



2010 Summer S.K.A.T.E.S.H.E.D. Showdown

- 1. Like normal games of S.K.A.T.E., this contest starts with a contestant successfully landing a trick. The next contestant must then successfully land that same trick to keep from getting a letter. The first contestant to get all letters, loses. This game is not just the typical 5 letters (S, K, A, T, and E), but “SHED” is added to the end (making a total of 9 letters)!**
- 2. This is an all flat ground contest. However, not all tricks are acceptable. For example, there will be no “no-complys”, “bonelesses”, manuals, or grabs allowed.**
- 3. No hands will be allowed on the ground. If your hands touch the ground, that trick does not get a “do-over”.**
- 4. Offensive toe or heel touch gets one “do-over”.**
- 5. Defensive toe or heel touch may get one “do-over”, but is ultimately decided by the current referee.**
- 6. There will be NO arguing with the referee, he/she has the last say on all tricks.**
- 7. There will be a basketball “shoot-out” to see who starts the game. There has been a line drawn on the floor where both contestants will shoot. The first person to make a basket that is not followed up with a successful basket will be the first to start the game. If, after five shots each, no winner is determined, the contestants will RO-SHAM-BO (Rock, Paper, Scissors) on a three count. The winner of RO-SHAM-BO starts the game.**
- 8. The last letter (“D”) gets two tries.**

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