



EVENT NAME

Show Me What You Got™

CATEGORY

Sports

SUBCATEGORY

Basketball

CREATED BY

Scholarships 4 Us®

DATE OF ACCREDITATION

1/24/24

SKILLS CHALLENGE FORMAT

- ◆ THE COMPETITION CONSISTS OF A 4-ROUND SLAM DUNK SKILLS COMPETITION
- ◆ A PANEL OF 5 JUDGES WITH NO RELATION TO ANY OF THE STUDENT-PARTICIPANTS OR EACH OTHER WILL BE PROVIDED SCORE CARDS FROM 6-10
- ◆ AFTER A SLAM DUNK IS COMPLETED THE JUDGES WILL SCORE THE ROUND BY SHOWING THEIR CARDS AND MAINTAIN RECORDS OF THE TOTALS

ROUND 1

1. EACH STUDENT-PARTICIPANT WILL HAVE 60 SECONDS TO COMPLETE ONE SLAM DUNK WITH POINTS CARRYING OVER
2. A STUDENT-PARTICIPANT WILL RECEIVE 0-POINTS IF A SLAM DUNK IS NOT COMPLETED
3. POINTS WILL CARRY OVER TO ROUND 2

ROUND 2

4. EACH STUDENT-PARTICIPANT WILL HAVE 60 SECONDS TO COMPLETE ONE SLAM DUNK
5. A STUDENT-PARTICIPANT WILL RECEIVE 0-POINTS IF A SLAM DUNK IS NOT COMPLETED
6. IN THE CASE OF A TIE THE STUDENT-PARTICIPANTS WILL HAVE 30 SECONDS TO COMPLETE ONE SLAMK DUNK
7. TOP 10 STUDENT-PARTICIPANTS WILL ADVANCE TO ROUND 3 WITH POINTS CARRYING OVER

ROUND 3

8. THE TOP 10 STUDENT-PARTICIPANTS WILL HAVE 1-MINUTE TO COMPLETE ONE SLAM DUNK
9. A PROP MUST BE USED DURING THE SLAM DUNK
10. A STUDENT-PARTICIPANT WILL RECEIVE 0-POINTS IF A SLAM DUNK IS NOT COMPLETED
11. IN THE CASE OF A TIE THE STUDENT-PARTICIPANTS WILL HAVE 30 SECONDS TO COMPLETE ONE SLAMK DUNK
12. TOP 5 STUDENT-PARTICIPANTS WILL ADVANCE TO THE FINAL ROUND WITH POINTS CARRYING OVER

ROUND 4

13. THE TOP 5 STUDENT-PARTICIPANTS WILL HAVE 1-MINUTE TO COMPLETE ONE SLAM DUNK
14. A PROP MUST BE USED DURING THE SLAM DUNK
15. A STUDENT-PARTICIPANT WILL RECEIVE 0-POINTS IF A SLAM DUNK IS NOT COMPLETED
16. IN THE CASE OF A TIE THE STUDENT-PARTICIPANTS WILL HAVE 30 SECONDS TO COMPLETE ONE SLAMK DUNK
17. TOTAL COMBINED POINTS FROM ALL 4 ROUNDS WILL DETERMINE PLACE FINISH

MAX EVENT POINTS: 200

EST: 2HRS