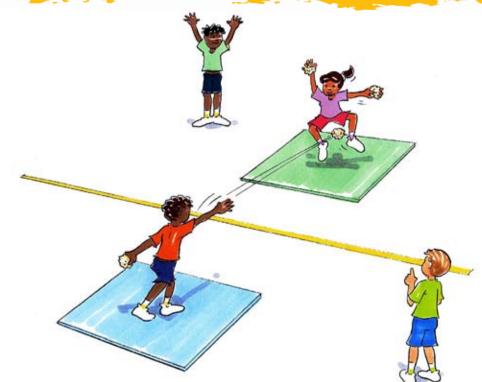


Australian Government Australian Sports Commission



'tak-ty-err-a'





Background

In most parts of Australia the young boys (and sometimes girls) played mock combat games for enjoyment and as a practice for adult life. Toy spears were made from thin, light sticks, or else from grasses, reeds and rushes.

The spears were held at their lighter ends and thrown either with the hand or with a toy *woomera* (throwing stick).

In Tasmania, children used pieces of kelp to throw at each other in a 'sham' fight. There are also accounts from here of snow fights.

Language

The activity is named after the word 'to fight' or 'hit one another' (*taktyerrain*) in the Wembawemba language of Victoria.

Short description

This is a team throwing-and-dodging game, suitable for younger players.

Players

• Two teams of two to eight players

Playing area

A volleyball court

Equipment

- Sponge balls, paper balls, fleece balls or rolled up socks
- Large carpet squares

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Game play and basic rules

- Two players stand on carpet squares (or small mats 2 metres x 2 metres) and face each other about 3–7 metres apart. Players have a fleece ball in each hand and attempt to hit their opponent without being hit themselves.
- Players may move around on the mats: dodge, jump into the air, bend over or fall down to avoid being hit, but they must remain on the mat. After the balls are all thrown they are gathered and the competition continues.
- Play for fun or conduct individual contests to three or five hits as part of an elimination contest.

Variations

- Small-group taktyerrain: Players are organised in groups of three. One player stands in the middle of two players, who stand 7–10 metres apart. The two outside players take it in turns to try to hit the middle player, who dodges and jumps to avoid being hit.
- Circle *taktyerrain*: One team stands inside a circle (10–15-metre diameter) and the other team spreads out around the outside of the circle. Players on the outside of the circle have a supply of soft balls (sponge or fleece) and use them to attempt to hit the two to four players inside the circle. Players who are hit join the throwers in the circle. Underarm throws only.

Suggestion

Safety factors need to be considered to avoid injury to the dodging player. The use of a helmet, eye and face protection and a tracksuit could be considered.

Teaching points

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- Players on the mats. Ready. Throw.
- Jump and weave. Stay on the mat.
- Aim below the shoulders.
- Wait. Stop. Retrieve the balls.