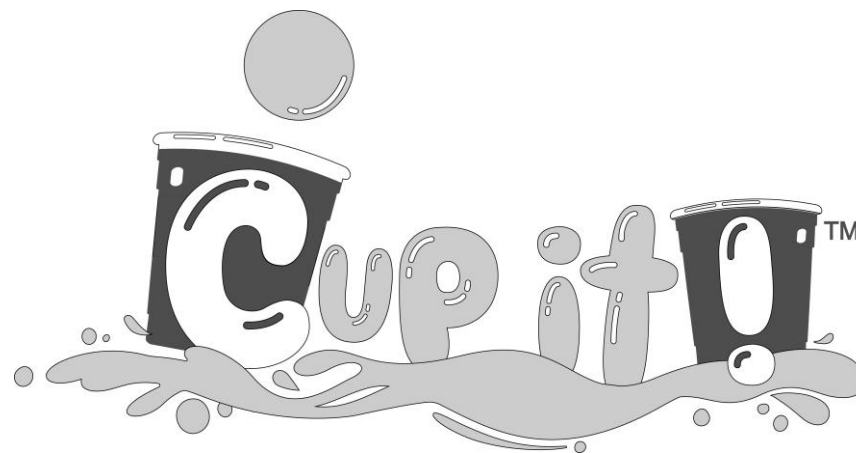


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OFFICIAL RULES ALL AGES

Cup it! is designed to be played in a pool but can also be played on the beach, at the lake, in a park, or even right in your own backyard (all rules may not apply to all locations).

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PLAYING THE GAME

Each player starts with 10 points. When a player reaches 0 points, they are eliminated from the game. The last player left in the game wins.

THROWS AND CATCHES

Throw the ball using the cup and catch the ball using the cup. If you make an uncatchable throw, lose a point. If you miss a catchable toss, lose a point.

Extra points are also earned or lost based on **Crowd Pleasers**, **What a Catch!**, and **Oops!** events that happen while playing.

See the diagram below for the easiest way to make a successful throw:



Start with arm at 90-degree angle. Tilt cup back slightly, extend arm, and finish throw with a flick of the wrist.

*Tilting the cup too far back will result in a poor throw.



Crowd Pleasers

Standing O – Make a catch that is so spectacular it draws applause, comments, or oohs and aahs from any spectator or player:

- Earn 3 points.

Encore – Make two consecutive Crowd Pleaser catches in a row:

- Earn 5 points.

Milestones – Be extra careful on milestone throws and catches:

- Make a bad throw or miss a catch on 10 in a row, lose 1 point.
- Make a bad throw or miss a catch on 20 in a row, lose 2 points.
- Make a bad throw or miss a catch on 30 in a row, lose 3 points.

Oops!

Face Plant – Ball hits off the rim and ricochets into the face:

- Lose 1 point.

Body Blow – Ball hits body first before hitting the cup:

- Lose 1 point.

Boing! – Ball is caught but hits the bottom of cup and bounces out:

- Lose 1 point.

Land Lover – Had to leave the pool to retrieve the ball because of a bad throw or missed catch:

- Lose 1 point.

Dirt Ball – Ball must be cleaned due to a bad throw or missed catch that leaves the pool:

- Lose 1 point.

Innocent Bystander – Ball hits someone who is not playing:

- Lose 5 points.



What a Catch!

Off the Rim – Bounce the ball off the rim of the cup and catch it:

- Succeed, earn 3 points.
- Fail, lose 2 points.

Upside Down – Bounce the ball off the bottom of the cup and catch it:

- Succeed, earn 3 points.
- Fail, lose 2 points.

ENJOY THE GAME!