



# Tour 12

## #PlayTour



### What you will need:

2 Balls 

Assistant 

Wall 

Racket 

### Semi Final

- **Catches:** player hits the ball into the ground to bounce off the wall, catch on the racket. **+1 point for every racket ball caught ball**
- **Direction:** set up two different colour items on the floor out to the sides, player bounce hits against the wall so the ball rebounds at one item then the other item. **+1 point for every alternate item they land near**
- **Hot Shot Rally:** stand back from the wall, drop the ball & bounce hit against the wall, keep hitting the ball back after the bounce. **+1 point for every ball hit against the wall in a row, miss & back to 0**

### Final

- **Control Rally:** stand back from the wall, drop the ball, tap up & bounce hit against the wall, bounce, tap up, bounce & hit, keep repeating. **+1 point for every ball tapped up that then hits the wall**

# 6

#### Out of 6

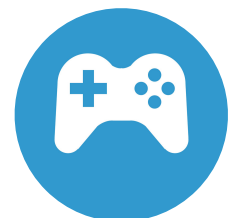
Practice as much as you want, then it's 6 goes only at each challenge or stop after 3 misses & record score



#### Info

Ideally use a sponge ball or red tennis ball.

Direction items can be socks, shoes, bags, etc



#### Gamification

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

## T12:





Total Tour Points:

### SEMI FINAL

Catches - HIGH SCORE

Direction - HIGH SCORE

Hot Shot Rally - MOST IN A ROW

Control Rally - HIGH SCORE

### FINAL

Control Rally - HIGH SCORE

#PlayTour

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Pin Point Tennis Team