



Australian Government  
Australian Sports Commission

**prun**

'pr-un'



SCHOOL  
YEARS  
7-9

SCHOOL  
YEARS  
10-12

Post-school age

### Background

Regular mock warfare tournaments took place in the Cardwell and Tully River areas of north Queensland. The Mallanpara people called this a *prun*. It was essentially an entertainment activity, though the opportunity was taken to settle disputes, real or imaginary. The event also gave the men a chance to show off their prowess and courage before the women.

### Short description

A game of mock warfare between two groups, using 'foxtail' balls to attempt to contact an opposing player.

### Players

- Teams of five to eight players

### Playing area

- An area approximately 30–40 metres wide and 50–70 metres long. A line is marked in the middle and restraining lines are marked 10 metres to each side. For safety reasons no players may enter this area unless the game is stopped.

### Equipment

- A quantity of foxtail balls or soft balls (low-pressure tennis balls) in stockings in place of spears and boomerangs

### Duration

- Play a game of 10–20 minutes duration. Every few minutes or so there is a short stop to the game and the foxtails are collected before play continues.

### Game play and basic rules

- Players organise into two teams 20–30 metres apart. Players may use zinc cream or coloured shirts to identify their team (clan). Team war cries, chants, friendly taunts and dances are encouraged.
- Each team has a supply of foptails and on the signal starts to throw (high underarm throws) towards the opposing team, in an attempt to contact a player on that team.
- Play is continuous. Players retrieve the foptails thrown by the opposing team and throw them back as part of the game.
- It is considered to be skillful to avoid a contact at the last minute or to catch a foptail without being contacted. Older students must catch the foptail by the tail, not the ball. Younger students may catch it by the ball.

### Variations

- Players attempt to throw the foptails from behind their team's restraining line as far as they can, to hit the ground in the opposing area. If it is caught it does not count. The team with the longest or most throws past a certain point could take some pride in their achievement.
- Teams may collect points according to where the foptail is caught. One point for the ball, two points for the middle and three points for the end of the tail.
- Teams score points each time a player on the opposing team is contacted and the foptail falls to the ground. There is no score if the foptail is caught.
- Allow players to use shields such as plastic rubbish-bin lids.

### Comment

This game works well as an outdoor education activity. Players who enter into the right spirit of the game can find it enjoyable.

### Safety

Fair play is important in this activity. Safety should be considered at all times and the activity stopped if necessary. All throws in the air should be high and not flat. Players should be aware of objects coming towards them. In throwing the foptails, players should be mindful of other players in front and near them.

### Teaching points

- Teams ready. Lined up and ready.
- Collect the foptails. Ready. Go.
- Throw them high.
- Call for the foptail.
- Good throws. Throw them high.
- Keep going. Watch out for other players.