



2022 MTN DEW 3-Point Contest

Eight players will compete in the two-round, timed shooting competition.

COMPETITION FORMAT

- Ball racks are positioned at five main shooting locations around the three-point arc.
 - Four of the racks contain four official NBA game balls and one multi-colored “money” ball.
 - The NBA game balls are worth one point. The multi-colored “money” ball is worth two points.
 - For each rack, the multi-colored “money” ball can only be shot after the four orange balls are shot.
- The fifth rack will be a special “all money ball” rack. Each competitor will decide the spot for this rack to be placed at one of the five main shooting locations. Every ball on this rack is worth two points.
- Two ball pedestals are positioned at deep shot locations called “The DEW ZONE,” one between racks 2 and 3 and the other between racks 3 and 4. (See attached graphic on page 2 for reference)
 - Each ball pedestal holds one special green ball, the “3-Ball”
 - Shots made with the green ball are worth 3 points.
- Players must exhaust the ball racks and pedestals in competition order before moving on to the next shooting location
- Players may not start on or over the three-point line while shooting. The basket will not count if the line is violated. For the two additional deep shots, the player must begin their shooting motion with at least one foot in the “MTN DEW Zone” designated by a floor decal.
- INSTANT REPLAY – At the discretion of the referee, instant replay may be utilized for clarification of rules compliance.

TIME LIMIT

- Each competitor has **70 seconds** (1:10) to shoot as many of the 27 balls as he can.

FIRST ROUND

- Order of competition will be determined by random drawing, except that the returning champion will compete last.
- The three players with the highest scores advance to the Championship Round.

FINAL ROUND

- Three players will compete in the Final Round.
- The competition order for the Final Round will be determined by the inverse order of First Round scores. (e.g., the player with the lowest score in the First Round among the players who advanced shoots first in the Final Round.)

TIEBREAKERS

- **To Advance from First Round** – In the event of a tie to determine the Final Round participants, a **30-second** tiebreaker will take place using the same competition format described above. If necessary, this process will be repeated until the tie is broken.
- **To Determine Champion** – In the event of a tie to determine the Champion, a full **70-second** (1:10) tiebreaker will take place. If necessary, this process will be repeated until the tie is broken.

