


Play 10

#PlayTour



What you will need:

2 Balls 

Assistant 

Timer 

Balloon 

Chair

Semi Final

- **Super Mouse 3:** Player stands back from a wall, underarm throw the ball at the wall & catch the jumping mouse in an item. **+1 point for every jumping mouse caught**
- **Hand Eye 1:** Find a space, player hits the balloon in the air, pops the ball up above their head & catches before hitting the balloon up again. **+1 point for every ball caught & balloon hit**
- **Run Tech 2:** Player stands in a space & keeps a balloon up in the air with 2 hand taps & 2 knee taps (keep the pattern going **+1 point every-time the balloon hits a hand or knee**)

Final

- **Roundabout:** Set up a chair 10 paces from the start line. On "Go" the player races to & round the roundabout before returning to start. **+3 points for 0 - 11 seconds & +6 for 12 seconds or more**

6

Out of 6

Practice as much as you want, then it's a maximum of 6 goes only at each challenge

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Info

Suggest you use something to mark the start/end line for the final



Gamification

Enter each score into the correct challenge box, add them all up & enter your final total score in the top blue box

P10:

PLAY 10

SEMI FINAL

Super Mouse 3 - HIGH SCORE


Hand Eye 1 - HIGH SCORE


Run Tech 2 - HIGH SCORE

FINAL

Roundabout - TIMED

Total Play Points:





Pin Point Tennis Team

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