

OdiouS ringshots

Tournament Rules

5 Sets of RingShots, 4 Players

- Tournament play is between two teams of two players each (Team A and Team B)
- The RingShot glasses should be set up in an X formation. The release point of a toss should be at least 2 feet from the glasses.
- One side of the X is assigned to each team (Team A is the left front and left back glass, Team B is the right front and right back glass... the middle glass is neutral).
- Team A goes first, with both teammates tossing three rings each. They are trying to get rings around the glasses assigned to the other team, while avoiding their own and the middle glasses.
 - If Team A gets three rings around one of Team B's glasses, Team B must remove that glass and drink the shot.
 - If Team A gets one or two rings around either of the Team B's glasses, those rings are left on the glass for future turns (Team B does not remove the glass or drink the shot).
 - If Team A gets a ring around one of their own glasses, they must drink the shot and remove the glass.
 - If Team A gets a ring around the middle glass, the game is over, and Team A automatically loses (the middle glass can only be hit once both of the other team's glasses have been removed).
- After Team A has thrown a total of six rings it's Team B's turn. Both players on Team B throw three rings each.
 - Team B is aiming to get three rings around either of Team A's glasses.
 - However, if either of Team B's glasses were hit by Team A in a previous turn and have one or two rings on them, Team B can aim for their own glass that has already been hit. If they get a ring around their own glass that has already been hit, all rings are removed from that glass.
 - Team B can only hit their own glass if it has one or two of Team A's rings around it. If Team B hits one of their own glasses that doesn't have any of Team A's rings around it, they must remove that glass and drink the shot.
- Teams alternate turns aiming for their opponents' glasses - or playing defense by aiming for their own glass that has been hit by the other team - until one of the teams has removed both of their opponents' glasses (by getting three rings around each respective glass).
- Once a team has removed both of their opponents' glasses, they can then aim for the middle glass to win the game. Same rules apply... they need to get three rings around the middle glass to win the game, and the opposing team can play defense by aiming for the middle glass during their turn if it already has one or two rings around it.
- Once a team has gotten three rings around the middle glass, the other team has a final rebuttal, with both players tossing a single ring each.
 - If either manages to hit, all rings are removed from the middle glass and play continues.
 - If both miss, they must drink the shot and the game is over.
- True tournament play should be a best of three series.