



2024 Beer Quaffing

Saturday, February 3rd at 3:30pm

Rules

- 4 person teams, no substitutions, going 1-minute per round
- Quaffing fee is \$20/team, register teams between 2:00-3pm
- Team costumes are encouraged
- Team must rotate beer pitcher and beer quaffer (drinker) every pitch
- The beer must slide off of the end of table before being caught by the Quaffer
- You CANNOT pitch the next beer until the last beer is down and the mug touches the table again!
- You must quaff the beer, not wear it (small spills allowed, at Judges discretion)
- Each Beer Stein will be filled to at least 1/2 capacity prior to being pitched
- No puking, puking results in immediate team disqualification
- In the event of a tie, each team will choose 1 quaffer and 1 pitcher, and the team with the fastest single Gelande Quaff wins

Scoring

Single Elimination tournament. Two teams will compete head to head in each round. One judge assigned at each table will keep score. Scoring is as follows:

Regular Rounds:

- 1 point* Two-Handed Stein Catch
- 2 points* One-Handed Handle Catch
- 3 points* Behind-the-Back Catch
- 3 points* Under-the-Leg Catch
- 3 points* 360° Catch, Quaffer must turn 360° between the beer leaving the pitchers hand and the quaffer's catch

Final Round*, Freestyle (Top 2 Teams):

- 2 points* One-Handed Handle Catch
- 3 points* Behind-the-Back Catch
- 3 points* Under-the-Leg Catch
- 3 points* 360° Catch
- 2-5 points* Freestyle Catch**

*** Two-Handed Stein Catch will not count for points in Final Round**

**** Freestyle Catch points assigned by judge based on creativity and difficulty**

Judge Score Sheet

Team:	Number of Catches	Points Earned Per Catch	Final Points
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Two-Handed Catch		x1	
Handle Catch		x2	
Behind-the-Back Catch		x3	
Under-the-Leg Catch		x3	
360° Catch		x3	
Freestyle Catch (Final Round)		x2-5	

Total Points: _____

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Team Name

Score
