



# SKILLS CHALLENGE SCORING

## JUGGLING

You have 30 seconds to get as many juggles in a row as you can. If the ball touches the ground, the count starts back at one.

1-20 juggles	1 point per juggle	If max # hit 20 points
21-40 juggles	2 points per juggle	60 points
41-60 juggles	3 points per juggle	120 points
61-80 juggles	4 points per juggle	200 points
81+ juggles	5 points per juggle	200+(# of juggles over 80 x 5)

### EXAMPLE

64 juggles earns 116 points (100 pts for 60 juggles + 16 pts for 4 juggles over 60 at 4 pts each)

## PROGRESSIVE SHOOTING

How quickly can you hit your three targets? The goals get further away as you move down the line. If you hit all the goals in the five-minute time limit, bonus points will be awarded for every 10-second increment under five-minute that remains.

Hit Goal #1	20 point
Hit Goal #2	40 points
Hit Goal #3	60 points
Speed Bonus	If you hit all the goals in the allotted 5 minutes, you will receive 2 points/10-seconds under 5 minutes

### EXAMPLE

If you hit all three goals in three minutes, you will earn 156 points (120 points for hitting all goals + 24 points for finishing with 120 seconds remaining)

## VOLLEY SHUFFLE

Complete as many volleys as you can in 30 seconds, shuffling between the cones between each one.

1-5 volleys	2 point per volley	If max # hit 10 points
6-10 volleys	4 points per juggle	30 points
11-20 volleys	6 points per juggle	90 points
21-30 volleys	8 points per juggle	170 points
31+ volleys	10 points per juggle	170+(# of volleys of 30 x 10)

### EXAMPLE

23 volleys earns 114 points (90 pts for 20 volleys + 24 pts for 3 volleys over 20 at 8 pts each)

## SLALOM & SPRINT

Slalom through the cones, leave your ball at the end, and sprint back as quickly as you can.

Contestants will be ranked by time in their respective divisions. First place receives 150 points. For every 1/10 second behind the 1st place time, your points will be reduced by 5. For every missed cone, 3 seconds will be added to your time. ~~\*\*Due to our timers not having 1/10 second measurements, scoring was changed to the following: Lowest time in seconds receives 150 points, for every second below the top time, your score will be reduced by 10 points.~~

**\*\* TIE-BREAKER; In the instance of a tie, the winner will be the individual who took the least amount of time to hit all three goals in the progressive shooting challenge**