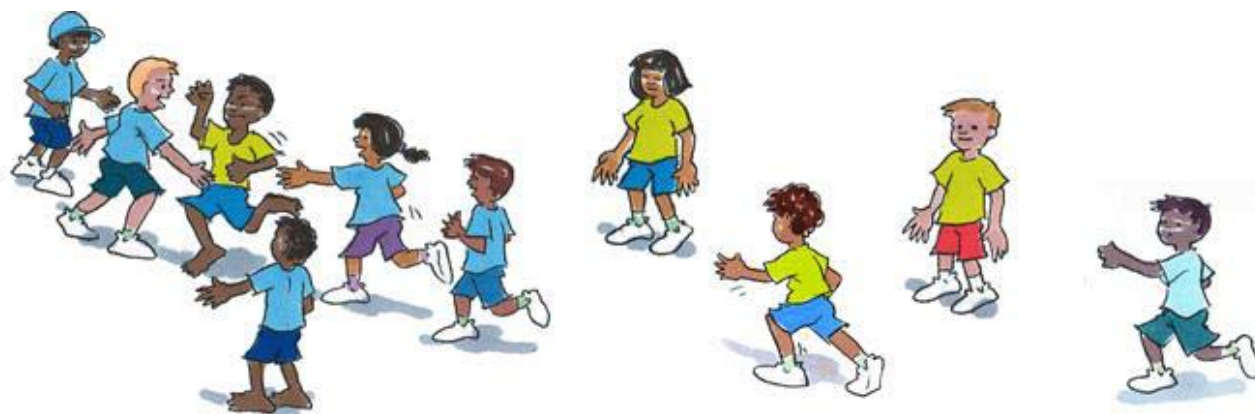




Australian Government
Australian Sports Commission

edor

'e-dor'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

SCHOOL
YEARS
10-12

Post-school age

Background

This version of a chasing-and-tagging game originates in the Aurukun Aboriginal community and has been popular and played for as long as most can remember.

This game has been frequently played around the streets, in the school at break time and before physical education lessons as a fun warm-up activity.

The enthusiasm and vigour that the players display (all the while conversing freely in the local language of Wik-Mungkan) is a joy to watch and a clear indication of the vibrant strength of the traditional culture still evident in this community today.

The game was observed by Troy Meston and is presented on the authority of Aunty Cathy (local Elder and Aurukun Community School Teacher's Aide). *Edor* has been played since she was a child and well before.

Language

The names *edor*, *idor*, *ida* or 'the running game' have all been used to refer to this game. The term *edor* has been commonly used in the north Queensland and Torres Strait regions.

Short description

Edor is a goal-orientated, chasing-and-tagging game for a large group of players.

Players

- A large group of players can play. Players are divided into two teams.

Playing area

- A football field or other open area suitable to the activity

Equipment

- Assign 'goals' at opposite ends of the playing area by using a large tree or other structure.

Game play and basic rules

- Players assemble in the middle of the playing area. All the organisation and discussion related to the game is left to the players. Players decide on the teams, the goals, the direction in which teams will run and who will start. A player is selected as the *Edor* and this player is given five seconds before he or she takes off, running towards the goal.
- A player who is the *Edor* attempts to reach his or her designated goal at the end of the playing field. The player attempts to do this without being tagged (touched) by a player from the opposing team. To become the *Edor* a player of the defending team tags the player who was the *Edor*. This player then runs towards his or her designated goal at the other end of the playing area. The direction of the game changes each time a tag is made on the *Edor*.
- The game continues until a player is successfully able to reach the goal. When a player reaches the goal his or her team wins the round and all players meet in the centre of the field to start a new game.
- Players are not allowed to interfere with each other or to stand in front of or near the goal to stop the *Edor*. These actions are not seen to be in keeping with the intention of the game. If necessary a 5–15 metre semi-circle can be marked in front of the goal.

Variations

- In part of the Torres Strait region, the game is played on the beach using two trees up to 50 metres apart. One selected player starts by running towards one tree to try and touch it. If he or she is touched by another player this player calls out loudly, 'Ida', and starts running towards the tree that is the longest distance away. Continue in this way.
- *Edor* can be played as a competition, with one point for each successful goal.
- Tag-team *Edor*: To avoid being tagged by the opposition the *Edor* may pass the tag to a teammate in the hope of him or her reaching the goal.

Play with a maximum of three tags for a team. The *Edor* must be tagged (touched) three times by different players from the other team. When the third tag has been made the new *Edor* is the player who made the last tag.

- Introduce a ball for the *Edor* to carry and once he or she is tagged the player must release the ball to allow the tagger a chance to pick it up and run with it. A combination of the three-tag rule can be integrated as well as passing the ball in any direction to another player on the same team.

Comment

There is some evidence that a form of this game was introduced to northern parts of Australia through missionaries from Samoa in the early 1900s. The game has elements of both individual and team play.

Suggestion

A method of starting the game is to have all the players close their eyes and someone is designated to discreetly select the player to be the *Edor*. Once selected a countdown of five seconds is given before the *Edor* must commence running.

Safety

Thoroughly survey the playing area prior to the start of the game to remove any potentially dangerous obstructions. Enforce that a tag (touch) is made with minimum force and is not a slap or a punch — demonstrate the acceptable form for players to replicate.

Teaching points

- Teams ready. Who is starting?
- *Edor* ready. Go.
- Run. Tag and change.
- Change. Keep going. Run hard. Chase them.

