



Australian Government
Australian Sports Commission

kolap
'ko-lap'



All school-age groups (K–12)

Post-school age

Background

This object-throwing game was observed being played on Mer Island in the Torres Strait region in the nineteenth century. More recent versions have also been observed.

Short description

A game based on throwing accuracy. Teams of one to two players throw objects, attempting to make them land on a target on the ground.

Players

- Two players form a team to compete against another team, or the game can be played with one player against another.

Playing area

- A designated indoor or outdoor area suitable for the activity

Equipment

- Two mats (softball bases, carpet squares, rubber mats or small towels) placed 5–7 metres apart
- Beanbags, coins, large buttons or flat bocce balls to represent the *kolap* beans

Game play and basic rules

- Two players sit (or stand) behind each mat.
- The players who are partners are diagonally opposite each other.
- Each player has four *kolaps*, which he or she attempts to throw to land on the mat opposite.
- One player has a turn. The *kolaps* are collected and then the player on the opposite team at the other mat has a turn. Continue in this manner.

Scoring

A combined total of 20 finishes the game for a team. The *kolap* must land completely on the mat to count.

Variations

- Use wooden markers such as used in the game of draughts.
- Players stand to play the game and use rubber mats or carpet squares.
- Throw coins or flat bocce markers onto large carpet squares, or into hoops.
- Skills practice — consecutive throws
- Players take turns to see how many times in a row they can land the *kolap* beans (markers) on the mat. Play from a standing position.
- Tabloid *kolap*: Players (two to six) line up behind each other and take it in turns to attempt to land the *kolap* on the mat. Throwers collect the *kolap* and give it to the next player. Count the number in a set time (2–3 minutes).

Teaching points

- Line up behind the mat.
- Teams face each other.
- First thrower ready. Go.
- Underarm or sidearm throws. Be careful. Aim for the target. Bend the knees a bit.
- Good throw. Watch the target. Point your hand and follow through.
- Next turn. Keep playing.