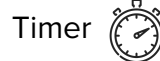
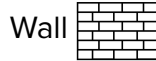


Play 1

#PlayTour



What you will need:



Semi Final

- **Tunnel Ball 1:** Player stands with their back to the assistant, who rolls the ball through the leg tunnel, player sees the ball, runs & stops it still. **+1 point for every moving ball stopped still**
- **Tunnel Ball 2:** Player stands facing the assistant, who rolls the ball through the leg tunnel. Player turns, runs & stops it still. **+1 point for every moving ball stopped still**
- **Flamingo:** Player stands in a small empty space, on "go" they balance like a flamingo for as long as possible. **+3 points for 0 - 5 second balance & +6 points for 6 seconds or more balancing**

Final

- **Wall Ball:** Player starts 2m from a wall. They roll the ball at the wall, make a leg tunnel, turn & run to stop the ball still. **+1 point for every moving ball stopped still**



Out of 6

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



Info

Use a tennis ball or football or any type of small ish ball

Leg Tunnel = player stands legs apart



Gamification

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

P1:

Total Play Points:

SEMI FINAL

Tunnel Ball 1 - HIGH SCORE

Tunnel Ball 2 - HIGH SCORE

Flamingo - TIMED

FINAL

Wall Ball - HIGH SCORE

#PlayTour

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Pin Point Tennis Team