





Is pong transformative? Beer pong is the least likely activity for the ordained aesthete. The game requires a brutal amount of intake. The table becomes a foul soup of warm beer, water, and gnats. Hubris the norm- weakness is not tolerated. There is no true regulatory body- only bombastic, fascistic guardians of their own regional rules. To conquer this field of play one cannot simply dip a toe- one must drink deep of the foul soup and emerge changed, a player of the game.



For a four person, standard game divide into teams of two. Each team must then arrange ten cups in a pyramid (commonly referred to as a *Full Rack*) on their respective ends of the table. The pyramid must be anchored to the edge of the table. Use two beers per team to fill the cups evenly.

For two person, non-standard gameplay you will go head to head with your opponent. Each player must arrange six cups in a pyramid (also referred to as a *Short Rack*, or a *Devil's Rack*) on their respective end of the table. The pyramid must be anchored to the edge of the table. Use one beer per player to fill the cups evenly.

Be sure that each side has a fresh water cup set adjacent to the pyramid of cups. This will be used to rinse the pong ball in the likely event that you fail to sink a cup and your ball rolls off into the *Eternal Pube Zone*.

# Gameplay



To determine which team may have the opening volley an eye-to-eye shot must be successfully completed. During an eye-to-eye shot opposing tossers must maintain direct eye contact while attempting to sink their ball into any cup in the opponent's pyramid. Once sunk this cup is not removed as it only determines the player of the first volley. The eye-to-eye shot must be repeated with alternating team members until a shot is sunk.

Each team takes turns throwing the ball of pong across the table with the goal of sinking the ball deep into a cup. Each member of a team takes a single throw after which the opposing team members each take their single throws respectively.

When a ball is sunk into your team's pyramid you must drink deep of that cup and remove it from the field of play.

The goal of the game is to clear all of your opponent's cups before they clear your's. The winning team holds the table and may elect to take on an awaiting challenger.



Form

Players must keep their elbows at or behind the table's edge. In the event of an infraction the offending player may only attempt a re-shoot if their elbow-foul resulted in a sunk cup (though the cup sunk during the offense does not count).

A player may either sail the ball across the table in a clean toss or attempt to bounce the ball of pong into their opponent's cups (unless you are Brian who is banned from bouncing). In the event that a bounce results in a sunk cup the opponent must remove two cups rather than the customary single cup. This rule is void if there are only two cups remaining at the time of the bounce as you may not bounce for a kill shot. However once a ball is bounced a player may attempt to swat the ball out of the field of play to avoid any sunk cups. Be wary of knocking over your own cups in a swat as those cups must then be removed from the field of play.

Trash talk, taunting, and all attempts at distraction are an important part of a team's defense.





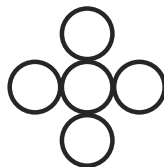
A re-rack occurs after several cups have been removed from the field during the natural course of play. At times it may be advantageous for a team to consolidate their cups thus creating a more favorable rack.

Each team is allotted two re-racks per game. A re-rack can only be requested at the start of a turn. A team can request any formation of their liking so long as the formation is anchored to the rear table edge by at least one cup.

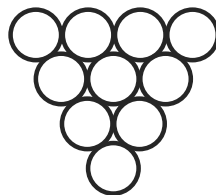
# Common Formations



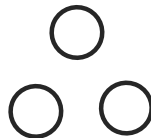
*Back on dat V*



*Cremaster*



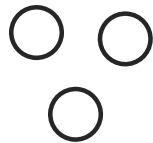
*The Devil's Butthole*



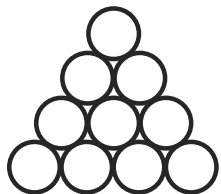
*Flux Capacitor*



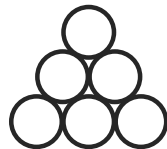
*Frontsies Backsies*



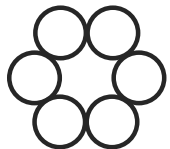
*Satan's Fux*



*Full Rack*



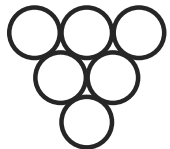
*Short Rack/ Devil's Rack*



*Ring of Fire*



*Side to Side*



*Satan's Anus*

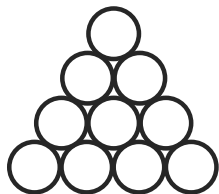


*The Wall*

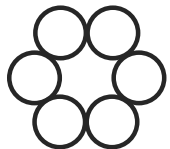




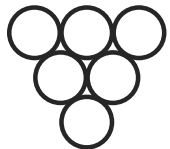
*Frontsies Backsies*



*Full Rack*



*Ring of Fire*



*Satan's Anus*



House Rules



### ***Behind the Back***

If upon a turn the ball rolls back on the table to the offensive team before touching the ground it can be snatched up and re-tossed- but only behind the back. Thus it is in the defending team's best interest to quickly snatch the ball as soon as it lands upon the table.

### ***The Blow***

*The Blow* is a pussy move. If this rule is allowed- which it is not- a defending player may attempt to blow the ball out of a cup as it spins to the bottom.

### ***The Bounce***

A player may bounce the ball of pong into their opponent's cup (unless you are Brian who is banned from bouncing). In the event that a bounce results in a sunk cup the opponent must remove two cups rather than the customary single cup. This rule is void if there are only two cups remaining at the time of the bounce as you may not bounce for a kill shot. However once a ball is bounced a defending player may attempt to swat the ball out of the field of play to avoid any sunk cups. Be wary of knocking over your own cups in a swat as those cups must then be removed from your team's rack.

### ***The Death Cup***

A cup into which the tossing team sinks each of their balls upon a single turn will end the game resulting in victory for the double sinking team. The defending team can prevent *The Death Cup* scenario by swiftly removing a cup as soon as it is sunk.

### ***Fingering***

*Fingering* is just shitty. A defending player attempts to use two hooked fingers to pull a ball out of a cup before it hits the bottom. Do not *Finger*.

### ***Handycups***

Wearing solo cups upon one's hands and making kitty paws to the beat of the music. Passes the time during a delay of game.

### ***Island***

If a lone cup sits unattached to its rack an opposing player may call *Island*. If the cup is then sunk by the player that has called *Island* the defending team must drink and remove the *Island* cup as well as a second cup of their choosing. If the player that has called *Island* misses, the throwing team must drink and remove two cups of their choosing from their own rack.

### ***The Mueller***

Re-sinking a cup as your opponent drinks a cup you've already sunk. No reward or change in play, just bask in your own glory.

### ***NBA Jams Rules***

If a player sinks two consecutive balls they are *heating up*. Upon sinking a third consecutive ball, said player is *on fire*. A player *on fire* continues to shoot the ball until they fail to sink a cup.

### ***Rebuttal***

Upon sinking the final cup of an opposing team's rack the tosser's teammate must attempt to sink the final cup a second time. If the teammate fails to do so the defending team has a chance at rebuttal. During rebuttal a defending team member attempts to sink a cup of the opposing team's rack. If they do so then they must continue to sink each remaining cup of the opposing team's rack to win the game. Upon missing a cup the game is over and the *Rebutted* team has won.

### ***Roll Back***

When each player of a team consecutively sinks two cups on a single turn the opposing team must roll back the balls, thus allowing the sinking team to extend their turn by a single throw each. This is repeated until the tossing team fails to sink a cup.

### ***Seal the Deal Steele***

The struggle is real. A game may lag on as single cups sit longingly opposed at either end of the table. Do not falter, do not lose hope. Even those known for an infamous inability to sink that final cup will surprise you in the end. You too can feel the raw power as you embody Seal the Deal Steele. Cackle loudly as your opponent drinks deep of the final cup and celebrate with a round of Handycups.

### ***Troll***

A *Troll* is a player that has failed to sink a single cup for the entirety of a game. At the end of gameplay a *Troll* must sit underneath the beer pong table for the duration of the next game. A *Troll* must fulfill their role by trash talking the players above.



The images on the *Setup*, *Gameplay*, and *Form* pages were taken at the Wassaic Artist Residency in the summer of 2015 during GURL DON'T BE DUMB's final tournament hosted at the Frat Farm. These three photographs have been generously provided by fellow resident Alex Yudzon. All other images are the property GDBD.

*Special thanks* go out to all of the lovely folks at Wassaic, the ladies of The Lantern, Mitch, Cleo, Mayor Conrad, Steve, Mother, Aiden Simon, Charlie Crowell, Alex Yudzon, Holden Brown, Deon Soogrim, Jennifer Keats, Charlotte Caldwell, Miles Klee, and Laura McAdams.

To everyone we forgot to list: ***Y'ALL SUCK AT PONG!!***

*GURL DON'T BE DUMB is Eileen Mueller and Jamie Steele.*

***gurldontbedumb.com***

