



CLUBWAKA Bar Games RULES

In all events involving seeded tournaments, seeds should be drawn randomly before the event begins.

Darts (Entire Team Rotates Turns)

- Tournament Format (3 Games Each Team)
- The game is Cut Throat cricket only.
- You can only use Bar Darts.
- Single dart to determine first throw
- First out & ahead wins

Giant Jenga (Entire Team Rotates Turns)

- Rock, Paper, Scissors to determine who pulls first
- Last team/player to successfully place a block on top without the tower falling wins
- *You can choose to (or not to) play that you have to complete the actions on the blocks, if your jenga set has tasks written on it.*

Skee Ball (Singles)

- Each player throws one set for each round.
- Worst scores of each round are eliminated until all teams have even entries.
- Standings are determined by highest total score.
- Four rounds (As time allows)

Shuffleboard (Entire Team Rotates Turns)

- Tournament Format (3 Games Each Team)
- Score is determined by cancellation.
- Game ends at 15 points.
- Games are timed at 15 min, at the end of the 15 min. the highest score wins.

Cornhole (Entire Team Rotates Turns)

- Tournament Format (3 Games Each Team)
- Score is determined by cancellation
- On the board = 1 point, in the hole = 3 points
- Game ends at 21 points

- Games are timed at 15 minutes, at the end of 15 minutes the highest score wins.

Foosball (Doubles)

- NO SPINNING!
- Best of three each matchup, rotate players each round
- Tournament format (3 games each team)

Pool (Entire Team Rotates Turns)

- Tournament Format (3 games each team)
- Table is open after the break, regardless of what balls drop.
- Call your shot.
- On a scratch, shoot from the kitchen. (NO BALL IN HAND)
- If you scratch on the 8 ball and the 8 goes in = GAME OVER.
- If you scratch on the 8 and the 8 doesn't go in, the game continues.
- Bar Cues only.

Big Buck Hunter (Single)

- Each player shoots each round. Each person shoots by themselves. Standings determined by highest total score.
- Worst scores from each team for each round are eliminated until all teams have an even number of entries
- As many rounds as time allows
 - First Round – Deer
 - Second Round – Elk
 - Third Round – Big Horn
 - Fourth Round – Antelope

Golden Tee (Entire team rotates each hole)

- 3 rounds (time permitting), each team plays 18 holes in each round
- Lowest total score determines standings
- Ties result in individual playoffs

Dizzy Bat RELAY (Team)- its fun to have this be the last event

- A wiffle ball bat is placed some distance out in front of each team. Each player runs to the bat, stands it upright on the ground, places their forehead on the bat, circles the bat 10 times, and then runs back to tag the next person in line.
- First team finished wins.