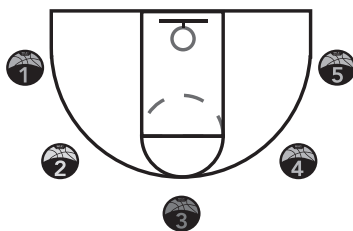


## » NUMBER GAMES

### TREYS AROUND THE WORLD

Set up Shot Spotz #1 thru #5, evenly spaced around the 3-point line perimeter. Start in the corner at #1. When players make a shot, they immediately advance to the next numbered Spot. When players miss a shot, they lose their turn & resume from the same Shot Spotz location on their next turn. The first player to make a basket from all 5 Shot Spotz wins. For a bigger challenge, extend the game to go "Around the World" and back.



### FASTEST ONCE AROUND

Set up Shot Spotz #1 thru #5 at any chosen distance around the perimeter of the basket. Set the timer to two minutes. Starting at Spot #1, players compete one at a time against the clock to make a basket from as many of the Shot Spotz as possible. When players make a shot, they continue shooting and immediately advance to the next numbered Shot Spot. The player who makes a basket from all five Shot Spotz in the least amount of time wins. If none of the players make all five baskets, then the player with the most baskets within two minutes wins.

### 2nd CHANCE

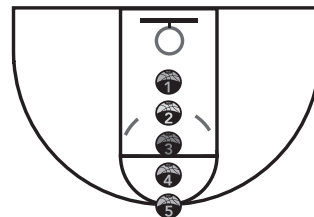
Set up Shot Spotz #1 thru #5 at any chosen distance around the perimeter of the basket. Players shoot from Shot Spotz #1 thru #5 "in order." When players make a shot, they immediately advance to the next numbered Spot. When players miss a shot, they have the option to take a 2nd Chance shot. If they make the 2nd Chance shot, they immediately advance to the next numbered Spot. If they miss their 2nd Chance shot, they lose their turn & start over at Spot #1 on the next turn. If they choose not to take a 2nd Chance shot, they resume from same numbered Shot Spotz location on their next turn. The first player to make a basket from all 5 Shot Spotz wins.

### LINE'EM UP

Set up Shot Spotz #1 thru #5 in a line—with #1 representing the Center up to #5 at the top of the key (Point Guard). Players alternate turns, starting from spot #1. When players make a shot, they immediately advance to the next numbered Spot. When players miss a shot, their turn is over. The player that advances to the highest numbered Shot Spot wins.

For advanced play, players need to make basketball shots designed for the numbered position:

- » 1 Center: Off the glass, post up turnaround
- » 2 Power Forward: Turn around jumper
- » 3 Small Forward: Off the dribble, catch and shoot
- » 4 Shooting Guard: Catch and shoot, off the curl or step back
- » 5 Point Guard: Off the dribble



## » POINT GAMES

### 5 SHOT ADD 'EM UP

Place the Shot Spotz anywhere on the court, with #5 placed furthest from the basket, and #1 placed closest. Alternating turns, each player gets to choose what point value Spot they want to shoot from with a total of 5 shots each. Add the point value of each successful shot. The player with the most points wins. Note: After each player has taken a shot, the player with the most points shoots first on their next turn. If players are tied, they alternate turns.

### FIVE SHOTS FOR FIFTEEN POINTS

Set up the Shot Spotz with the most difficult location receiving the highest point value. Starting in order from the lowest to the highest point value, players alternate and work their way from 1 to 5, receiving the given number of points for each. If the maximum of 15 points is not reached, the player with the most points wins.

### 2-MINUTE SHOOTOUT

Place the Spot Shotz anywhere on the court, with #5 placed furthest from the basket, and #1 placed closest. Set the timer to two minutes. Beginning from any Spot, players compete one at a time, shooting from the Spot they choose, adding the point value for every successful basket. Once a shot is taken, the player must shoot from a different Shot Spot location (players may not take consecutive shots from the same Shot Spot). The player with the most points in two minutes wins.

### TWENTY-ONE

Place the Spot Shots anywhere on the court, with #5 placed furthest from the basket, and #1 placed closest. Alternating turns, each player gets to choose what point value Spot they want to shoot from. Adding the point value of each successful shot, the first player to get exactly 21 Points wins the game.

## » TRAINING

### CALL 'EM OUT & FIND 'EM

While one player looks away from the court, the coach moves the Shot Spotz around. The coach will call out a number, and the player must immediately turn to find that spot on the court. After calling out a number, the coach counts to 3 and delivers the ball to the specified Spot. The player must get to the Spot on the court in time to catch and shoot. This drill builds quick feet, court awareness and quick decision making.

DIAGRAMS PROVIDE SAMPLE PLACEMENTS FOR SHOT SPOTZ. CHANGE LOCATION OF THE SHOT SPOTZ ON THE COURT ACCORDING TO SKILL LEVEL AND CREATIVITY.

USE YOUR IMAGINATION TO CREATE OTHER FUN, CHALLENGING GAMES THAT CAN BE PLAYED WITH SHOT SPOTZ.

WE WOULD LOVE TO HEAR YOUR IDEAS AT [facebook.com/SKLZ](https://facebook.com/SKLZ)