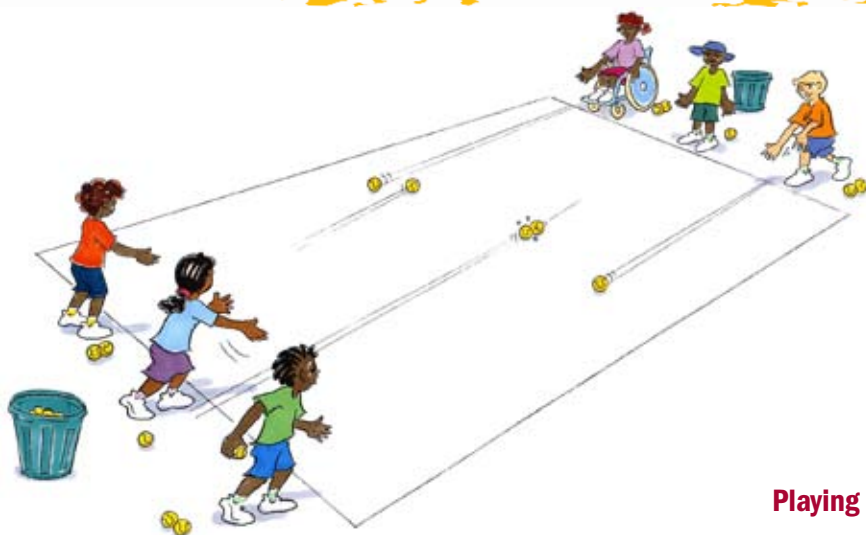




Australian Government
Australian Sports Commission

koolchee

'kool-chee'



All school-age groups (K–12)

Post-school age

Background

This ball-throwing and hitting game was played by the Diyari people from near Lake Eyre in South Australia. The balls were called *koolchee*. The balls used were as round as possible and were usually about 8–10 centimetres in diameter. Gypsum, sandstone, mud, or almost any material that was easy to work was used to make the balls. The game was played for hours and usually until the balls left were too few to cause any excitement.

Short description

The aim of the game is for players to roll a *koolchee* (ball) to hit a ball rolled by a player from a team at the other end of the playing area. Players stay out of the playing area in this game.

Players

- Two opposing sides of equal numbers (usually between two and ten or more).

Playing area

- An area about 20–30 metres long and 10–15 metres wide (badminton and volleyball courts are ideal)

Equipment

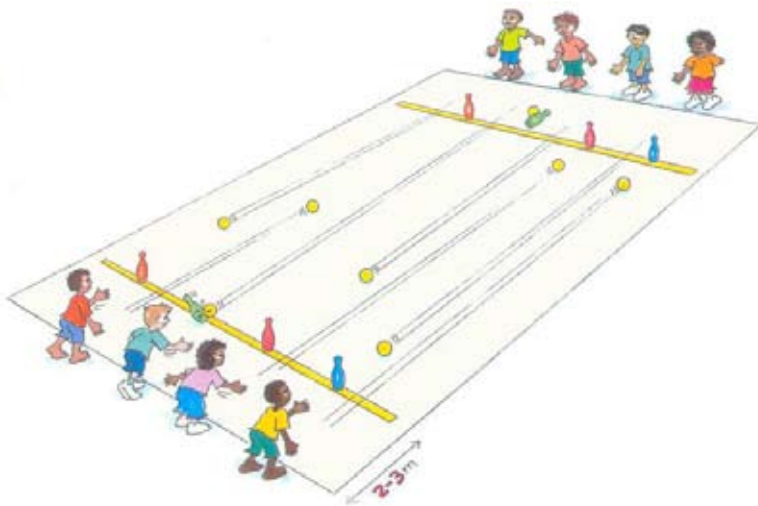
- Tennis balls, Kanga cricket balls or larger balls as the *koolchee* (ball)

Game play and basic rules

- Players are in teams at each end of the playing area. Each team rolls their *koolchees* underarm (roll along the ground) towards the opposing team. The game is a continuous activity. The idea of the game is to hit a *koolchee* rolled by a player from the other team. Each player has a number of *koolchees* and each team has a large central supply in a bin/basket. Players may only use one *koolchee* at a time. Hits made within 3 metres of the line marked at each end of the playing area do not count.
- When there are no *koolchees* left, the game is temporarily halted for players to collect *koolchees* so that the game can continue. No set scoring is used. There is to be no interference with balls on the playing area. Players cannot go into the playing area unless the game is stopped.

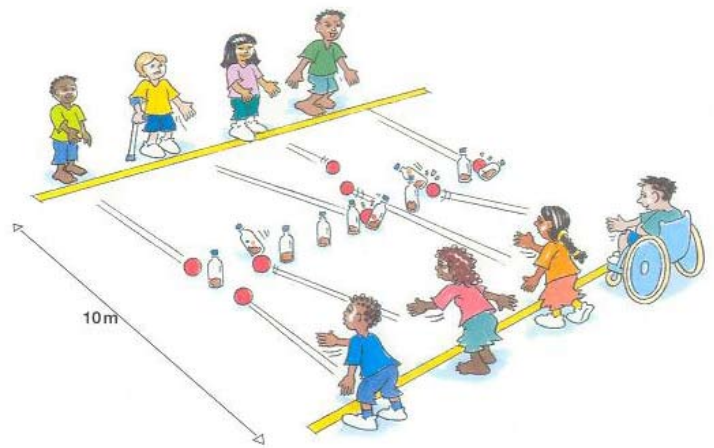
Variations

- **Competition *koolchee*:** Use a badminton or volleyball court. Place a line of five bowling pins or skittles about 3 metres in front of each team. Each team attempts to roll their *koolchees* past these to knock over the pins at the other end of the court before the pins at their end are knocked down by their opponents. Players may 'defend' their own pins by rolling *koolchees* to hit other *koolchees* that might knock over one of their pins. Depending on the ability and age of the group the pins may be knocked down randomly or in order. No players allowed on the court.



Competition Koolchee (Sports Ability Program)

- **Cooperative *koolchee*:** A number of bowling pins or skittles (around ten) are placed along a line halfway between two groups of players. The two teams work together to knock them over. A time could be recorded until the skittles are all knocked over. Repeat a number of times with players attempting to set a *koolchee* record. For younger players the distance between the teams could be reduced and the pins or skittles placed closer together. Players may not retrieve balls from the playing area — players need a supply of balls at each end. (Recommended for physical education lessons).



Cooperative Koolchee (Sports Ability Program)

Suggestions

In a physical education class use a badminton, volleyball or tennis court with the following progressions:

- Teams roll the *koolchees* (tennis balls) towards each other — no scoring.
- Each player has a *koolchee* (tennis ball). Place a set number of pins in the centre of the area and both teams attempt to knock them over in a cooperative activity, perhaps timed with several attempts to set the best time.
- Place five pins 3–5 metres in front of each group and the teams attempt to hit the pins in front of the team at the other end of the area. A class competition with four to six players in each team on a badminton court works well — matches are the best of three games. (Competition matches on a tennis court either to the best of 11 or the first to 11 games work well with older players. Change ends every five games.)

Teaching points

- Line up facing the other team. Tennis balls ready.
- Bend down and roll along the ground. No throws or bounces.
- Aim for a ball. Fingers towards, palms up, opposite arm and leg.
- No players on the court. Stay behind the line.
- Collect another ball and keep going.