



Australian Government
Australian Sports Commission

tambil tambil

'tam-bil tam-bil'



SCHOOL
YEARS
K-3

SCHOOL
YEARS
4-6

Background

In many areas of Australia people played skills-practice games, where they threw objects at each other. These included sticks, mud and stones of various sizes.

A spear-dodging game called *tambil tambil* (refers to the blunt spears used) was played by the Jagara (Jagera) people of the Brisbane area, as part of sham fights and mock war. These sham fights taught the boys how to manage when it was required as they grew into manhood.

In parts of Australia the girls were taught to fight and use the digging stick (called *kalgur* in one area) so they could protect themselves later on in life.

Language

In the Wembawemba language from western Victoria the word *ngalembert* referred to a 'champion dodger' or 'expert at dodging spears'.

Short description

This is a throwing-and-dodging game.

Players

- Groups of four to 12 players

Playing area

- A designated area suitable for the activity

Equipment

- Fleece balls, paper balls, or sponge balls
- A small shield (bat) for protection only — optional.

Game play and basic rules

- One player represents a kangaroo. The kangaroo stands 10–15 metres in front of a group of players, who are spread out along a line.
- The 'kangaroo' hops or runs around in front of the group, dodging the throws until he or she is hit by a thrown ball. When hit the player falls over, and the player who hit him or her becomes the new kangaroo.
- A supply of balls is provided for the throwers. Players do not move out past the line to retrieve thrown balls unless the game is stopped and they are directed to do so.

Variations

- Players throw their weapons 'weakly' at each other by lobbing, rolling or bouncing tennis or sponge balls towards each other. (This is recommended for younger players.)
- Circle dodge: One player (dodger) is in the centre of a circle of six to eight players. Throwers use a fleece or sponge ball to throw, or they roll/bounce a large soft ball to attempt to hit the dodger. Players take turns to stay in the middle as long as they can.
- The game can be made more difficult by having the dodger stay inside a small circle or hoop, or by using a number of balls. (This game works well for class groups of younger students.)
- Obstacle dodge: One or more players acting as kangaroos (targets) start at one end of a course and 5–10 metres in front of several throwers. The 'targets' start with four to six small beanbags in their hands and run/walk through a line of markers in a zigzag, slalom-like course. Each time they are hit by a sponge or fleece ball they drop a beanbag. Count the number of times they are hit.
- A number of players walk across 5–10 metres in front of a line of throwers who have fleece or sponge balls. As the kangaroo 'target' moves across the area they step up and walk along benches. They can only be hit when they are on the benches. When hit they step off the back of the bench and start again. Count the number of hits.

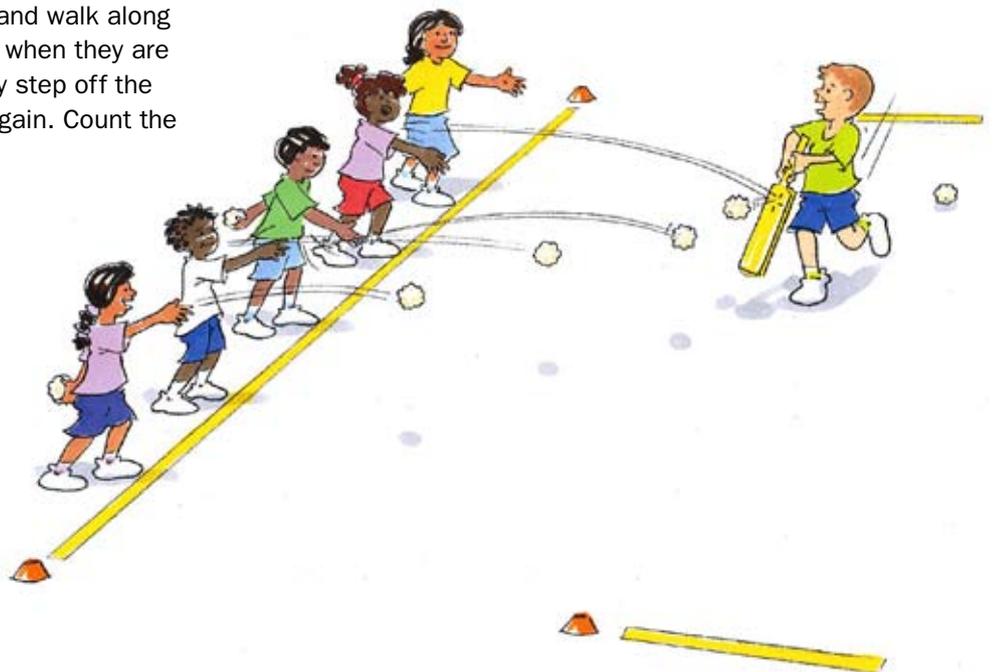
- Gauntlet run: The 'kangaroo' starts at one end of a line of players and 5–10 metres in front. They run past the line of players as they either roll or underarm throw a soft ball to attempt to hit their legs. Swap around the kangaroo.
- Use two to four players as the kangaroos. Throwers may be required to take turns rather than all throw at once.

Safety

Safety factors needed 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. It is possible to substitute a person for some types of targets.

Teaching points

- Move around 'kangaroo'. Duck and weave.
- Aim below the shoulders.
- Throw and wait for the signal.



Gauntlet run