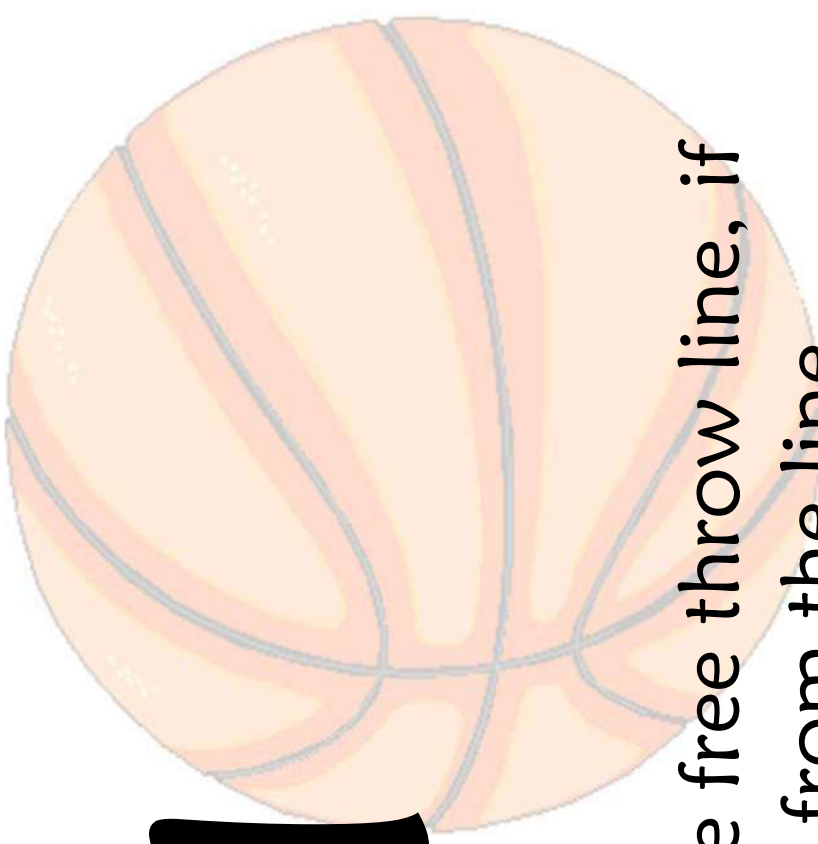


21

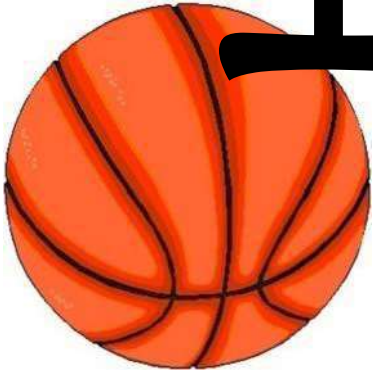


- Choose order of shooters
- First shot is taken from the free throw line, if scored, continue shooting from the line
- If missed, the next person in the order shoots from where the rebound lands
- Baskets from the free throw line are worth 2 points – all other baskets are worth 1
- First to 21 wins!



BUMP

- Choose an order and line up behind the free throw line
- First person shoots, if basket is scored, s/he moves to the back of the line and the next person shoots
- If missed, the person behind has a chance to “bump” him/her out of the game by scoring before s/he can get the rebound and shoot again



H.O.R.S.E

- Choose an order to shoot
- First person makes up a shot and the rest of the team tries to mimic it
- If the shot is missed when creating then no letter is assigned (next person has a chance to create a shot)
- If successful and a teammate is unable to mimic the shot, then s/he is assigned a letter
- Goal is not acquire any letters and to get the rest of the team to spell out H-O-R-S-E



MONARCH -OF-THE- COURT



- All players try to protect their basketballs within the center circle while knocking opponents' basketballs outside of the circle
- If a ball or player fully or partially crosses the boundary line s/he is out
- Last person still in the circle dribbling wins!
- Start a new game

REBOUND AND OUTLET



- 1 shooter and the rest are re-bouncers to start
- Shooter takes 5 shots from outside the key
- On each shot, re-bouncers box out the rest of the players to get to the rebound first
- Players score 1 point for each successful rebound (then pass it back to the shooter)
- Rotate through positions and keep track of personal score