



Hoops In The Square® 2008 Dunk Contest Rules

Judging Criteria—The contest will be judged by a group of people which may include representatives of the radio station, charity, event sponsors and organizers, etc. and will be judged on athleticism and creativity.

Round 1 - Each contestant gets two attempts to dunk the ball. **An attempt is defined as any part of the contestant's hand that makes contact with the rim.** In order to help speed up the dunk contest, a :30 second rule applies for each dunker. The dunker will have a maximum of :30 (thirty) seconds to complete each dunk. If the contestant fails to complete a dunk in :30 seconds, they will receive a score of zero. The contestant's lowest score of the two dunks will be thrown out. The top five contestants (and ties) with the highest score will advance to round two.

Round 2 (Semi-Finals) - Round two will follow the same rules and guidelines as the first round, with the top two contestants advancing to the finals. In the event of a tie, dunkers will get one dunk with the highest score advancing. This procedure will continue until two finalists are determined.

The Finals - The contestant with the lowest score in round two will dunk first. *In the event of a tie, a coin flip will decide who dunks first.* Each dunker will get three attempts to dunk the ball. The contestants will alternate dunk attempts. The two contestants will have a maximum of :30 seconds to complete each dunk. If a contestant fails to attempt a dunk in :30 seconds, they will receive a score of zero for that attempt. The contestant's lowest score of the three dunks will be thrown out. The contestant with the highest **combined** score of two dunks will be declared the winner. In the event of a tie, the contestants will get one attempt each to dunk the ball in :30 seconds. Top score wins.