



T-WALL

INTERACTIVE TOUCH WALL

Cutting-Edge Interactive Workouts



OPEN
INNOVATION
GENERATION

T-WALL INTERACTIVE TOUCH WALL

A multifunctional fitness and sports touch wall provides a fantastic cardio workout across numerous applications, including sports, fitness and rehabilitation. A great focal point for your facility keeps members and trainers coming back for more.



T-WALL SALES BOOK

Summary
Why T-Wall?
Applications
Science Behind it
Program Examples
Model Overview
Image Gallery

T-WALL: APPLICATIONS

Personal Trainers	Group Fitness	Sports Performance
Rehab & Therapy	Kids Fitness	Special Needs
Brain Gyms	Physical Education	Events & Promos
Entertainment	Group Games	Party & Social

T-WALL: BENEFITS

Reaction	Speed	Coordination
Endurance	Mobility	Memory
Flexibility	Strength	Cardio
Vision	Brain Fitness	Range of Motion
Executive Function	Movement Patterns	Core Training
Loaded Movement	Stability	Postural Control

WHY T-WALL ?

ACSM 2016 Survey of Top Fitness Trends, include several applications that apply to training on the T-WALL.

- #1 - Technology
- #2 - Body weight Training
- #3 - High Intensity Interval Training
- #5 - Educated Professionals
- #6 - Personal Training
- #7 - Functional Fitness
- #8 - Fitness Programs for Older Adults
- #11 - Group Personal Training
- #15 - Sport-specific Training
- #18 - Circuit Training
- #19 - Core Training
- #20 - Outcome Measurements

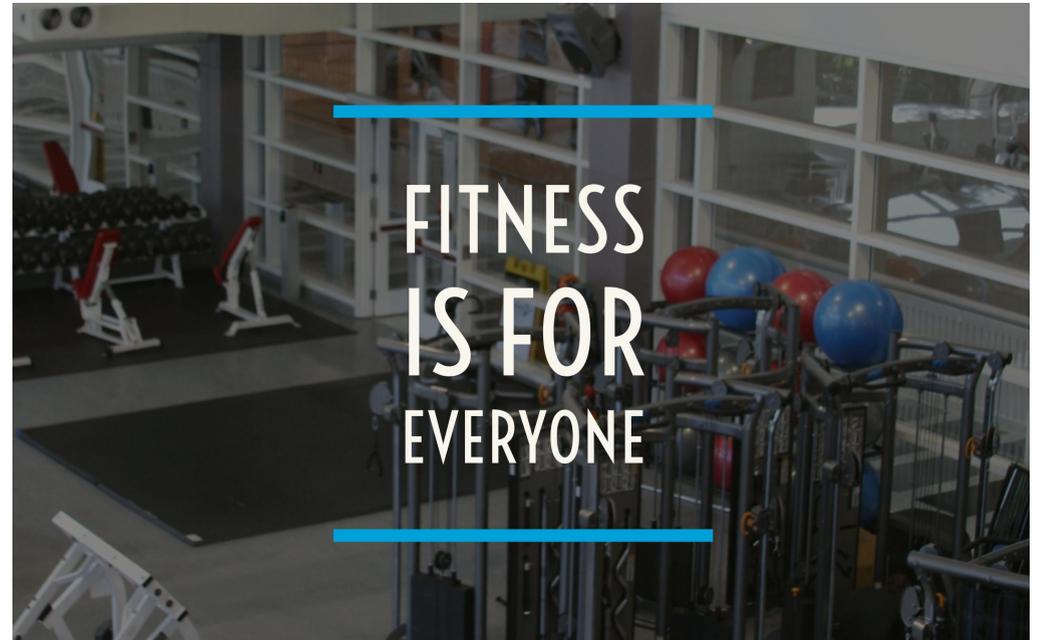


WHY T-WALL ?

ENGAGEMENT = RESULTS

We are believers in making fitness fun, and getting the user engaged. Once this happens, it is much easier to start changing habits and getting results. Nothing is more effective than a product like T-Wall to provide gamified fitness to create a community of members that will support each other. Fun, engaging, fitness is what we are all about.

Adding a Fitness Game like T-WALL to any club or facility instantly creates a Fun and Playful atmosphere. Gamers will continually strive to advance to the next level, and meet the new challenge all in a effort to get a better score. Simply adding one product and creating a Challenge for all members (Kids, Adults, Families) will develop a community in your facility.



WHY T-WALL ?

CLUBS – MEMBER RETENTION & ATTRACTION

- Produces the WOW factor during a tour
 - Bright lights to attract attention
- Can be used by all ages
 - Adult Programs
 - Kids Fitness, Focus training for ADHD and ADD
 - Seniors: Regain cognitive function and neurological development
- Personal Trainers
 - Sport Specific Training
- Very Small Footprint
 - Mounts on the Wall



WHY T-WALL ?

OBESITY

The childhood obesity epidemic is alarming, with **1/3 of children ages 6-19 being overweight or obese.**

This translates into the first generation of kids who will not have a longer lifespan than their parents! Family fitness facilities are also struggling to engage these same kids, especially in the 7-14 year old age range. After about 6 years old, these children no longer want to be in “day care” or “babysitting” in clubs. However, allowing them to use the adult fitness facility causes liability and also member disruption. They are often times neglected when designing new facilities and are sometimes forced to work out on adult sized equipment and with personal trainers...when all they really want to do is have fun.

Club Industry released a whitepaper entitled: The Future of Fitness: A Market Overview for 2012-2013 and it listed Children’s Programming as the #3 revenue producing program in multipurpose facilities.



WHY T-WALL ?

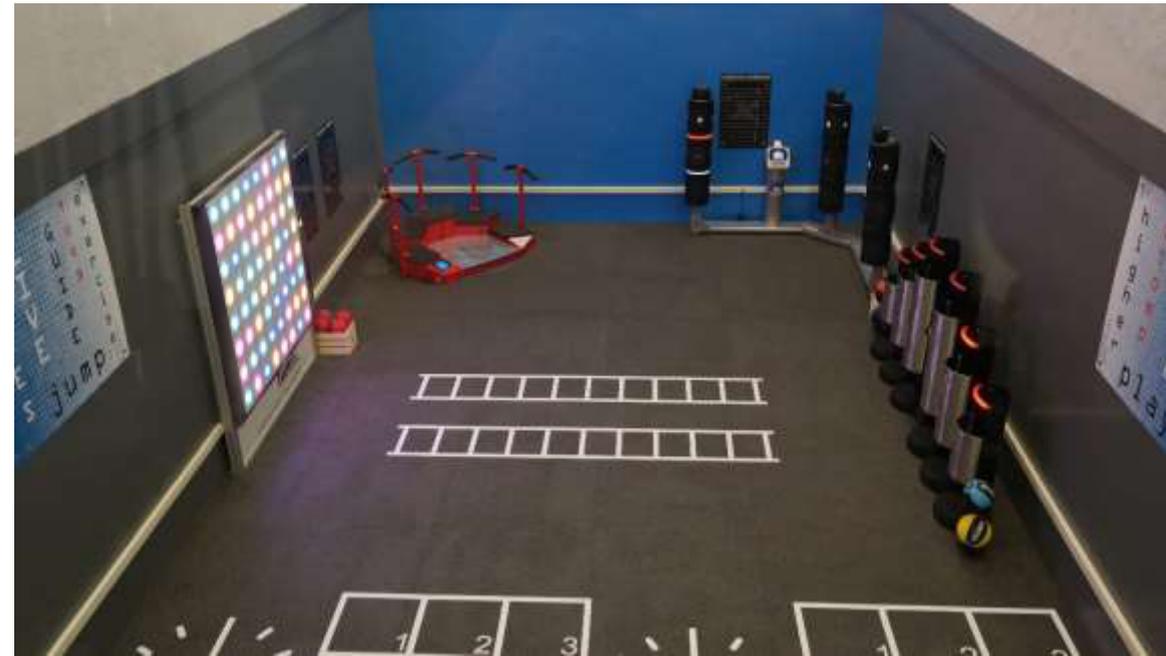
GYM ENVIRONMENT

Most gyms across America providing everything you need to exercise – except a reason to move.

The reason most fitness programs fail is a lack of motivation stemmed from the gym habitat itself. It is easy to consistently find excuses not to work out.

In contrast with sports, the fitness world is marked by a widespread failure to motivate. All the gym equipment in the world is pointless if people aren't motivated to use it.

Adding an engagement product like T-WALL will build a social fitness atmosphere. You can create teams, challenges to overcome, a sense of community.



WHY T-WALL ?

MOTIVATION

The problem is that humans have lost the motivation to move.
The solution is to rediscover a motivation to move.
Consider the two definitions of the root word “motive”:

mo·tive / 'mōtiv/

1. (noun) A reason for doing something
2. (adjective) Producing physical or mechanical motion

Motivation literally means a reason for physical motion.
No motivation, no movement.



WHY T-WALL ?

Join the movement; Bring tomorrow's exercise world to your facility today

Our philosophy is to create fun, exciting environments where the worlds of technology and fitness intersect. We've found that we're able to create lifelong members to your facility - from the youngest child to the active older adults - when we combine certain products, activities, and movements with proven fitness principles, training protocols, programming into an energetic and engaging atmosphere. It's this unique blend of technology, fun, and fitness.

ENGAGEMENT

ACHIEVEMENT

EXPERIENCE

PERSONAL TRAINING

Separate yourself from others.

Cognitive function, visual stimulation and just flat out fun. Built like a tank with endless programming possibilities from single player reaction games to full out team relay races. Use med balls, bopper balls, boxing gloves...whatever you'd like. The Twall is hours of fun and fitness in one.

Areas of Application:

- Reaction training
- Speed
- Endurance
- Coordination
- Cognition
- Mobility, Flexibility



SPORTS PERFORMANCE

Multi-option, multi-planar light system that produces improvements in first-step quickness, reaction time, hand-eye and foot coordination.

Goals:

Sports Performance Training (Stamina, Concentration and Reaction).

Vision Training (improve communication between the brain and the images captured by the eyes, thus improving the speed and efficiency which an athlete process's information)

MAP Training (Combination of physical and mental training)

Speed, Endurance, Coordination, Cognition, Flexibility.



GROUP FITNESS

Create a high energy room for teens and adults. The T-WALL kicks it up a notch from the traditional fitness area with this high intensity interactive exergame solution. Designed for group based training, users will push themselves in a multitude of ways including: strength, conditioning, and reaction training, and the gamification built into the equipment will only make them work harder.

If your members are looking for a high octane, energetic, group based training area, this is your solution.

Areas of Application:

- Technology driven member
- Social Fitness
- Circuit Training
- Challenges
- Team Support
- Fun Fitness

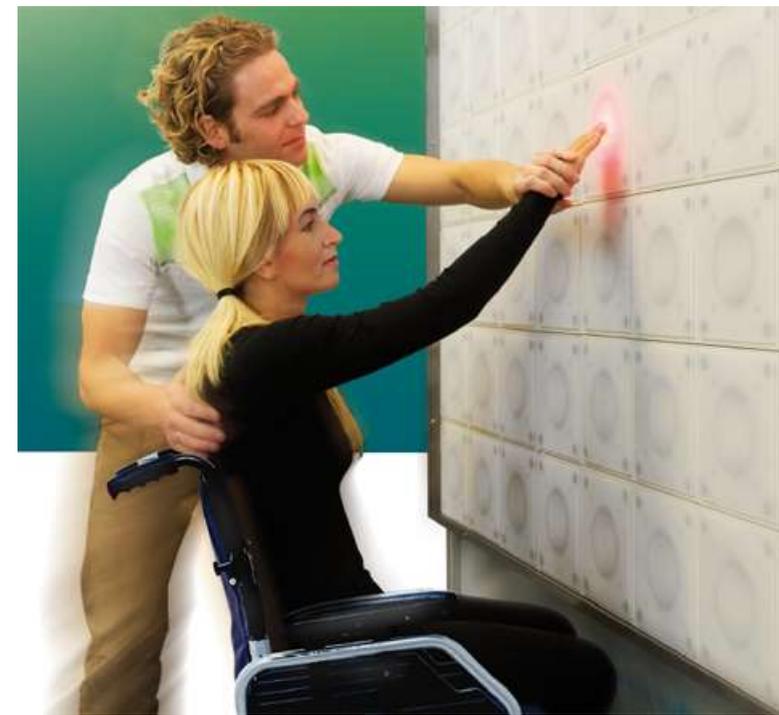


REHABILITATION & THERAPY

Areas of Application:

- Stimulation and improvement of motor and sensomotor skills
- Regulation and improvement of muscle tone
- Training of coordination, gross and fine motor skills, securing of mobility
- Development of physical mobility and physical skills
- Improvement of physical endurance
- Reaction training

For gathering and evaluation of results, analysis of individual progress, applicable to long-term studies.



SPECIAL NEEDS

Areas of Application:

- Autism Spectrum
- ADHD, Attention
- Behavior Integration
- Sensory Needs
- Cognitive tasks
- Downs Syndrome



PERFORMANCE TRAINING

Speed Training: The ability to react as quickly as possible to a stimulus or a signal, and to move at maximum speed, also against resistance. The Twall does this in two forms: (1) Action speed: (reached over the contraction and movement speeds of the nerve-muscle system.) (2) Reaction speed: (the psychophysical ability to respond to stimuli and signals.)

Endurance Training:

The body's resistance to fatigue and/or the rapid ability to recover after stress. More specifically, endurance is the ability to cope with a certain stress (such as running speed) over the longest possible time without prematurely tiring physically and mentally, and to recover again as quickly as possible.

The Twall trains high-speed endurance and short-term endurance.

Applications: Sports, Rehabilitation,



PERFORMANCE TRAINING

Coordination & Assessment:

The interaction of the peripheral, central nervous system and skeletal muscles. Through this, impulses should reach the corresponding muscles within a sequence of movements, which are coordinated in terms of time strength and scope.

With Twall training we can differentiate between:

- Ability to orientate
- Rhythm
- Balance
- Responsiveness
- Ability to make connections (connecting sub-movements)
- Ability to differentiate
- Adaptability
- Upper limb coordination



PERFORMANCE TRAINING

Cognition Training:

The general term for the processes and products of perception, recognition, reasoning, concluding, judgment, memory, etc.

The Twall challenges the user to improve mental processes by performing tasks which involve moving the upper and/or lower body. The training is divided into a right and left side.

Flexibility & Mobility

The ability to make arbitrary and selective movements with the necessary and optimal oscillation width of the involved joints.” .

The Twall aim is training to achieve the full range of leg and hip joint motion.



VISION TRAINING

Vision Training: Improve communication between the brain and the images captured by the eyes, thus improving the speed and efficiency which an athlete process's information.

Visual Memory: The ability for the eyes and the brain to communicate efficiently with accuracy and speed can be enhanced as athletes train their visual memory. Great performers are not only able to see things clearer, but they are able to pick up important visual cues at a fraction of a second and be able to cognitively process the best course of motor action to initiate an effective response.

Applications: Sports, Rehabilitation,



VISION TRAINING

Eye Hand Coordination and Reaction: How quickly and accurately an athlete's muscles react to the visual input from the eyes often determines how successful a performer can be. Since the sporting environment is dynamic, an athlete's ability to synchronize fine motor movement indicates their level of proficiency and skill.

Dynamic Visual Acuity: An athlete's clarity of vision needs to be accurate while an athlete is moving or tracking a moving object. Improving dynamic visual acuity will help improve reaction speed where an athlete must react constantly to visual cues as well as endurance since the eye muscles can fatigue rapidly when tracking for extended periods of time.

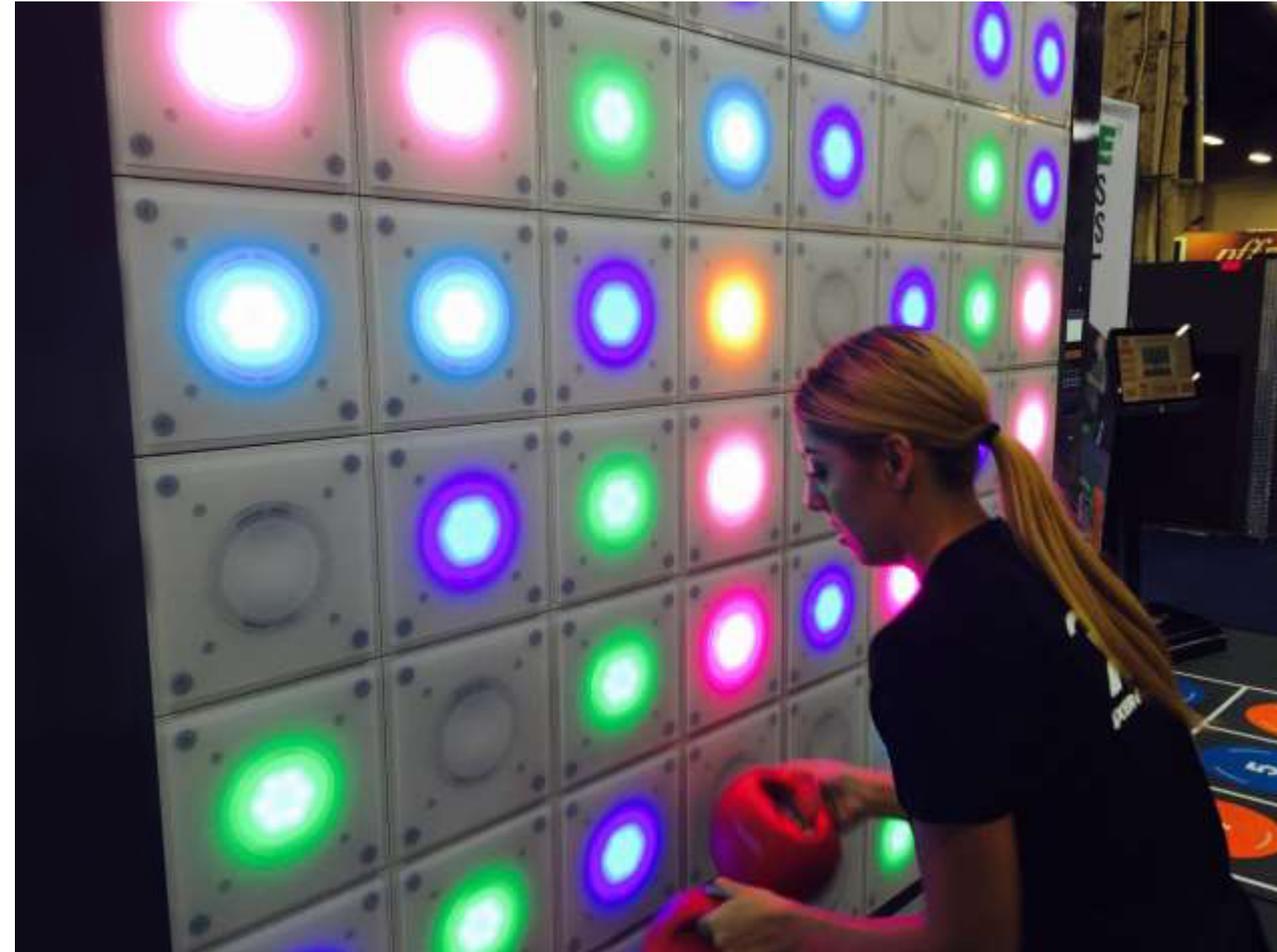
Applications: Sports, Rehabilitation,



BRAIN FITNESS

Areas of Application:

- **MAP Training** (Combination of physical and mental training)
- **Executive Function Training** (solving problems, maintaining attention, and inhibiting emotional impulses)
- **Cognition** (processes and products of perception, recognition, reasoning, concluding, judgement, memory, etc.)



TEAM TRAINING

Areas of Application:

- 1 or 2 Player Mode.
- Relay Race, Team Mode.
- Reaction Games, Memory Games, Visual Games.
- Circuit Training Stations



EVENTS, ENTERTAINMENT

T-WALL offers fun for everybody with several games such as: 1 or 2 player mode, team games, memory games, Get four, and many more

T-WALL is an eyecatcher at: trade fairs / business events / team building events / school functions / family celebrations.

Sports Bars, Restaurants, Resorts, Museums



PROGRAM EXAMPLES

WOW + FUNCTIONAL MOVEMENTS

Our WOW (Workout of the Week) is a series of exercises that can be done as self-guided, with a trainer, or in a group setting. Each WOW has 3 tWALL movements and 3 Functional Movement patterns.

Applications:

- Kids: Goal is to just accomplish the WOW. We are not worried about time and speed.
- Fitness: A great warm-up or finisher for any program. Can be used as self-guided, or with a Trainer.
- Group Fitness: Great for circuit training sessions.

WEEK 1 **GAME PLAY:**
CHASER
NO. LEVELS COMPLETED

<p>60s</p> <p>BOXING GAME-CLUSTER SHOT PROPER BOXING FORM. LEFT/RIGHT MOVEMENTS. QUICK AS POSSIBLE.</p> <p>PROPS BOPPER BALLS WEIGHTED GLOVES BOXING GLOVES</p> 	<p>30s</p> <p>BEAR CRAWL BEGIN DOWN ON ALL FOURS, HANDS UNDER SHOULDERS, KNEES UNDER HIPS! MOVE RIGHT HAND WITH LEFT FOOT.</p> 
<p>REST 30 SECONDS</p>	
<p>60s</p> <p>SAND BELLS POSITION BODY IN FRONT OF LED TARGET THAT LIGHTS UP. TAP THE TARGET WITH THE SANDBELL. USE GOOD READY-POSITION AT ALL TIMES.</p> <p>PROPS LIGHT SANDBELLS (2, 4, 6 lbs)</p> 	<p>30s</p> <p>PLANK PUSH-UP, ELBOW OR CROCODILE POSITION. MAINTAIN NEUTRAL NECK & FLAT BACK POSITION WITH A TIGHT CORE.</p> <p>BEGINNER PUSH UP POSITION INTERMEDIATE ELBOW POSITION ADVANCED CROCODILE</p> 
<p>REST 30 SECONDS</p>	
<p>60s</p> <p>REACTION HIT AS MANY TARGETS AS YOU CAN IN 60 SECS. USING HANDS OR LIGHT BOPPER BALLS.</p> <p>PROPS HANDS OR LIGHT BOPPER BALLS</p> 	<p>30s</p> <p>DOWN DOG START ON ALL FOURS, RAISE UP ON HANDS & BALLS OF FEET. (RAISING HIPS TO THE SKY) HOLD POSITION.</p> 
<p>REST 30 SECONDS</p> <p>REPEAT (1-4 ROUNDS)</p>	

PROGRAM EXAMPLES

INDIVIDUAL PROGRAMS

These are designed to give the trainer a library of suggested exercises that they can mix and match to create their own program.

Each allows for game variations, and progressions based on ability.

We always suggest to bring everyone through the progressions from the most basic to establish a solid foundation.

CHALLENGE • COMPETE • IMPROVE

T-WALL

GOBLET SQUAT

 **60s**

PROPS
LIGHT SANDBELLS
(2, 4, 6 LB)

HOLD A LIGHT SAND BELL WITH BOTH HANDS. SQUAT AND THEN TOUCH LIGHT WITH SANDBELL. SQUAT AS DEEP AS YOU CAN WHILE KEEPING YOUR KNEES AS CLOSE TOGETHER AS POSSIBLE.



PROGRAM EXAMPLES

COGNITION

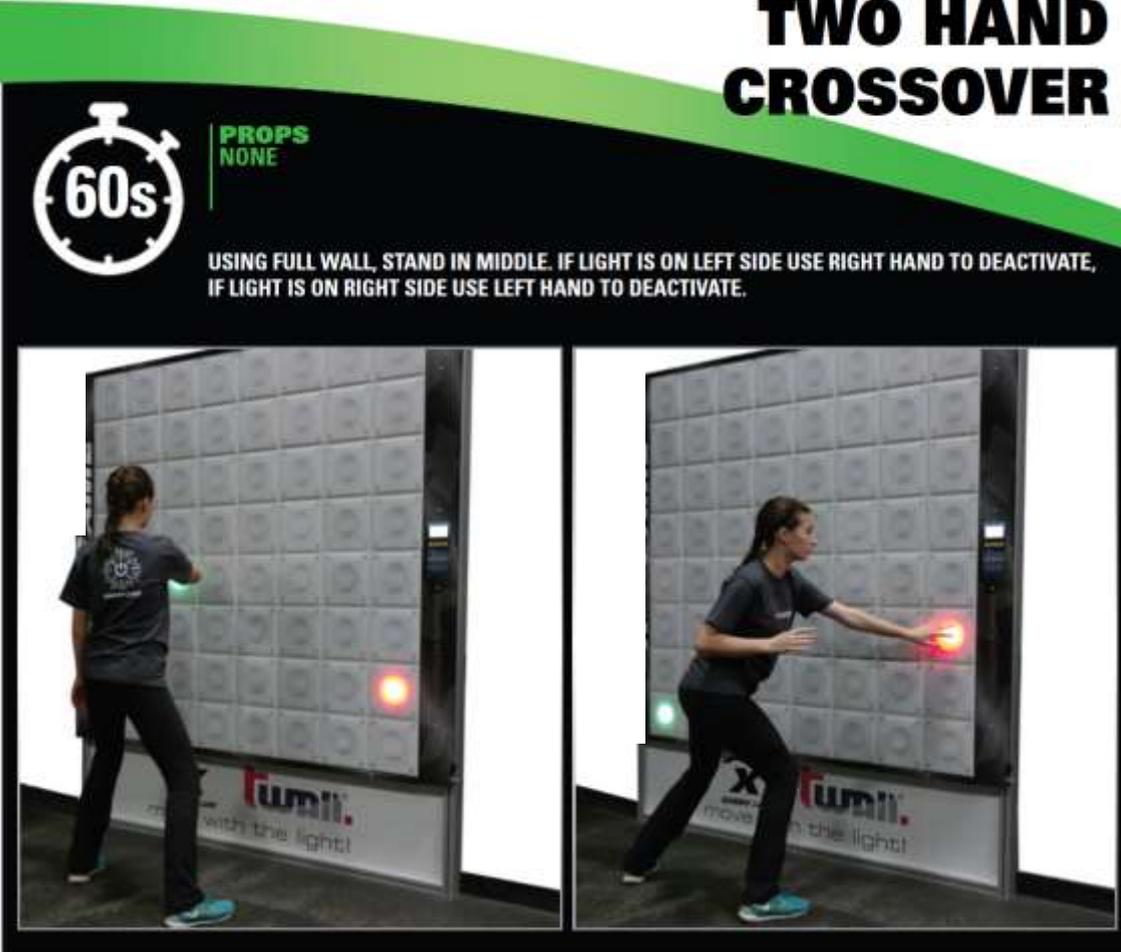
(Example for upper limb cognition)

The aim of this training is to improve mental processes by performing tasks which involve moving the upper limbs. The training is divided into a right and left side. While one side receives constantly changing colored lights, from which only the red ones are to be hit off, on the other side, two color pairs are displayed for two seconds, and they are to be located again after they go out. Through this split task, different brain structures are activated in both sides of the brain. All programs are divided into a left and a right side, and can be run by large and smaller people.

CHALLENGE • COMPETE • IMPROVE

T-WALL

TWO HAND CROSSOVER



60s

PROPS
NONE

USING FULL WALL, STAND IN MIDDLE. IF LIGHT IS ON LEFT SIDE USE RIGHT HAND TO DEACTIVATE,
IF LIGHT IS ON RIGHT SIDE USE LEFT HAND TO DEACTIVATE.

Lumi.
move with the light!

PROGRAMS

Fitness, Athletics, Sports Performance:

With the help of the twall®, coordination, reaction rate, accuracy of movements and endurance can be trained and measured. In the fitness domain it is possible to implement client-specific training tasks to achieve the individual objectives of each person. The twall® is an ideal supplement and a great possibility to assess the training condition and efficiency, especially for types of sport that demand a quick sequence and accuracy of movements.

CHALLENGE • COMPETE • IMPROVE

T-WALL SLAM DOWN-UP



PROPS
LIGHT SANDBELLS
(2, 4, 6 LB)

HOLD A LIGHT SAND BELL WITH BOTH HANDS OVER YOUR HEAD AND THROW IT ON THE GROUND IN FRONT OF YOU. GET INTO A PUSH-UP READY POSITION AND THEN PICK UP SAND-BELL AND TOUCH IT TO LIGHT TO DEACTIVATE ON WAY BACK TO STARTING POSITION.



PROGRAMS

Prevention & Rehabilitation:

Exercises on the tWall can be combined with cognitive tasks by integrating different colors and acoustic signals. That is the reason that the tWall can be used wherever movements are to be initiated or where movements will activate certain areas of the brain or the nervous system. That particularly refers to the rehabilitation of limited mobility and of limited ability to respond caused by neurological reasons.

CHALLENGE • COMPETE • IMPROVE

T-WALL PARTNER TOSS



PROPS
PARTNER
LIGHT SANDBELLS
(2, 4, 6 LB)

ONE PARTNER WILL FACE THE WALL AND ONE WILL HAVE THEIR BACK TO WALL. SANDBELL IS LIGHTLY TOSSED FROM ONE TO ANOTHER WHILE THE ONE FACING AWAY FROM THE WALL WILL TURN AND PIVOT TO DEACTIVATE LIGHT. REPEAT AND SWITCH POSITIONS.



PROGRAMS

Coordination & Reaction:

Coordination (physiology) means the harmonious co-action of all muscles. The coordination of a certain course of movements can specifically be trained at the twall. Muscles, receptors, tendons and joints that are all part of a movement can be trained to achieve a more optimal interaction. During the execution of the exercise, it is possible to take the time to assess and to improve the reaction rate.

CHALLENGE • COMPETE • IMPROVE

T-WALL CONE CHASE V



PROPS
2 CONES

2 CONES AT 45° ANGLE, IN V PATTERN FORMATION. HIT WALL THEN CONE, ALTERNATING BETWEEN CONES

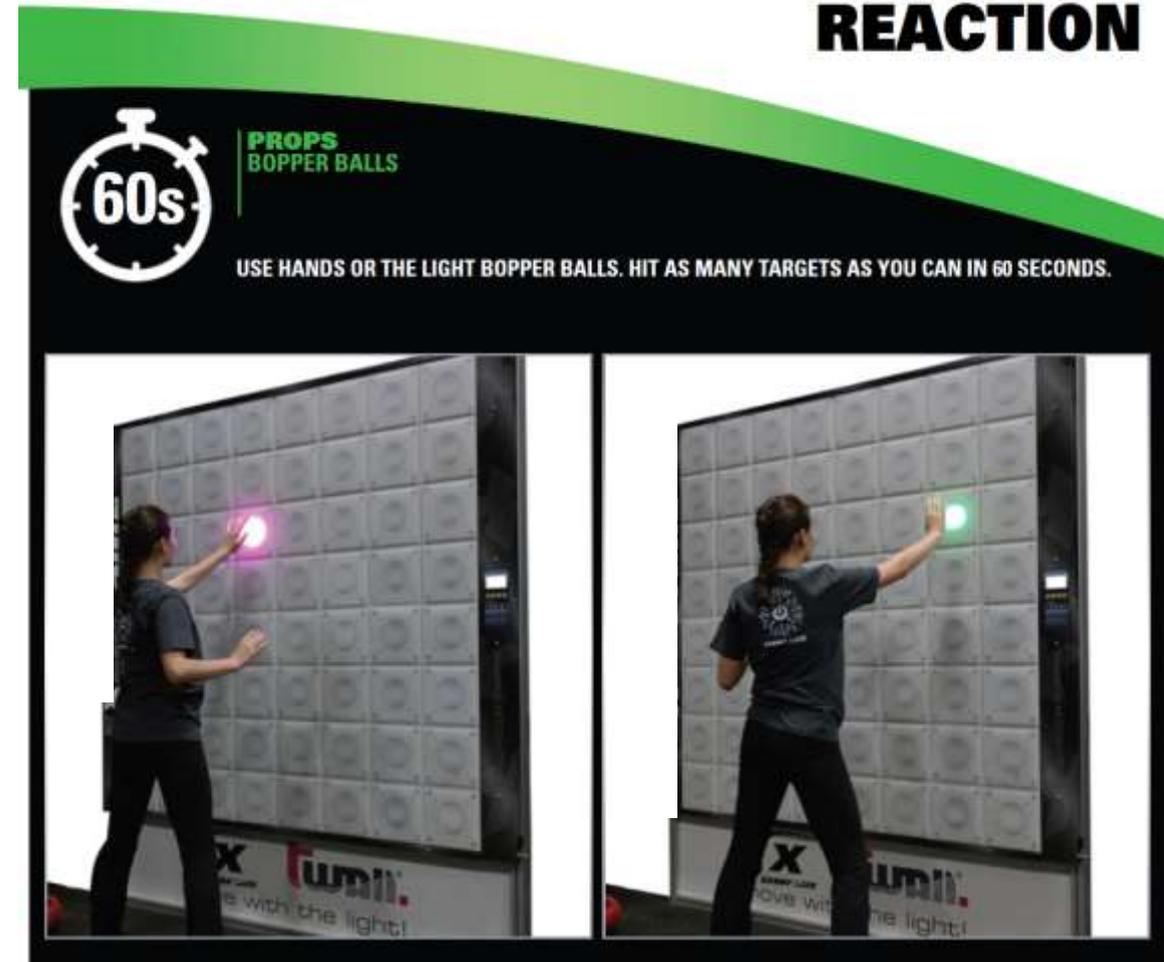


PROGRAMS

Mobilization / Behavior Therapy / ADHD

Our time is characterized by a lack of exercise, a monotony of movements and stress. At the same time, we do have an oversupply of energy. The effect of that imbalance can very obviously be noticed in children and teenagers. Since it is possible to use the twall in a playful competition, it is an excellent way to support active mobilization and therefore, to avoid imbalances.

CHALLENGE • COMPETE • IMPROVE
**T-WALL
REACTION**



T-WALL MODELS

The T-WALL is an interactive, multi-color indoor training device with unlimited program variability. Used for the sport and fitness industry, as well as, games, events, and entertainment. Innovated and manufactured with high tech precision in Germany.

T-WALL 16

16 LED light targets
4x4 Target configuration
Dimensions - Play Surface: 35" x 35"
(880 x 880 mm)
Dimensions - Frame: 45w x 37h x 2d "
(1139w x 930h x 50d mm)



T-WALL 32

32 LED light targets
8x4 Target configuration
Dimensions - Play Surface: 70" x 35"
(1760 x 880 mm)
Dimensions - Frame: 80w x 70h x 6 "
(2023w x 1770h x 145d mm)



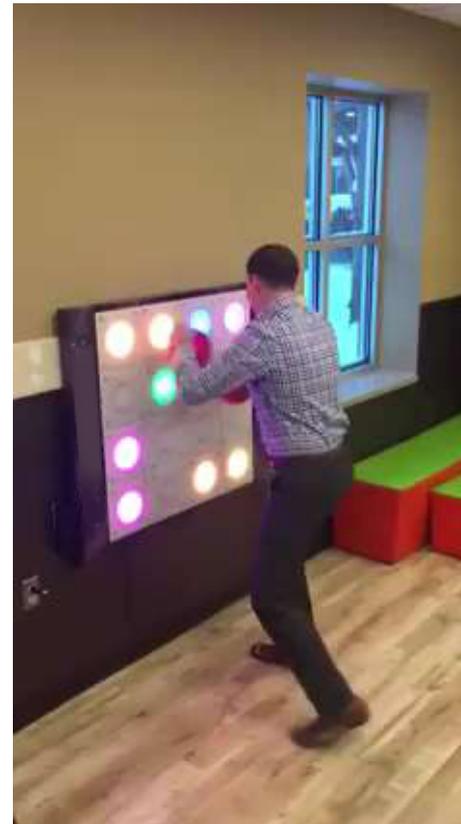
T-WALL 64

64 LED light targets
8x8 Target configuration
Dimensions - Play Surface: 70" x 70"
(1760 x 1760 mm)
Dimensions - Frame: 80w x 89h x 6 "
(2023w x 2250h x 145d mm)



T-WALL 16

The T-WALL BASIC 16 is the compact model, perfect for younger kids or facilities with less space. Its also the most popular for Museums, Sports Bars and Restaurants



TECHNICAL FEATURES

- 16 LED light targets
- 4x4 Target configuration
- 7 Color combinations – RGB
- Integrated control unit
- 10 Training Programs
- 8" Square targets (Plastic)
- Frame: Anodized Aluminum
- Power supply: 24v. Consumption: 40w
- Operating System: Windows, USB port
- Dimensions - Play Surface: 35"x35"
(880 x 880 mm)
- Dimensions - Frame: 45w x 37h x 2d "
(1139w x930h x 50d mm)
- Product Weight: 77lbs (35 kg)
- 1 Year Warranty

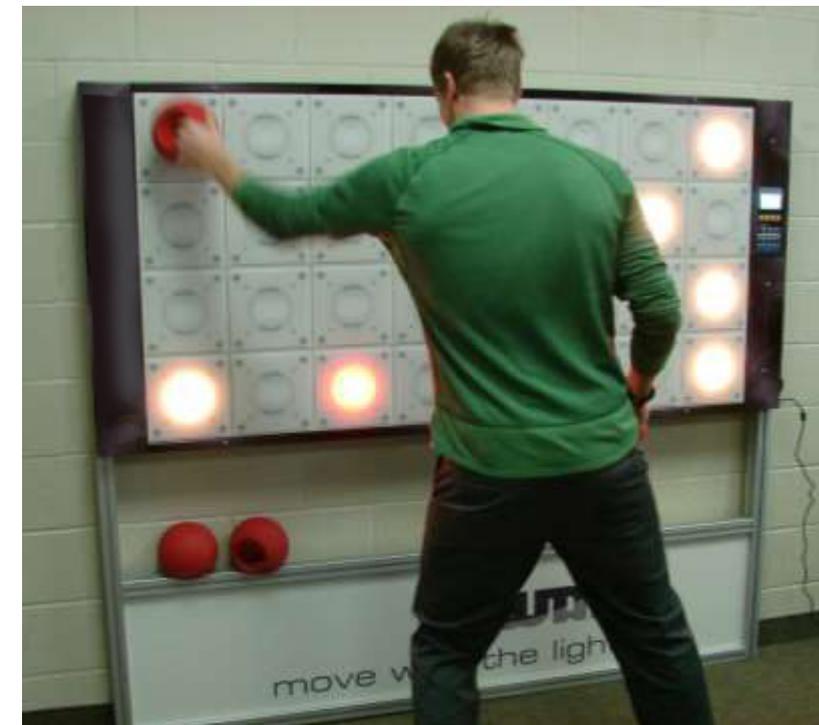
T-WALL 32

The T-WALL COMPACT 32 is the most versatile for all ages (kids, adults, seniors) and for nearly any application. 1 player, 2 player and group fitness games.

TECHNICAL FEATURES

- 32 LED light targets
- 8x4 Target configuration
- 7 Color combinations – RGB
- Integrated control unit
- 10 Training Programs
- 8" Square targets (Plastic)
- Frame: Anodized Aluminum
- Power supply: 24v. Consumption: 80w
- Operating System: Windows, USB port
- Dimensions - Play Surface: 70"x35"
(1760 x 880 mm)
- Dimensions - Frame: 80w x 70h x 6 "
(2023w x 1770h x 145d mm)
- Product Weight: 155lbs (70 kg)
- 1 Year Warranty

- Optional: LED Scoreboard
- Optional: Free-Standing Frame



T-WALL 64

The T-WALL PREMIUM 64 has the most training space available. It is built for multiple styles of use with both kid modes and adult modes 1 player 2 player and group fitness games.



TECHNICAL FEATURES

- 64 LED light targets
- 8x8 Target configuration
- 7 Color combinations – RGB
- Integrated control unit
- 10 Training Programs
- 8" Square targets (Plastic)
- Frame: Anodized Aluminum
- Power supply: 24v. Consumption: 160w
- Operating System: Windows, USB port
- Dimensions - Play Surface: 70"x70"
(1760 x 1760 mm)
- Dimensions - Frame: 80w x 89h x 6 "
(2023w x2250h x 145d mm)
- Product Weight: 256lbs (116 kg)
- 1 Year Warranty

- Optional: LED Scoreboard
- Optional: Free-Standing Frame

T-WALL OPTIONS

Enhance your T-WALL experience with these optional items..

LED SCOREBOARD

Displays: Score / Time / Score.
Fixed or Scrolling advertising banner
Brightness Control

SOUNDCARD

Add sound tones for each hit, miss.
Sounds included.
Custom sounds can be uploaded
(requires: powered speakers and headset
jack cord)

FREE-STANIDNG FRAME

Heavy-Duty aluminum frame allows for
floor application.

EXTENDED WARRANTY

Protect your investment for 3 years with
full coverage. (Abuse or neglect not
included)

ACTIVE FLOOR MARKINGS

Complement the space around the
T-Wall to foster more movement and
variety. (Floor Tiles, and Floor Decals)

FACILITY TRAINING

Train your staff for the many
applications and promotional
opportunities using the T-WALL

T-WALL PLUS MODELS

The T-WALL PLUS is a new generation model that features tablet / smart phone operation. and innovative, yet more sensitive, sensor concept and the new, more hygienic surface, satisfying the high requirements as a training tool in the field of treatment and rehabilitation. Innovated and manufactured with high tech precision in Germany.

T-WALL PLUS D1

36 LED light sensors

6x6 Target configuration

Dimensions - Play Surface: 35"x35"
(880 x 880 mm)

Dimensions - Frame: 35w x 35h x 6d "
(880w x880h x 144d mm)



T-WALL PLUS D2

72 LED light targets

12x6 Target configuration

Dimensions - Play Surface: 70"x35"
(1760 x 880 mm)

Dimensions - Frame: 70w x 70h x 5 "
(1772w x1765h x 132d mm)



T-WALL PLUS D4

144 LED light targets

12x12 Target configuration

Dimensions - Play Surface: 70"x70"
(1760 x 1760 mm)

Dimensions - Frame: 70w x 88h x 5 "
(1772w x2245h x 132d mm)



T-WALL PLUS D1

The T-WALL PLUS D1 is the smallest configuration with a movement and action radius of 35"x35". It consists of 1 closed module with 36 action fields (sensors). The T-WALL PLUS D1 is available as a stationary and free-standing version.



TECHNICAL FEATURES

- 36 LED light targets
- 8x8 Target configuration
- 15 Color combinations – RGBW
- Integrated control unit + Tablet Control
- 6 Touch & Go Training Programs
- 4" precision targets
- Frame: Anodized Aluminum
- Power supply: 24v. Consumption: 65w
- Operating System: Windows 7, USB port
- Dimensions - Play Surface: 35"x35"
(880 x 880 mm)
- Dimensions - Frame: 35w x 35h x 6d "
(880w x 880h x 144d mm)
- Product Weight: 67lbs (30 kg)
- 1 Year Warranty

Optional: LED Scoreboard

Optional: Free-Standing Frame

T-WALL PLUS D2

The T-WALL PLUS D2 is the compact version with a movement and action radius of 70"x35". It consists of 2 closed modules with 72 action fields (sensors). The T-WALL PLUS D2 is available as a stationary and free-standing version.



TECHNICAL FEATURES

- 72 LED light targets
- 12x6 Target configuration
- 15 Color combinations – RGBW
- Integrated control unit + Tablet Control
- 6 Touch & Go Training Programs
- 4" precision targets
- Frame: Anodized Aluminum
- Power supply: 24v. Consumption: 130w
- Operating System: Windows 7, USB port
- Dimensions - Play Surface: 70"x35"
(1760 x 880 mm)
- Dimensions - Frame: 70w x 70h x 5 "
(1772w x1765h x 132d mm)
- Product Weight: 172lbs (78 kg)
- 1 Year Warranty

Optional: LED Scoreboard

Optional: Free-Standing Frame

T-WALL PLUS D4

The T-WALL PLUS D4 is the most sophisticated configuration with a movement and action radius of 70"x70". It consists of 4 closed modules with 144 action fields (sensors). The T-WALL PLUS D4 is available as a stationary and free-standing version.



TECHNICAL FEATURES

- 144 LED light targets
- 12x12 Target configuration
- 15 Color combinations – RGBW
- Integrated control unit + Tablet Control
- 6 Touch & Go Training Programs
- 4" precision targets
- Frame: Anodized Aluminum
- Power supply: 24v. Consumption: 260w
- Operating System: Windows 7, USB port
- Dimensions - Play Surface: 70"x70"
(1760 x 1760 mm)
- Dimensions - Frame: 70w x 88h x 5 "
(1772w x2245h x 132d mm)
- Product Weight: 300lbs (136 kg)
- 1 Year Warranty

Optional: LED Scoreboard

Optional: Free-Standing Frame

We are proud to present Nad Al Sheba as one of our respected clients.



The logo for NAS (Nad Al Sheba) features the letters 'NAS' in a bold, sans-serif font. The letters are filled with a vibrant, multi-colored gradient that transitions from blue on the left to green on the right, with a white triangle cutout in the center of the 'A'.

Sports Center



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