

Rules for playing Basketchamp

1. Game preparations and game description

To play this game a basketball court is required in your locality. In addition, you need a basketball and chalk to mark the throw lines. This game can be played with as many players as you like. The objective of the game is to throw the ball into the basket as often as possible from a certain distance to get to the next round. The game consists of five rounds in total (Qualification, Third-Class, Second-Class, First-Class and Elite-Class). However, it is very difficult for a player to come to the last round, because the distance to the basket is increased by one meter from round to round and a minimum number of goals must be achieved in each round to get to the next round. The player having achieved the highest score at the end of the game wins (irrespective of the class a player has reached).

2. Course of the game

Before starting the game, the throw lines are marked. Starting from the basket, a line is drawn after three, four, five, six and seven meters. The use of a folding ruler for measuring is recommended. An overview follows, describing the conditions of each round needed to get to a higher class and how many points can be achieved in these classes:

Qualifying-Round:

- ▶ Each player throws from a distance of **3 meters**.
- ▶ Each player may throw **15 times**.
- ▶ Each player throwing the ball at least **six times** into the basket comes to the Third-Class-Round.

Third-Class-Round: ★

- ▶ Each player throws from a distance of **4 meters**.
- ▶ Each player may throw as often as he has hit the basket in the qualifying round (but **12 throws at most**).
- ▶ Each throw into the basket counts **1 point**.
- ▶ A player hitting the basket three times in succession receives **2 additional bonus points**.
- ▶ Each player throwing the ball at least **five times** into the basket comes to the Second-Class-Round.

Second-Class-Round: ★★

- ▶ Each player throws from a distance of **5 meters**.
- ▶ Each player may throw as often as he has hit the basket in the Third-Class-Round (but **10 throws at most**).
- ▶ Each throw into the basket counts **2 points**.
- ▶ A player hitting the basket three times in succession receives **4 additional bonus points**.
- ▶ Each player throwing the ball at least **four times** into the basket comes to the First-Class-Round.

First-Class-Round: ★★★

- ▶ Each player throws from a distance of **6 meters**.
- ▶ Each player may throw as often as he has hit the basket in the Second-Class-Round (but **8 throws at most**).
- ▶ Each throw into the basket counts **3 points**.
- ▶ A player hitting the basket three times in succession receives **6 additional bonus points**.
- ▶ Each player throwing the ball at least **three times** into the basket comes to the Elite-Class-Round.

Elite-Class-Round: ★★★★

- ▶ Each player throws from a distance of **7 meters**.
- ▶ Each player may throw as often as he has hit the basket in the First-Class-Round round (but **6 throws at most**).
- ▶ Each throw into the basket counts **4 points**.
- ▶ A player hitting the basket three times in succession receives **8 additional bonus points**.

3. Further bonus points

Four successive throws into the basket give twice as many bonus points as three successive throws into the basket; five successive throws into the basket give three times as many bonus points; and so on. Example: A player hitting the basket seven times in succession in the Second-Class-Round, gets (5 x 4 =) 20 bonus points in addition to his 14 standard points. In the following table you can see further examples:

Throw	1	2	3	4	5	6	7	8	9	10
Goals	X	-	X	X	X	-	X	X	-	X
Goals	-	X	X	X	-	X	X	X	X	-
Goals	-	X	X	X	X	X	X	X	X	-
Goals	X	X	X	X	X	-	X	X	X	X

Goals	3-Fold
7	1
7	3
8	6
9	5