Video by Howcast

- How to Shotgun a Beer - Article on wikiHow

7.9   Wizard Staff

Wizard Staff (also known as **Wisest Wizard** or **Wizard Sticks** or **Wizard**) is a drinking game in which players play individually in an attempt to consume more beer than their opponents. As a player drinks, their **current** can of beer is taped to the top of their previous cans before being opened. It is then opened and consumed from the top of the staff, making the task more difficult as more beers are consumed, not only because of increased inebriation, but also because it simply becomes more physically challenging as the staff becomes taller. Once a staff is taller than its owner, that person has reached **wizard status**.[1] At the end of the night, whoever is left with the longest staff (in other words, consumed the most beer) is declared the "Wisest Wizard".

7.9.1   Gameplay

After consuming a can, the player levels up and another can is duct taped on top of the first one. Each can consumed counts as one level, so upon finishing the first beer, the player becomes a Level 1 Wizard (although, until the staff reaches their height, they are really classified as a

wizard in training). At the beginning of the game, players decide on an interval to fight bosses (usually every 5 levels). These bosses are shots of hard liquor that are named after the liquor. For example, Boss Daniel's would be a shot of Jack Daniel's whiskey.[2] Taking these shots is required to advance to the next level. The idea is to have multiple brands of hard liquor so that you can fight a different boss at each interval.[3]

Variations

- **White Wizard Variation:** Once a player reaches level 10, they become a white wizard. When another player becomes a white wizard, they fight each other with their staffs. The wizard who breaks his opponent's staff becomes the new white wizard.[2]

- **"Feeling wise" Variation:** Players may not state that they are drunk, but must instead call it "feeling wise". If a player does say "drunk, intoxicated, etc.", that player must chug a beer and is not allowed to add it to the staff.[4]

- **Battle Wizard Variation:** After completion of the 10 levels, all Wizards remaining standing will have a 'staff fight' with their wizard staffs. The Wisest Wizard (first to 10) will typically win, as their staff is the largest and strongest.

Origin

The earliest use of wizard staffs on record is from the Anti Hero + Girl Skateboards "Beauty and the Beast" Tour in May, 2008,[1] although it is thought to have originated closer to the early 2000s.

7.9.2   See also

- List of drinking games

7.9.3   References

[1] "BATB1". Anti Hero + Girl Skateboards. May 25, 2008. Retrieved September 13, 2015.

[2] "Wisest Wizard Staff Drinking Game". College Tips. Retrieved February 2, 2011.

[3] "Drinking Game of the Week: Wizard's Staff". Slosh Spot. August 26, 2008. Archived from the original on December 31, 2012. Retrieved September 14, 2014.

[4] Francisco, Andre (April 23, 2008). "Drinking game of the week: Wisest Wizard". North by Northwestern. Retrieved September 12, 2014.

7.9.4 External links

- "Wizard Staff Drinking Game - How to play Wizard Staff". YouTube. June 30, 2008.

- "Wizard's Staff". YouTube. August 23, 2008.

7.10 Yard of ale

This article is about the measurement of beer known as the *yard*. For other definitions, see Yard (disambiguation).

A yard of ale

A **yard of ale** or **yard glass** is a very tall beer glass used for drinking around 2 $\frac{1}{2}$ imperial pints (1.4 L) of beer, depending upon the diameter.

The glass is approximately 1 yard (0.91 m) long, shaped with a bulb at the bottom, and a widening shaft, which constitutes most of the height.[1]

The glass most likely originated in 17th-century England, where the glass was known also as a "long glass", a "Cambridge yard (glass)" and an "ell glass". It is associated by legend with stagecoach drivers, though was mainly used for drinking feats and special toasts.[2][3]

Drinking a yard glass full of beer as quickly as possible is a traditional pub game; the bulb at the bottom of the glass makes it likely that the contestant will be splashed with a sudden rush of beer towards the end of the feat. The

fastest drinking of a yard of ale (1.42 litres or 2.50 imperial pints) in the *Guinness Book of Records* is 5 seconds.[4]

7.10.1 Description

The glass is approximately 1 yard (0.91 m), shaped with a bulb at the bottom and a widening shaft, which constitutes most of the height. In countries where the metric system is used, the glass may be 1 metre (1.1 yd). Because the glass is so long and in any case does not usually have a stable flat base, it is hung on the wall when not in use.

7.10.2 History

The glass most likely originated in 17th-century England, where the glass was known also as a "long glass", a "Cambridge yard (glass)" and an "ell glass".[5] Such a glass was a testament to the glassblower's skill as much as the drinker's. John Evelyn records in his *Diary* the formal yet festive drinking of a yard of ale toast to James II at Bromley in Kent (now southeast London), 1685.

Yard glasses can be found hanging on the walls of some English pubs, and there are a number of pubs named *The Yard of Ale* throughout the country.

7.10.3 Usage

Drinking a yard glass full of beer is a traditional pub game in the UK. Some ancient colleges at Oxford University have sconcing forfeits.[6] Former Australian Prime Minister Bob Hawke was previously the world record holder for the fastest drinking of a yard of beer,[7] when he downed a sconce pot in eleven seconds as part of a traditional Oxford college penalty.[8]

In New Zealand, where it is referred to as a "yardie", drinking a yard glass full of beer is traditionally performed at a 21st birthday by the celebrated person.[9]

7.10.4 See also

- Beer tower

- Drinking horn

7.10.5 References

[1] Rabin, Dan; Carl Forge (1998). *The Dictionary of Beer and Brewing*. Chicago: Fitzroy Dearborn. Retrieved 2010-03-10.

[2] "Yard-of-ale glass (drinking glass) -- Britannica Online Encyclopedia". britannica.com. Retrieved 2010-03-10.

[3] "The Yard of Ale : Our History". theyardofale.com. Retrieved 2010-03-10.

[4] *The Guinness book of records 1999*. Guinness. 1998. p. 60. Retrieved 28 June 2011.

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[6] Allan Seager (2004). *A frieze of girls: memoirs as fiction*. University of Michigan Press. p. 201. Retrieved 28 June 2011.

[7] Carbone, Suzanne (2003-12-03). "Spiffing leader? Just apply spit and polish". Melbourne: The Age. Retrieved 2010-03-09.

[8] Bob Hawke (1994). *The Hawke Memoirs*. Heinemann. p. 28. Retrieved 28 June 2011.

[9] "Turning 21: doing a yardie – Birthdays and wedding anniversaries – Te Ara Encyclopedia of New Zealand". *teara.govt.nz*.

Chapter 8

Miscellaneous

8.1 Beerdarts

Beerdarts is a drinking game involving aluminum beer cans and metal darts. Although many variations exist, the basic idea is to throw a dart at your opponent's can that has been placed on the ground at their feet. If said dart makes contact with a beer can various actions take place as detailed in the rules.

8.1.1 Rules

1. All players must be seated or in a squatting stance with at least one can of opened or unopened beer (depending on region or local rules) directly in front of them.

2. There must be at least two players.

3. If a dart grazes your can but does not puncture it, you must have a sip of beer.

4. If a dart punctures your can you must drink beer to at least the hole (this version 3 holes and you slam the remainder and lose).

5. Alternate rule: If a dart punctures the top of your can you must shotgun the beer.

6. If a can is tipped over but not punctured, you also must have a sip of beer.

7. If a body part is punctured, the thrower must drink.

8. A beer (sidearm) may be present in each player's hands for sipping between throws.

9. Incoming darts may be blocked by a hand or leg; however this is at the blockers' risk.

10. If hit by a dart, you may not retaliate.

11. When scoring a kill shot on a beer, the shooter and "shootee" change places.

8.1.2 Variations

Classic Two players, one can each, with or without a mat or B-Team.

Party beerdarts Many players seated in a circle, one can each, with or without a B-Team. In large groups, four or more, it is often established that shooting at a direct neighbor is prohibited, at least at first.

Double beerdarts Same rules as Classic beerdarts except two cans are stacked on top of each other. If the bottom can is punctured, the top can must be completely consumed before the bottom can is consumed down to the puncture.

Team beerdarts Four or more players, all using mats, one side forms a team to play against the other side.

Engineering beerdarts Four players, two per team. One shaken, unopened beer between each team. If the can is not punctured, the beer is not drank, and is reset if tipped. When the can is punctured, the beer must be shotgunned or otherwise drank as quickly as possible. Games typically go to 7.

Missoula Beerdarts Developed in Missoula, Montana. A water noodle is looped into a circle around the can of beer on the ground. A dart that sticks in the noodle is worth one point. A dart that lands on the ground inside the noodle is worth two points. A dart that punctures the can must be shotgunned. Play is to either 11 or 21 with two players on each side, with teammates on opposing sides (similar to horseshoes). Typically played at night with a spotlight, which requires a neutral person operating the light.

8.1.3 External links

- http://www.beerdarts.com

8.2 Buffalo

Buffalo or **Buffalo Club** is a drinking game where participants must chug their drink if they drink with the

wrong hand, usually the player's dominant hand. In some versions, merely *holding* a drink in the dominant hand is an infraction (Strict Buffalo). Buffalo is unusual in that the game does not end; it continues for the players' entire lives. People who play the game refer to themselves as "Buffalos", and groups of players may refer to themselves as a "Buffalo club", though the game itself is also sometimes called "Buffalo Club".

8.2.1   History

The history and origin of the Buffalo Club are obscure and many versions are in existence. A folk origin of the game states that Buffalo Club stems from the gunslinging days of the Wild West where the use of one's right hand (the shooting hand) was at times a matter of life or death.[1] Thus, recreational activities such as playing cards or drinking were done with the left hand only to avoid severe consequences.[2] The game is now popular around the world.

8.2.2   Rules

The rules are fairly simple, though widely varying,[3] and involve which hand a player may use to drink. One version of how to play the game is as follows:

1. A player can only drink with their non-dominant hand.[4] If any other Buffalo players spot them drinking with their dominant hand, they *call Buffalo* on the player and that player must finish their drink as quickly as possible.[5][6] If the player hesitates to finish their drink, the other players will usually proceed to make a ruckus chanting "Buffalo!" and banging on the table until the player finishes.[4][7][8]

2. If the player calls *Buffalo* on somebody when they are actually drinking with the proper hand (or have an empty drink or are not drinking an alcoholic drink), they may return with a call of "*False Buffalo*" and the player is obligated to finish their own drink. If the buffalo-er does not currently possess a drink, the *False caller* must drink the nearest alcoholic drink available. The granularity for buffalo is per sip. You can be buffaloed whilst taking your penalty buffalo but cannot be buffaloed multiple times during that sip.

3. Once a player begins playing Buffalo, they are playing it for the rest of their life.[4][5]

Nobody needs to declare that the game is on. At least in principle, if rarely actually done, if the player spots a complete stranger drinking with what the player thinks to be their dominant hand, and the player calls Buffalo on them, they will either be confused or immediately know that they have transgressed the rules in the presence of another Buffalo player and are obligated to finish their drink or return a false Buffalo, if applicable.

It should be noted that the mere act of alcohol touching lips is enough to be considered a violation of the buffalo drinking rules.

Optional (tougher) punishments to breaking the Buffalo rules may apply.

8.2.3   See also

- The Game – another game in which the players are perpetually playing.

8.2.4   References

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[7] "The 5 Lamest Drinking Games". Coed Magazine. March 19, 2009. Retrieved August 7, 2009.

[8] "Buffalo". Student Drinking Games. Retrieved August 7, 2009.

8.3   Detonator

Detonator is a drinking game involving smashing a beer can on one's head. It is played across the United States, and supposedly originated among college students attending Gonzaga University[1]

8.3.1   Rules

Detonator can be played with two or more people. Players typically gather together in an outdoor setting. Game play starts with one beer. The beer must be canned and unopened. Players take turns smashing the beer on their foreheads. Upon smashing the beer on one's forehead, that player must yell "Detonator!" The beer is then passed to the next player, who repeats the smashing and yelling. Play continues until the structural integrity of the can is compromised. At this point, one player inevitably ends up covered in beer. This player is declared the winner, and all losers are required to chug a full beer.[2]

8.3.2 See also

- List of drinking games

8.3.3 References

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[2] Griscom, Andy (1999). *The Complete Book of Beer Drinking Games, Revised Edition*. Memphis, TN: Mustang Publishing. p. 67. ISBN 0-914457-97-7.

8.4 Fingers

Fingers is a drinking game or party game where players guess the number of participating players who will keep their finger on "the cup" at the end of a countdown. Invented by Robert Acey Hill in Oxford (1980), and later perfected at the University of Nebraska by the men of Delta Upsilon. A correct guess eliminates the player from the game and ensures they will not have to drink the cup. The last person in the game loses and must consume the cup contents. The cup could be a pint glass, pitcher, or other vessel (large enough for all players to put one finger on the rim) that is filled with a sip or small sample of all players' own beverage prior to the start of the game.[1]

8.4.1 Rules and setup

Equipment

- 2 or more players

- Alcoholic beverages, typically wine, beer or mixed spirits

- A pint glass, pitcher, or other vessel, but ideally a bowl.

Setup and common rules

Fingers starts by a participant offering his empty or almost empty pint glass, pitcher, or other vessel to be used as "the cup." Each player pours a small amount of their own beverage into "the cup". The game progresses in a series of turns with the first turn going to the game participant who suggested playing the game. Each turn starts with all player putting one finger on the rim of the cup. When all fingers are on the rim, the player whose turn it is announces, "three - two - one" followed by a number. The number is the player's guess at how many fingers will remain on the cup. All participating players, including the player whose turn it is, have the option to keep their finger on the cup or to remove it from the cup after the

"three - two - one" count. A correct guess eliminates the player from the game (a win), an incorrect guess keeps the player active in the game. The game progresses clockwise as each player takes their turn. The game ends when only one person remains- the loser. The loser must drink the contents of the cup. If the game is played again, a second round, the loser is the first to start the game.[2]

Variations and other rules

Two man fingers

- Two Man Fingers: a version of fingers played with only 2 players. Each player uses both index fingers (4 fingers total) to start the game. Fingers are ordered player - opponent - player - opponent. The game progresses as if 4 individuals were playing.

- Balk: a balk is when the a player whose turn it is starts the "three - two - one" count and does not announce, or waits too long to announce their guess number. The player loses his / her turn if a balk occurs. There should be no gap in timing when announcing the guess number after the "three - two - one" series.

- Slow Pull: a slow pull is when a participant is slow or decides late to remove their finger from the cup (within a second). Most players will agree that counting the remaining fingers after a number is called and then deciding to remove his / her finger (within a second) to cheat the current active player is next to impossible. For this reason, slow pulls should be considered fair game unless it is unreasonably delayed or there are fewer than 3-4 players remaining. All players (eliminated players included) should make the judgement call.

- Social: a social is when all players take one sip of their own drink. Socials occur when everyone coincidentally removes their finger during a call.

- Bebo: to brazently re-enter an active game of fingers after one has already been eliminated. Recommended for advanced players only.[3]

- F**k You: when a guess is made and coincidentally no players remove their fingers from the cup, all player whisper a slow f * * k y o u in unison to the player who made the call (opposite of a social).

- Non-Celebration for the truly advanced: If you guess correctly and eliminate yourself from the game you can not show any emotion that might offend the other participants (celebrating, fist pumping, smiling, etc.). If you do, you must apologize to the remaining players for your unwarranted celebration and re-enter the game.

- idiot cup- when one player calls out a number but makes the result impossible by their own action (ie calling 0 and leaving your finger on the cup or calling 5 with only 4 players left like an idiot).

- Penalty: where a player calls a number out of turn they must down the drink.

8.4.2   References

[1] http://www.mydrinkinggames.com/finger-it.html

[2] http://www.studentdrinkinggames.com/luck/finger-it.html

[3] http://www.theswen.com

8.4.3   External links

- http://www.theme-party-queen.com/fingers-drinking-game.html

8.5   Ice luge

This article is about a type of ice sculpture. For a racing sled, see Luge.

 An **ice luge**, **martini luge**,[1] or **shooter-block** is a type of ice sculpture made from a large block of ice that has a narrow channel carved through where liquid is poured,[2] such as liquor products.[3] Some are professionally produced from sculpturing or from molds, and some are homemade. Ice luges are sometimes offered in ice bars, and have also been used for serving oysters. Ice luges have also been described as a type of drinking game.[3][4]

A drink being poured down an ice luge at an ice bar in Rochester, Minnesota

An ice luge formed in the shape of the number 21

8.5.1   Etymology

The Routledge Dictionary of Modern American Slang and Unconventional English defines Ice luge as "a block of ice

used in a drinking game in which a shot of vodka, tequila, or other alcoholic drink is poured down the ice into the drinker's mouth."[4]

8.5.2 Composition and production

An ice luge can be carved from a block of ice[2] or cast from a mold.[5] Some designs incorporate the use of a tube that exists within an ice sculpture.[1] Companies that create ice sculptures may purvey ice luges,[3] and some ice companies also create and sell custom designs.[1] Ice luges can also be homemade,[1] and molds are available to consumers for doing so.[1][5]

8.5.3 Uses

Typically liquor, such as vodka,[6] is poured into a channel at the top of the luge and dispensed at the bottom of the channel, either into the mouth of a participant or a glass.[2] There is a possibility that vodka may be diluted with water when ice luges are used[6] (along with other beverages). Martinis and champagne are also sometimes chilled and served using ice luges.[7][8][9] They're sometimes utilized in ice bars, which are drinking establishments made primarily of ice.[10] Ice luges have also been used for the consumption of oysters.[11]

8.5.4 Gallery

- Party goers drinking from ice luges

- Jägermeister being poured down ice luges

- Absolut Vodka being served through ice luges

8.5.5 See also

- Drinking culture

- Shooter (mixed drink)

8.5.6 References

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[5] Daly, Melissa (2011). *87 Ways to Throw a Killer Party*. Houghton Mifflin Harcourt. pp. 114–115. ISBN 0547687273. Retrieved March 2013.

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[10] Keyes, Bob (February 15, 2013). "Ice bars become cool way to enjoy Maine winters". *Maine Sunday Telegram*. Retrieved March 2, 2013.

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8.5.7 Further reading

- Infinite Ideas; O'Prey, Lizzie (2011). *Party Ideas: How to Plan the Perfect Party*. Infinite Ideas. p. (unlisted). ISBN 190818986X. Retrieved March 2013.

8.6 Icing

Icing is a drinking game in which certain individuals or groups of individuals are required to drink a bottle of Smirnoff Ice or any type of Smirnoff Malt Beverage. The game has been featured on CNN Money/Fortune [1] and TNA Impact!, *Tosh.0*, and ridiculed by Cracked.com.[2] Participants are encouraged to come up with elaborate ways to present the Smirnoff Ice to their targets by hiding bottles in inconspicuous locations, or in situations where drinking it would be dangerous or embarrassing (e.g. before they attend a meeting). Failure to drink, no matter the circumstance, results in the victim owing one Smirnoff Ice to each of the other players. The game objective is to make someone consume an entire Smirnoff ice.

8.6.1 Gameplay

The game objective is to make someone consume an entire Smirnoff ice.

A player hides a bottle for another person to come across. When the iced person touches or discovers it, he/she must drop to one knee and chug the entire Ice. Other players who see the icer hide the Ice are exempt from drinking the ice. If the first person to come across the ice (the 'iced') fails to drink the whole bottle, the iced person cannot ice someone else for at least 24 hours. [3]

An **Ice block** occurs when the icee can find another Ice within one step and arm's reach. If this happens, the icer must drop and chug both ices, the original presented Ice and the new blocking Ice.

8.6.2   Popularity

Icing, which was described by *The New York Times* in June 2010 as "the nation's biggest viral drinking game",[4] grew in popularity shortly after the appearance of the website BrosIcingBros.com in May 2010.[5] The game has featured some notable victims, including wrestler Ric Flair, rapper Coolio, actor Dustin Diamond (who was later accused of trying to "ice" brothers at a Wisconsin bar not long before a brawl and stabbing that led to Diamond being sentenced to four months in prison), model and singer Sky Ferreira, Ben Bruce and Danny Worsnop of the band Asking Alexandria, and professional gamer Fatal1ty. The goal of an online marketing campaign has been to make Ashton Kutcher an Icing victim.[4]

There has been some doubt[4][6] over whether this is an organic phenomenon[4][6] or a marketing stunt by Smirnoff, which the company has denied.[4] Advertising executive Dick Martin said "Beyond the implicit slur on the beverage's taste, I doubt any alcoholic beverage company would want to be associated with a drinking game that stretches the boundaries of good taste and common sense like this one does".[4] The viral spread of the game has seen a boost in sales for the company.[4][6] Smirnoff insists that the game is "consumer-generated" and has reminded the public to drink responsibly,[4] and Diageo, the product's maker, stated "that 'icing' does not comply with our marketing code, and was not created or promoted by Diageo, Smirnoff Ice, or anyone associated with Diageo.

8.6.3   See also

- List of drinking games

8.6.4   References

[1] "CNN Money: Bros Icing Bros".

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8.7   Stump

Stump is an American drinking game played with a hammer, nails, a tree stump, and beer. The exact place of origin is vague, but evidence suggests it was likely invented somewhere in the northeastern US, possibly at Paul Smith's College.[1] In the Southeast, the game has been referred to as Nails. It achieved notoriety when Jimmy Fallon and Elijah Wood played it on Fallon's show.[2]

8.7.1   The game

Basic hammer toss.

The game requires a tree stump, a hammer, and nails (at least 2.5" (7 cm) long), one per player. Each player must also have a beer.

To prepare the stump, nails are hammered into the stump, one per player, just far enough to be stable. Each player chooses a nail as "theirs". To play, the player tosses and catches the hammer, such that it makes at least one full 360-degree rotation before he touches it again. Upon catching it he immediately (without cocking or regripping it) tries to strike an opponent's nail to drive it further into the stump.[3] The opponent must drink some beer, in proportion to the damage inflicted on his nail. There are other penalties which involve drinking beer. The winner is the last person whose nail remains standing.[4]

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Chapter 9

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9.1 Text

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Lastochka, NigelR, Villen2001, CharlotteWebb, The Hybrid, Megafuntime, Turns187, SparhawkWiki, Dotcomtom03, Tstonez, Mentifisto, Thadius856, AntiVandalBot, Wikiwikiman~enwiki, WinBot, Majorly, 17Drew, TimVickers, GoodCyning, Cphillips, Jhsounds, Gdo01, Zchris87v, Sluzzelin, Jlipman55, Epictetuspenn, Leuko, Tony Myers, Barek, Archaeo, MER-C, Sukamusiru, Janejellyroll, MrPeabodyEnergy, Jordanharper, Shayno, Rayman19, J-stan, TallulahBelle, East718, Adesouza9, Rob Doran, Kadna13, Kirrages, Y2kcrazyjoker4, SiobhanHansa, Acroterion, Wasell, Yobabe, Hawaiianchimp, Logan.aggregate, Shumdw, Reformed Pirate, Bongwarrior, VoABot II, Boredhaverkid, AuburnPilot, Wikidudeman, JNW, Jon f, Feeeshboy, Wikinonymous, Nyttend, Pip1776, Brusegadi, Markoff Chaney, Sheepyo, FonziFRESH, Jtsnake103, Giggy, Roland42, 28421u2232nfenfcenc, Surfing gnome, Wootracn, DerHexer, Edward321, Esanchez7587, Johnbrownsbody, DarcSystems, Patstuart, Svunt, Maestromatt, Purefuel99, MartinBot, Jeendan, Jweicht, PtonTiger, Carcommercial, Poeloq, Rettetast, Roastytoast, Anaxial, Starkdog24, Jay Litman, Sammyg88, Brich013, Fethers, BingBizzle, CommonsDelinker, Creol, J.delanoy, Pharaoh of the Wizards, Trusilver, EscapingLife, MateoCorazon, Bogey97, Wikidude12345, Jreferee, Extransit, LedRush, Bazketballr, TomCat4680, Gzkn, Pullannn, Joedoubt22, McSly, Armand066, Homyandy007, DJ1AM, Dexter prog, Blavergn, Foxycat, AntiSpamBot, Srpnor, Touch Of Light, Bballcraz15, Mufka, Linkracer, Junglegoon, Juliancolton, Thepoplin, Keithw84, Charwinger21, Swinquest, Prentoad, Mike V, Kapitalistpig, Num1dgen, Wicked3, Iwontfadeout, S (usurped also), Theslacker5570, Useight, Drumz0rz, SoCalSuperEagle, BrownDogBrew, CardinalDan, Spellcast, Xnuala, Dman3931, Caribbean H.Q., Deor, C.lettingaAV, Browndoggbrew, VolkovBot, Mikesr20, Bergs, Jeff G., Indubitably, Paulholt7, Tweek08, Station1, Pparazorback, Philip Trueman, KimiSan, Mitchhi, N3drost, Malinaccier, Favat, Strings42, Dj stone, Anonftwlol, Tomstdenis, Melsaran, Chowderstorm, Fischeryan, Krofasho53, Blodder24, Spikethedog, Dschreier, Mwinter615, StarChaser Tyger, Impasse, Toadaron, Strangerer, Falcon8765, Jacks699, Enviroboy, Glassman1985, Tlbracken, Insanity Incarnate, Why Not A Duck, Brianga, MilesFrmOrdnary, Dartmouth10, Nagy, Wbpf, Intirb, Luuudog, Logan, StableChaos, Deconstructhis, Hmwith, Panther3751, StoneSolid, WasabiSniffer, Jbobsully, Getbombed, Caltas, Thehornet, GlassCobra, Cmcmanus13, Socalbeerpong, Kevco737, CalBears99, Pxma, Flyer22 Reborn, Radon210, Oysterguitarist, JD554, Save-Me-Oprah, Momo san, Rosspz, Dangerousnerd, Allmightyduck, ShiraT, Granf, Gameking3002, Nuttycoconut, KathrynLybarger, Alex.muller, Cladestine, Nickahlers, Tristatebeirut, Mkgiannos, SFosterXII, Stfg, Potato dude42, Mygerardromance, Soctex2ill, Maross4282, Buckeyeguy45, Asocall, Pinkadelica, Denisarona, Escape Orbit, Eddy23, Nagendrapsingh, Izolas, Stilltheman, Jimbeamcc, Beeblebrox, ClueBot, Surfeited, Avenged Eightfold, Farmitup, BEST.of.BUFFALO, Chrispiper17, The Thing That Should Not Be, InappropriatePenguin, Stupid2, Plastikspork, WriterListener, Beerbender, Divotberger, Autobus151, Mathter1, Drmies, Uncle Milty, Shawlah54, SuperHamster, Boing! said Zebedee, Wonderland.doggers, Mr.repairman, Jestersinthemoon, Kr142305, Mrkingpong, Blanchardb, Neverquick, Iammoose, Ktr101, Excirial, Naerii, Jusdafax, Mmmm000, AnthonyUK, Waverider521, Abrech, Lartoven, Rsanek, Sin Harvest, Mjamieson1, NuclearWarfare, Dgoemans, Dougie WII, Arjayay, Reversionvandalismbot, Hugh abu, Mattrugen, Keepitreal82, Fungibl, Aitias, Tzeentch73, NJGW, Squiems, Berean Hunter, Beirutteam123, Johnuniq, SoxBot III, Slloyd1122, Allsteel7, Philliplitt, DumZiBoT, ברוקולי, Jmanigold, JRA3141, Jason6655, XLinkBot, Vjmlhds, ForgetfulLucy777, Jakewalroth, Aaron north, Fastily, Spitfire, Bakermnjblt, Stickee, JS747, Ost316, Xaraphim, Studentbeerpong, Ilikepie2221, Cmr08, HarlandQPitt, Bratfry, Plainvilleunit, MystBot, Astat 32, RyanCross, LizGere, King Pickle, Addbot, Proofreader77, Ackerman22, Ehk116, Dizzle1Rad, Nutslapper69, Drizo1585, Scbp, Kakakakey, Takamachi5039, TikiShal19, Me Three, Ronhjones, CanadianLinuxUser, Ashanda, Download, Chamal N, Glane23, Debresser, Eclipse98, Pince Nez, Icedropz, Tyw7, Dayewalker, Tide rolls, OlEnglish, Ponger, Bpong06, Tmonzingo12, ZX81, Tohd8BohaithuGh1, Senator Palpatine, Mjlechne, Candico, Heisenbergthechemist, Perry176, Mgullo77, A Stop at Willoughby, Condonfairfax, Wynston06, Matty, Section503, 2VV2, AnomieBOT, Portopong, WesBauer, Poolsidepong, Spiegels, Rjanag, Sonia, Jim1138, Pyrrhus16, Piano non troppo, Ipatrol, Chuckiesdad, Boji45, Ulric1313, Jgibso1, Dochsiii, Bluerasberry, Materialscientist, Rtyq2, E2eamon, Tomschmidt02, Brock Hurley, Mister Alcohol, Neurolysis, Maa67, LilHelpa, Xqbot, Yaybbq, S h i v a (Visnu), Nitsujsk8, Wianek, Addihockey10, JimVC3, OlYeller21, Woodick, 4twenty42o, TheCuriousGnome, Teddks, Inferno, Lord of Penguins, Almabot, Pillsner, GrouchoBot, Marctancer, Abce2, Frosted14, Wiedemann22, Strebor8669, Dowork69, Doulos Christos, Norelaxation, Drmataya, CBONEO, Beer wong10, BobSmithJohnDoe, Ees386, Tastylittlecrackers, Dougofborg, Akadylan, Dmn5030, StBernardbreath, Urgos, Mickeychow123, Oneironaut99, IrisOlive, Letatcestmoi94, Sonnl88, MikeDylan, Amplitude101, DrilBot, Ooohwie, Jalupeno104, Mattcynamon, Anuj1089, A8UDI, Mutinus, Abrookin, Christianwallace, Σ, Beerpong1, ItsRomy, Full-date unlinking bot, Turian, ActivExpression, Tim1357, FoxBot, Beerpongexpert, Pallerti, WesUGAdawg, BenCup, Devrinic, Greg Howerton, Amac324, Underlying lk, Tbhotch, Proflongmont, Zgambino, Keegscee, Wikilover1234, Onel5969, RjwilmsiBot, Jfishman111, Jcarr29, ScoutBird, Krichey7, Felixiscool, Noommos, Skamecrazy123, Cfisthebest, DASHBot, J36miles, Pinkbeast, EmausBot, Workerbee22, Gfoley4, SkipsBeerPong, DropBombs, GoingBatty, RA0808, Arod3901, Werieth, Crrash105, Mrbeej, Mo.G123, H3llBot, Westin Dodger, Zombiecop170, Jay-Sebastos, Bru0017, L Kensington, RaygunShaun, Junipllc, Derekwoods4, Tikimanzi, Sunshine4921, Isitasport, Donnyjepp, Robbiefrank, DASHBotAV, DavidH094, Doverree, Gwen-chan, ClueBot NG, Elfarez, Gareth Griffith-Jones, Intoronto1125, Beerman33, Rickytebbe, Ntc2e, Frietjes, Ganzini88, Whooodini, Theopolisme, Helpful Pixie Bot, Curb Chain, Lowercase sigmabot, BG19bot, Mbmriver1, Jschlachtenhaufen, MusikAnimal, Mdibs, Mark Arsten, Paulsproul, Dmnrqz, Onlythetruth1016, Jwilliamsgator, Revolver1978, Devin.Ewart, JDStr04088, Beer pong, BattyBot, Mikee7477, Cyberbot II, Khazar2, Dexbot, Zchthms, Qpwoeiruty413, White Lando, Privileg89, NYBrook098, Skyguyy, Meganmarlinent, JsGuM10, Matthewfisher09, Nnand, Monkbot, Camden.burrows, MonicaMatias, Iwilsonp, Fdudy, Helenradford, Joeby26, Lolkaybye, Drinkking36, Qzd, Iaochra117, Lordsnakedit and Anonymous: 2202

- **Beer pong (paddles)** *Source:* https://en.wikipedia.org/wiki/Beer_pong_(paddles)?oldid=690082398 *Contributors:* Jareha, Rich Farmbrough, Rajah, Dtobias, Rjwilmsi, Gaius Cornelius, Awiseman, Larsinio, Fram, SmackBot, ACupOfCoffee, SilkTork, Aleenf1, Dacium, Voxmatt, DangerousPanda, Wafulz, Brownings, Oo7565, Mgold4me, Gogo Dodo, DumbBOT, Philippe, Barek, Feeeshboy, LedRush, DMCer, Daberman, Dj stone, Yawnz, ClueBot, Mayo32382, Staticgoat66, NJGW, Dthomsen8, Ost316, Clubee, Anticipation of a New Lover's Arrival, The, Kaleal92, Plasticbot, AnomieBOT, Rjanag, Nnivi, Calibrador, DrilBot, Full-date unlinking bot, Lotje, Tbhotch, Minimac, NerdyScienceDude, John of Reading, GoingBatty, Elektrik Shoos, H3llBot, FRDRCK, Curb Chain, Fkdan, Srednuas Lenoroc and Anonymous: 94

- **Slam pong** *Source:* https://en.wikipedia.org/wiki/Slam_pong?oldid=659701184 *Contributors:* DJ Clayworth, Johnleemk, Tom harrison, Jdavidb, JIP, Ligulem, Naraht, RussBot, JDoorjam, Larsinio, Gadget850, Womble, Open2universe, Fram, SmackBot, Slashme, Kharker, Jprg1966, SilkTork, Dacium, Swampyank, Iridescent, Brownings, TallulahBelle, Upmeath, Smcm07, DMCer, GcSwRhIc, Escape Orbit, ClueBot, Jestersinthemoon, Chris2150, Lightbot, AnomieBOT, Wouldntyaliktono, FrescoBot, FerrousCathode, GoingBatty, Curb Chain, BG19bot, Jndefelice and Anonymous: 14

- **Beer die** *Source:* https://en.wikipedia.org/wiki/Beer_die?oldid=698844327 *Contributors:* Zoe, Atlan, Booyabazooka, Bearcat, HaeB, Mboverload, Luigi30, Utcursch, Kesac, Discospinster, Rich Farmbrough, Nilten, Xezbeth, MattTM, Violetriga, Konstantin~enwiki, Foobaz, Henry W. Schmitt, Bsadowski1, Kelly Martin, Tabletop, Liface, Marudubshinki, A Train, Rjwilmsi, SeanMack, RexNL, Gurch, DMac, Rocketgoat, Gaius Cornelius, Welsh, Awiseman, Gunmetal, Saberwyn, KGasso, Fram, CIreland, SmackBot, JoshDuffMan, Ooter, Betacommand, Saros136, Scaife, Colonies Chris, Thisisbossi, Rrburke, Mr.Z-man, Jjjsixsix, Nakon, Lcarscad, Wizardman, Kukini, Jschubart,

Aplomado, Accurizer, JHunterJ, RMHED, Dacium, Amitch, KJS77, HelloAnnyong, JoeBot, Mnagel, Planktonbot, CmdrObot, Yaris678, Gogo Dodo, Corpx, Pascal.Tesson, Tawkerbot4, Asenine, Pietrj, SpK, Headbomb, JustAGal, Cloviz, Seaphoto, Zertgold, LittleOldMe, Semateos, Manderiko, Sarahj2107, Wi-king, .V., Acadian6, CommonsDelinker, Kharash, J.delanoy, Mm103103, Ginsengbomb, Wcoynelloyd, Honestabe1982, Jayden54, Hut 6.5, Schilldo, Chrismerenda, Que-Can, DMCer, Jarry1250, Stens097, Furious chemical, Doubld414, Qxz, Optigan13, Wikipeaceful, Falcon8765, Umainepete, Bporopat, Urbanphil, Hmwith, Rssilber, Dawn Bard, 2four, Pennst1143, Nhahmada, Astrale01, Cyfal, Susan118, Batesalan, Jons63, Sfan00 IMG, ClueBot, Meisterkoch, Drmies, Mild Bill Hiccup, Orlasa, Jocksrule13, Arunsingh16, Vividhair123, Joshr24, Titozete517, Coryc711, La Pianista, Csherm, 1ForTheMoney, Baw325, Tim Jefferson, Goodvac, XLinkBot, Fastily, Duncan, DarkPrincess128, Scottyboz, Queenmomcat, Nefariousninja, Tassedethe, Lightbot, Opera1918, Fraggle81, II MusLiM HyBRiD II, AnomieBOT, Eumolpo, LilHelpa, J04n, Sloppyjoe6, AnyPerson, Sc2887, E0steven, Pinethicket, Claes019, Pwoswald, TimothyDexter, Brettreyes, John of Reading, Autumn Island, Jbz711, Tommy2010, Beerdieguy, EWikist, Kingjomeo, Sunshine4921, Mrhanalai, ClueBot NG, This lousy T-shirt, Ecarr11, Ericatuw, Bryceb88, Helpful Pixie Bot, Curb Chain, Axel8719, Karamoore, Swishndish, PTJoshua, Falconfox, Conifer, Fylbecatulous, BattyBot, Aethelfirth, Soulparadox, Righteousskills, Kingo486, SRaemiA, Mackima, Jyelle12, Jodosma, Tentinator, Unisbc6, MeatMan311, JaconaFrere, Kunalforyou, Jahhhhh, KH-1, Thomas Neighbor, Frataturk, Bmccarthy1, Pulpfic37, Hockyman555 and Anonymous: 611

- **Boat race (game)** *Source:* https://en.wikipedia.org/wiki/Boat_race_(game)?oldid=675276871 *Contributors:* Jll, Ich, Jareha, Sietse Snel, Johnteslade, Foobaz, Woohookitty, Threatis, Pruneau, Zotel, Rmbyoung, Larsinio, Closedmouth, DisambigBot, Wai Hong, SmackBot, Dr bab, Snowy150, Ozdaren, Springnuts, General Ization, Aspirex, Irrelevant, Brownings, Daniel J. Leivick, Barticus88, 24fan24, Philippe, AntiVandalBot, Gregorof, Res2216firestar, Cascade06, Scootesti, Gcranston, Yeti Hunter, ABVS1936, DrDisco, Aclarke3243, Greeves, Serenthia, RJASE1, Sitush, Addbot, Ben Ben, Luckas-bot, Yngvadottir, AnomieBOT, LilHelpa, AMSAConvention, Updatehelper, Marlarkey, Unnithan1956, MichiganY, ClueBot NG, Richendes, Curb Chain, ChrisGualtieri, Aethelfirth, Monacoporter, Kbauer28 and Anonymous: 59

- **Flip cup** *Source:* https://en.wikipedia.org/wiki/Flip_cup?oldid=665757943 *Contributors:* CesarB, Bkell, Mushroom, Geni, Jareha, Discospinster, Hydrox, Specialkay985, Etrigan, Woohookitty, Liface, FreplySpang, Koavf, Promonex, WoodenTaco, JHMM13, Amitparikh, Dar-Ape, STDestiny, The Rambling Man, Zafiroblue05, Chuck Carroll, Jcrwiki~enwiki, David Woodward, Gaius Cornelius, ImGz, Awiseman, Irishguy, Larsinio, Amnewsboy, Fram, DVD R W, SmackBot, Davewild, Yamaguchi⬜⬜, Chris kupka, Bluebot, DroEsperanto, Moshe Constantine Hassan Al-Silverburg, Stevage, RussellMcKenzie, Jeffreyarcand, Can't sleep, clown will eat me, Zzz345zzz, TheK-Man, Valenciano, Fastrack20, The undertow, Robofish, Majorclanger, SQGibbon, Dacium, Kvng, Akiyama, Abog, Rrten00, Brownings, Adolphus79, FastLizard4, Epbr123, Headbomb, Silentjames, AntiVandalBot, WWB, Canadian-Bacon, Bobdylanfan, Rob Doran, SiobhanHansa, Sbressler, VoABot II, Frip1000, Tylererdmann, Catgut, Roland42, Abhim89, DAAPhish, Mfgorman, The Honorable Reverend, Fifth Rider, Gzkn, Cgrin, SparsityProblem, Hshain, Johnnybones, Kapsey, RobbieRoo, Kaybee9188, Num1dgen, CWii, MLseidel, Mlflipcup, Optigan13, Everything counts, Baummer, Cam87r, Hmwith, Gzdr112, Kussco1, Blissfork, Akldawgs, ClueBot, Jpallen82, Coachsutton, Beerbender, Quotefingers, ZippyCycle, LonelyBeacon, 12 Noon, HobokenFlip, Mexiken84, Addbot, Fyrael, Download, Flipcupguys, Nortonhicks, Frehley, Moksha17, Yobot, Jan Arkesteijn, Captaininasanity, Rooner912, Bsd123, AnomieBOT, Houcky747, Piano non troppo, Law, 19sage87, NOLA504ever, Bsuball41, Hurleypimp82, Patafisik, Pelmeen10, Flipcups, Cpinedayouni, RjwilmsiBot, Rpumpyo, Skamecrazy123, EmausBot, SkipsBeerPong, Tommy2010, Ses17, H3llBot, Flea21212, Daveybrown558engl1101, Clamshell Deathtrap, ClueBot NG, Sgcrooks, Gareth Griffith-Jones, Frietjes, 5Frenchy, Chillllls, Curb Chain, WNYY98, As09rl, Danmoberly, Aethelfirth, Hasard~enwiki, Domino66, CaseyMillerWiki and Anonymous: 273

- **Moose (game)** *Source:* https://en.wikipedia.org/wiki/Quarters_(game)?oldid=664797585 *Contributors:* Heron, Michael Hardy, Cvaneg, Gtrmp, Liberlogos, Eisnel, Discospinster, Hydrox, Reinyday, Viriditas, Sasquatch, Thebeginning, Mailer diablo, Evil Monkey, Jack-Carter, Tabletop, Bunchofgrapes, Rjwilmsi, Zakolantern, SeanMack, Daycd, FrenchIsAwesome, GameFreak7744, Haizum, Chick Bowen, Newanda, Saberwyn, Elkman, AjaxSmack, Searchme, MathGeek06, Fram, Roke, SmackBot, Docpurpleman, Gilliam, ERcheck, Thumperward, OrangeDog, Nedlum, Darth Panda, Learningd1, DéRahier, Chan Yin Keen, Piroroadkill, Nakon, Aplomado, 16@r, Beetstra, Mets501, E-Kartoffel, Dacium, Zepheus, Porters, Tawkerbot2, Vanisaac, CmdrObot, Brownings, Dgw, JAYMEDINC, Ratbert42, AntiVandalBot, Luna Santin, Dreaded Walrus, SammythaG, VoABot II, JNW, Appraiser, Andrerivas, R'n'B, Redrocket, Davecrosby uk, Bsroiaadn, Alexdragon, Jjmama~enwiki, Ridyard333, Chuckie125, Casony22, Hmwith, Scottwberg, GlassCobra, Kennared, Android Mouse, Kstins25, Johndharrington, ClueBot, CaptainJae, Trivialist, Hugh abu, GrahamDo, Vanneev, Trevaqueline Mitchand, Good Olfactory, JBsupreme, Kontek, Yardserea, Chris Neville-Smith, Brougham96, Ajmason87, LilHelpa, Melaniekate, Doulos Christos, Monstrosity18, Pinethicket, GoingBatty, Ryanb111, Ego White Tray, ClueBot NG, CrestoneSAR, Frietjes, Curb Chain, KLBot2, Northamerica1000, Mogism, Wloucks and Anonymous: 130

- **Quarters (game)** *Source:* https://en.wikipedia.org/wiki/Quarters_(game)?oldid=664797585 *Contributors:* Heron, Michael Hardy, Cvaneg, Gtrmp, Liberlogos, Eisnel, Discospinster, Hydrox, Reinyday, Viriditas, Sasquatch, Thebeginning, Mailer diablo, Evil Monkey, Jack-Carter, Tabletop, Bunchofgrapes, Rjwilmsi, Zakolantern, SeanMack, Daycd, FrenchIsAwesome, GameFreak7744, Haizum, Chick Bowen, Newanda, Saberwyn, Elkman, AjaxSmack, Searchme, MathGeek06, Fram, Roke, SmackBot, Docpurpleman, Gilliam, ERcheck, Thumperward, OrangeDog, Nedlum, Darth Panda, Learningd1, DéRahier, Chan Yin Keen, Piroroadkill, Nakon, Aplomado, 16@r, Beetstra, Mets501, E-Kartoffel, Dacium, Zepheus, Porters, Tawkerbot2, Vanisaac, CmdrObot, Brownings, Dgw, JAYMEDINC, Ratbert42, AntiVandalBot, Luna Santin, Dreaded Walrus, SammythaG, VoABot II, JNW, Appraiser, Andrerivas, R'n'B, Redrocket, Davecrosby uk, Bsroiaadn, Alexdragon, Jjmama~enwiki, Ridyard333, Chuckie125, Casony22, Hmwith, Scottwberg, GlassCobra, Kennared, Android Mouse, Kstins25, Johndharrington, ClueBot, CaptainJae, Trivialist, Hugh abu, GrahamDo, Vanneev, Trevaqueline Mitchand, Good Olfactory, JBsupreme, Kontek, Yardserea, Chris Neville-Smith, Brougham96, Ajmason87, LilHelpa, Melaniekate, Doulos Christos, Monstrosity18, Pinethicket, GoingBatty, Ryanb111, Ego White Tray, ClueBot NG, CrestoneSAR, Frietjes, Curb Chain, KLBot2, Northamerica1000, Mogism, Wloucks and Anonymous: 130

- **Three Man** *Source:* https://en.wikipedia.org/wiki/Three_Man?oldid=688297301 *Contributors:* TedMiles, Gracefool, Luigi30, Yath, Funvill, Eisnel, Truthflux, MarkGallagher, H2g2bob, RPIRED, Daniel Case, Bdj, Gaius Cornelius, Big Brother 1984, Saberwyn, Fram, Airodyssey, SmackBot, McGeddon, DéRahier, MJBurrage, Fuhghettaboutit, Nakon, Foxhunt king, Aplomado, Arbustoo, Dacium, CmdrObot, JamesAM, Thijs!bot, Mad Scientist, Alphachimpbot, Mccooomb, B.S. Lawrence, Magioladitis, Jamesparkin, Craw-daddy, Lelek, AngryJeff, Kinkyfish, GlassFET, Cooldude91, SieBot, Dawn Bard, Qbert8482, GeoffNorth, Roxy the dog, Anticipation of a New Lover's Arrival, The, Addbot, Yobot, Cecole, BlaneSuresword, Dewritech, GoingBatty, ChuispastonBot, ClueBot NG, Colapeninsula, Helpful Pixie Bot, Cosypanther, Curb Chain, BG19bot, Northamerica1000, APerson, ElizAliceAdams, JoshE90, Kalpicrian, Clairepalmer, Gavinjamesbond, Bryson12121, Jm73600, Ykfirst220713, Jmeastham, Dania.lerman, Adama Melchizedek, OrlandoNewsGal, EmmyApfel, Elysian13, Vkw1954, Nick3013, Mgustafson82, Tuckerx1 and Anonymous: 36

- **Around the World (card game)** *Source:* https://en.wikipedia.org/wiki/Around_the_World_(card_game)?oldid=638228302 *Contributors:* Atlan, Bart Versieck, Mindmatrix, SchuminWeb, Awiseman, Zwobot, SmackBot, Headbomb, JustAGal, Steveprutz, Catgut, Optigan13,

Milnivri, WereSpielChequers, Krenakarore, Karatorian, Thinking of England, John of Reading, Idkid19, Curb Chain, Northamerica1000, Sjrct, Nagemz and Anonymous: 24

- **Asshole (card game)** *Source:* https://en.wikipedia.org/wiki/President_(card_game)?oldid=701144799 *Contributors:* Damian Yerrick, Dze27, SJK, Merphant, Mrwojo, Zanimum, Charles Matthews, Furrykef, ZeWrestler, Francs2000, Earl Andrew, Curps, Bobblewik, Bart Versieck, Doops, Past, Phil Sandifer, Rdsmith4, DragonflySixtyseven, Sam Hocevar, Atemperman, MementoVivere, Eisnel, Chrisbolt, Mike Rosoft, Discospinster, CannedLizard, Rhobite, Clawed, Rupertslander, 2005, Vapier, Smrits, Alphax, Boredzo, Ddddan, Alansohn, Alai, Orinthe, Kyouketsusha, Stuartyeates, OleMaster, Woohookitty, LizardWizard, Mindmatrix, Goystein~enwiki, Matturn, Chtirrell, Blagh, Hyphz, Moroboshi, Meeve, Gurch, Scottinglis, Amir Reza Moosavi, Themaggie, Sdr, King of Hearts, DVdm, YurikBot, Red Slash, CambridgeBayWeather, Big Brother 1984, EngineerScotty, ColinWhelan, Awiseman, Mortein, Larsinio, Kwh, Saberwyn, Rwalker, Ddd-stone, Zzuuzz, Mike Selinker, Fram, SigmaEpsilon, Katieh5584, Zvika, SmackBot, Prodego, Saihtam, Jrtf83, Vanished user 3dk2049pot4, Stevegallery, Trystan, Master Deusoma, Mjkelesh, Technostalgia, Sadads, Gracenotes, Can't sleep, clown will eat me, AntiVan, Tamfang, Metallurgist, Lantrix, Jmlk17, Fuhghettaboutit, Nibuod, Nakon, Salt Yeung, Pilotguy, Paul 012, MusicMaker5376, Aplomado, Awsoma, IronGargoyle, Enelson, Mazen Shuhaibar, Barrylocke, Rainwarrior, Genisock2, EdC~enwiki, Dacium, Agent 86, Hetar, Iridescent, Wje-jskenewr, Whester, Beanmedic, Valoem, MoneyMantra, CmdrObot, Tamarkot, Morganfitzp, Ilikefood, Reywas92, Zeppelin462, Gogo Dodo, Punainen Nörtti, Neenish Tart, Miyomiyo1050, Omicronpersei8, Satori Son, Seicer, Thijs!bot, Epbr123, Headbomb, Quaiowe, Samwisep86, AntiVandalBot, Prolog, LeanCuisine, FromFoamsToWaves, Steveprutz, Ismelstar, Magioladitis, Bongwarrior, VoABot II, HoboNumber4, Ummairsaeed, Daveburrah, Gwern, Xomic, MartinBot, Juansidious, Patar knight, Tgeairn, J.delanoy, JermainePropane, Eddynorris, Shunt110, Gtg204y, Wikieditor06, TreasuryTag, Philip Trueman, EnterStanman, Darkness420, Dindon~enwiki, Pimemorizer, Liko81, PaulTanenbaum, Optigan13, Observer29, Redyoshi49q, Hmwith, Ponyo, Euryalus, Winchelsea, Yintan, Un4v41l48l3, Flyer22 Reborn, Bowen420, PHermans, Avnjay, Sanya3, Potato dude42, Mr hyperchee, Illinois2011, Denisarona, TomPellvis, Troy 07, ClueBot, CryptSphinx, Drmies, Wikijens, Niceguyedc, Ottawahitech, Cirt, Rickyd454, Kaiba, La Pianista, Aitias, Versus22, MaxSem on AWB wheels, Delt01, Awindey, Proofreader77, Atomcow1, Deaglesringin, Edautte, Deadbeef4444, Krenakarore, Legobot, Yobot, TaBOT-zerem, Pablo323, Finnegan2, RandomAct, Flewis, LilHelpa, Jeffrey Mall, Acebulf, Alexandru Stanoi, JulianDelphiki, Eblend, Waldotdo, Dannyx4333, Javert, Dkdklslk, Jonesey95, Kickin ass, Jsemmel, Z9a9i9d9, Kingsandservants, John Cline, Anir1uph, Matthiasobrien, ClueBot NG, Dtea, Idkid19, DundunDUN458, Theopolisme, MerlIwBot, Curb Chain, Jermaisgh, Andrew.S.Xer, Fullxfull, Jdaniels15, Holysmokes11, Knowledgeinbooks, Royalblue64, Ahmetsakar, Baconeater, Faizan, Eyesnore, Caviarandbread, Zan457, Pianoluke, Aaron-canaday, Lightning07, RoosterFC777, DiscantX, Dietcornbread and Anonymous: 383

- **Horserace (drinking game)** *Source:* https://en.wikipedia.org/wiki/Horserace_(drinking_game)?oldid=648993821 *Contributors:* Atlan, Luigi30, Rjwilmsi, Draeco, Saberwyn, Fram, That Guy, From That Show!, McGeddon, Writtenright, Nakon, Aplomado, Dacium, Brown-ings, Headbomb, Optigan13, Hmwith, Trivialist, Turtleman1208, Curb Chain and Anonymous: 17

- **Kings (card game)** *Source:* https://en.wikipedia.org/wiki/Kings_(game)?oldid=695708147 *Contributors:* Ixfd64, Zanimum, Jimfbleak, Andrewman327, Gidonb, Bethenco, Orangemike, AndrewKeenanRichardson, Sam Hocevar, Funvill, Eisnel, Lacrimosus, Rich Farm-brough, Bobo192, Kaf, Nsaa, Grutness, Alansohn, Mitchowen, Arthena, Velella, Vcelloho, TheAznSensation, Firsfron, Tabletop, Lullthe-conqueror, Macaddct1984, Liface, Deltabeignet, BD2412, Jclemens, Sjakkalle, Tizio, Hiberniantears, DoubleBlue, RexNL, Bennie Noakes, Laureilly1990, King of Hearts, PhilipR, Shifter55, David Woodward, Gaius Cornelius, Renamed user gQYDM0WJs1, Astral, Grafen, Elchuddy, SaxofoneDL, Vizjim, JeremyStein, Larsinio, Saberwyn, Semperf, Tony1, T, Lockesdonkey, Dddstone, Sandstein, Closedmouth, Pb30, JQF, Fram, Skitzsofrenik, Veinor, SmackBot, GoldenXuniversity, Prodego, McGeddon, PeterSymonds, Bluebot, Dr bab, JDCMAN, Miquonranger03, Snowy150, Stevage, RayAYang, J. Spencer, Oatmeal batman, WSaindon, Kingoftonga86, TKD, ConMan, Sharpevil, Thewebb, Decltype, Nakon, EVula, Tomwchow, S4xton, Aplomado, Wtwilson3, Al1encas1no, IronGargoyle, Rwong48, JHunterJ, Beet-stra, Emurph, Dhp1080, Johnsluh, Dacium, Agent 86, Timeshift, FancyPants, Vanisaac, ChrisCork, XMackster, J Milburn, CmdrObot, Alan Taylor, ChaosAkita, Brownings, StarScream1007, Robbyduffy, Tingrin87, Richard Keatinge, Gogo Dodo, Corpx, Mattisse, Ciper, Headbomb, JSmith60, Esemono, Bomb chelle, Presto, Phopon, Sturm55, EdJohnston, Oreo Priest, Seaphoto, Hbeck, Kr4zyK0w, Smartse, Kildon, Jordanjrholmes, Ronth2, Asnac, MB1972, GoodDamon, Steveprutz, Freedomlinux, VoABot II, JNW, Corporal Tunnel, BrianGV, Animum, 28421u2232nfenfcenc, Dpoole, Onefreehour, Webscathe, EdBever, J.delanoy, Trusilver, Ginsengbomb, Bruinfan13, Landarski, Edwardw818, Earlynovrock, Tdkieci, Dekox, JermainePropane, Arms & Hearts, Phantom Spartan, Leftyy, Iwontfadeout, R.N.Theory, Stu57, CardinalDan, Imasexcrunner, Lights, Part Deux, Alexandria, Menthol to theextreme, Wyattrahl, Noformation, Optigan13, Cha-patiMan, Enigmaman, Falcon8765, Enviroboy, Billygoods22, Hmwith, Hellz Winter, Coffee, Jauerback, Wikipeddiaguy, Winchelsea, Flyinhawaiian, DeftlyAwareJ, Supakila, CalBears99, Cenci2007, AlexWaelde, Cenci kat, Krebs2218, Gameking3002, Techman224, La Parka Your Car, Potato dude42, Loganrah, Denisarona, Escape Orbit, ClueBot, Kings Kup, The Thing That Should Not Be, EoGuy, Gaia Octavia Agrippa, Harland1, Bbb2007, McMarcoP, Jusdafax, Mena12361107, PixelBot, Arnieindeed, Mikaey, Nessa421, Because512, AmusedRepose, Party, Theflamedragoon, XLinkBot, Gwandoya, AP Shinobi, Little Mountain 5, Kpkammer, Addbot, Sims2aholic8, SpellingBot, Ronhjones, Scourt0, AdamPLawrence, Download, MerwinDavies, Favonian, 5 albert square, Tide rolls, Bjsanoob, Zorrobot, Krenakarore, LuK3, Angrysockhop, Yobot, Bunnyhop11, DisillusionedBitterAndKnackered, THEN WHO WAS PHONE?, Jameswa21, Ayrton Prost, Azcolvin429, AnomieBOT, Justwannalive, Jim1138, Babyjtrunks, Dwayne, ThomasKevinDow, S4075591, DonMcMafioso, Afrisby, LilHelpa, Xqbot, Lamdalamdalamda, Capricorn42, Toagac, Insight anonymous, Declan7797, SassoBot, N419BH, BenzolBot, Dammit McFadden, Enzostafford, Phearson, Dokerz, Sam sayed, KillerGardevoir, Connelly90, Xxdanigrlxx, Gnomus, Diannaa, Weak-liesandcoldwalls, Minimac, Oneblackrose, TravisLockett, Luiscarlosrubino, Ace in your face, Salvio giuliano, DASHBot, John of Reading, Gfoley4, GoingBatty, RA0808, Finn Bjørklid, Beckywander, Tanner Swett, ZéroBot, Cmhug, Ile Htrow, HylandPaddy, L Kensington, Kebv3d, 87v7t76fc4iguwevf7657436253yd4fug754ws67dtfugiy67t8576, Sheajosh1, ClueBot NG, Tarseno21, Armanichick15, Wdwwa, TheKaramanukian, Idkid19, Pariator, Widr, PCdemon, Curb Chain, Titodutta, TheSitarHero, Grnsmiles, Adieumonsieur, Heilingetorix, TCN7JM, Northamerica1000, Munson.drew, Nesguep, Yasht101, Young devil, Snake1723, ChrisGualtieri, I7am7a7sexy7beast7, Jaxcat, Jaden Eye, Adriscollx123, Arowe1987, Konq43, EG16, Cowbell69, FourViolas, Calvin123hoho, Damico015, Deadzombii69, Carolinec27, Robfine and Anonymous: 843

- **Pyramid (drinking game)** *Source:* https://en.wikipedia.org/wiki/Pyramid_(drinking_game)?oldid=585195823 *Contributors:* Haikz, McGeddon, Brownings, Oreo Priest, Barek, Reign of Toads, Anaxial, Optigan13, Runewiki777, Hmwith, Manway, AirdishStraus, DumZ-iBoT, Yobot, AnomieBOT, Updatehelper, Cmhug, ClueBot NG, Curb Chain, SeaJaws and Anonymous: 20

- **Ride the bus** *Source:* https://en.wikipedia.org/wiki/Ride_the_bus?oldid=676365095 *Contributors:* Elf, BillyH, Luigi30, Discospinster, Zachlipton, Tabor, Guthrie, Alai, Pol098, Gurch, Theodore Therone, Hahnchen, Saberwyn, SMcCandlish, Fram, SmackBot, Fuhghet-taboutit, Nakon, Aplomado, Scientizzle, Gobonobo, Aspirex, Dacium, Beanmedic, Brownings, Tingrin87, JustAGal, Guy Macon, R'n'B, Slackerboss, Optigan13, Vladsinger, Hmwith, Yintan, TubularWorld, ClueBot, The Thing That Should Not Be, Tommy2010, Wayne Slam, Carmichael, ClueBot NG, Curb Chain, Skr15081997 and Anonymous: 56

- **Biscuit (Drinking Game)** *Source:* https://en.wikipedia.org/wiki/Biscuit_(game)?oldid=610743865 *Contributors:* Hydrox, SmackBot, Gobonobo, Oreo Priest, Magioladitis, Skarz, XLinkBot, Jncraton, Yobot, Longwood420, ClueBot NG, Frietjes, Curb Chain, Sgtbuzzkill, DoctorKubla, Krisboud, Mgustafson82 and Anonymous: 9

- **Liar's dice** *Source:* https://en.wikipedia.org/wiki/Liar'{}s_dice?oldid=701384223 *Contributors:* SGBailey, Snoyes, Charles Matthews, Ike9898, Timc, Furrykef, Aron1, Chuunen Baka, Yas~enwiki, KelvSYC, Fastfission, Bfinn, Sendhil, Malbear, CyborgTosser, Gracefool, Luigi30, Utcursch, Zeimusu, Bart Versieck, The Land, Cfailde, Bender235, 2005, Millsdavid, BlueNovember, Alansohn, Anthony Appleyard, V2Blast, Trainik, DreamGuy, Teucer, Q Werty, Percy Snoodle, Sennard, Tabletop, Noetica, Emerson7, Tangotango, Sdornan, Phantom784, Nihiltres, EamonnPKeane, YurikBot, Gaius Cornelius, Ritchy, Big Brother 1984, Qualle, BigCow, Saberwyn, EEMIV, T-rex, Ballz1340, Mike Selinker, JQF, Fram, H Hog, GLmathgrant, SmackBot, McGeddon, Dr. Elwin Ransom, Master Deusoma, Buck Mulligan, Shoness, DStoykov, Thumperward, Apeloverage, Whispering, Namangwari, Emurphy42, OrphanBot, Cregox, Nakon, Hoof Hearted, Baby16, Axem Titanium, Aplomado, Mneme, Mgiganteus1, JHunterJ, Alethiophile, Hyenaste, Dacium, N1ugl, FatalError, Leevanjackson, Harej bot, Grandexandi, Thijs!bot, Epbr123, Nick Number, Ratbert42, Carewolf, Storkk, JAnDbot, Nickpheas, Trishm, Chris G, Arjun01, DBlomgren, Sigmundur, Scen, John Darrow, The Wild Falcon, Bovineboy2008, Kyriosity, Liko81, Super Saiyan Musashi, SieBot, StAnselm, Psychless, Radon210, Enkyklos, ClueBot, Boing! said Zebedee, Mehals, Computer97, Gyozilla, Sdaehria, Addbot, Grayfell, MrZoolook, Barsoomian, Fyrael, Bkbyler, Hougmaku, ContiAWB, Vishnava, Tomtom2008, Favonian, Lightbot, Yobot, Fraggle81, AnomieBOT, Galoubet, RXrenesis8, DasallmächtigeJ, Spidey104, Lotje, Mean as custard, In ictu oculi, TIARABAMUN, Dewritech, MartinSmith0412, Donner60, Sclarksons, Ego White Tray, ClueBot NG, Fourclowns, Gef05, Deception Dice, HazelAB, Bfschwe, MerlIwBot, GuyHimGuy, Curb Chain, Quintessential British Gentleman, DPL bot, TwoTwoHello, Lugia2453, FunnyPika, Ginsuloft, MrLinkinPark333, Tbirdmania, Diegofresco, Mathsraja, Thandi moyo, Vonwinkle and Anonymous: 175

- **Three Man** *Source:* https://en.wikipedia.org/wiki/Three_Man?oldid=688297301 *Contributors:* TedMiles, Gracefool, Luigi30, Yath, Funvill, Eisnel, Truthflux, MarkGallagher, H2g2bob, RPIRED, Daniel Case, Bdj, Gaius Cornelius, Big Brother 1984, Saberwyn, Fram, Airodyssey, SmackBot, McGeddon, DéRahier, MJBurrage, Fuhghettaboutit, Nakon, Foxhunt king, Aplomado, Arbustoo, Dacium, CmdrObot, JamesAM, Thijs!bot, Mad Scientist, Alphachimpbot, Mccooomb, B.S. Lawrence, Magioladitis, Jamesparkin, Craw-daddy, Lelek, AngryJeff, Kinkyfish, GlassFET, Cooldude91, SieBot, Dawn Bard, Qbert8482, GeoffNorth, Roxy the dog, Anticipation of a New Lover's Arrival, The, Addbot, Yobot, Cecole, BlaneSuresword, Dewritech, GoingBatty, ChuispastonBot, ClueBot NG, Colapeninsula, Helpful Pixie Bot, Cosypanther, Curb Chain, BG19bot, Northamerica1000, APerson, ElizAliceAdams, JoshE90, Kalpicrian, Clairepalmer, Gavinjamesbond, Bryson12121, Jm73600, Ykfirst220713, Jmeastham, Dania.lerman, Adama Melchizedek, OrlandoNewsGal, EmmyApfel, Elysian13, Vkw1954, Nick3013, Mgustafson82, Tuckerx1 and Anonymous: 36

- **Sevens, Elevens, and Doubles** *Source:* https://en.wikipedia.org/wiki/Sevens%2C_Elevens%2C_and_Doubles?oldid=666992310 *Contributors:* Hydrox, Kwamikagami, RHaworth, Lmeister, Katieh5584, Wizardman, Ibadibam, Drjayphd, Headbomb, Oreo Priest, Ost316, Yobot, AnomieBOT, Jim1138, EmausBot, Qrsdogg, Gamer$unshine, ClueBot NG, Colapeninsula, Helpful Pixie Bot, Curb Chain, Ktm5411, Shahinafroz, Celnaec, Delfin128, Mgustafson82 and Anonymous: 8

- **Beer mile** *Source:* https://en.wikipedia.org/wiki/Beer_mile?oldid=694030140 *Contributors:* SimonP, Morwen, Karl Dickman, SYSS Mouse, Rich Farmbrough, Giraffedata, Bongle, Demi, Wtmitchell, Al E., Sjakkalle, Wavelength, Mahahahaneapneap, SmackBot, Pjmishka, ArglebargleIV, SilkTork, Victoriaedwards, Oreo Priest, STBotD, Philip Trueman, GirasoleDE, Malcolmxl5, EricOK, Flyer22 Reborn, Goj210, Nmacfalls, Jdolno7brand, SchreiberBike, XLinkBot, Dthomsen8, Addbot, MrOllie, Sillyfolkboy, AnomieBOT, ThaddeusB, Monsieur Manny, Edubs800, Peter Karlsen, ClueBot NG, Curb Chain, ChrisGualtieri, Adamgoestreich, PcPrincipal and Anonymous: 28

- **Boot of beer** *Source:* https://en.wikipedia.org/wiki/Beer_glassware?oldid=690766436 *Contributors:* Dwo, Gentgeen, Goethean, Marcika, Ich, Foobar, Piotrus, Rich Farmbrough, Nrbelex, Gene Nygaard, Woohookitty, Goldfndr, Tbone, Tommy Kronkvist, Sanbeg, BrokenStoic, Jimp, Grafen, SixSix, Gadget850, Jacklee, Tvpm, Kajerm, SmackBot, Garchy, Nbarth, Epastore, Ingomar, OrphanBot, Rrburke, Couchand, Ohconfucius, FrozenMan, SilkTork, Feraudyh, Beetstra, Nehrams2020, Bebofpenge, Courcelles, CmdrObot, Jdoolin, Peterdjones, Thijs!bot, Esowteric, Neil916, JustAGal, Escarbot, Oreo Priest, AntiVandalBot, Mike33, Deflective, J.P.Lon, Soulbot, Mukrkrgsj, Rickterp, Keith D, R'n'B, CommonsDelinker, RockMFR, Pleiade, VolkovBot, Paterakis, Sean D Martin, Broadbot, Marcperez, January2007, TheBendster, Cjc13, Pdfpdf, Jongleur100, Bleemus, ImageRemovalBot, Mira Oubliette, PipepBot, Trivialist, Takeaway, Asreiss, Rui Gabriel Correia, Aucassin, Addbot, SpiralPhinder, Lightbot, Yobot, AnomieBOT, Gumruch, Locobot, Foobarnix, Galopin-gambrinal, Lberges, DASHBot, EmausBot, Sockdpoof, Ponydepression, BarrelProof, Lolboyfgt, Northamerica1000, Kendall-K1, Khazar2, EuroCarGT, SGold89, MrKarasu, Clemio, Hidalgo944, Phattboyslim, Jantongo, KasparBot, Batman2015forever and Anonymous: 63

- **Centurion (game)** *Source:* https://en.wikipedia.org/wiki/Power_hour?oldid=699906096 *Contributors:* Plutor, Bart Versieck, Rich Farmbrough, Hydrox, Mcornelius, Jph6t, Gary, Bantman, Green slash, GVOLTT, Rjwilmsi, Bgwhite, Mahahahaneapneap, JiBB, Cardsplayer4life, Arthur Rubin, TTile, Perardi, SmackBot, Xkoalax, Dmp348, Evanreyes, XxAvalanchexX, Chris the speller, A. B., PDelahanty, Ioscius, JzG, Aspirex, Courcelles, PuerExMachina, N2e, Hughdbrown, Alaibot, JamesAM, 24fan24, Njmagnusson, Headbomb, Comp615, Oreo Priest, Bandergrove, Barek, Mwarren us, Aka042, JaGa, Ryangs, J.delanoy, ABVS1936, Bonadea, Dman3931, Signalhead, Black Kite, Infoman99, Anna Lincoln, LeaveSleaves, Rhsswmmr07, Dead Wrong, FunkeDope, Nickomargolies, ClueBot, Iner22, XLinkBot, Stevenroose, Dgregory20, Ad8181, Download, HRDingwall, Jarble, Tohd8BohaithuGh1, Fraggle81, AnomieBOT, IRP, Citation bot, Unseen University, DSisyphBot, Gregorytownsend, Tyrol5, J04n, Squidlyd, Ktwood, FerrousCathode, Citation bot 1, I dream of horses, Pink Bull, Ant4d, CheeseMcGee, Ravensburg13, Trappist the monk, Srwprince, Mrfruits, RjwilmsiBot, Galloping Moses, Ajraddatz, Rabbabodrool, Tima1885, Powerhourgame, Autoerrant, ClueBot NG, Curb Chain, BG19bot, Vanamonde93, Tentinator, Monkbot and Anonymous: 151

- **Edward Fortyhands** *Source:* https://en.wikipedia.org/wiki/Edward_Fortyhands?oldid=685608126 *Contributors:* William Avery, Cyde, Delirium, CesarB, Ike9898, Zoicon5, Stormie, Falcon Kirtaran, Shotwell, SECProto, Night Gyr, Swid, Foobaz, Grutness, Yamla, Stack, Here, Marasmusine, Poppafuze, Headcase88, KrisK, Canaen, Bbuda, RobertDahlstrom, Brighterorange, Alphachimp, Drdisque, RadioFan, Awiseman, Larsinio, Semperf, SMcCandlish, SmackBot, Avengerx, MorrisS, McGeddon, Ohnoitsjamie, Ej159, Goliyth, The Moose, OrphanBot, MR JTBacon, Xyzzyplugh, JesseRafe, Jmlk17, Monotonehell, Only, AmiDaniel, Sabalon, Al1encas1no, SaluteTOme, RyJones, Iridescent, Tawkerbot2, W guice, Brownings, Shaizakopf, Tingrin87, Qwyrxian, Java13690, Hector.deharo, Davewho2, NapoliRoma, Barek, Endlessdan, Mclay1, Cplkai, Jimileggettnz, Holyguitar, Spencersutton, Alboe50, Sae278108, Mrubash1, McSly, DarkFrog, Etron81, Offthechain, Philip Trueman, Anp3g, Cdw21, Sroc, Lafayette123, Blarrrgghh, AtaruMoroboshi, Optigan13, NickScalan, Wejamire, Yaksar, Springbok26, Dlukovsky, 1800theman, Phil Bridger, Orlandu63, Lord willy, ClueBot, CaptainJae, Julianhall, Dwalls225, John Nevard, Abrech, Cznelso, Gcphillie07, XLinkBot, Pichpich, JHillhouse83, Thaimin, Geologize, HRDingwall, Guy guysons, OlEnglish, Yobot, Rbausor, Smedpull, AnomieBOT, Jaguar's Paw, Optionbooter, Daftbeaker, 06njones, FrescoBot, Chingadiculous, Filmsearch, OgreBot, RenamedUser01302013, Desine fata deum flecti sperare precando, FunBob1986, NTox, ClueBot NG, Colapeninsula, Millermk, Helpful Pixie Bot, Curb Chain, BG19bot, Northamerica1000, Zachman9, BattyBot, 1337n00bers, Graphium and Anonymous: 211

- **Funnel** *Source:* https://en.wikipedia.org/wiki/Funnel?oldid=676163402 *Contributors:* Bdesham, Kku, Gabbe, Francs2000, Shiftchange, Discospinster, Rethcir, AmosWolfe, Kjkolb, Dafyd, Alansohn, Arthena, Jeltz, Jaw959, Samohyl Jan, Arakin, Woohookitty, Bullenwächter, Kralizec!, Wbeek, Orangehatbrune, Chobot, DVdm, YurikBot, RussBot, Anomalocaris, NawlinWiki, Dialectric, Alexandrov, SmackBot, YellowMonkey, Eskimbot, Pietaster, Kid Sinister, DMacks, Mathias-S, 16@r, Ryulong, Iridescent, Joseph Solis in Australia, Tony Fox, Filelakeshoe, The ed17, AlbertSM, Runningonbrains, Cydebot, Rifleman 82, Pipatron, Thijs!bot, Barticus88, Escarbot, Gcm, Barek, Fetchcomms, Hintswen, R'n'B, J.delanoy, Flosser, BierHerr, VolkovBot, TXiKiBoT, Garethrees, Andy Dingley, Mygerardromance, ClueBot, The Thing That Should Not Be, Mild Bill Hiccup, Versus22, BlueDevil, Are0z0ne, Addbot, ERK, AkhtaBot, EvanScmidtBoyd, LAAFan, AndersBot, Hixcie, Luckas-bot, KamikazeBot, Helixer, Rubinbot, Aquitania, Ulric1313, Xqbot, .45Colt, GrouchoBot, FrescoBot, Krish Dulal, DrilBot, Pinethicket, Ginzeo, Permasales, Hellohappy69, SporkBot, Sahim, MiKE100malloy, ChuispastonBot, ClueBot NG, Very trivial, Curb Chain, Fox2k11, 93, Thehijinxer, Kaden000, Embodo, Abdullah Al Wasif, Juggernaut0613 and Anonymous: 82

- **Keg stand** *Source:* https://en.wikipedia.org/wiki/Keg_stand?oldid=701234680 *Contributors:* Xezbeth, Whoisjohngalt, Oreo Priest, Natg 19, Tikuko, AnomieBOT, Fyddlestix and Grpuckett

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