









Background

Skipping with a vine was an amusement for the Jagara (or Jagera) people in the Brisbane area. Some of the people were excellent skippers. A popular place to skip was on the hard sand near the water at the beach.

The kind of vine used was the one that was handiest at the time — either those of the scrub or a creeper that grew on the seashore. The skipping was done amid great interest and amusement from the onlookers.

An extra-determined attempt by the 'rope-turners' to put the skipper out always caused roars of laughter, for a good skipper was sure to be ready for this.

Language

The game is named after the word for 'jump' (gunane) in the Wakka Wakka language used in southeast Queensland.

Short description

A simple skipping game

Players

A group of up to ten or more players

Playing area

A designated area suitable for the activity

Equipment

A skipping rope up to 6 metres long

Game play and basic rules

- This is a skipping game that is familiar to most people. The rope (vine) is circled round and round and either one or two players skip at a time.
- The players skip away and attempt to keep going for as long as they can. The players turning the rope try to put the skipper/s out by varying the speed of the turning.
- To stay in for as long as possible the player/s skipping must watch every movement of the hands of those who turn the rope.

Comment

In central Australia camel fur and long-stemmed paddy-melon vines were observed being used for skipping ropes.

Teaching points

- Rope turners ready. Skippers ready. Off we go.
- Keep skipping.
- Change the speed.
- · Watch the rope.
- Next group.