



SKILLS CHALLENGE - ALL STAR GAME

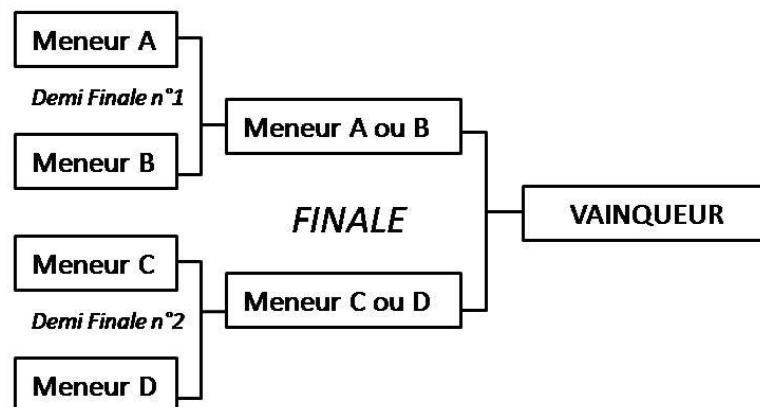
The LNB set up the present official rules regarding the organization of the Skills Challenge

An official supervisor of the All Star Game, picked by LNB, will be there to make sure that this present rules are respected. The official supervisor can be brought to make any decision of refereeing for any possible complaint.

1. Running of the contest

4 players participate in this contest

It takes the form of eliminatory rounds with two semi-finals and a final round

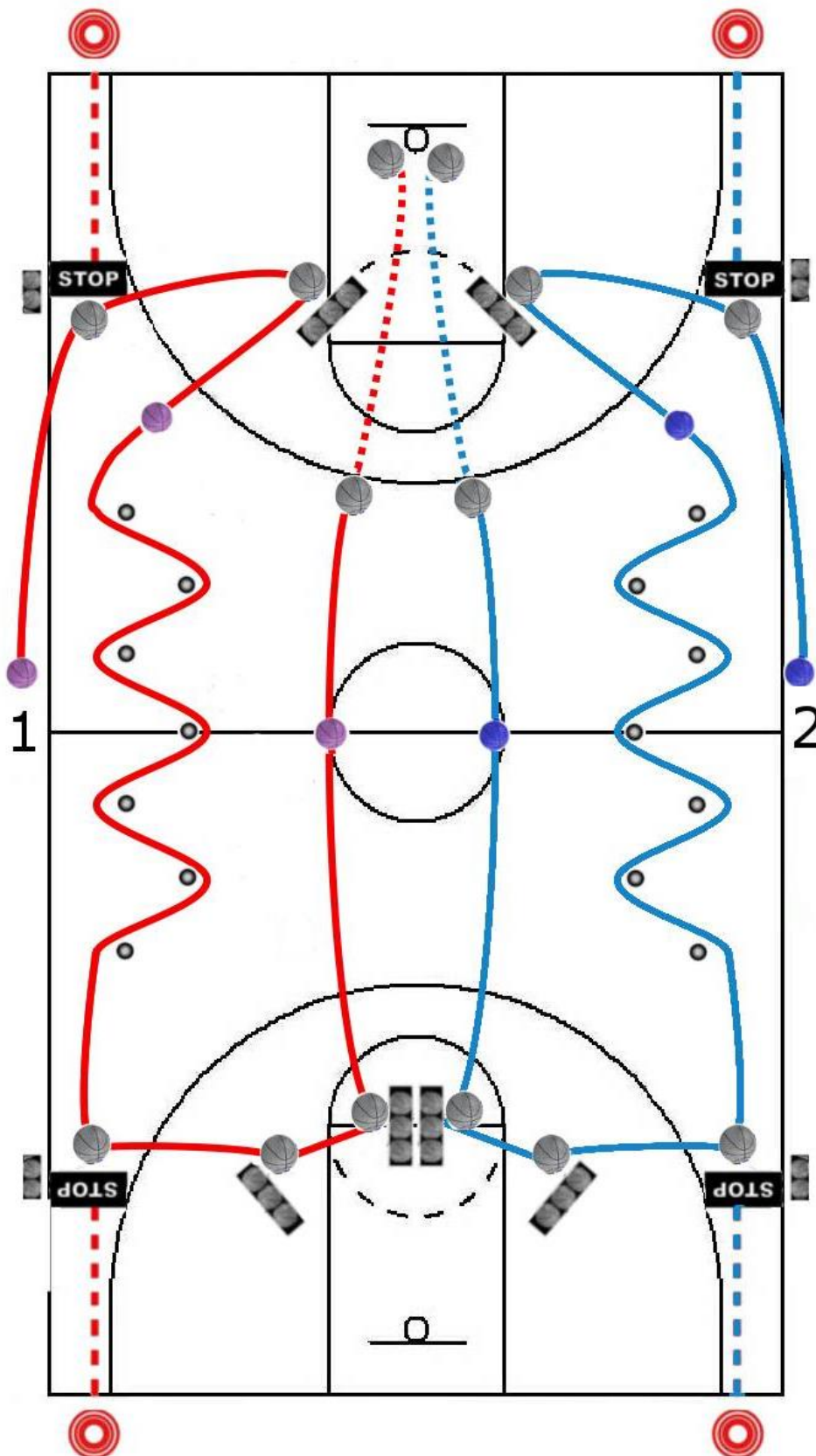


The semi-finals and final are played in the best of three duels (*therefore a maximum of 9 battles on the whole contest*).

A duel is a direct challenge between 2 contestants who play on a symmetrical course composed of shots, dribbles and a passes

2. Course description

With the use of racks, obstacles and targets, 2 courses (n°1 and n°2) are laid out on the court in a perfectly symmetrical pattern.





A draw will determine the two semi-finals and the starting order of the duels:

	On the course n°1	On the course n°2
Starting order	Player	Player
Semi Final n° 1 – Battle n°1	A	B
Semi Final n°2 – Battle n°1	C	D
Semi Final n°1 – Battle n°2	B	A
Semi Final n°2 – Battle n°2	D	C
Semi Final n°1– <i>3rd battle if necessary</i>	A	B
Semi Final n°2– <i>3rd battle if necessary</i>	C	D
Final – Duel n°1	A or B	C or D
Final – Duel n°2	C or D	A or B
Final – <i>3rd battle if necessary</i>	A or B	C or D

Each course presents 7 successive objectives:

- Objective 1 : pass on target
- Objective 2 : mid-range 45° shot
- Objective 3 : Slalom while dribbling behind each obstacle
- Objective 4 : pass on the target
- Objective 5 : mid-range 45° shot
- Objective 6 : free-throw shot
- Objective 7 : 3-point shot (followed by a free shot if missed)

Exception made of the slalom and the last 3-point shot, the participant has 3 attempts on each objective. When an objective is completed or when the 3 attempts have been taken, the participant can proceed to the next objective

3. Ranking

The winner of a battle is the first participant to make the shot at objective n°7.

Shots from objective 7 must be clear field goal attempts. The participant cannot voluntarily try to divert the trajectory of his opponent's shot with his own ball.

If a player fails to make his 3-point shot at objective 7 (missed shot or balls of the 2 contestants that hit each other), the contestant can take his own rebound or any ball on the rack situated nearby. The following tries to score are free (mid-range shot, lay up...) and dribbling is authorized

Physical contacts between the players are prohibited. In the event of a contact, the player responsible for the foul, according to the Official Supervisor, loses the round