



Australian Government
Australian Sports Commission



Weme

The Walbiri people of central Australia played a stone bowling game called *Weme*. One player threw a stone which was used as a target by the second player. Players alternate turns with each aiming at the other's stone. In the variations described, balls replace stones.

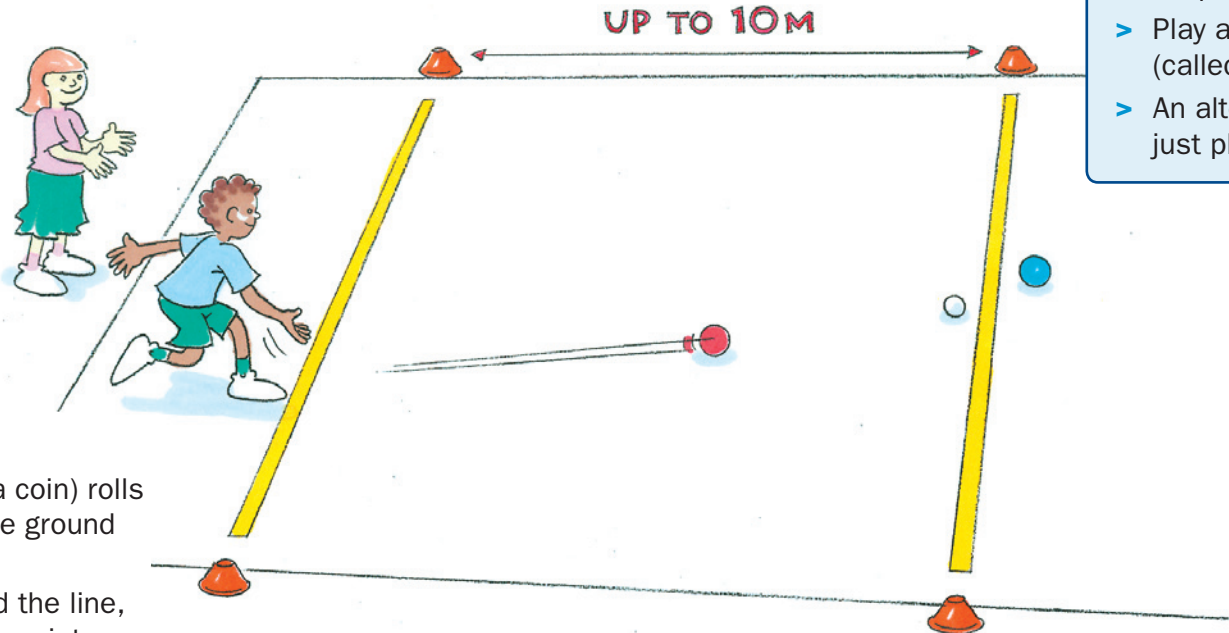
What you need

- > A marked playing area
- > The throwing line and a distant line up to 10 metres away. The lines are about 5 metres long
- > Bocce balls or softballs

What to do

Hit the ball variation

- > The first player (toss of a coin) rolls a ball underarm along the ground towards the distant line.
- > If the ball passes beyond the line, the other player scores a point.
- > After a 'fair roll' which stops before the line, the second player rolls their ball to try to hit the first ball. A point is scored for a hit.
- > Both players then collect their balls and the game starts from the other end.
- > Players alternate turns. The second player has the first turn.



2 v 2 variation – one player from each pair stays at each end. The game that is played from each end is the same as the 1 v 1 variation except partners share and add their points together. Teams alternate turns.

Scoring

- > One point is scored for each hit.
- > The first player or team to reach 11 points is the winner.
- > Play a set number of rounds (called 'ends'), e.g. 20.
- > An alternative is not to score and just play for the fun of the activity.

LESSON LINK

Weme is a target game requiring accuracy of rolling. The game is easily adapted to suit players with a wide range of abilities.

SESSION PLANS

Combo > Start out WC 09b + Get into it TG 01 + Get into it TG 03
Mixed combo > Start out WC 09b + Get into it SF 02 + Get into it TG 03

change it...

Coaching

In these activities players can easily 'learn the skills of the game' in the course of play. Occasional role modelling using competent players can be used to emphasise smooth and accurate bowling techniques. Useful cue words include:

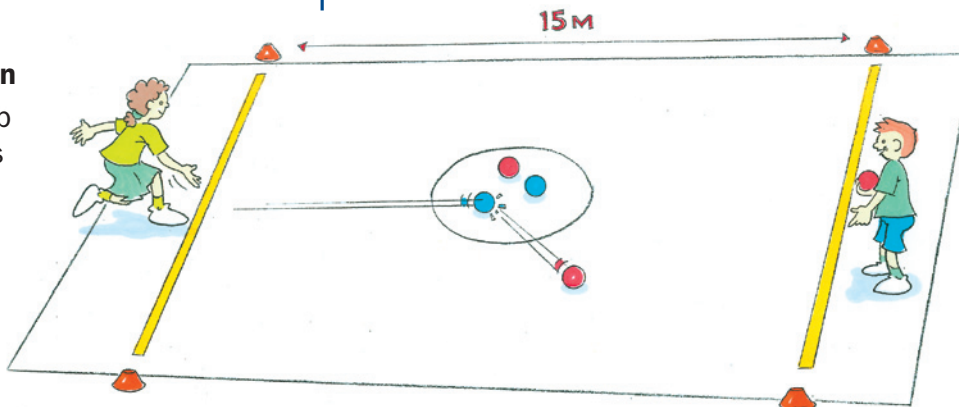
'Look – bend – swing – release – keep it smooth!'

Change it

- > Shorter distances make the activity easier.
- > A bigger target ball is easier to hit but may be harder for the player attempting to roll it towards the line.
- > Allow either a rolled ball or an underarm throw. If this is played with players at either end, the non-rolling/throwing players field the balls.

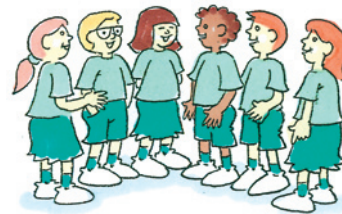
Roll to the circle variation

- > A playing area is set up as shown. The circle is about 1–2 metres in diameter and contains 3 balls.
- > The first player rolls a ball underarm attempting to knock



one or more balls out of the circle. Play alternates between players.

- > If one or more balls are knocked out of the circle, they are replaced before the next player's turn.
- > After a set number of attempts, e.g. 10, the player with the highest total number of balls knocked out of the circle is the winner.
- > Alternatively play a set number of ends, e.g. 20.

**Safety**

- > In any variation where players face one another, a playing order should be established and a clear signal given to retrieve balls. Explain these procedures before play starts.
- > Balls must be thrown below waist height.
- > Overly vigorous throws are not permitted.
- > Balls are retrieved only when play stops and the 'return balls' signal is given.

**ASK THE PLAYERS**

- > 'What do you need to do to score the most points?'
- > The further the first player rolls the ball, the harder it is for the second player to hit it, but if it goes over the line a point is lost. Ask players what strategy they will use.