


Play 9

#PlayTour




What you will need:

2 Balls 

Assistant 

Timer 

2 Cones 

Semi Final

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

Final

- **Cone King 1:** Set up 2 cones 6 paces from each other with a ball on each. Player starts 6 paces back. On "Go" the player runs & swaps the balls from cone to cone before returning to start. **+6 points for 0 - 9 seconds & +3 for 10 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 the final & use something else if you don't have cones




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:



SEMI FINAL

Wall Ball 2 - HIGH SCORE

Roll 1 - HIGH SCORE

Heads Up - HIGH SCORE

FINAL

Cone King 2 - HIGH SCORE

#PlayTour

© Gemma Wiltshire 2021

Pin Point Tennis Team