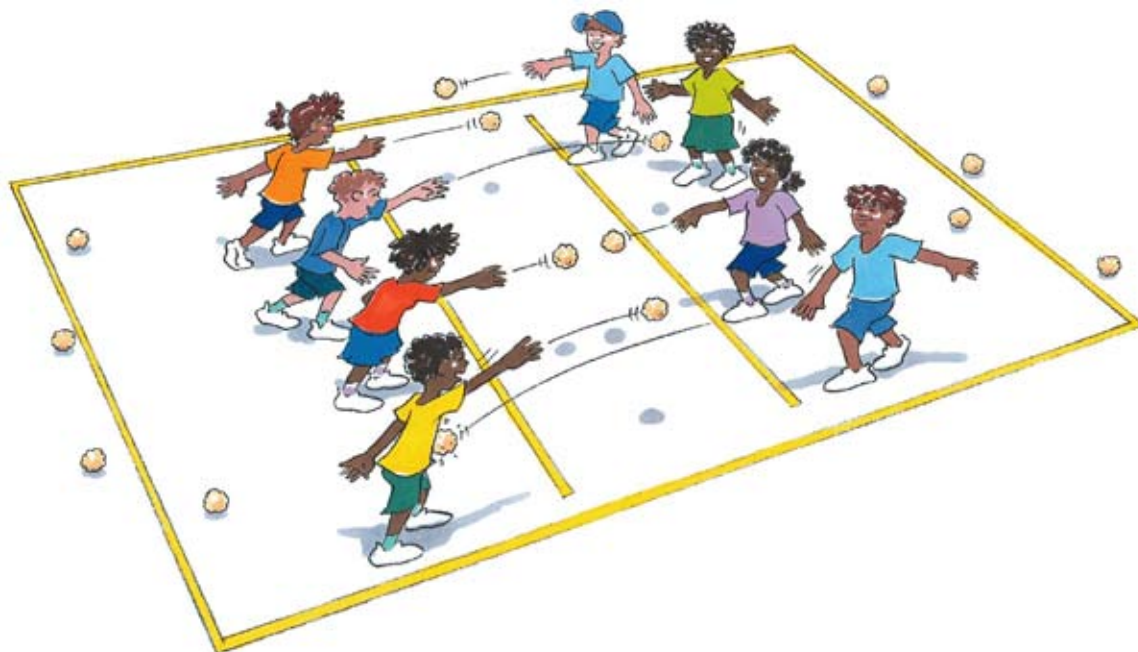




Australian Government
Australian Sports Commission

chiba

'chi-ba'



SCHOOL
YEARS
4-6

Background

At Clump Point in north Queensland, regular mock-warfare tournaments were held. These were called *chiba* or *malla*. The name of the actual site where it took place in the close neighbourhood was called *yirri*.

In Cairns the Yidinji people called this activity *puloga*.

Short description

A game of mock warfare between two groups, using 'sponge' balls as weapons to attempt to contact an opposing player. This version is suitable for younger players.

Equipment

- Sponge balls or similar soft balls to represent spears and boomerangs

Duration

- Play a game five to ten minutes long. Every couple of minutes there is a short rest and the 'weapons' are collected and returned to their owners.

Playing area

- Use a badminton court or volleyball court. The service (badminton), or front (volleyball), court lines mark restricted areas where players are not allowed during the game, unless it has been stopped.

Game play and basic rules

- Players form into two teams, who spread out on their court areas. Teams may use zinc cream or coloured shirts to identify their team (clan). Team war cries, chants, taunts and dances are encouraged.

- Each team has a supply of sponge or fleece balls and, on the signal, start throwing them at the opposing team in an attempt to contact a player.
- Play is continuous and players retrieve the balls thrown by the opposing team and throw them back as part of the fun.

Variations

- The number of contacts made on the opposing team can be counted or the number of balls that are in the opposing team's court after a set time may be used as a competitive activity.
- To add some extra excitement players may be allowed to use foam kickboards as shields to protect themselves.
- Every player for him or herself. Use foam (nerf) balls on a volleyball court.
- Use large sheets of newspaper crumpled into balls. A classroom with the desks or a row of chairs down the middle could be used. The aim is to try to have the most paper balls in the other half of the room within a set time. Care must be taken that the paper balls are not so tightly rolled that they could cause injury if a player is hit.

Safety

Fair play is important in this game.

Teaching points

- Teams ready. Lined up and ready.
- Collect the balls. Ready. Go.
- Throw. Dodge and weave.
- Good throw. Got them.
- Keep going. Watch out for other players.