



Australian Government
Australian Sports Commission

Yangamini

'yang-a-mini'



SCHOOL
YEARS
4–6

SCHOOL
YEARS
7–9

SCHOOL
YEARS
10–12

Post-school age

Background

The game of 'holey' or *yangamini* is an object-throwing game played by the Tiwi people of Bathurst Island. Other versions of the game are found elsewhere in Australia among Aboriginal people. For example, the children at Maningrida, Arnhem Land, threw small *Anadara* bivalve shells into a hollow in the sand and applauded the competitor who holed the most.

Language

Yangamini is the name of an object-throwing game observed being played by the Tiwi people in the Northern Territory.

Short description

Players attempt to throw marbles or coins into a hole as a test of skill.

Players

- A group of two or more players

Playing area

- Use a suitable outdoor area. A small hole is dug in the ground.

Equipment

- Each player has a set number of stones, coins or marbles.

Game play and basic rules

- This is a throwing game whereby marbles (or similar) are thrown underarm — in turns — at the hole or other 'target'. If the marble lands in the hole the player retrieves it. If the marble does not land in the hole it is placed in the bottom of the hole.

- The winner is the last player to have a marble when all the other marbles have been placed in the hole. The winner gives the marbles out to other players so that the game can continue.

Variations

- Non-competitive team play: Two or more players take turns to throw marbles or stones into a hole. The marbles that land in the hole remain there while the other marbles are collected and handed to the next player for his or her turn. Play continues until all the marbles have been thrown into the hole.
- Coins are tossed towards a small hole in the ground, a line or another marker. The most accurate player (closest to the hole) is the winner, who takes the coins thrown in that turn. Players do not keep the coins for themselves at the end of the game.
- Players all have a different-coloured marble of the same size. Dig two small holes 5–7 metres apart. Players start at one hole and throw to the other hole to decide on the playing order — the closest player goes first. Players then attempt to throw their marble into the hole at the other end. Play alternates from end to end. The first player to throw his or her marble into the hole a number of times (such as ten times) is the winner and a new game is started.
- Torres Strait version: In a more modern variation of this activity a two-dollar coin is placed out in front of a group of players. The player who can throw his or her coin (usually a 50-cent piece) the closest to the two-dollar coin wins.
- Indoor version: Throw beanbags or tennis balls towards or into a bucket.

Teaching points

- Collect the marble. Line up. Ready and go.
- Take turns.
- Careful throws. Land it close. Lob or underarm roll.
- Put it in the hole if you miss.
- We have a winner. Share the marbles out and start again.