

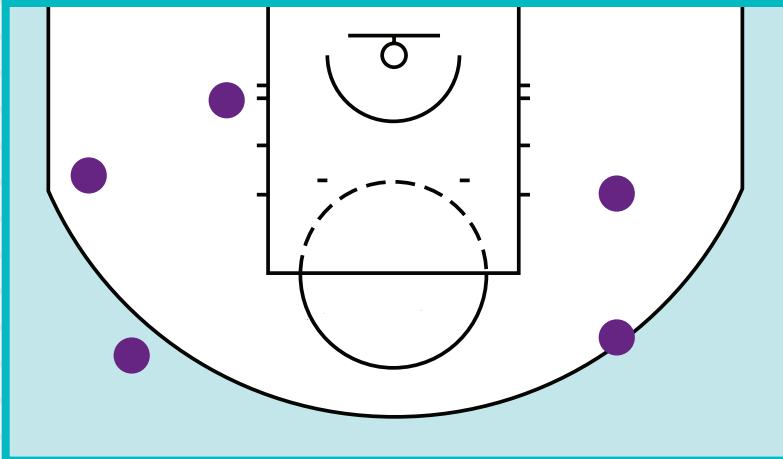
HORSE



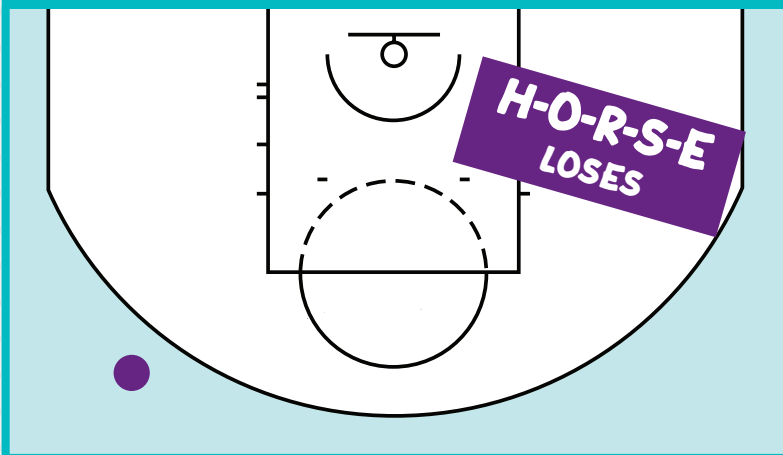
DRIVEWAY CHALLENGE



A. SHOOT FROM ANYWHERE ON THE COURT, THE MORE CREATIVE THE SHOT THE BETTER.



B. FIRST PLAYER TO RECEIVE ALL 5 LETTERS OF THE WORD H-O-R-S-E LOSES.



OBJECTIVE: TO SCORE THE MOST POINTS POSSIBLE IN THE TIME ALLOTTED.

USE YOUR DRIVEWAY AS A BASKETBALL COURT

HOW TO PLAY

STEP 1

Ensure there is a minimum of two people to play the game. Extra players can be added for even more fun.

STEP 2

Player #1 shoots from anywhere on the court, if (s)he makes the shot, player #2 must duplicate the same shot from the same position.

STEP 3

If player #2 misses, (s)he receives an "H" since it is the first letter in the word "Horse".

STEP 4

If player #1 misses their first shot, player #2 is free to shoot from anywhere on the court. Player #1 must now duplicate the made shot.

STEP 5

The shots taken and made in H-O-R-S-E are usually trick shots that are rarely taken in a game. So get creative and take a chance. Although it's a risk, if a trick shot goes in, your opponent is more likely to miss and receive a letter.



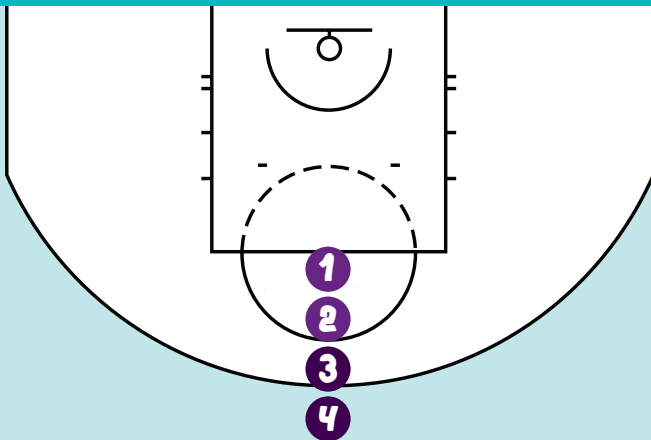


DRIVEWAY CHALLENGE

BUMP



A. PLAYERS LINE-UP BEHIND THE FOUL LINE WITH PLAYERS 1+2 HOLDING A BALL.



OBJECTIVE: MAKE SHOTS FROM THE FOUL LINE AND BE THE LAST PERSON STANDING.

USE YOUR DRIVEWAY AS A BASKETBALL COURT

HOW TO PLAY

STEP 1

Ensure there is a minimum of two people to play the game. Extra players can be added for even more fun. Players line-up behind the foul line. Players #1 and #2 each hold a basketball.

STEP 2

Player #1 shoots the ball, once (s)he shoots, player #2 shoots their ball. Both continue shooting (from anywhere on the court) until one player makes a basket.

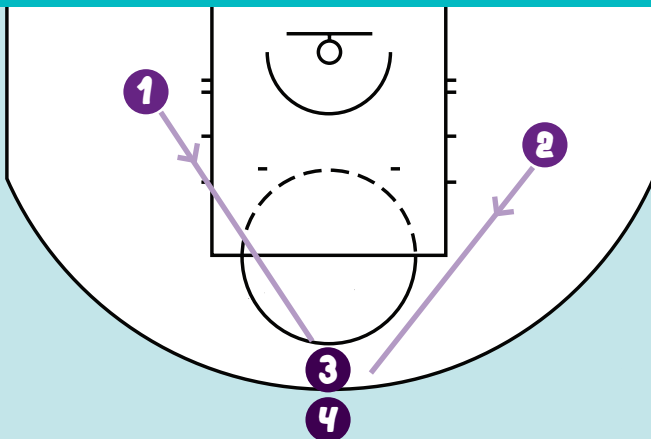
STEP 3

If player #2 makes a basket first, then player #1 is knocked out of the game. If player #1 makes a basket first, they pass the ball to the next person in line. The new player now plays against player #2 and player #1 moves to the back of the line.

STEP 4

The game continues until there are only 2 players left. If player #1 makes a basket, they must run back to the foul line instead of passing the ball (there's nobody in line) and make a basket before player #2 makes a basket.

B. ONCE A BASKET IS MADE OR PLAYER IS OUT, PASS THE BALL TO THE NEXT PLAYER.



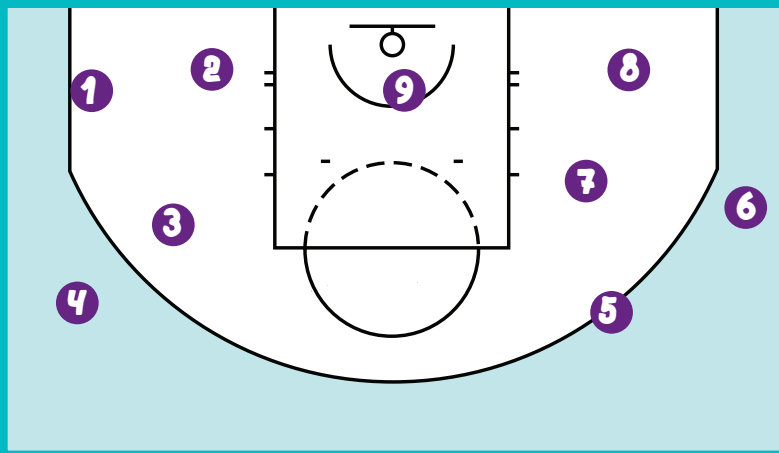


DRIVEWAY CHALLENGE

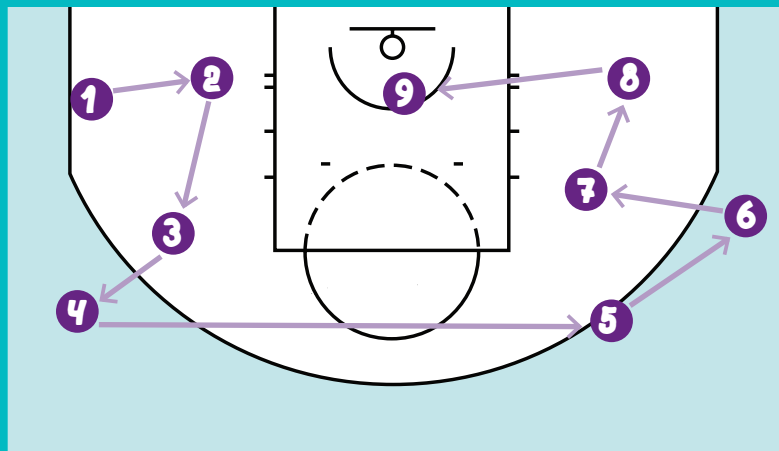
GOLF BASKETBALL



A. SET UP STATIONS RANDOMLY AROUND THE HALF COURT.



B. ONCE YOU'VE FINISHED THE FIRST STATION, MOVE TO THE NEXT.



OBJECTIVE: TO COMPLETE THE SHOOTING COURSE WITH THE LOWEST POSSIBLE SCORE.

USE YOUR DRIVEWAY AS A BASKETBALL COURT

HOW TO PLAY

STEP 1

Set up 9 stations on each half of the basketball court. Each station is marked on the floor where the player must shoot from.

STEP 2

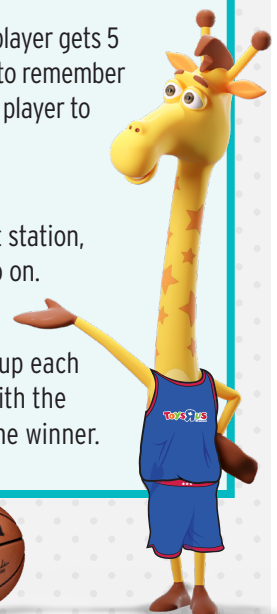
Beginning at the first station, each player gets 5 attempts to make the shot. Be sure to remember how many attempts it took for each player to make the basket.

STEP 3

After the players complete the first station, move onto the second, third and so on.

STEP 4

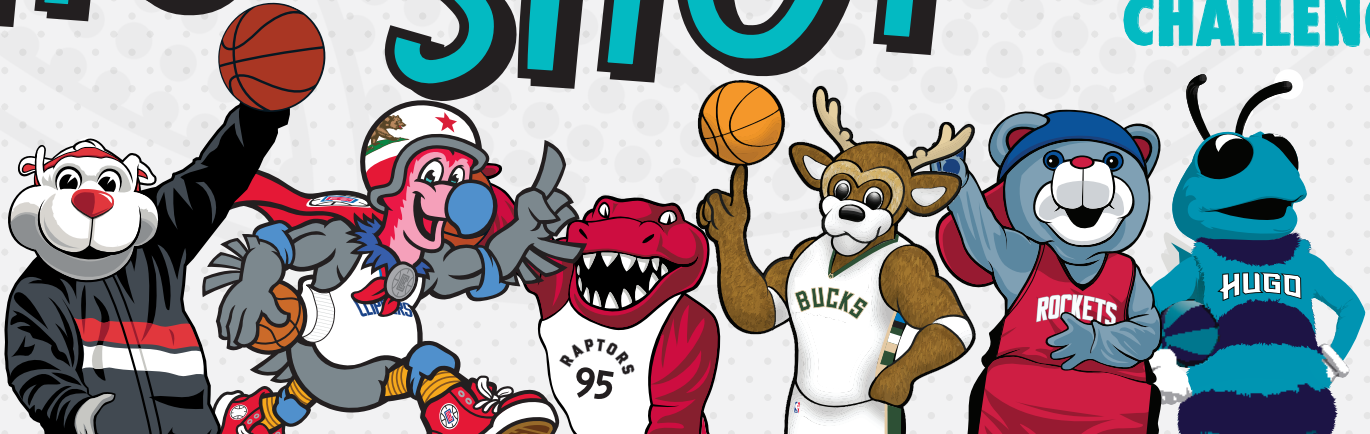
After completing all stations, add up each player's total scores. The player with the lowest numbers of total shots is the winner.



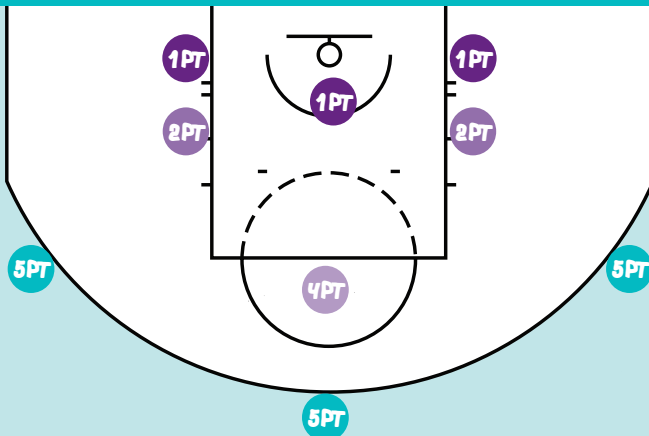


DRIVEWAY CHALLENGE

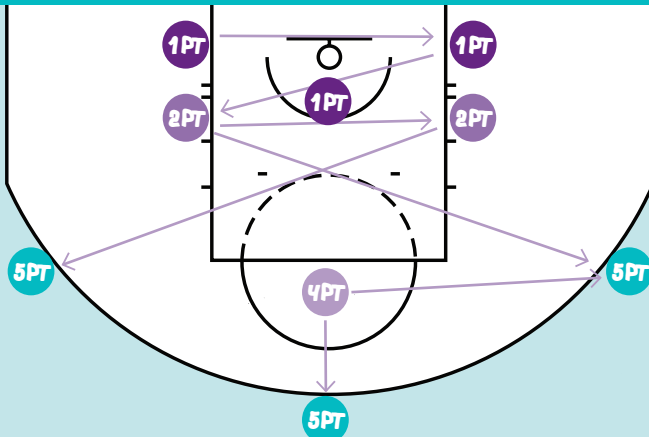
HOT SHOT



A. EARN POINTS FROM SHOTS MADE FROM DIFFERENT ON-COURT LOCATIONS.



B. MOVE AROUND THE COURT RANDOMLY, MAKE SHOTS, EARN POINTS.



OBJECTIVE: TO SCORE THE MOST POINTS POSSIBLE IN THE TIME ALLOTTED.

USE YOUR DRIVEWAY AS A BASKETBALL COURT

HOW TO PLAY

STEP 1

Make as many baskets as you can in 45 seconds. Ensure you have a friend there to record your time.

STEP 2

Player #1 shoots from the three point line to start. From there (s)he can shoot from anywhere on the court.

STEP 3

Keep a running tally of each player's points.

- Three pointer = 5 points
- Shots made from the free throw line = 4 points
- Second blocks = 2 points
- Layup = 1 point

STEP 4

After everyone has completed a turn, add up the scores. The person with the most points wins!

