



Athlete Name: _____

Division: _____

Program: _____

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

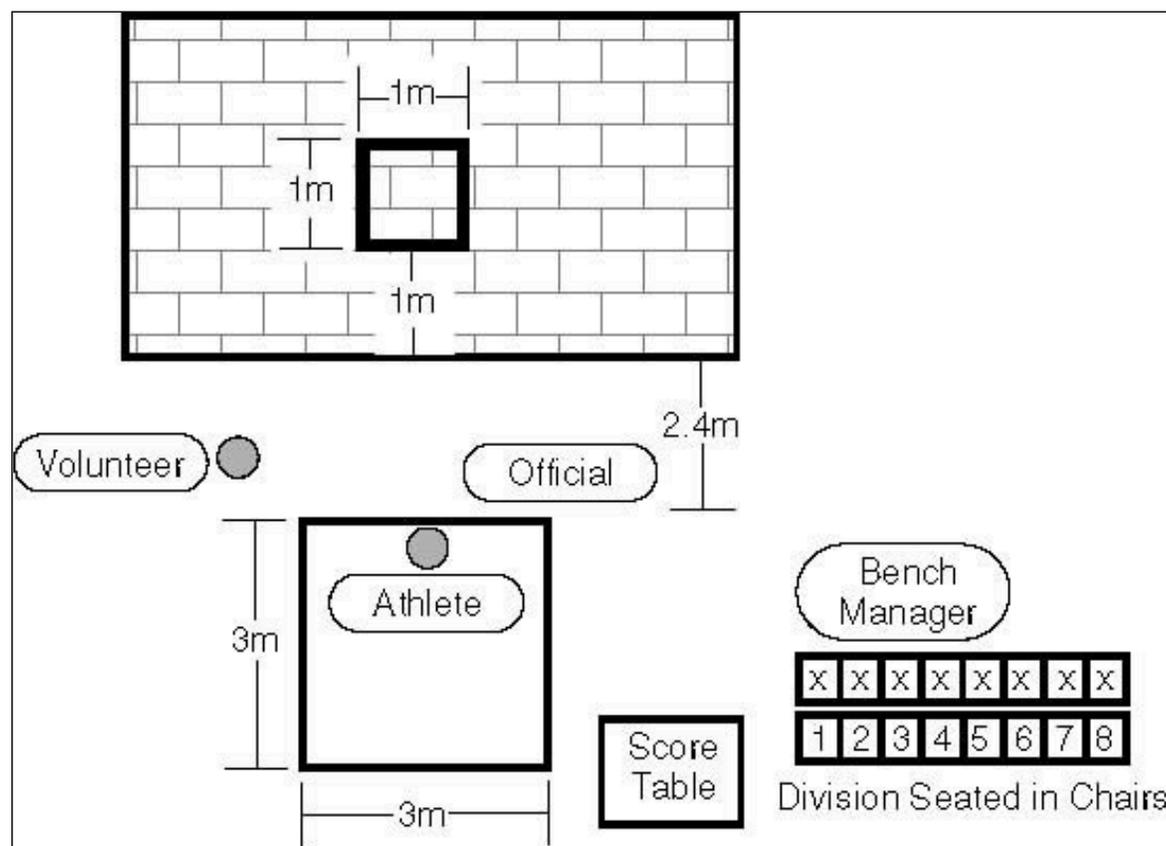
TARGET PASS- The athlete is given 5 passes at the target.	Max Pts.	Trial #1	Trial #2	Trial #3	Trial #4	Trial #5
1. Hitting the wall inside the square	3	3	3	3	3	3
2. Hitting the lines of the square	2	2	2	2	2	2
3. Hitting the wall, but not the square	1	1	1	1	1	1
4. Catching the ball in the air or on the 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	.9m	2	1	Spot #2	.9m	2	1
Spot #1	.9m	2	1	Spot #2	.9m	2	1
Spot #3	1.8m	3	1	Spot #4	1.8m	3	1
Spot #3	1.8m	3	1	Spot #4	1.8m	3	1
Spot #5	2.7m	4	1	Spot #6	2.7m	4	1
Spot #5	2.7m	4	1	Spot #6	2.7m	4	1
TOTALS:				TOTALS:			
(Max Points 36) SPOT SHOT TOTAL SCORE: _____							

FINAL SCORE (total of three events): _____

Event #1: Target Pass



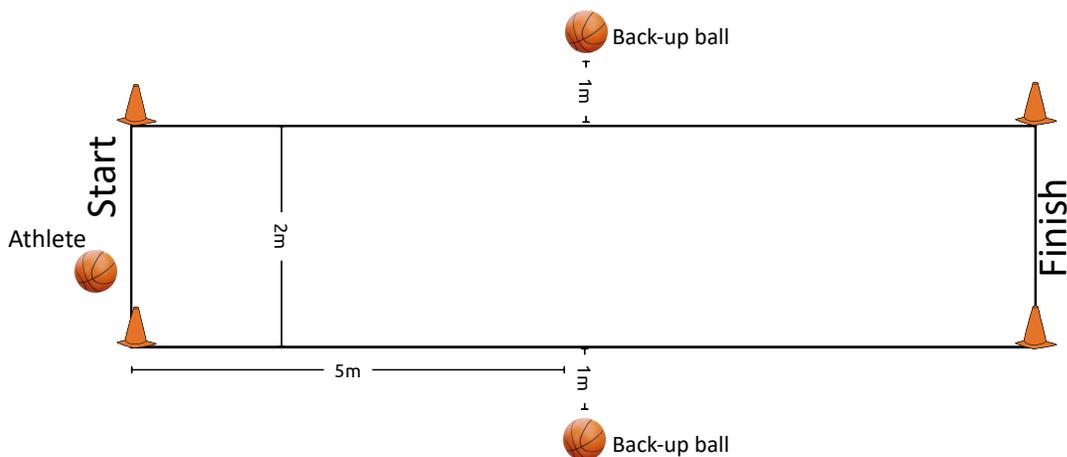
Description

- 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

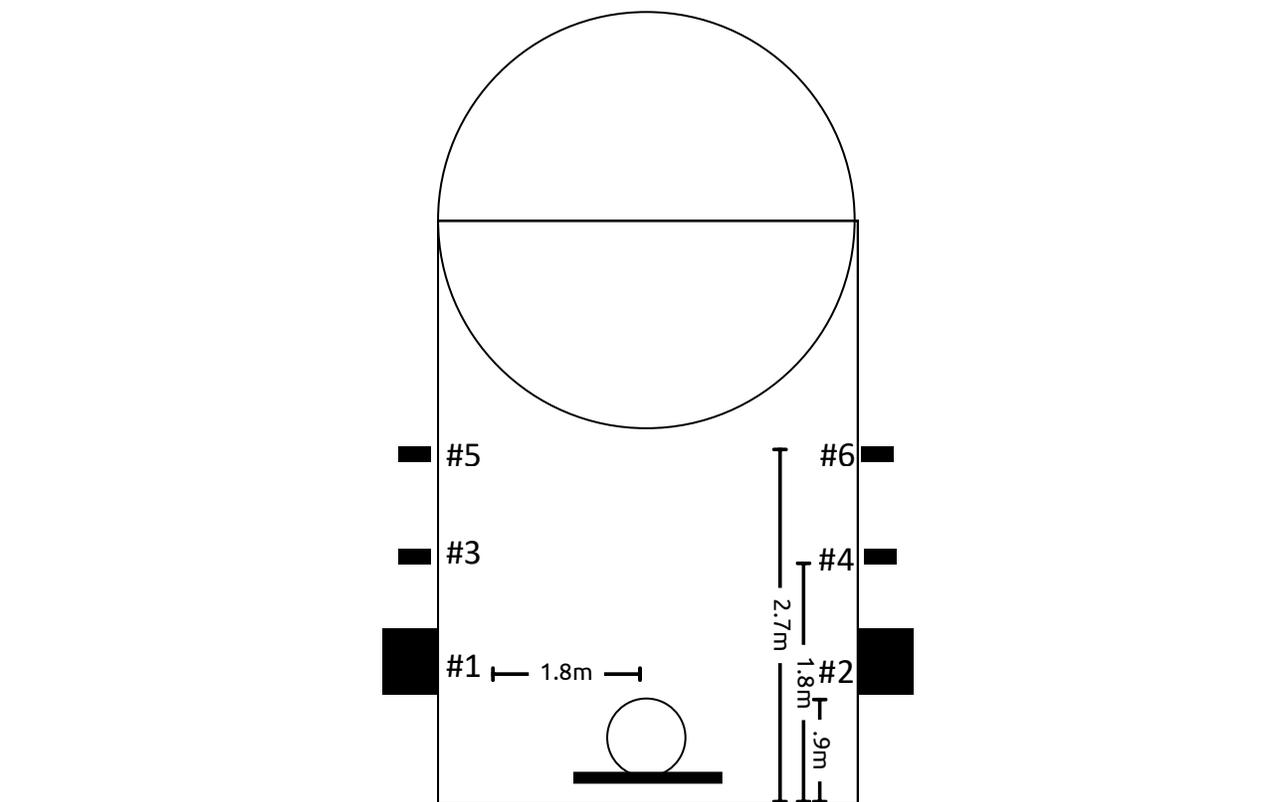
Description:

- A 2 meter x 10 meter rectangle is marked on the floor
- 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 2 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 = 1.8 meter (5ft, 9in) to the left and right plus .9 meters (2.95ft) up the key to the block.
 - #3 & #4 = 1.8 meter (5ft, 9in) to the left and right plus 1.8 meters (5.91ft) up the key to the next hash mark.
 - #5 & #6 = 1.8 meter (5ft, 9in) to the left and right plus 2.7 meters (8.86ft) up the key to the next hash mark
- 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.