



Australian Government
Australian Sports Commission

Julba
'jul-ba'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

Background

Skipping with a vine was popular with the Jagara (or Jagera) people of Brisbane and surrounding areas.

The game outlined below was based on a 1950s account by an elder named Gaiarbu. To play this skipping game successfully, the players needed to be very active and had to have plenty of practice.

Language

The game is named *Julba*, which means 'to jump' in the Bundjalung language spoken in northern New South Wales and southern Queensland.

Short description

A skipping game for two pairs each turn. These pairs change places while they are skipping.

Players

- Any number of players

Playing area

- A designated area suitable for the activity

Equipment

- Use a skipping rope about 4–6 metres in length to represent a suitable vine. Each end of the rope is held by a player ('rope-turner') or one end may be tied to a 'tree' and held by a player ('rope-turner') at the other end.

Game play and basic rules

- Four players at a time skip — one pair in front (Daroin team) and the other pair (Ggaiar team) behind them. Each pair of players changes places (pass each other) while skipping.

- At the same time each player has to carry out the appropriate action to indicate the totem (team) to which he or she belongs. If the rope hits any player his or her team has to leave and a new pair/team enters.

Variations

- Play as a competition. Call 'Change' every 30 seconds for five minutes. Continue until one team is out. If both teams are still in, it is a draw.
- Have a round-robin or elimination competition between totems (teams).

Teaching points

- Pair in front, pair behind.
- Ready. Skip. Change places.