





Play 11

#PlayTour



What you will need:

1 Ball  Assistant  Timer  Balloon  2 Chairs

Semi Final

- **Ghost Hunt 2:** Set up 2 chairs 6 paces from each other, player rolls the ball under the 2 chairs, runs through the middle gap & out to pick up the ball. **+1 point for every moving ball picked up in 30 seconds**
- **Hurdle 1:** Set up a hurdle, player pops the ball up & jump catches over the hurdle, turn & repeat. **+1 point for every jump catch**
- **Balloon Speed:** Player hits the ball balloon up, sits down, balances a book on their head, takes off, stands up & catches the balloon. **+1 point for every balanced ball swap**

Final

- **Press 1:** Player takes a press up position facing a wall, roll the ball at the wall, stop & roll again, all while in the press up position. **+1 for every roll & stop while in the press up position**



Out of 6

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




Info

A hurdle can be a bag or a stick held up by 2 items. Press up position a short distance from the wall for the roll




Gamification

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



Total Play Points:



P11:

SEMI FINAL

Ghost Hunt 2 - HIGH SCORE

Hurdle 1 - HIGH SCORE

Balloon Speed 2 - HIGH SCORE

Press 1 - HIGH SCORE

FINAL

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Pin Point Tennis Team