



Athlete Name: _____

Division: _____

Program: _____

Level 1 (10ft) _____ Level 1 (8ft) _____

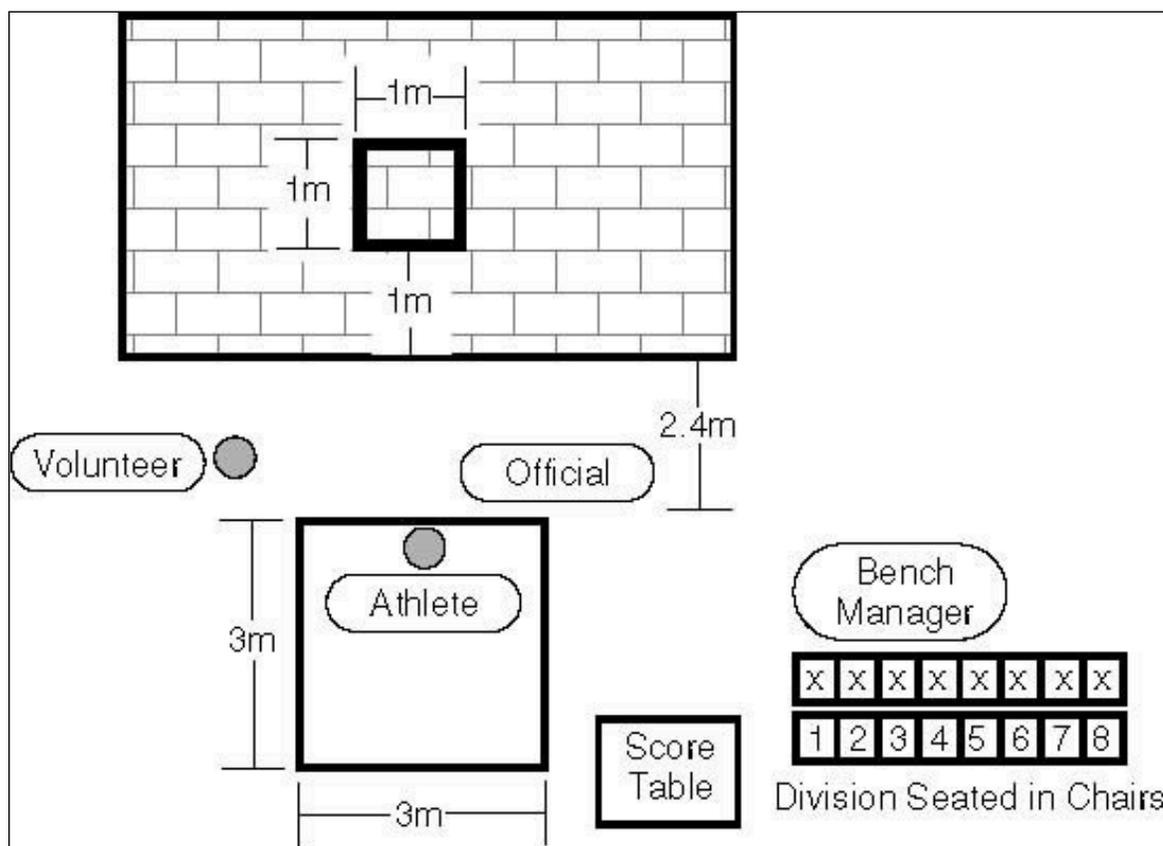
TARGET PASS- The athlete is given 5 passes at the target.	Max Pts.	Trial #1	Trial #2	Trial #3	Trial #4	Trial #5
1. Hitting the wall inside the square	3	3	3	3	3	3
2. Hitting the lines of the square	2	2	2	2	2	2
3. Hitting the wall, but not the square	1	1	1	1	1	1
4. Catching the ball in the air or on the 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: _____						

Conversion Chart		TEN METER DRIBBLE- The athlete will dribble 10 meters, 2 times. One second penalty will be added every time the athlete illegally dribbles.
Seconds	Points	
0-2	30	FIRST TRIAL Seconds: _____ + # of Illegal Dribbles: _____ = _____ Use conversion chart FIRST TRIAL SCORE: _____
2.1-3	28	
3.1-4	26	
4.1-5	24	
5.1-6	22	
6.1-7	20	
7.1-8	18	
8.1-9	16	
9.1-10	14	
10.1-12	12	
12.1-14	10	
14.1-16	8	
16.1-18	6	
18.1-20	4	
20.1-22	2	
22.1 & Over	1	

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



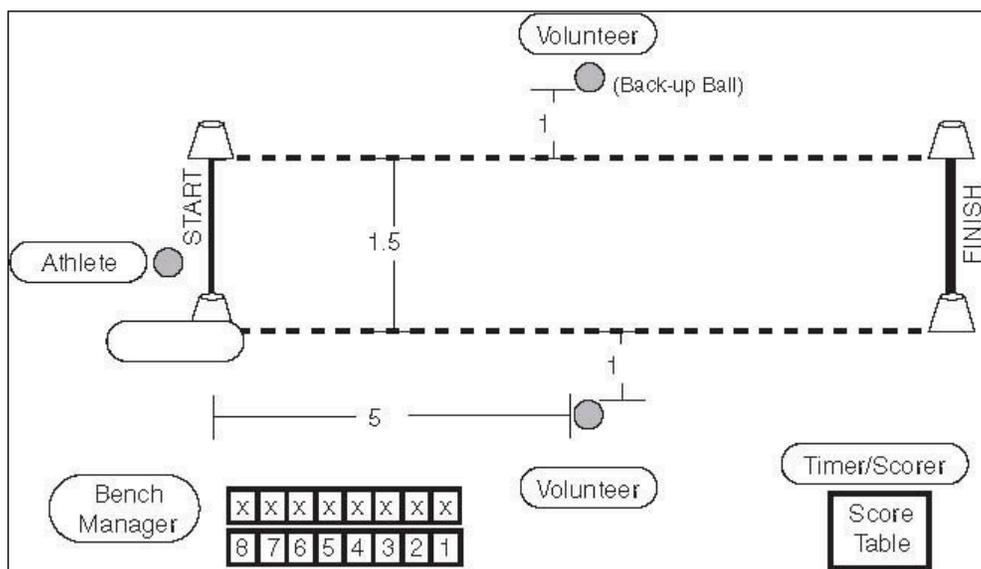
Description

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

Scoring

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

Event #2: Ten-meter Dribble



Conversion Chart	
Seconds	Points
0-2	30
2.1-3	28
3.1-4	26
4.1-5	24
5.1-6	22
6.1-7	20
7.1-8	18
8.1-9	16
9.1-10	14
10.1-12	12
12.1-14	10
14.1-16	8
16.1-18	6
18.1-20	4
20.1-22	2
22.1 & Over	1

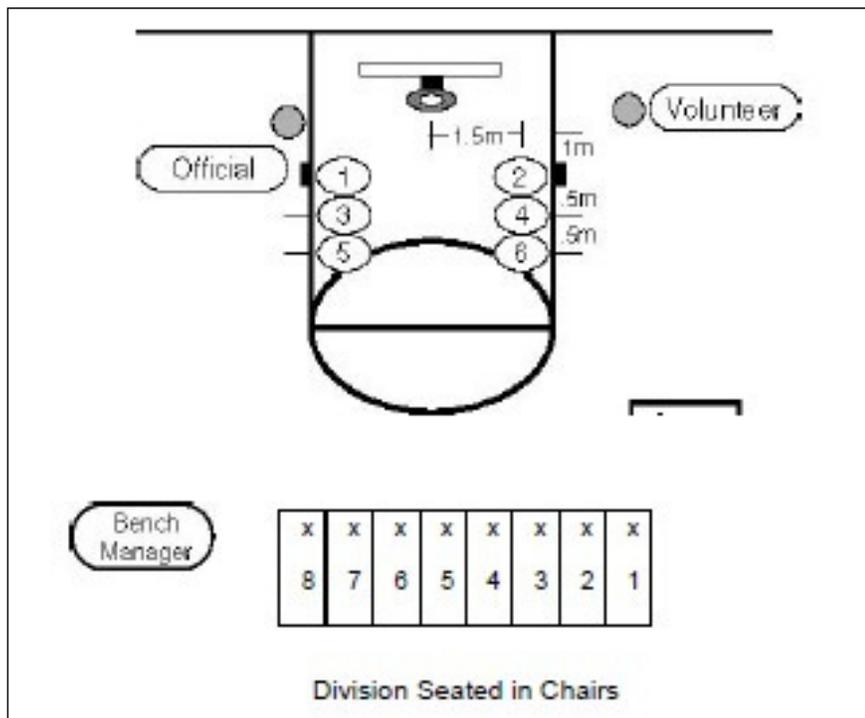
Description:

- The athlete begins from behind the start line and between the cones.
- The athlete starts dribbling and moving when the official signals.
- The athlete dribbles the ball with one hand for the entire 10 meters (32 feet 9 3/4 inches).
- A wheelchair athlete must alternate, taking two pushes followed by two dribbles for legal dribbling.
- The athlete must cross the finish line between the cones and must pick up the basketball to stop the dribble.
- If an athlete loses control of the ball, the clock continues to run. The athlete can recover the ball. However, if the ball goes outside the 1.5 meter lane, the athlete can either pick up the nearest back-up basketball or recover the errant ball to continue the event.

Scoring:

- The athlete will be timed from the signal "Go" to when he/she crosses the finish line between the cones and picks up the basketball to stop the dribble.
- A **one-second penalty** will be added every time the athlete illegally dribbles (e.g., two-hand dribbles, carries the ball, etc.).
- The athlete will receive **two trials**. Each trial is scored by **adding** penalty points to the time elapsed and **converting** the total to points based on the Conversion Chart.
- The athlete's score for the event is his/her **best of the two trials** converted into points. (In case of a tie, the actual time will be used to differentiate place).

Event #3: Spot Shot



Description

- 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:
- #1 & #2 = 1.5 meter (4 feet 11 inches) to the left and right plus 1 meter (3 feet 3 1/2 inches) out.
- #3 & #4 = 1.5 meter (4 feet 11 inches) to the left and right plus 1.5 meter (4 feet 11 inches) out.
- #5 & #6 = 1.5 meter (4 feet 11 inches) to the left and right plus 2 meters (6 feet 6 3/4 inches) out.
- 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

- For every field goal made at **spots #1 and #2**, **two** points are awarded.
- For every field goal made at **spots #3 and #4**, **three** points are awarded.
- For every field goal made at **spots #5 and #6**, **four** points are awarded.
- 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.
- The athlete's score will be the **sum** of the points from all 12 shots.