


Play 13

#PlayTour



Play Tour

What you will need:

2 Balls 

Assistant 

Timer 

2 Cones / Book

Semi Final

- **Wall Ball 3:** Set up a line 4m from the wall. Player starts 2m from a wall. They overarm throw at the wall, jump to make a leg tunnel for the ball, turn & run to stop the ball before the line. **+1 point for every moving ball stopped still before the line**
- **Roll 2:** Find a space, player sits on the floor, throws 2 balls up, lie down, roll over & catch the balls. **+1 point for every time catch both balls**
- **Heads Up 2:** Player balances a book on their head & side steps around a space without dropping.. **+3 points for 0 - 9 second balance & +6 points for 10 seconds or more balancing**

Final

- **Run 1:** Set up 2 cones 10 paces from each other, player starts next to one of the cones. On "Go" the player runs & touches the opposite cone before running & touching the start cone. **+6 points for 0 - 11 seconds & +3 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



Info


Suggest you use something to mark the start/end line. For Roll 2 you must catch both balls before 3rd bounce




Gamification

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

P13:



Total Play Points:



SEMI FINAL

Wall Ball 3 - HIGH SCORE

Roll 2 - HIGH SCORE

Heads Up 2 - HIGH SCORE

FINAL

Run 1 - HIGH SCORE

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Pin Point Tennis Team