OMGBA SKILLS COMPETITION SCORE SHEET

| 14(0.1) | | Team No. | G401 | | Team No. | B402 | | | | | | |
|---------------------|------------|---------------|----------------------------|------------|---------------|-------------|--|--|--|--|--|--|
| SKILL EVENT | Percent | Score | Points | Percent | Score | Points | | | | | | |
| 1 Lay ups | 56% | 10 / 18 | 2 | 55% | 11 / 20 | 0 | | | | | | |
| | (i.e. 50%) | (i.e. 8 / 16) | (out of 2) | (i.e. 39%) | (i.e. 7 / 18) | (out of 2) | | | | | | |
| 2 Short Shots | 67% | 12/18 | 2 | 60% | 12 / 20 | 0 | | | | | | |
| | (i.e. 50%) | (i.e. 8 / 16) | (out of 2) | (i.e. 44%) | (i.e. 8 / 18) | (out of 2) | | | | | | |
| 3 Free-Throws | 67% | 6/9 | 0 | 80% | 8 / 10 | 2 | | | | | | |
| | (i.e. 63%) | (i.e. 5 / 8) | (out of 2) | (i.e. 44%) | (i.e. 4 / 9) | (out of 2) | | | | | | |
| 4 Pass & Catch | | # 62 | 0 | | # 64 | 2 | | | | | | |
| | | | (out of 2) | | | (out of 2) | | | | | | |
| 5 Dribble Relay | | T | 1 | | T | 1 | | | | | | |
| | • | (W, L, or T) | (out of 2) | • | (W, L, or T) | (out of 2) | | | | | | |
| 6 Defensive Shuffle | | | (No points for this event) | | | | | | | | | |
| TOTAL SKILL POINTS | | | 5 | | | 5 | | | | | | |
| TOTAL SKILL POINTS | | | (out of 10) | | | (out of 10) | | | | | | |
| | | | (00.00) | | | (00.00) | | | | | | |

| <u></u> | TOTAL GAME SUMMARY | Team No. | G401 | | Team No. | B402 | _ |
|---|-----------------------------------|----------|------|-------------|----------|------|--------------|
| Total Game Points (from reverse side)6 (out of 10)4 (out of 1 | Total Skill Points (from above) | | 5 | (out of 10) | | 5 | _(out of 10) |
| | Total Game Points (from reverse s | ide) | 6 | (out of 10) | | 4 | out of 10) |
| Total Points 11 (out of 20) 9 (out of 20) | Total Points | | _11_ | (out of 20) | | 9 | out of 20) |

The winning coach is responsible for reporting game results to coordinator ASAP

Grid to calculate skills percentages:

| SHOTS TAKEN | | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | |
|-------------|------------------|--------------------------|--------------------------|--------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|--|
| | 1 2 3 4 | 17% 33% 50% 67% | 13% 25% 38% 50% | 10% 20% 30% 40% | 8% 17% 25% 33% | 7% 14% 21% 29% | 6% 13% 19% 25% | 6% 11% 17% 22% | 5% 10% 15% 20% | |
| | 5 6 | 83% 100% | 63% 75% | 50% 60% | 42% 50% | 36% 43% | 31% 38% | 28% 33% | 25% 30% | |
| MADE | 7 8 9 | | 88% 100% | 70% 80% 90% | 58% 67% 75% | 50% 57% 64% | 44% 50% 56% | 39% 44% 50% | 35% 40% 45% | |
| ဟ | 10 11 | | | 100% | 83% 92% | 71% 79% | 63% 69% | 56% 61% | 50% 55% | |
| SHOT | 12 13 | | | | 100% | 86% 93% | 75% 81% | 67% 72% | 60% 65% | |
| | 14 15 | | | | | 100% | 94% | 78% 83% | 70% 75% | |
| | 16 17 18 | | | | | | 100% | 89% 94% 100% | 80% 85% 90% | |
| | 19 20 | | | | | | | | 95% 100% | |



OSSEO MAPLE GROVE BASKETBALL ASSOCIATION SCORE SHEET FOURTH GRADE



| Team #: G401 Team Name: Lynx | | | | | | | | | Team #: B402 Team Name: Timberwolve | | | | | | | | volves | <u> </u> | | |
|---|---------------------|----------------------|---------------------|----------------|----------------|---|----------------------------|---|---|----------|--------------|----------------------|----------------|------------------------------|----------------|---------------------------------------|----------|----------|-------------|-----------------------------------|
| 1st Half | 1 21 31 41 | | | 34 | 35 | 7 18 19 16 17 18 19 26 27 28 29 36 37 38 39 46 47 48 49 | 10 20 30 40 50 | Points (out of 4) | ** | 1st Half | 31 | | 13 23 33 | | 15 25 35 | 7 16 17 26 27 36 37 46 47 | 28 38 | | Score 8 | Points ** O (out of 4) |
| 2nd Half | 31 | 12 22 32 42 | 23 33 | 14 24 34 | 15 25 35 | 26 27 28 29 | 10 20 30 40 | Points O (out of 4) Points | | 2nd Hal | f 21 31 | 12 22 32 42 | 23 33 | 34 | 25 35 | 7 16 17 26 27 36 37 46 47 | 28 38 | 39 40 | Score 9 | Points (out of 4) Points |
| Bonus Points (2) for team with highest game score: Bonus Points (2) for team with highest game sco | | | | | | | | | | score: | 0 | | | | | | | | | |
| | | | | | | | Final Score | (out of 2) Total Game Points (out of 10) | | | | | | | | | | | Final Score | Total Game Points 4 (out of 10) |
| | Coa | ach: | | Che | ery | l Reeve | | (out or 10) | | | Coa | ach: | | Flip | Sa | aunde | ers | | | (out of 10) |
| | | Pe | riod | | | Player | Fo | uls* | | | | Pe | riod | | | PI | ayer | | Fo | uls* |
| | 1 | 2 | 3 | 4 | No. | Name | 1st Half | 2nd Half | _ | | 1 | 2 | 3 | 4 | No. | | Name | Э | 1st Half | 2nd Half |
| | X | 2 | X | X | 23 | Maya Moore | II | I | | | X | 2 | X | 2 | 21 | Kevin (| Garne | ett | I | ı |
| Р | 1 | X | 1 | X | 33 | Seimone Augus | stus | I | | Р | 1 | X | 1 | X | 32 | Karl-Aı | nthon | y Tow | ns | ı |
| Е | X | 2 | X | 4 | | Lindsay Whaler | | ı | | E | X | 2 | X | 2 | | Kevin I | | - | II | ı |
| R | 1 | X | 3 | X | | Sylvia Fowles | II | | | R | \mathbf{X} | 2 | X | 2 | | Sam C | | | I | |
| Ö | 1 | \overleftarrow{X} | X | ∇ | | Rebekkah Brun | | | | Ö | ∇ | 2 | ∇ | 2 | | Wally S | | | | II |
| D S | X | 2 | \overleftarrow{X} | 4 | | Katie Smith | | II | | D S | 1 | X | 1 | X | | Tom G | | | II | |
| | abla | X | 3 | X | | Tamika William | s I | | | | 1 | abla | 1 | $\overleftarrow{\mathbf{X}}$ | | Isaiah | | | | |
| P L | abla | 2 | X | 4 | | Napheesa Colli | 1. | ı | | P L | 1 | abla | 1 | abla | | Stepho | | | | |
| A Y | 1 | X | 3 | X | 4- | Rachel Banham | | ı | | A Y | X | 2 | X | 2 | _ | Latrell | _ | | I | ı |
| Е | 1 | 2 | 3 | 4 | | | | | | E | 1 | X | 1 | X | | Rudy 0 | - | | ı | |
| D | 1 | 2 | 3 | 4 | | | | | | D | 1 | 2 | 3 | 4 | | | | | | |
| | 1 | 2 | 3 | 4 | | | | | | | 1 | 2 | 3 | 4 | | | | | | |
| Time Ou | ts (2 | 2 Per | Ga | me) | X | | · · · · · | ч | ı | Time O | uts (2 | 2 Pei | · Gaı | ne) | X | X |] | | | -1 |
| Warning 2nd 3rd Warning 2nd 3rd Illegal Defense (1st Qtr) Illegal Defense (2nd Qtr) Illegal Defense (3rd Qtr) Illegal Defense (3rd Qtr) Illegal Defense (4th Qtr) Illegal Defense (4th Qtr) | | | | | | | | | | | | | | | | | | | | |

SCORER: Please fill in the number (names optional) of ALL players for both teams. Circle the period number for all starting players, do this for each period. If a player plays part of a period, put a line through the circle. This will show that the player only played part of the the period. Each player should have at least two open circles at the end of the game.

^{*} After 5 individual fouls the player is out of the game. After 8 team fouls in each half the bonus is in effect.

^{** 4} points are awarded to the winner of each half. In case of a tie, each team receives 2 points.

The team with the highest final score receives 2 bonus points.