



Eight players will compete in a two-round, timed shooting competition.

COMPETITION FORMAT

- Ball racks are positioned at five main shooting locations around the three-point arc. Each rack contains five balls as described below.
 - Four of the racks contain four official NBA game balls and one multi-colored “money” ball.
 - A made basket with an NBA game ball is worth one point; a made basket with the multi-colored money ball is worth two points.
 - For each of the four racks with both game balls and a money ball, the money ball can only be shot after the four NBA game balls are shot. If a player shoots a money ball out of sequence, the shot will be void and will not count.
 - The fifth rack will be a special “all money ball” rack containing five multi-colored “money” balls (meaning each made basket for a ball on this rack is worth two points). Each competitor will decide where this rack is placed (i.e., at which one of the five main shooting locations).
- A player may not start on or over the three-point line while shooting. A basket does not count if the line is violated.
- Two ball pedestals are positioned at “From the Logo” (positioned on either side of the traditional rack at the top of the three-point arc; equidistant between that rack and the traditional adjacent “wing” rack locations; and six feet behind the three-point line).
 - Each ball pedestal holds one blue money ball.
 - A made basket with the blue money ball is worth 3 points.
 - A player must begin his shooting motion with at least one foot in “From the Logo,” as designated by a floor decal.
- A player must exhaust the ball racks and pedestals in competition order before moving on to the next shooting location. If a player shoots a blue money ball out of sequence, the shot will be void and will not count. If a player skips a blue money and shoots one or more balls in the next rack, the blue money ball is eliminated and will not count if subsequently shot and made.

- **INSTANT REPLAY** – At the discretion of the referee, instant replay may be utilized for clarification of rules compliance.

TIME LIMIT

- Each competitor has 70 seconds (1:10) to shoot as many of the 27 balls as he can.

FIRST ROUND

- Order of competition in the First Round will be determined by random drawing, except that the returning champion from the prior year's competition (if participating) will compete last.
- The three players with the highest scores in the First Round advance to the Championship Round.

CHAMPIONSHIP ROUND

- Three players will compete in the Championship Round.
- The competition order for the Championship Round will be determined by the inverse order of First Round scores (i.e., the player with the lowest score in the First Round among the players who advanced shoots first in the Championship Round).

TIEBREAKERS

- **To Advance from First Round** – In the event of a tie in the First Round, to determine the Championship Round participants, a **30-second** tiebreaker will take place using the same competition format as described above (including the use of an “all money ball” rack to be placed at a location of the player’s choosing). If necessary, this process will be repeated until the tie is broken.
- **To Determine Champion** – In the event of a tie to determine the Champion, a full **70-second** tiebreaker will take place using the same competition format as described above (including the use of an “all money ball” rack to be placed at a location of the player’s choosing). If necessary, this process will be repeated until the tie is broken.

