**Step 1:** SAT Drills: Set up the dribble, rebound and shooting drills. Divide up partners and athletes evenly at each station. Have each athlete and partner complete the tasks at each venue to the best of his/her ability. Keep score according to each station’s instruction.

**Step 2:** Composite scores: After all of the athletes and partners have completed the three SATs, add the scores to obtain a total score for each individual.

**Step 3:** On a flip chart or large sheet of paper, write the names of all of the Special Olympics athletes and their corresponding individual composite skills scores on the top half. On the bottom half, write the names of all of the partners and their corresponding individual composite skills scores. Rank the scores in the group of Special Olympics athletes, from highest to lowest, by placing the appropriate rank order number next to the individual. For example, athlete # 1 has a score of 60, athlete # 2 has a score of 56, athlete # 3 has a score of 48, etc. Do the same ranking for the group of partners.

**Step 4:** Formation of Teams Based on Basketball Skills Assessment Test Scores
Using the SAT Scores, divide your players into preliminary teams. Put your higher-skilled partners and athletes on one team and lower-skilled athletes on the other. This will be a chance to determine if one team can move to a higher division.

<table>
<thead>
<tr>
<th>Team 1</th>
<th>Team 2</th>
<th>Team 3</th>
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</thead>
<tbody>
<tr>
<td>Athletes:</td>
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<tr>
<td>1 (highest)</td>
<td>4</td>
<td>7</td>
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<td>2</td>
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<td>8</td>
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<td>3</td>
<td>6</td>
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<tr>
<td>Partners:</td>
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<tr>
<td>1 (highest)</td>
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<tr>
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<td>8</td>
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<tr>
<td>3</td>
<td>6</td>
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</table>

Remember, in five-on-five full-court basketball, there must always be 2 Special Olympics athletes and 2 partners on the floor, the fifth players is preferred to be a Special Olympics athlete.

**Step 5:** Play 10-15 minute scrimmage games.
Using the Unified Basketball Evaluation Checklist, make notes on each player. Pay particular attention to athletes who have scored extremely low on the skills tests (more than 25% below the average partner score) and partners who scored extremely high (more than 25% above the average athlete score).

Note: point guards are the best players on the team and have the highest functioning skill level. You have no offense unless you can get the ball up the court and to other teammates.

**Step 6:** Make a decision about which level of divisioning is appropriate for your athletes and partners. Based upon observations and in-game skills and tactics assessments of players, move athletes and or partners to teams, if needed, to create better fit.

**Step 7:** Inform all participants about the decision of the Assessment Team.
Invite appropriate participants to the next practice. Discuss alternative participation options for participants who have been assessed as “inappropriate”. Such options may include becoming a coach or training partner. Options may also include joining a different Unified Sports® team of more comparable skill, joining a traditional Special Olympics team, or trying out for a different Unified sport.
Unified Basketball Venue Layout

2 sets of Basketball SAT stations, when possible
Rotation: Court A ~ 1a > 2a > 3a > 1a, etc.; Court B ~ 1b > 2b > 3b > 1b

Legend:
- T/R = Timer/Retriever
- S = Official Scorer/Recorder
- R = Retriever
- V = Shooter in Rebounding SAT
- A/P = Athlete or Partner

Cones
Basketballs

Start
Finish

Court A

#1a Dribbling SAT

#2a Perimeter Shooting SAT

Arc = 2.75m

#3a Rebounding SAT

#2b Perimeter Shooting SAT

Arc = 2.75m

#3b Rebounding SAT

R

#1b Dribbling SAT

R

Finish

Start
5.1 Unified Basketball SAT – Dribbling

EQUIPMENT
Six cones, court tape, six basketballs, measuring tape, stopwatch, clipboard, and pen/pencil

SET-UP
1. Using the half court line or sideline of a basketball court, place six cones 2 meters apart along the court line.
2. At the first cone, lay down court tape two meters in length to identify the start line. Two meters past the sixth and last cone, lay down court tape two meters in length to identify the finish line.
3. Three meters out to each side of Cone #4, two spare basketballs are placed on the floor with 2 volunteer Retrievers monitoring area.
4. Four basketballs are kept at the start line. One is placed on the floor next to the cone after a player begins dribbling through the slalom course.
5. Volunteer 1 serves as the timer and places the ball on the floor at the start line cone. Volunteer 2 serves as the official scorer/recorder. Volunteer 3 returns balls from the finish line to the start line and retrieves any loose balls.

TEST
1. Each player (Athlete/Partner) is given 60 seconds to complete the test.
2. The player is instructed to dribble the ball alternately through the right and left of the six cones placed on the line. The player may start to the right or left of the starting line cone, but must pass each cone alternately thereafter. He/she is given a ball to start.
3. When the player crosses the finish line, he/she puts the ball down, sprints back to the start line, retrieves the next ball that has been placed on the floor, and repeats proceeding through the slalom of cones.
4. The player continues to repeat this process until 60 seconds have elapsed.
5. If a player loses control of the ball, he or she may recover it or pick up one of the two spare balls near Cone #4 and re-enter the slalom course at any point. Scoring is resumed from that point.

SCORING
1. One point is awarded each time the midpoint between the two cones is crossed.
2. The player must use legal dribbles and have control of the ball from one midpoint to the next midpoint in order to receive a point.
3. The maximum number of points a player can earn on one successful completion of the six cone slalom course is five points. There is no point given after an athlete passes the sixth cone.
4. The player’s final score is the sum total of the successful number of cones (midpoints) crossed using a legal dribble during 60 seconds.
5.2 Unified Basketball SAT – Perimeter Shooting

**EQUIPMENT**
Two basketballs, court tape, measuring tape, stopwatch, clipboard, and pen/pencil

**SET-UP**
1. Take the end of the measuring tape and place it directly under the basket. Measure a 2.75 meter arc out from this point and mark it with court tape.
2. The top of the arc will intersect with the free throw restraining circle.

**TEST**
1. Each player (Athlete/Partner) is given 60 seconds for this test.
2. The player receives the basketball at the free throw line.
3. When the start command is given, the player may dribble to any spot **outside of the arc** and shoot.
4. The player then rebounds the basketball (made or missed shot), dribbles to any spot outside of the arc line, and shoots again.
5. This continues for the duration of the 60 second trial.
6. A back-up basketball is placed on the floor behind the basket and can be used by the player if the first ball bounces away.
7. Volunteer 1 serves as the timer and give the athlete the ball to begin the test. Volunteer 2 serves as the official scorer/recorder. Volunteer 3 retrieves any errant balls and places them on the floor behind the basket if required.

**SCORING**
1. Two points are awarded for every shot made during the 60 second time period.
5.3 Unified Basketball SAT – Rebounding

**EQUIPMENT**
Two basketballs, court tape, measuring tape, stopwatch, clipboard, pen/pencil

**SET-UP**
1. Take the end of the measuring tape and place it directly under the basket. Measure a 2.75 meter arc out from this point and mark it with court tape.
2. The top of the arc will intersect with the free throw restraining circle.
3. **This is the exact set-up as in the Perimeter Shooting SAT.**

**TEST**
1. Each player (Athlete/Partner) is given 60 seconds for this test.
2. Volunteer 1 (the shooter) should have basketball experience. He/she is positioned anywhere behind the arc with a basketball, to the left or the right of side of the foul lane, at approximately a 45 degree angle facing the basket.
3. The player is initially positioned in front of the basket inside the arc.
4. At the start command, the volunteer shoots the ball at either the rim or the backboard at the side of the basket, purposely missing the shot in order to produce a rebounding opportunity.
5. The player attempts to rebound the ball once it hits the rim or backboard, and then passes it back to Volunteer 1 (the shooter).
6. Volunteer 1 continues to move to a different position around the arc. While doing this, Volunteer 1 repeats shooting the ball and missing the shot until 60 seconds have expired.
7. A back-up basketball is placed on the floor next to Volunteer 1 in case a shot cannot be rebounded (that is, ball falls short and does not hit the backboard or ball takes an strange bounce off the rim and travels a far distance beyond the rebounding zone, etc.). In instances such as these, Volunteer 1 will tell the player to disregard that particular shot and focus on the next shot, which will be taken with the back-up basketball.
8. Volunteer 2 serves as the timer and, if necessary, ball retriever for errant shots. Volunteer 3 serves as the official scorer/recorder.

**SCORING**
1. Two points are awarded for every successful rebound a player makes while jumping off the ground. Having control of the ball constitutes a successful rebound. A player must have control while both feet are off the floor in order to receive two points.
2. One point is awarded for every successful rebound a player makes if he/she grabs the ball when their feet are touching the floor. The ball must be rebounded in flight and cannot touch the floor in order for it to be considered a successful attempt.
3. A player’s final score is the sum total of successful rebounds he/she retrieves during the 60 second test.
Unified Sports® Basketball Skills Assessment Tests and Game Evaluation

Be sure to read last page of Unified Basketball Rules for more details on Division Levels

Delegation Name: ____________________________________________

<table>
<thead>
<tr>
<th>Name (Identify Partners - P)</th>
<th>Age</th>
<th>Sex</th>
<th>Uniform #</th>
<th>Dribbling</th>
<th>Perimeter Shooting</th>
<th>Rebounding</th>
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Level 1 = Played to same level as Middle School JV or higher. Rules such as travel and double-dribble strictly enforced. Fast breaks allowed.


Level 3 = Several players have difficult time with basic skills and understanding of game. Some afraid of ball. Special rule modifications in place to keep game play moving.

November 2008