

100% Guaranteed in PRIZES TO WINNING TEAM.

DOUBLE ELIMINATION - BUY IN TODAY \$20 PER TEAM.

CALL THE BOX OFFICE AT (916) 837-8663 TO RESERVE YOUR SPOT. OR CHECK US OUT 7 DAYS A WEEK. ONLINE RESERVATIONS ALSO.

Competitors: \$20 ... INCLUDES Entry fee for 1 team of 2 persons + General Admission (\$5 before 8pm and \$7 after 8pm) General Admission is for the 2 nightclubs. We have the greatest specials for food and drinks IN TOWN!!! 3 dance floors, 2 nightclubs, 1 restaurant all under 1 roof.



BEER PONG @ Stoney Inn
BEER PONG SUMMER LEAGUE
THURSDAYS @ STONEY INN

Beginning June 26, 2008

Watch for Other Tournaments Too!

The nights don't have to end after the tournament! We plan After Parties.

Open play will be available after the completion of the tournaments and during general gaming nights

1320 Del Paso Blvd, Sacramento, CA 95815 / 916.927.6023

1 block west of Arden on Del Paso Blvd.

We have dancing and karaoke 7 nights with \$.25 cent beer specials each week

Dine, Drink and Dance at the Rockin' Rodeo at the Stoney Inn. / www.stoneyinn.com

Beer Pong Summer League at the Stoney Inn Starting June 2008 and continues for 9 playing weeks.

Numbers of Competitors: First Come First Served 4 tables and more available. Space is not an issue with 5 event areas available + 2 nightclubs and 1 great restaurant.. More entrants may participate on these nights upon time and table availability. First come first served.

Format of the Tournament

Nine week season.

Head to Head Competition nightly. League Standings.

Each team will play each other twice throughout the league with a double elimination tournament the final week

Games are scheduled for every Thursday from 8-10pm June 26th thru August 28th (9 week season) Due to summer activities and vacations there will be a mid-season and end of season "make-up" week, in which any games missed from the prior weeks can be played (week notice of absence required).

Registration Fees:

League Members (everyone that was in Whiskey Wild league) – \$60 per team

Non-Members – \$75 per team

Prizes and giveaways to the top team performance every week as well as a small cash prize to the winner at the end of the league.

How do I enter?

You must register. Registrations are accepted on-line with full payment required on-line, OR by pre-registering up to one day before the event with full payment, OR by walk-in registration. See below for details and "SAVINGS."

Ages 21 and over each Thursday

\$75.00 Entry Fee per Team

or

\$60.00 Per Team for League Members

(everyone that was in Whiskey Wild league)

All Entrants Save on Tournament nights before the league starts! We offer a reduced entry fee to one tournament (\$10 off per team) and free cover each night when you sign up and pay \$75 for entrance to the Summer League.

Pre Registration \$SAVE\$ and Day of Events Registration available

Pre Registration up to 1 day prior to event by online registration or on-site club registration AND full payment of fees. No refunds, failure to attend or participate is considered “forfeiture.”

Registration can be completed early by contacting Gregory Lutz or registering on-line or at the club AND by paying your fees, and signing the registration sheet. If pre-registering you must be present at time of your first match or you forfeit the competition.

Participants may register ahead of time and with full payment ahead of time they will receive “free door cover” up to \$7 value before 9pm. If you are not a registered team member then you may join everyone for the best Dine, Drink and Dance specials in town with 3 dance floors, 2 nightclubs and 1 restaurant under 1 roof... but a cover charge is due for access to designated areas of the clubs and to enjoy the great special priced food, drinks and dancing. Note: some areas may not require a cover charge.

All other registrants and attendees are notified that this is a dining, drinking and entertainment establishment and that other activities at the venue remain in full operation during the competitions. You will be subject to all the laws and rules governing this establishment. Door cover fees are collected at this establishment in conjunction with this event and all other activities provided at the venue. By entering the venue and paying the door cover fee you will receive all the rights of regular patrons and have available to you the entirety of the venue offerings for that night including dance, music, dining and drink specials.

What rules are there?

Competitors **must** complete their match within the time slot, or they will be disqualified. We will be playing by the WSOBP rules that can be found at www.bpong.com. They are also included herein.

Location:

The Stoney Inn / Rockin’ Rodeo
1320 Del Paso Blvd, Sacramento Ca 95815
Phone 916.837.8663 Greg / 927.6023 club

Event:

Rockin’ Rodeo Productions and the Stoney Inn Presents “Beer Pong Tournament Thursdays”

The Point of this League and Competition is to have FUN! Any participants or spectator causing problems or damage to equipment may be disqualified and asked to leave.

Rules and Prizes are subject to change based on the number of tournament participants, time constraints, and any other conditions that Rockin’ Rodeo Productions or Stoney Inn staff recognizes as revision-worthy. Participation in this and any Rockin’ Rodeo show Entertainment competition is **at your own risk**; participation does not guarantee compensation of any kind (except prize-

winners); participants may be photographed during events with or without notice, credit, or compensation.

Signature of tournament sign-up sheet signifies your legal receipt, acknowledgement, and acceptance of the above rules. If you have any questions, please ask Gregory Lutz before signing.

Website:

www.rockinrodeosacramento.com

linked also from www.stoneyinn.com and www.myspace.com/rockinrodeosacramento

Online registration:

Available on the website. Credit card required.

Pre-registration at club. Available during open hours 11am – 12 Midnight Mon-Sat & from 6pm on Sundays. Pre-registration is considered any registration at the club or online occurring the day prior to the held event with full payment made by that time.

Fees:

-Registration Fees:

League Members (everyone that was in Whiskey Wild league) – \$60 per team

Non-Members – \$75 per team

Participating teams may pre-register for the full fee per each entered competition which shall include the “door cover” up to \$5. Walk-ins “not having pre-registered will not receive any credit for “door cover” and will be required to pay the door cover to enter. All registrants must pay the registration fee.

Prizes: Prizes and giveaways to the top team performance every week as well as a small cash prize to the winner at the end of the league.

Date/Times:

Every Thursday from 8-10pm June 26th thru August 28th (9 week season) Due to summer activities and vacations there will be a mid-season and end of season "make-up" week, in which any games missed from the prior weeks can be played (week notice of absence required).

Beer Pong League

1.0 Club League Rules

The Club Rules apply in all circumstances. WSOBP Rules govern all tournament play.

2.0 Player Eligibility

-This Event is open to all players regardless of race, sex, or nationality.

-The event is also open to any and all players who feel confident enough to compete in a competitive gaming tournament.

-Competitors who fail to provide the proper signed forms will not be permitted to compete.

3.0 Registration

3.1 Registration is now open and will remain open until all slots are filled for each event. The first 16 teams/players to complete the registration process will be confirmed to compete. All players that register after the quota has been met will be placed on a first come first served waiting list.

3.3 The Promoter recognizes the laws established by the local, state and federal government for activities operated at a dining, drinking and entertainment establishment.

4.0 Tournament Structure

Head to Head Team Competitions weekly. League best record standings. Bracketed Finals based on records and tie breakers.

5.0 Match Preparation

6.0 Tournament Procedure

Teams compete every Thursday from 8-10pm June 26th thru August 28th (9 week season) Due to summer activities and vacations there will be a mid-season and end of season "make-up" week, in which any games missed from the prior weeks can be played (week notice of absence required). 24 hour notice is required for rescheduling a match. If a team does not reschedule 24 hours in advance and does not show up for the match then the team will forfeit the match.

Tables and play are available on Wednesdays for open play and practice. Other night availability upon request.

7.0 Schedules

All players must be in the Tournament Area at the scheduled start time.

Forfeits will be issued to any competitor who is not at their console when called.

8.0 Cheating

There will be absolutely no form of cheating tolerated at this event. If a member is caught cheating they will be immediately disqualified and removed from the Tournament Arena.

9.0 Procedures

All competitors must have permission from a Tournament admin in order to enter the tournament area. Please be sure to check in with an Admin before entering designated areas. Competitors must remain in the tournament area until each scoring round is complete. Leaving the area before a completed round may result in a disqualification.

10.0 Event Conduct

All competitors and spectators are required to act in a respectful sportsmanlike manner at all times. All scores are final. The venue is a dining, drinking and entertainment venue and all participants and spectators must abide by the rules and laws governing this establishment. Removal of a patron for breaking the law will constitute forfeiture of all status in the competition. No refunds.

11.0 Rule Violations

Any violation of the Tournament rules will result in immediate removal from the Tournament.

12.0 Liability

All Competitors and Spectators are responsible for one's self and property.

*These rules are subject to be altered at the Tournament Promoter's Discretion.

There may be special circumstances where the Tournament Director will have to make a decision in order to maintain Tournament integrity.

WSYOB RULES

WSOBP III™ Full Rules

I. General

A. These rules are designed with three purposes in mind:

1. Fairness to all players
2. Efficiency in running a maximum number of games simultaneously
3. Minimization of possible disputes between participants

B. Beer Pong Events, LLC has the right to modify, remove, or add rules at its complete discretion and any point in time.

II. Tournament Structure

A. Prelims

1. Prelims will take place first. Teams will be separated into divisions.
3. All other details TBD based upon final number of entries

B. Finals

1. Finals will take place after all but two teams remain.
2. The winners of each division will be determined by win/loss as well as cup spread. These details are subject to change and Beer Pong Events, Promoter may fill the field in any additional way it wishes. Check player packet for latest details once at the event.

III. Equipment

A. Tables: 8' x 2' x 27.5" BPONG™ Tables

B. Balls: 2-Star Quality, 40 mm BPONG™ Pong Balls

C. Cups: BPONG™ 16 oz. cups

1. Top width: 3-5/8"
2. Height: 4-5/8"
3. Base width: 2-1/4"

IV. Game Setup

A. Cup Formation

1. 10 cups per team

2. Starting formation is a “tight triangle” formation (rims touching), pointing towards the opposing side.
3. The 10-cup triangle must be centered on the table and the back row of cups must be within 1 inch of the edge of the table.
4. Cups must not be tilted or leaning against the surrounding cups.

B. Beer/Water

1. 24 ounces of beer or water will be used per team and will be distributed evenly in the 6 front cups. The back 4 cups will be filled 1/3 with water. These water cups are not to be drunk—they are to be recycled round to round.

V. Playing the Game

A. Shooting

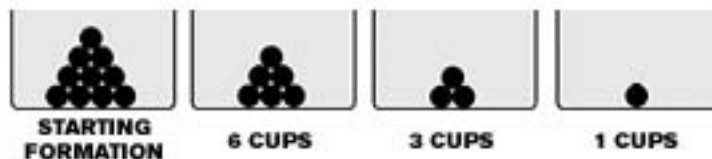
1. In prelims, first possession will be determined by random selection.
2. During Finals, possession will be chosen by the team with the superior rank in prelims.
3. The team with first possession will get one (1) shot. Each team will get two (2) shots for each turn thereafter, one shot per team member, subject to any other rules below.

B. Grabbing

1. The ball in play may be grabbed, however ONLY after it has already made contact with a cup. You may not grab before the ball has hit a cup.
2. In the event of a premature grabulation, a one-cup penalty will be imposed for the interference. The thrower who had his or her shot interfered with may choose which cup the other team must remove.
3. Bounce Shots/Sneak Attack: This rule accurately implies that bounce-shots ARE allowed. However, they do NOT count for two cups.

C. Reformation

1. Cups must be reformed at 6, 3, and 1 cups remaining according to the diagram below:



2. Racks must be aligned to the center of the table. When one cup is remaining, the cup shall always be pulled back to within an inch of the end of the table, and it shall be placed in the center of the table.
3. Cups that drift out of position may be reformed at the request of the thrower.

D. Rollbacks – The Pope’s Rule

1. In general, if both players on a team sink his/her shot on the same turn, that team will get one (1) additional rollback shot, not two.
2. Either teammate may take the rollback shot, ie you do not need to alternate throwers.

E. “Miracles”

1. If a shot happens to land and stay on top of the cups, that shot will count as

a miss. Congratulations - you are lucky, but you have not proved that you have any pong skills at all. If you can prove to us that you can intentionally land a ball on the cups on demand, we'll consider changing this rule. Until then, put the ball in the cup - that is the skill of the game.

F. Leaning

1. Leaning is permitted, with the following exceptions:
 - a) A player may not place a hand/foot/leg/penis/whatever on the table in order to gain additional reach and/or leverage.
 - b) Players may not edge themselves around the table when they throw.
 - c) Players may not remove their feet from the ground while throwing, unless it is a regular part of their throwing style and they are not excessively leaning.
 - d) Under no circumstances may a player shoot with any part of his or her body on (against is permitted) the table. Of course, if you have a beer gut that must rest on the table because there's nothing else you can do with it; the "beer gut on the table" exception will apply.
 - e) Beer Pong Events, LLC will not be liable for the resulting ridicule excessively leaning players are bound to receive from other participants.

G. Distractions

1. Distractions are permitted with the following restrictions (subject to a one cup penalty)
 - a) Players may not cross the plane of play (the imaginary plane which runs vertically from the edge of the table) with any part of their bodies, clothing, or other objects, while the ball is in play. To avoid violating this rule, just stand back a few feet from your cups.
 - b) Players may not fan, blow, or otherwise intentionally create an air current surrounding the cups in play.
 - c) Players must have an unobscured view of their opponents cups while having possession. Therefore no visual blocking of the cups, such as with hands or any other objects, is allowed.
 - d) Distractions should not violate any local, state, or federal laws.

H. The Dipshit Not Paying Attention Rule

1. If TEAM1 knocks over one of its own cups, that dipshit's team (TEAM1) loses that cup(s). However, if the other team (TEAM2) also contains dipshits not paying attention that do not catch the first team of dipshits (TEAM1) knocking over its own cup, then TEAM1 may keep that cup.

I. Balling your own cups

1. In the event that a player who has possession of the ball drops that ball into his own cups either accidentally or intentionally, no penalty is taken.
2. In the event that a player who does not have possession of the ball comes in contact with the ball and as a result that ball enters one of his own cups, such as by unintentionally acting as a backboard, that shot IS counted.

J. Interference

1. Ball Interference
 - a) Interference is defined as any contact, intentional or otherwise,

- between game pieces (balls or cups) and any other objects.
 - b) In the event of Premature Grabulation, a one-cup penalty is imposed.
 - c) In the event of interference on the part of non-players, such as spectators or officials, the shot is replayed.
 - d) In the event that a player drops his/her ball into one of his/her own cups, no penalty is enforced. (See “Balling your own cups”)
2. Cup Interference
- a) In the event that a player knocks over his or her own cups, those cups are to be counted as though sunk and removed from the table, unless the opponents are not paying attention and the cup can be reset.
 - b) In the event that cups are knocked over by any non-player, those cups are not counted as sunk, and are to be refilled and replaced in their appropriate positions on the table.
 - c) In the event that cups drift or are otherwise moved out of formation, those cups may be replaced in their appropriate positions upon request from the opposing team.
 - d) Drifters: In the event that a cup drifts out of its position while a ball attempting to sink those cups is in mid-flight, the shot may be re-tossed only in the event that it was not an airball, i.e. the ball must have had a chance of making the cup that drifted.
 - e) Cup Adjustment: Cups may NOT be moved or adjusted while the ball is being released, or while the ball is in mid-flight. Doing so incurs a 1-cup penalty.
 - f) Balls Knocking Over Cups: Cups should be filled to the point where it is not possible to knock them over with the ball, however, in the event that this occurs, the shot is counted as a hit, UNLESS it is absolutely clear that the ball had not entered the cup before it was knocked over, in which case the cup is reset and the shot is considered a miss.
3. Interference During Reformation
- a) Players are not allowed to shoot until the opposing team has clearly finished reforming. In the event that the thrower shoots before this:
 - (1) A cup made does not count and the opposing team receives possession of the ball.
 - (2) A missed shot is counted as a miss and the opposing team receives possession of the ball.

K. Ending the Game

- 1. Prelims – Sudden Death
 - a) Games are over immediately after the last cup has been hit, and no redemption chance is given.
- 2. Finals – Redemption (A.K.A. Rebuttle) & Overtime
 - a) Two scenarios are possible in finals:
 - 1. More than one cup per side remaining when the last cup is sunk. In this case, “Unlimited 1-ball Redemption” is given. Either player may take the first shot, and the ball is rolled back until a player misses. At this time, **players MUST alternate throwers in the**

event of multiple hits—one player may NOT take all the redemption shots.

2. One cup vs one cup remaining when the last cup is sunk.

In this case the rule is, “Take as many shots as you have balls remaining on your side”. For example:

- o Your opponent misses their first shot, but sinks the second into your last cup. You get 2 chances to redeem, ie you may miss once.
- o Opponent sinks your last cup on their first shot. You get 1 chance to redeem.
 - o If an opponent sinks your last 3 cups in 1 turn, you get 2 chances to hit last cup, ie you may miss once.
- b) Successful redemption results in initiation of a 3-cup overtime, with the dominant team (the team which would have won had their opponents not redeemed), selecting possession.
- c) Overtime (3-cup)
 - (1) Overtime formation is a tight triangle.
 - (2) The dominant team (the team which would have won had their opponents not redeemed) selects which side shoots first.
 - (3) The same redemption and rollback rules apply during overtime as apply pre-overtime.
 - (4) Games may go into unlimited multiple overtimes.

VI. Miscellaneous

A. Disputes

1. All calls made by tournament officials are final. Intentional abuse of game rules and/or disputation without adequate cause are grounds for ejection from the tournament.

B. Absentee Players

1. In the event that a player is temporarily absent, no substitution may be made. The game continues without the missing player; i.e. that team receives only one shot per side until the missing player returns.
2. In the event that a player is forced to vacate the venue by the owner of the venue, or the sub promoter, hired security, or any other entity deemed to be authoritative on this matter at the sole discretion of the Administration team, the team will forfeit the rest of the tournament, will not be permitted back in the venue, and will not be entitled to any refund, in whole or in part, of any fees paid for the event or any associated activities.