Shooting order proceeds youngest to oldest

To start, youngest Shooter attempts a CHALLENGE

CHALLENGE missed

Shooter passes Rock. Next oldest Shooter attempts a CHALLENGE.

CHALLENGE made

Sticking to order, next oldest Shooter attempts same shot, an ANSWER.

    Missed: Letter

    Made: No Letter

Then next oldest Shooter also attempts same ANSWER, same above play-out.

On until *whole* order attempts same ANSWER. [Watch dudes muff a 6-year-old's two-footer!]

Then Shooter passes the Rock. Next oldest Shooter attempts a CHALLENGE.

CHALLENGE can be Unspecified

Spot-of-Shot only: however-attempted CHALLENGE, thus however-attempted ANSWER.

When young Baller has to ANSWER beyond range, Spot is aligned within Baller's range.

CHALLENGE can be Specified

Shooter can Specify the CHALLENGE, but with only *one* Specification per shot.

"Glass"

"One-footed"

"Bounce off the floor"

Exception: Lay-Ups and "something" is permissable. Make that combo? Retired for game.

    May approach lay-up from favored hand [Lefty myself]

Once made, Shooter cannot Specify that CHALLENGE again for duration of game.

Misfiring CHALLENGER may attempt at future Round same Specification. [Watch for hooks!]

Shooter at the Brink with letters "HORS" is hereafter referred to as a BRINKER

Has only to attempt ANSWER from Spot-of-Shot only, Specified CHALLENGE or not.

BRINKER Answers, next Shooter (to whom the "Specified Shot" may apply if at "HOR" or less)

BRINKER doesn't Answer.   Either:

    BRINKER demands CHALLENGER repeat CHALLENGE (Spot-of-Shot only)

        CHALLENGER drains it: BRINKER is gone.

        CHALLENGER muffs it: BRINKER lives on. Either way, next Shooter attempts ANSWER.

    BRINKER demands re-attempt at ANSWER.

        Make: live. Not: not.

Last Baller standing wins!