

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

WINNERS

Prizes will be awarded to the top score in every category, and to the top overall score.

INTRAMURAL THREE POINT CONTEST RULES

1. Each contestant will shoot 5 balls from 5 different spots behind the 3 point arc.
2. The first 4 balls at each spot will be worth 1 point each. The last ball at each spot is the bonus ball, which is worth 2 points.
3. The contest will be un-timed.
4. Tie breaker:
 - a. Most bonus balls made.
 - b. Most consecutive shots made.

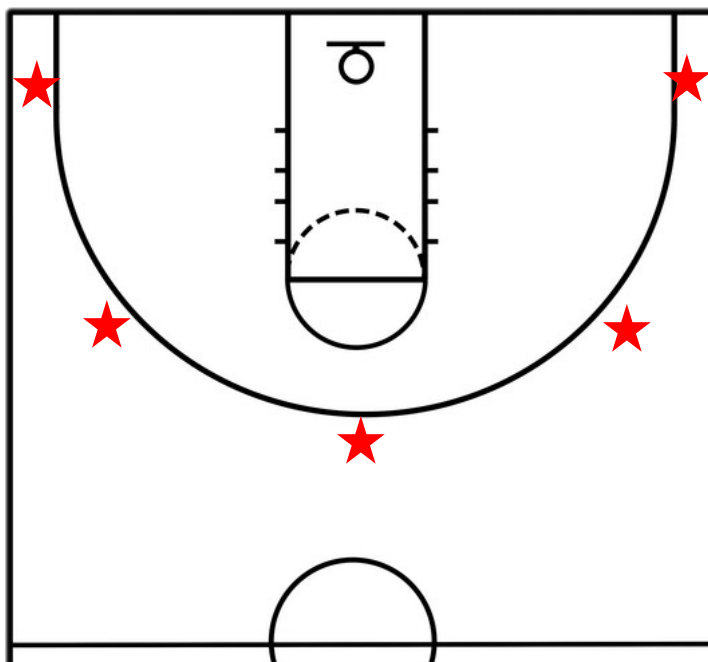
INTRAMURAL FREE THROW CONTEST RULES

1. Each contestant will shoot 20 free throws.
2. Contest will be un-timed.
3. Tie breaker for overall winner:
 - a. Starting from the last free throw shot, the person who made the most consecutive shots will win.
 - b. If there is still a tie, then continue on to the next miss until a winner is determined.

INTRAMURAL HOT SHOT CONTEST RULES

1. Each contestant will have forty-five (45) seconds to take as many shots as possible.
2. There will be colored disks placed in various spots on the court. Shots must be taken at or near these disks.
3. Each disk will have a corresponding point value, if the shot is made, that point value will be listed by the official scorer.
4. The contestant may not take the same shot, for the same point value twice in a row.
5. Tie breaker
 - a. Most made four point shots.
 - b. Most made three point shots.

Three Point Contest Shooting Locations



Hot Shot Shooting Locations

