Australian Government

Australian Sports Commission

mer kolap
'mer ko-lap'

All school-age groups (K–12)　　**Post-school age**

Background

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

Short description

This version of an object-throwing game is a relay event.

Players

- Teams of four to six lined up behind a starting line

Playing area

- A marked indoor or outdoor area suitable to the activity

Equipment

- One hoop for each team
- Beanbags, coins, large buttons or marbles to represent the *kolap* beans

Game play and basic rules

- Place a hoop about 5 metres in front of each team.
- On a signal to start, the first player in each team throws the disc (or beanbag) and attempts to land it in a hoop — it must land completely in the hoop without touching the hoop. After his or her turn the thrower runs out, retrieves the disc and hands it to the next person before joining the end of the line.
- Repeat for each team member and continue play for a set time (2–3 minutes) or set number of turns (20–50).

Variations

- Cooperative *kolap*: Teams continue until they reach a required number of throws or use a set time and add up the score for each team to set a class record. Repeat the activity a number of times.

- Teams compete against each other in a timed or numbered competition. A series of events (such as two minutes or 90 seconds) could be used to determine the 'champions'. This activity could be used as part of a tabloid event or skills circuit.

- *Kolap* golf: Set up a series of hoops around a playground or indoor area. Players use an underarm throw of their beanbag or marker from different distances and attempt to land it in the hoop. Add up team and/or individual scores or use this as a practice activity.

Teaching points

- Set up the hoops. Stand in line.
- Ready. Go
- Aim and throw. Underarm. Hand towards.
- Retrieve and hand to next player.
- Keep going. Quick.