



Formerly known as the
Cerebral Palsy League

CPL'S SUPER

HOOPER CHALLENGE

RULES OF PLAY

The below rules outline how the Super Hooper Challenge is played. The aim of the game is to add barriers in each round as the student progresses, all while trying to get the ball into the hoop!

These rules can be altered to suit your students' age and ability level, for example standing closer to or further away from the hoop. **Good luck!**

- To play Super Hooper, students pay a gold coin donation which gives them 3 chances per round to shoot a ball into a hoop.
- A basketball or netball hoop can be used.
- Students stand 3.5 metres from the hoop (distance can be adjusted to suit student needs*).
- There are four rounds in Super Hooper:
 1. **Round one** - students are invited to attempt to throw the ball into the hoop. If they are successful they move onto the next round. If they miss, they are given another two attempts (3 in total) before moving on or being eliminated. Round one should not have any barriers.
 2. **Round two** - now the real fun begins as students are asked to wear an eye patch while they try to throw the ball in to the hoop. CPL will provide the eye patches for this part of the challenge.
 3. **Round three** - the challenge gets harder as students are asked to use their opposite hand** to shoot. If they get the ball in, they move to the next round. If they miss, they are given another two attempts (3 in total) before moving on or being eliminated.
 4. **Round four** - if the student has made it this far, it's now time to try all of the barriers AND sit in a chair!
- Continue to add physical barriers until all students have been eliminated except for one competitor. This is your Super Hooper Champion - congratulations!

* Remember this is a fun challenge, Teacher discretion on distance from hoop and level of barrier is recommended.

** Opposite hand refers to the student's less dominant hand. For example, if they write with their right hand, they must use their left hand to throw the ball.