

Sportwall Training Stations

Game Rules

Game 1: *RALLY WALL* Great for beginners, relays and long distance play. Score as many points as possible by striking any area on the station within a given period of time. Lights will flash in exciting patterns.

- 1-1 Each hit will score 5 points.
- 1-2 Each hit will score 1 point.
- 1-3 Each hit above the white line will score 5 points, while hits below the white line will deduct 1 point.
- 1-4 Each hit above the white line will score 1 point, while hits below the white line will deduct 5 points.



Game 2: *PLAY TUNE* Focus, concentration, rhythm and listening skills. Score points by playing the lighted target or groups of targets to play a tune. Any mistakes will deduct one point and the song will start over.

- 2-1 Play a sequential group of targets with the tune 'Twinkle Twinkle'.
- 2-2 Play a sequential line of targets with the tune "Take me out to the Ball game".
- 2-3 Play sequential single targets that move around the training station.
- 2-4 Play sequential single targets that move in a figure-eight pattern above the white line. Shots below the white line will deduct 1 point.



Game 3 – *CHASE THE TARGET* Accuracy, focus, concentration and reactions skills. Score as many points as possible by hitting the lighted target or group of targets within a given period of time. After 2 seconds, if a target is not hit, each target will shrink by losing one ring of lights. A fully illuminated ring scores 5 points, one ring gone 4 points, 2 rings gone 3 points, and 3 rings gone scores 2 points.

- 3-1 Chase a randomly selected group of targets.
- 3-2 Chase a randomly selected single target.
- 3-3 Chase a randomly selected group of targets above the white line. Hits below the white line will decrease the score by 1 point.
- 3-4 Chase a randomly selected single target above the white line. Hits below the white line will decrease the score by 1 point.



Game 4: *KNOCK THE LIGHTS OUT* Accuracy and concentration
Knock the lights out by hitting the lighted targets as quickly and as accurately as possible.

- 4-1 Play the selected targets until all lights are put out. Game ends when all targets are out.
- 4-2 Play the selected targets until all lights are out. If a target is hit that is already out, that target will reappear and 5 points are deducted.
- 4-3 Play the selected targets. When down to the last 3 targets the system will randomly light up another target until the last 3 seconds of the game.
- 4-4 Play the selected targets. When down to the last 3 targets the system will randomly light up another target until the last 3 seconds of the game. If a target is hit that is already out, that target will reappear and 5 points are deducted.
- 4-5 See Game 4-1 with this addition: Hits below the white line will decrease the score by 1 point.
- 4-6 See Game 4-2 with this addition: Hits below the white line will decrease the score by 1 point.
- 4-7 See Game 4-3 with this addition: Hits below the white line will decrease the score by 1 point.
- 4-8 See Game 4-4 with this addition: Hits below the white line will decrease the score by 5 points for each non-lit target.

