

2007 - PLAYBOOK



DENVER NUGGETS SKILLS CHALLENGE



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INTRODUCTION

The Colorado Parks and Recreation Association (CPRA) and the Denver Nuggets produce the 2007 Denver Nuggets Skills Challenge.

We are looking forward to providing the youth of Colorado with a statewide basketball skills competition testing their skills in dribbling, passing and shooting. This is an exciting program that can take a boy or girl from a local competition to a sectional event, culminating at a Nuggets game at the Pepsi Center for the state championship if he or she is the top scorer in his or her age group.

This playbook is designed to ensure that everyone involved with the various levels of competition has a good understanding of the program and that all the rules are followed carefully and consistently. It provides information, suggestions and guidelines regarding staffing, equipment and on-court execution.

Communication, teamwork and organization will ensure safe and successful competitions and thus, the ultimate success of the Denver Nuggets Skills Challenge.

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PROGRAM OVERVIEW

TITLE

The Colorado Parks and Recreation Association (CPRA) and the Denver Nuggets produce the Denver Nuggets Skills Challenge with support from Comfort Dental.

PURPOSE

The Denver Nuggets Skills Challenge is an opportunity for boys and girls ages 7 – 14 to compete against their peers in dribbling, passing and shooting skills.

PHILOSOPHY

CPRA and the Denver Nuggets want every child to have an equal opportunity to compete. There is no registration fee or purchase required for any participant to enter.

PARTICIPANTS

Children must be between the ages of 7 and 14 and show a valid birth certificate for age verification if they are winners at a local competition. Separate divisions are offered for boys and girls. All contestants must complete an entry form which can be obtained from a local parks and recreation agency or local youth organization.

AGE GROUPS

There are four age divisions: 7/8, 9/10, 11/12 and 13/14 for both boys and girls. Age is determined as of April 30 of the contest year (2007). The top scorer in each age group from each local competition will advance to the sectional competition. From each sectional, the top scorer in each age group will advance to the state championship.

LOCAL & SECTIONAL COMPETITIONS

Each local parks and recreation agency or local youth organization hosting a local and sectional competition is authorized by CPRA to hold the event in accordance with the rules and information contained in this Playbook. Local competitions will be in December/January. Sectionals will be in February. Saturdays and Sundays are recommended.

STATE CHAMPIONSHIP

The state championship will be held at the Pepsi Center prior to the March 17th Denver Nuggets vs Phoenix Suns basketball game. The top scorers in each age group at each sectional will compete at the state championship. Finalists will receive four (4) tickets to the Nuggets game and a Denver Nuggets Skills Challenge T-shirt.

TIME SCHEDULE

January 1Commitment Form Deadline

**November 15.....10:00 a.m. (CARA meeting)
Mandatory agency meeting for distribution of
Playbooks, Host CDs, ribbons and information.**

December 1 – January 21Local competitions

**January 30Local results due to section coordinators
and State Commissioner**

February 3-18.....Sectional competitions (Weekends recommended)

**February 28Sectional results due to State Director with birth
certificates and entry forms**

**March 17State Championship
Pepsi Center**

ELIGIBILITY

1. The competition is open to all boys and girls ages 7 – 14. The four age classifications are based upon the child's age as of April 30 of the contest year (2007). Age classifications are 7/8, 9/10, 11/12 and 13/14.
2. There is no charge to participate in the Denver Nuggets Skills Challenge. No special equipment is required.
3. All participants must show proof of age at the sectional level of competition. Failure to provide a birth certificate or religious document (baptismal record) will result in that participant being ineligible to compete. Participants do not need to provide proof of age to participate in a local competition. However, participants do need to provide proof of age if they are a winner at a local competition.
4. Participants may only register and compete in one (1) local round of competition. Competing in more than one local round will result in the automatic disqualification of that participant.
5. Only agencies that have returned a commitment form and agency fee to the CPRA office (PO Box 1037, Wheat Ridge, CO 80034 / fax 303-237-9750) will be allowed to host a local competition.
6. Agency Fee: \$30

BIRTH DATE VERIFICATION CHART

Age as of April 30 of the competition year (2007)

Age Group 7/8.....	May 1, 1998 to April 30, 2000
Age Group 9/10.....	May 1, 1996 to April 30, 1998
Age Group 11/12.....	May 1, 1994 to April 30, 1996
Age Group 13/14.....	May 1, 1992 to April 30, 1994

BASKETBALL SKILLS CHALLENGE REGISTRATION FORM

- Produced by the Denver Nuggets and the Colorado Parks and Recreation Association.
- For boys and girls ages 7 to 14 to test skills in dribbling, passing and shooting.
- Local competitions are conducted with the top boy and girl finisher in each age group advancing to a sectional competition.



- The top sectional boy and girl finisher in each age group advances to the state championship to be held at the Pepsi Center prior to a Denver Nuggets Basketball game.
- Free to participate! Winners of a local competition must provide a copy of their birth certificate or religious document along with the entry form to advance

Entry Form & Liability Waiver Denver Nuggets Skills Challenge

Name: _____ Male _____ Female _____

Address: _____

City, State, Zip: _____

Birth Date: _____ Age (as of 4/30/07): _____

Phone Home: _____ Cell: _____

I do hereby waive, relinquish, release, discharge and hold harmless from any and all liability for any physical or mental injury or aggravation of any pre existing illness or handicap, death, loss or enjoyment or any other harm or loss of any nature whatsoever which may be sustained by me or my son/daughter in travel, participating in, and returning from the Basketball Skills Challenge Competition, the Colorado Parks and Recreation Association, the NBA entities, and the Denver Nuggets and their representatives, agents, volunteers and employees.

I, parent and/or guardian of the above-named participant, in consideration of the acceptance of this entry, hereby join and confirm the above waiver and release. Also, I certify that my son/daughter has listed his/her correct birth date and that he/she does not have any physical and/or mental deficiencies that may be aggravated, or in any way endanger him/her by traveling to, participating in, and returning from the competition. Participation constitutes permission to use competitor's name and likeness for promotional purposes without consent.

In addition I certify that my son/daughter has not participated in any other 2006 Basketball Skills Challenge competition and will abide by all rules and regulations to the competition and I acknowledge that any violation of the previous statement can result in the immediate disqualification of my son/daughter from the competition.

Parent or Legal Guardian Signature

Date

RULES

GENERAL

1. All participants will compete in three events – Dribbling, Passing and Shooting.
2. Shoes must be worn. Only sneakers (gym shoes) will be allowed.
3. A participant's final score is his/her cumulative total of points received in each event based on how he/she finished within that event.
4. The following basketball and basketball rim specifications are recommended at all local competitions and will be used at all sectional and state competitions.

***BASKETBALL SPECIFICATIONS**

- 7/8 boys and girls shall use a junior basketball with a minimum circumference of 27 ½ inches to a maximum of 28 inches.
- 9/10 boys and girls, 11/12 boys and girls and 13/14 girls shall use an intermediate basketball with a minimum circumference of 28 ½ inches to a maximum of 29 inches.
- 13/14 boys shall use an official basketball with a minimum circumference of 29 ½ inches to a maximum of 30 inches.

RIM SPECIFICATIONS

- 7/8 boys and girls shall use an 8-foot rim for the shooting competition.
 - 9/10, 11/12 and 13/14 boys and girls shall use a 10-foot rim for the shooting competition.
5. Each local park and recreation agency or youth organization hosting the Denver Nuggets Skills Challenge must be able to provide an 8' and 10' basket. Note: all local hosts are encouraged to offer an 8' rim at their local competition. If your organization cannot provide an 8' rim, you may allow your participants to compete on the 10' rim with the understanding that if they qualify, they will use the 8' rim at sectionals. Please make every effort to use an 8' rim at your local.
 6. Inclement Weather: Competitions should be held if possible. Threatening or dangerous weather conditions will result in on-site cancellation and rescheduling of the event at another time. If a sectional is cancelled, call your state director to determine when your event will be rescheduled.

**Participants must use basketballs provided by the local, sectional and state host. Participants may not use their own ball.*

TIE BREAKERS

1. In the event of an overall tie at any level for any place (1st, 2nd or 3rd), the participants involved will have their scores compared, and the participant with the fastest dribbling time will be declared the winner of that place. If a tie continues to exist, a playoff will consist of the participants competing head to head in the dribbling event. The player with the best score (quickest time) will be declared the winner of that place. If a tie still exists, the players will repeat the dribbling contest head-to-head until a winner is determined.

EVENTS**DRIBBLING**

Dribbling or ball handling, is one of the most important skills to develop in becoming a good basketball player. A good dribbler uses his/her fingertips to control the ball as it bounces. As players improve, they can work on dribbling with strong and weak hand and keeping their heads up so they can see the court.

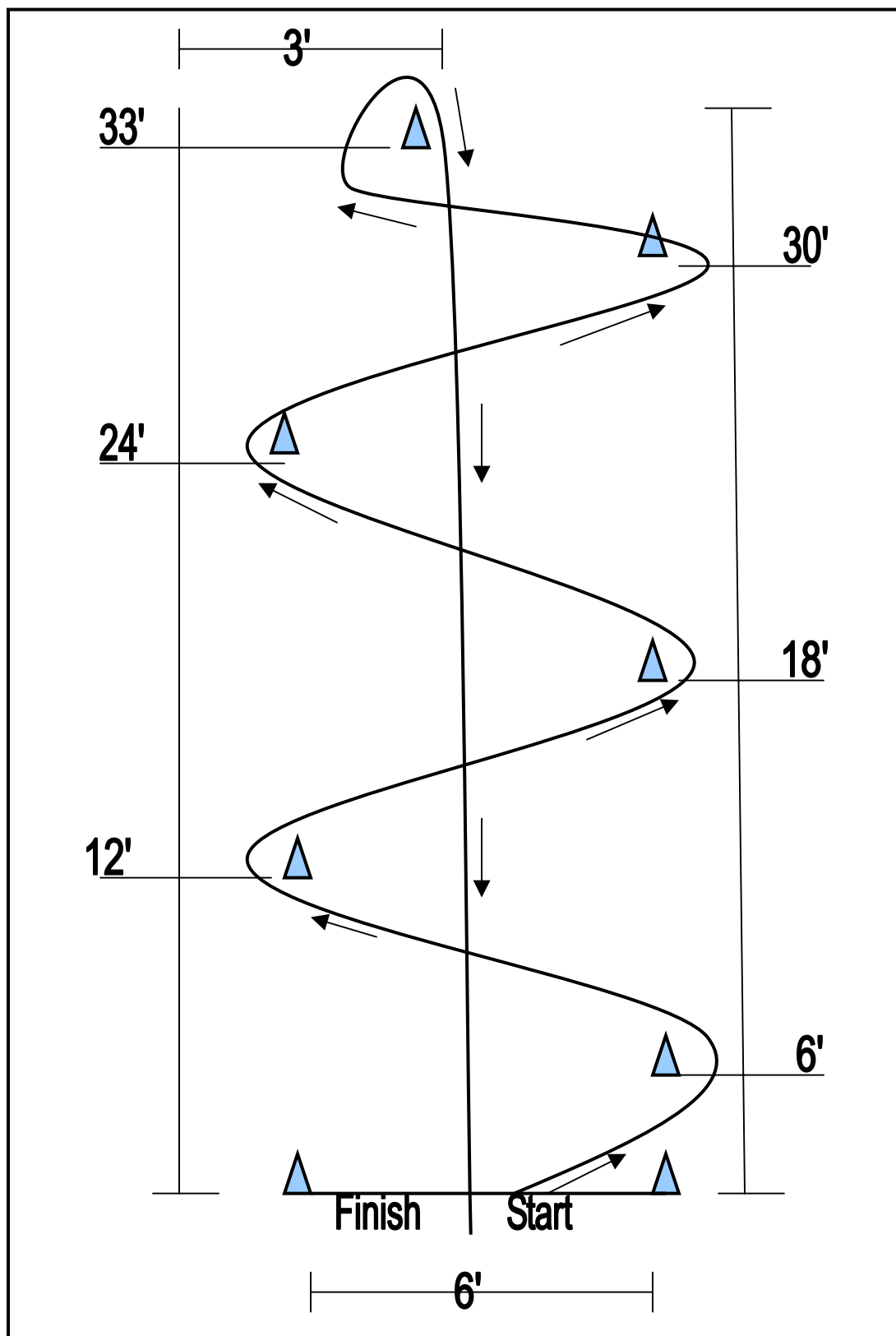
For the skills challenge, players will be timed on a stopwatch as they weave around six cones and return down the middle of the cones. Each time will be given corresponding points reflecting how quickly the challenge was completed. Each participant is rewarded a minimum of 12.5 points for his/her attempt.

1. Participants must use a ball provided by the host agency.
2. Each participant makes one (1) attempt through an obstacle of cones.
3. Cones should be 12" in height and should not be taped down to the floor.
4. Placement of cones. See diagram - Dribbling page 11.
5. Starter will start clock when participant begins and stop the watch when the finish line is crossed.
6. Participants must begin with both feet behind the starting line.
7. Participants must start to the first right cone.
8. Participants must dribble around each cone with his/her feet going on the outside of each cone.
9. Penalty for a missed cone or a knocked down cone is five (5) seconds. Five (5) seconds will be added to the time for every cone missed or knocked down.
10. For a cone(s) missed/knocked down the scorer shall mark the appropriate cone on the score sheet to indicate cones missed/knocked down.
11. Participants must retrieve their own ball.
12. For safety purposes, cones should be placed with a minimum of 10' clearance of obstructions.

Dribbling Scoring Chart

Seconds	Points	Seconds	Points	Seconds	Points	Score
10.0 & Under	120	17.1 – 17.5	87.5	23.6 – 24.0	55	Time _____ Plus Penalties _____ Total Time _____ Total Score _____
10.1 – 11.5	117.5	17.6 – 18.0	85	24.1 – 24.5	52.5	
11.6 – 12.0	115	18.1 – 18.5	82.5	24.6 – 25.0	50	
12.1 – 12.5	112.5	18.6 – 19.0	80	25.1 – 25.5	47.5	
12.6 – 13.0	110	19.1 – 19.5	77.5	25.6 – 26.0	45	
13.1 – 13.5	107.5	19.6 – 20.0	75	26.1 – 26.5	42.5	
13.6 – 14.0	105	20.1 – 20.5	72.5	26.6 – 27.0	40	
14.1 – 14.5	102.5	20.6 – 21.0	70	27.1 – 27.5	37.5	
14.6 – 15.0	100	21.1 – 21.5	67.5	27.6 – 28.0	35	
15.1 – 15.5	97.5	21.6 – 22.0	65	28.1 – 28.5	32.5	
15.6 – 16.0	95	22.1 – 22.5	62.5	28.6 – 29.0	30	
16.1 – 16.5	92.5	22.6 – 23.0	60	29.1 – 29.5	27.5	
16.6 – 17.0	90	23.1 – 23.5	57.5	29.6 – 30.0	25	
				30.1 & Up	22.5	

DIAGRAM - Dribbling



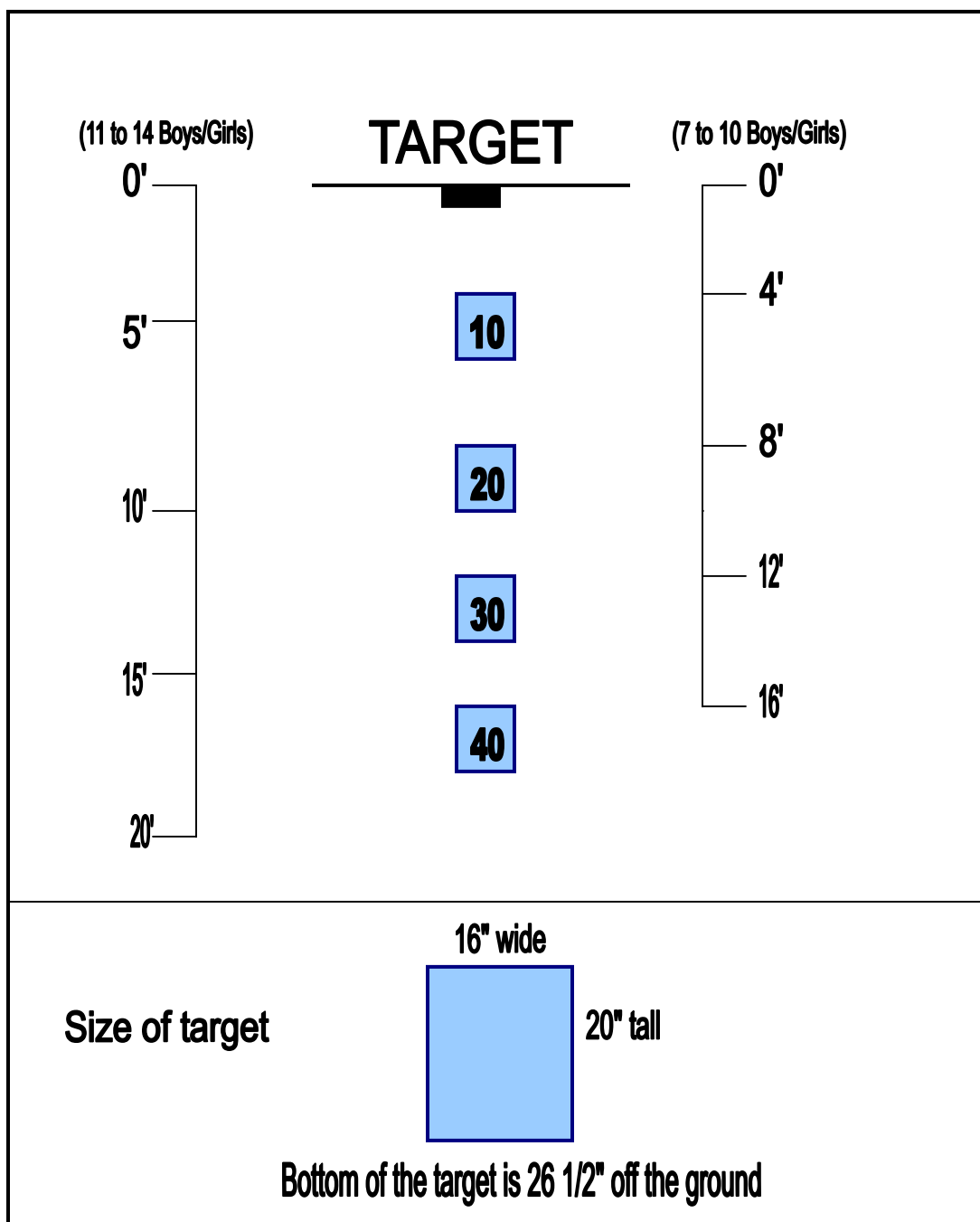
PASSING

Basketball is a game of teamwork and nothing reflects this more than proper passing. There are three basic types of passes: chest, bounce and overhead. A good passer starts by holding the ball with his/her thumbs pointing up and ends with the thumbs pointing to the ground, this gives the ball proper spin. Passers should step toward their teammate as they pass and should step to the ball to receive it. Passers should follow through and point their fingers at their target.

The purpose of the passing challenge is to get the ball in the target. The farther away a participant stands, the more points he/she gets.

1. Participants must use a ball provided by the host agency.
2. Each participant gets three (3) attempts at passing the ball from stationary spots marked on the floor to hit a target. The farther back the participant is, the more points he/she can earn.
3. Participants must attempt the following passes in this order:
 - a. Chest Pass (the pass must come from the chest, not from overhead nor tossed underhand; either a one handed push pass or two handed chest pass is acceptable)
 - b. Bounce Pass (the pass must bounce once and no more on the way to the target)
 - c. Player's Choice (chest, bounce or overhead passes acceptable)
4. A participant must not cross the front line of the marked spot during the pass. If the participant does cross the line, that attempt will be a scratch and no points will be given for that pass.
5. Placement of spots see diagram: Passing page 13.
6. Numbered marked spots:
7/8 and 9/10 boys & girls will have spots marked at
 - 4' -10 points
 - 8' -20 points
 - 12' -30 points
 - 16' -40 points11/12 and 13/14 boys & girls will have spots marked at
 - 5' -10 points
 - 10' -20 points
 - 15' -30 points
 - 20' -40 points
7. A majority of the ball must hit inside the target outline in order for the pass to count at a local, state and sectional competition.
8. Target is 16 inches wide, 20 inches tall and 26 ½ inches from the bottom of the target to the ground. See an example of the target on the Host CD.

DIAGRAM - Passing



SHOOTING

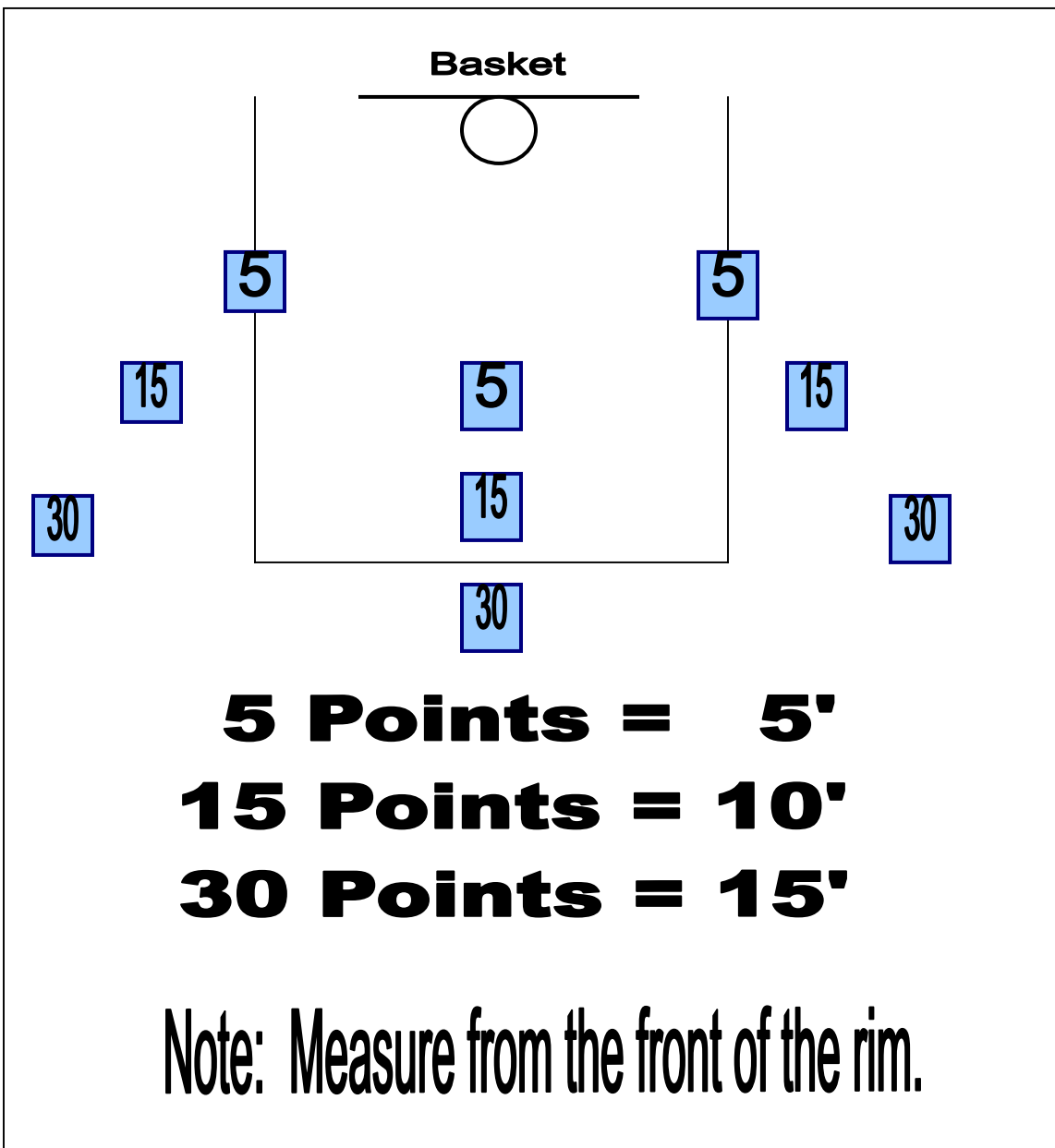
To win a game, a team must be able to make baskets. Shooting, more than anything else, takes a lot of practice and dedication. When shooting a basketball, a player should keep his/her feet and shoulders square to the basket, concentrate on the target, use the strength in his/her legs to get the ball to the basket and follow through after the shot.

In this challenge, each player gets 30 seconds to shoot as many times as possible from any numbered, marked spot on the floor.

1. Participants must use a ball provided by the host agency.
2. Each participant gets 30 seconds to attempt as many shots as possible from the stationary numbered spots marked on the floor. The farther back a participant is, the more points he/she can earn. Participants will decide where they will shoot their shots.
3. Each participant's foot must be in contact with the spot at time of release for the score to count.
4. Participants must retrieve their ball.
5. Placement of spots: see diagram Shooting page 15. Use shooting angle lines (page 16) to place markers.
 5. Numbered marked spots:
 - 8' rim** 7/8 boys & girls will have spots marked at
 - 5' - 5 points
 - 10' - 15 points
 - 15' - 30 points
 - 10' rim** 9/10, 11/12 and 13/14 boys & girls will have spots marked at
 - 5' - 5 points
 - 10' - 15 points
 - 15' - 30 points
6. Basketball Specifications is recommended at all local competitions and will be used at all sectional and state competitions.
 - 7/8 boys and girls shall use a junior basketball with a minimum circumference of 27 ½ inches to a maximum of 28 inches.
 - 9/10 boys and girls, 11/12 boys and girls and 13/14 girls shall use an intermediate basketball with a minimum circumference of 28 ½ inches to a maximum of 29 inches.
 - 13/14 boys shall use an official basketball with a minimum circumference of 29 ½ inches to a maximum of 30 inches.

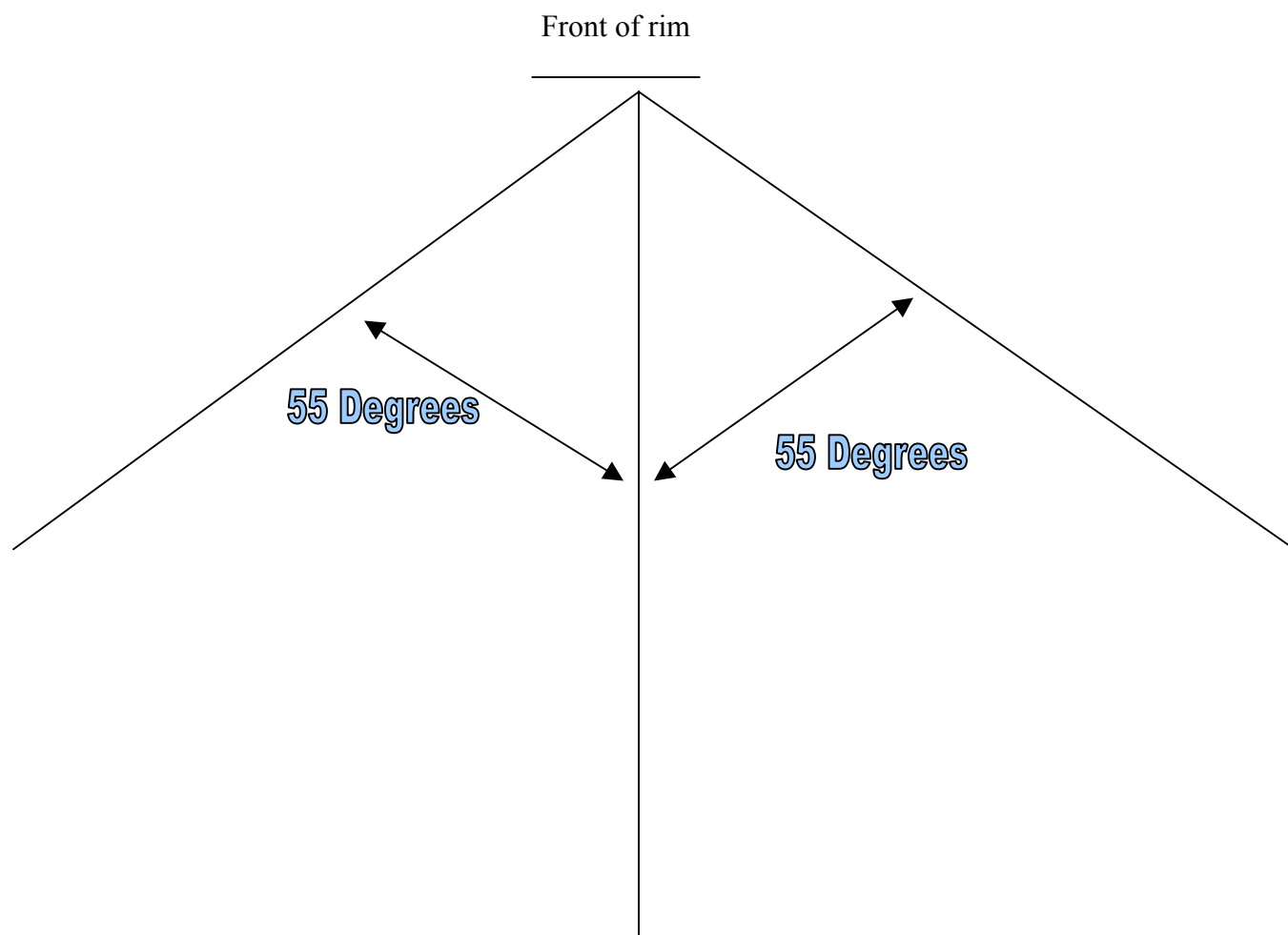
Note: all local hosts are encouraged to offer an 8' rim at their local. If your organization cannot provide an 8' rim, you may allow your participants to participate on the 10' rim with the understanding that if they qualify, they will use the 8' rim at sectionals.

DIAGRAM - Shooting



Shooting Angle Chart

Use this string chart at the front of the rim to give proper angles as you measure out markers.



RESPONSIBILITIES OF STAFF

LOCAL & SECTIONAL COMPETITIONS

1. Keep State Director and the CPRA office informed of your progress.
2. Follow the time schedule.
3. Local hosts: Email or fax the winner results sheet (See Results Form on Host CD) including entry form and age verification to your sectional coordinators the day after your event. After faxing winners' information, send all participant entry forms, age verification and runner-up forms to the state coordinator.
4. Sectional hosts: Send the result sheet for your sectional including all your entry forms and age verifications of your sectional winners to the CARA representative the day after your event. (See address, page 3).
5. Use the congratulatory letter (See Local Winner Letter on Host CD) to inform your winners of the date, time and location of their next level of competition.
6. Oversee operations and logistics of local and sectional competitions.
7. Handle distribution of merchandise, prize and gifts to all participants and volunteers at the competitions.
8. Publicize and promote the Denver Nuggets Skill Challenge in your area, including passing out agency brochures, posting fliers, distributing entry forms, contacting local media, etc.
9. Send the results of your competition to the local media. (See sample news release, see page 25, 26.)
10. Participants must compete during the scheduled time of the competition. You may allow a child to complete the three events prior to the others in their age group if needed; however, that child must start at the scheduled time.

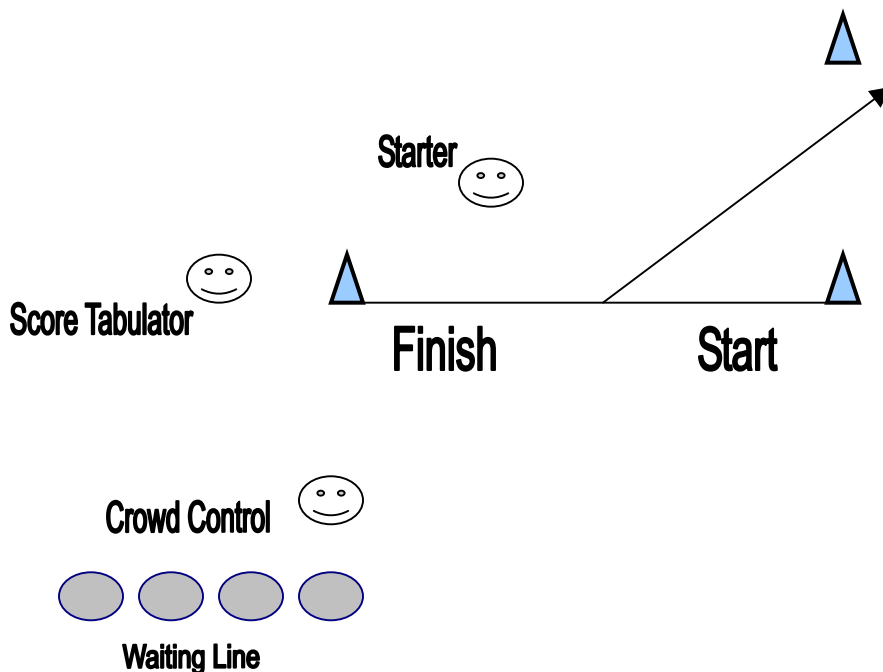
FIELD STAFFING AND SET-UP

It is recommended that age and gender groupings rotate around from event to event to enable the scorers and judges to keep these age groupings and their scores together on a single clipboard, making the tabulation of final event scores easier and to speed up the event.

DRIBBLING

One Starter/ Timer	Explains the dribbling rules to the players. Starts the stopwatch as the player begins the dribbling event. Calls missed/knocked down cones. Stops the watch once player crosses finish line.
One Score Tabulator	Records times as each player finishes. List total points scored.
One Crowd/ Participant Controller	Keeps participants in the correct order for competing. Keeps order and control

Note: These suggestions are for one line of competition. If you use more than one line, increase the staff as necessary.



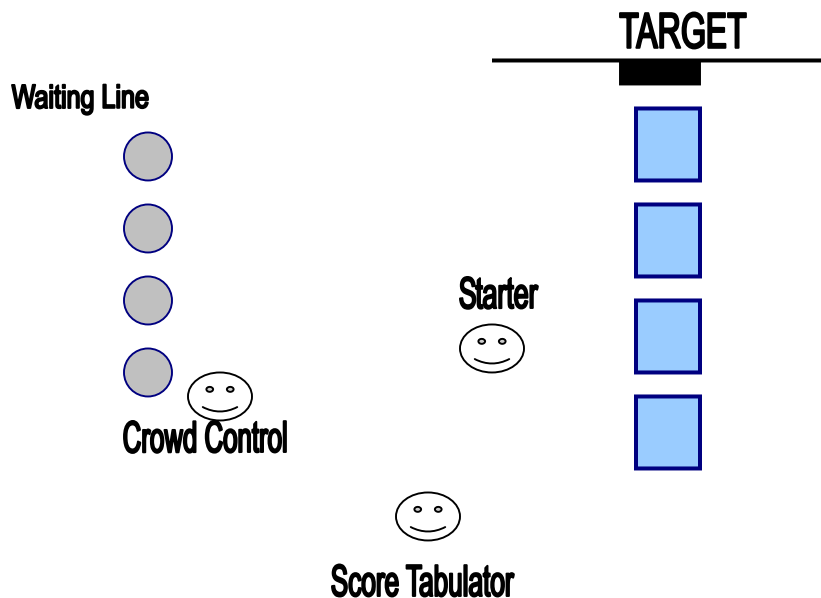
PASSING

One Starter	Explains the passing rules to the players. Hands basketball to player. Informs the player which pass he/she needs to attempt.
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One Score Tabulator	Marks players' scores on the score sheet after all three attempts are taken.
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Crowd/ Participant Controller	Keeps participants in the correct order for competing. Keeps order and control
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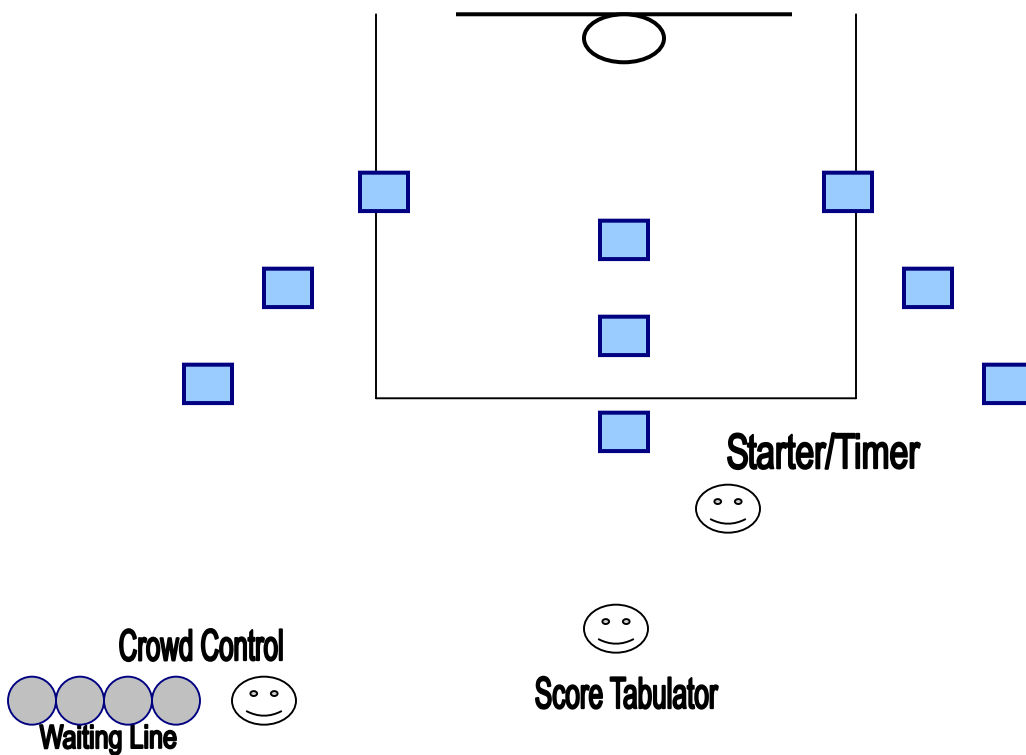
Note: These suggestions are for one line of competition. If you use more than one line, increase the staff as necessary.



SHOOTING

One Starter/ Timer	Explains the shooting rules to the players. Starts the stopwatch when the first shot is released. Stops the clock if ball becomes lodged/stuck on rim. Will let player know when 5 seconds is left. Stops the watch once 30 seconds is up. Ball must be released by the end of the 30 seconds for shot to count.
One Score Tabulator	Keeps track of all shots made. Does not count shot if player's foot is not in contact with mark. Marks players scores on the score sheet.
Crowd/ Participant Controller	Keeps participants in the correct order for competing. Keeps order and control.

Note: These suggestions are for one line of competition. If you use more than one line, increase the staff as necessary.



SCORING INSTRUCTIONS

1. Scores are awarded based on how each participant finishes within their age group in each event. Points will be totaled for all three events.
2. There will be no ties. In the event of a tie, please refer to Tie Breakers (See rules section, page 9) for details.
3. Scores are not cumulative from local to sectional and sectional to the state finals. All competitors begin with a score of zero at each level of competition.

EQUIPMENT

Each host agency is responsible for providing the necessary staff and equipment to run this event.

RECOMMENDED EQUIPMENT

Equipment provided by CPRA/Denver Nuggets

- Copies of autographed Denver Nuggets pictures (Locals)
- Ribbons (Locals)
- Medals (Sectionals)

Equipment provided in playbook & host CD

- Certificates (Locals) 1st – 3rd Place – See host CD (PDF Form)
- Passing Target - Provided at sectionals and state (See diagram, playbook page 13)
- Floor Markers - Shooting/Passing Spots - See host CD – (lamine for better marker)
- Score Sheets - See playbook page 25
- Registration Forms - See playbook page 8
- Flyers - (Easy to fill out Word form on Host CD)
- Congratulatory Confirmation Letter - See host CD (Word form)
- Results Sheet – See host CD (Excel form)

Equipment provided by host:

- Pens & Pencils
- Chairs
- First Aid Kit
- Stopwatches
- Tables
- Camera & Film
- Clipboards
- Rims - 8' and 10'
- Tape Measures
- Calculators
- Basketballs – Sizes (3 each size) Junior / Women's Official / Official
- Cones – 8 cones 12" tall
- Floor Tape

NOTE: Equipment needs will be unique to your competition. Larger events will need more equipment. Be prepared.

PRIZE STRUCTURE

Locals

Certificates signed by Denver Nuggets Players for all participants.

Ribbons for 1st – 3rd place.

Paper Certificate for 1st - 3rd Place - See host CD for PDF Form and printable copy

Sectionals

Medals for 1st – 3rd place.

State Championship

Four (4) tickets to the Nuggets game on March 17th for each contestant

Denver Nuggets Skill Challenge T-Shirt and goodie bag for all state finalists

Plaques for 1st - 3rd Place

Denver Nuggets Basketball for 1st place/state champ.

Staff and Participant Apparel

LEVEL	PARTICIPANTS	STAFF
Locals	N/A	T-Shirts - 2
Sectional	N/A	Polo Shirts - 2
State Championship	Denver Nuggets Skills Challenge T-Shirt	Polo Shirts - 1

PROMOTION

1. Distribute fliers and entry forms to all local newspapers, radio stations, television stations, schools (while still in session), council/board members, community/civic groups, service clubs and local basketball organizations. Add your agency name and logo to the flier and entry form in the designated places (see editable Denver Nuggets Poster/Flier on Host CD).
2. Publicize your local competition with surrounding communities if they are not already conducting a local Denver Nuggets Skills Challenge.
3. Include a description of your local Denver Nuggets Skill Challenge competition in your parks and recreation community brochure.
4. Prepare press release for your local papers, school newsletters, and local homeowner association newsletters (see press releases on host CD).
5. Place entry forms in literature racks and at registration desks of all your facilities and at other appropriate community locations.
6. Emphasize that the Denver Nuggets Skill Challenge program is free to participants, requires no special equipment, boys and girls have separate divisions and compete in their own age groups.

PARTICIPANT SCORESHEET



Name _____	Age Division
Male _____ Female _____ Date of Birth (M/D/Y) _____	7/8 _____
Age as of 4/30/2007 _____	9/10 _____
Favorite Nuggets Player _____	11/12 _____
	13/14 _____

Note: Participants may only compete ONE time in the 2007 season. If a participant competes more than once, the participant's result from their first competition will represent their official score. If a participant wins, he/she must attend the sectional competition that is assigned.

DRIBBLE	Seconds	Points	Seconds	Points	Seconds	Points	Score
	10.0 & Under	120	17.1 – 17.5	87.5	23.6 – 24.0	55	Time _____ Plus Penalties _____ Total Time _____ Total Score _____
	10.1 – 11.5	117.5	17.6 – 18.0	85	24.1 – 24.5	52.5	
	11.6 – 12.0	115	18.1 – 18.5	82.5	24.6 – 25.0	50	
	12.1 – 12.5	112.5	18.6 – 19.0	80	25.1 – 25.5	47.5	
	12.6 – 13.0	110	19.1 – 19.5	77.5	25.6 – 26.0	45	
	13.1 – 13.5	107.5	19.6 – 20.0	75	26.1 – 26.5	42.5	
	13.6 – 14.0	105	20.1 – 20.5	72.5	26.6 – 27.0	40	
	14.1 – 14.5	102.5	20.6 – 21.0	70	27.1 – 27.5	37.5	
	14.6 – 15.0	100	21.1 – 21.5	67.5	27.6 – 28.0	35	
	15.1 – 15.5	97.5	21.6 – 22.0	65	28.1 – 28.5	32.5	
	15.6 – 16.0	95	22.1 – 22.5	62.5	28.6 – 29.0	30	
	16.1 – 16.5	92.5	22.6 – 23.0	60	29.1 – 29.5	27.5	
	16.6 – 17.0	90	23.1 – 23.5	57.5	29.6 – 30.0	25	
					30.1 & Up	22.5	

Total _____

PASS	
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	Chest Pass (Circle One) 40 30 20 10 0
	Bounce Pass (Circle One) 40 30 20 10 0
	Player's Choice (Circle One) 40 30 20 10 0
	Total _____

SHOOT	
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	30 _____ 15 _____ 5 _____
	Mark one for each basket made in each appropriate category
	Total _____

Total - Dribble _____ Pass _____ Shoot _____ Total Points _____

