

Official Shot-Olé Rules for Basic Game Play

Shot- Olé is a game designed for adults (21 years of age and older). The game of Shot- Olé has been designed as a social party game and any consumption of alcohol should be done in moderation and with extreme care and responsibility.

The term "shot" refers to any small (1 oz.) beverage and "beer" refers to any 8 oz. beverage.

These are the official rules and regulations of the Spin-Olé Game Association (SOGA). These rules and regulations have been developed as a general guide to fair and competitive Shot-Olé game playing. The rules are not a mandate, but rather a conduct to promote consistent and standard play globally. It is the ultimate responsibility of each player to strive to meet these rules and regulations to help promote a fair competitive and enjoyable playing experience.

Basic Game Play

Section A. The Shot-Olé playing Board

The Shot-Olé playing board consists of a 6" x 8" rigid board surface with a printed Shot-Olé playing arena. In the center of the arena is a 9/16" tall "Landing Post" (LP). A 1-1/16" Spin-Olé spiral logo is positioned in the center of the arena playing field and is designated as the "Score Zone" (SZ). There are 4 additional scoring icons positioned around the playing board. These are defined as follows:

- 1) The small spiral logo: when landed on, the player must spin around in a 360° circle
- 2) The Single Shot glass: when landed on, the player must consume a 1 oz. shot of beverage
- 3) The Double Shot glass: when landed on, the player must consume a double shot of beverage
- 4) The Beer glass: when landed on, the player must consume an 8 oz. beverage

There are two outer rings on the playing arena. The Inner Ring (IR) is 3-13/16" in diameter and positioned 1-13/16" from the center of the CP. The Outer Ring (OR) is 5-1/4" in diameter and positioned 2-1/2" from the center of the LP. The space in-between the two rings is known as the "Launch Zone" (LZ). The area outside of the outer ring is known as the "Double Score Zone" (DSZ). The DSZ is only used in "Advanced Game Play" (AGP).

Section B. The Score Zone (SZ)

The SZ is designated by the 1-1/16" Spin-Olé spiral logo printed on the center of the playing arena and the 9/16" tall Center Post (CP).

When a spinning BR lands flat on the playing area and touches any part of the center logo, 1 point shall be scored for that player.

If a spinning BR comes to a stop and rests against the CP at any angle other than flat, 2 points shall be scored for that player.

If a spinning BR completely encircles the CP, 3 points shall be scored for that player.

When a spinning BR completely encircles the CP and comes to rest perfectly centered around the CP and the Spin-Olé spiral logo, an "Olé" is scored (and typically shouted out - "Olé!") and an instant victory is achieved over the competing player(s) regardless of the current total scores accumulated.

Optional "Last Chance" (LC) spins can be given to all players. If any player scores an "Olé" of their own, the players achieving Olé scores cancel each other out and the game continues until the determined total score is reached or another Olé is scored unchallenged. Optional LC spins should be determined at the beginning of game play.

Individual games are typically played until 7, 9 or 11 points are accumulated by any one player or until an unchallenged "Olé" is achieved.

Section C. The Bullring (BR)

The BR is the object used to score points. The BR must be "spun" to score points. The BR cannot be tossed, dropped or placed onto the playing arena for scoring points. In Basic Game Play (BGP), each player can use only 1 BR.

Section D. Out of Bounds (OB)

If a BR fails to come to rest on any portion of the playing arena, the BR is considered "Out of Bounds" (OB). In AGP, when a BR lands OB, 1 point will be deducted from that players score. Point deductions do not occur if a player has a score of zero (0).

Section E. Playing the Game

To determine which player begins scoring 1st, each player spins his/her Hoop independently of the others and the closest to the CP is the player to start competitive play.

For BGP, BR's must be placed between the inner and outer rings to be considered for scoring. Because BR's are round, a portion of the BR can be technically over the Inner Ring (IR) as long as the point of contact of the bottom of the BR does not cross the IR. In BGP, BR's positioned out-side of the Outer Ring (OR) do not receive any additional scoring and do not count as an official "spin". Additional scoring is only achieved in AGP when starting beyond the OR. The same standards apply as with the IR, the bottom point of contact of the Hoop must not cross the OR designated area. All BR's in any level of game play must be positioned on the playing arena before beginning the "spin" motion.

Play is achieved by taking alternating "spin" turns. Each player gets 1 attempt per turn. If the BR does not rotate at least 1 360° revolution, the turn is over and the next player plays.

If the BR flies off the playing arena, the turn is over and the next player plays.

Scoring is only achieved when the BR lands, stops or rests on the Spin-Olé spiral logo or the CP.

Games are complete when the 1st player reaches the pre-designated game total (7, 9 or 11 points) or when any player lands a perfect unchallenged Olé!

A "Match Game" (MG) consists of winning 3-sets.

A Set consists of winning 5 total games or 6 total games if a tie-breaker must be played to determine the winner of 1-set.