

Athlete Name:

Division:	Program:	Level 1 (10ft)	_ Level 1 (8ft)
		\	\

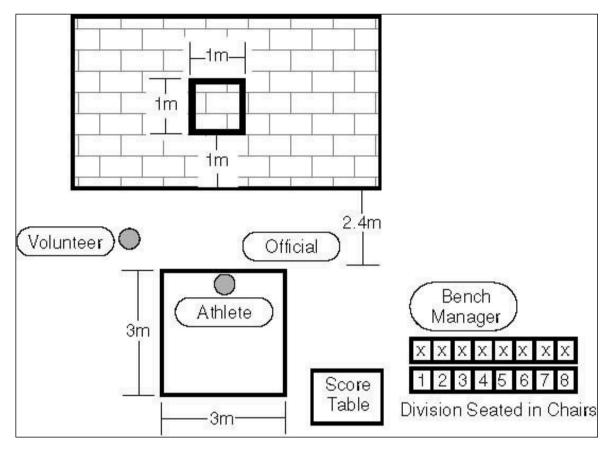
TARCET DASS. The athlete is given 5 passes at the target	Max	Trial	Trial	Trial	Trial	Trial	
TARGET PASS- The athlete is given 5 passes at the target.	Pts.	#1	#2	#3	#4	#5	
1. Hitting the wall inside the square	3	3	3	3	3	3	
2. Hitting the lines of the square	2	2	2	2	2	2	
3. Hitting the wall, but not the square	1	1	1	1	1	1	
4. Catching the ball in the air or on the bounce in the square	1	1	1	1	1	1	
5. Ball bounces before hitting the wall	0	0	0	0	0	0	
TARGET PASS Total Score:							

SPEED DRIBBLE- The athlete will dribble as many times as they can in 60 seconds.					
Use this area to tally dribbles.					
SPEED DRIBBLE Total Score:					

SPOT SHOT- The athlete will shoot from 6 different spots, with 2 trials from each spot.								
	Distance	Made	Board/Rim			Distance	Made	Board/Rim
Spot #1	1m	2	1		Spot #2	1m	2	1
Spot #1	1m	2	1		Spot #2	1m	2	1
Spot #3	1.5m	3	1		Spot #4	1.5m	3	1
Spot #3	1.5m	3	1		Spot #4	1.5m	3	1
Spot #5	2m	4	1		Spot #6	2m	4	1
Spot #5	2m	4	1		Spot #6	2m	4	1
TOTALS:					TOTALS:			
(Max Points 36) SPOT SHOT Total Score:								

FINAL SCORE (total of three events): _____

Event #1: Target Pass



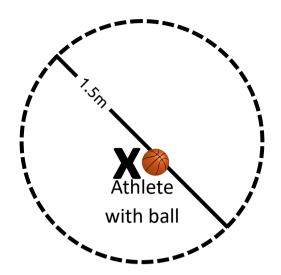
Description

- a) A 1 meter (3 feet 3 1/2 inches) square is marked on a wall using chalk or tape.
- b) The bottom line of the square shall be 1 meter (3 feet 3 1/2 inches") from the floor.
- c) A 3 meter (9 feet 9 inches) square will be marked on the floor 2.4 meters (7 feet) from the wall.
- d) The athlete must stand within the square. The leading wheel axle of an athlete's wheelchair may not pass over the line.
- e) The athlete is given five passes.

Scoring

- a) The athlete receives three points for hitting the wall inside the square.
- b) The athlete receives **two** points for hitting the lines of the square.
- c) The athlete receives **one** point for hitting the wall but not in or on any part of the square.
- d) The athlete receives **one** point for catching the ball in the air or after one or more bounces while standing in the box.
- e) The athlete receives zero points if the ball bounces before hitting the wall.
- f) The athlete's score will be the **sum** of the point from all five passes.

Event #2: Speed Dribble



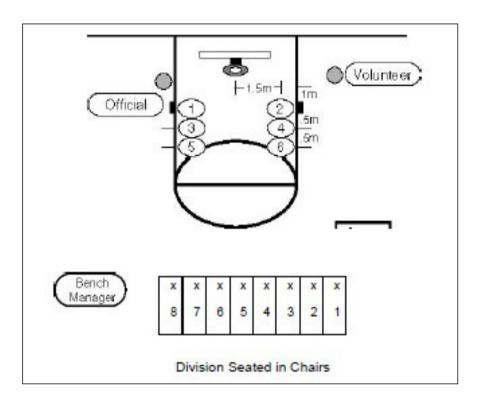
Description:

- a) Athlete may use only one hand to dribble.
- b) Athlete must either be standing or be sitting in a wheelchair or another type of chair with similar dimensions while competing.
- c) Athlete starts and stops dribbling at the sound of the whistle.
- d) There is a 60-second time limit imposed. The objective is to dribble the ball as many times as possible during this period.
- e) Athlete must stay in the designated circle while dribbling. If the basketball rolls out of the circle, it may be handed back to the athlete, who continues to dribble.
- f) Counting stops and the event ends when the basketball rolls out of the circle for the third time.

Scoring:

a) Athlete receives one point per legal dribble within the 60 seconds.

Event #3: Spot Shot



Description

- a) Six spots are marked on the floor. Start each measurement from a spot on the floor under the front of the rim. The spots are marked as follows:
- b) #1 & #2 =1.5 meter (4 feet11 inches) to the left and right plus 1 meter (3 feet 3 1/2 inches) out.
- c) #3 & #4 =1.5 meter (4 feet11 inches) to the left and right plus 1.5 meter (4 feet 11 inches) out.
- d) #5 & #6 = 1.5 meter (4 feet 11 inches) to the left and right plus 2 meters (6 feet 6 3/4 inches) out.
- e) The athlete attempts two field goals from each of six spots. The attempts are taken at spots #2, #4 and #6, and then at spots #1, #3 and #5.

Scoring

- a) For every field goal made at **spots #1 and #2**, **two** points are awarded.
- b) For every field goal made at spots # 3 and #4, three points are awarded.
- c) For every field goal made at spots # 5 and #6, four points are awarded.
- d) For any field goal attempt that does not pass through the basket but does hit either the backboard and/or the ring, **one** point is awarded.
- e) The athlete's score will be the **sum** of the points from all 12 shots.