



1. A game (individual/team) consists of “25”/”50” **free throws** and “25”/”50” **perimeter shots** grouped into **10 frames**. (No shooter may advance to the next frame until all shooters have completed the current frame).
2. A **perimeter** shot may be a 3 or a 2 pt. shot (10 feet). Perimeter shots must be attempted in an “Around the World” fashion from **5 designated spots** (corners, wings, and center).

	<u>#/Type of shot</u>	<u>Time Requirement</u>	<u>Point System</u>
Frame 1	5/10 Free Throws	25/45 seconds	1 pt. per made shot
Frame 2	5/10 Perimeter Shots (LEFT corner)	15/30 seconds	2 or 3 pts. per made shot
Frame 3	5/10 Free Throws	25/45 seconds	1 pt. per made shot
Frame 4	5/10 Perimeter Shots (LEFT wing)	15/30 seconds	2 or 3 pts. per made shot
Frame 5	5/10 Free Throws	25/45 seconds	1 pt. per made shot
Frame 6	5/10 Perimeter Shots (CENTER)	15/30 seconds	2 or 3 pts. per made shot
Frame 7	5/10 Free Throws	25/45 seconds	1 pt. per made shot
Frame 8	5/10 Perimeter Shots (RIGHT Wing)	15/30 seconds	2 or 3 pts. per made shot
Frame 9	5/10 Free Throws	25/45 seconds	1 pt. per made shot
Frame 10	5/10 Perimeter Shots (RIGHT Corner) * 30 sec. between shooters	15/30 seconds	2 or 3 pts. per made shot

Bonus Points: All made shots in a frame = **DOUBLE** frame points

PERFECT SCORE(S):

5 SHOTS PER FRAME 2 point shots = 150 points
 3 point shots = 200 points

10 SHOTS PER FRAME 2 point shots = 200 points
 3 point shots = 400 shots

3. Each player gets one practice (warm-up) shot (the first shot) in every frame. However the shot counts if it is **MADE** and play continues from that point – otherwise, play begins from the next shot.
4. All shots are rebounded and passed to the shooter by a teammate.

Questions: Please call Jim Seward at 402-319-3689 or email hoopbiz1@gmail.com