THE DRINKING GAME COMMISSION
OFFICIAL RULES FOR UNOFFICIAL GAMES.

BY ORDER OF THE COMMISSIONER

OFFICIAL RULES: FLIP CUP

1. **Setup.** Two equal teams face each other across the table. A few ounces in every cup.
2. **Start.** First players touch cups, tap the table, and drink.
3. **Finish it** before you flip.
4. **Flip.** Cup upright on the table edge, rim hanging over. Flick it so it lands upside down. One hand. No blowing.
5. **It counts** only when it rests mouth-down, flat on the table. Missed? Reset and flip again.
6. **Relay.** The next teammate starts only when your flip lands.
7. **False start?** Your cup is refilled, and you start again when the flip lands.
8. **Anchor lands it first,** and the team wins the round. Best of three.
9. **Uneven teams.** One player on the smaller team goes twice.