

# BEAR NINJA COWBOY TOURNAMENT RULES AND REGULATIONS

## PRIME

---

The prime is the count between players to sync each other for simultaneous delivery. Willow Rock Brewing Company will follow the European Style three-prime shoot where players count to three then shoot. For example, "One, two, three, shoot!"

If at any time the players are not in sync with their primes, play must stop and begin again. If players do not deliver simultaneously a re-throw is required.

## DELIVERY & THROW

---

Timely delivery and proper display of play characters is essential.

Release too late or sloppy and you risk a foul.

Below is Willow Rock's official character stance for each throw.



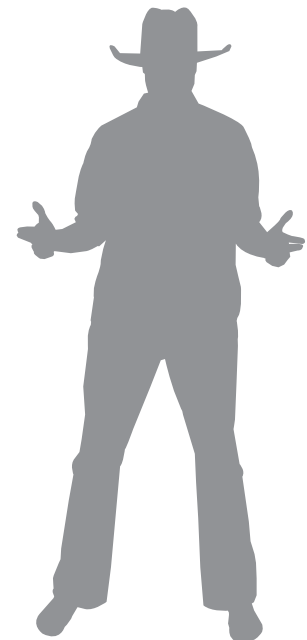
**BEAR**

BEAR MAULS NINJA



**NINJA**

NINJA KICKS COWBOY



**COWBOY**

COWBOY SHOTS BEAR

If players deliver identical throws the play is considered a stalemate and will continue with a re-throw. In a multi-player faceoff if all characters are thrown this is also considered a stalemate.

## TOURNAMENT PLAY

---

To begin, players will be divided into groups. Total group play faceoff wins will determine entry into tournament play. If there are multiple ties in group play a multiplayer match-up will be played to determine tournament entry. Once in tournament play, faceoffs will continue until there is a champion.

