Ora – Ora Comanching

(Witch's Stick Tag)

Aim of the game: To tag the players with a stick… and avoid being tagged

Set up: Draw a circle on the ground, the size of which depends on the number of players.

Rules:

Pre-game

- Selection of the "witch": a self-appointed leader leads the rest of the players in marching around the big circle. All the players recite "Ora-Ora Comanching" again and again. After going around the circle once, the leader shouts "Comanching!" and everyone rushes inside the circle. The last player to get inside becomes the "witch" (mangkukulam)

- Formation: the witch stands on the circle line and the rest of the players stay inside the circle

Procedure

- The witch (also called mangkukulam) holds the stick with one hand then runs around the circumference of the circle and tries to tag any of the players. (Note: The witch may run clockwise or counter-clockwise at the start of the game. She may suddenly stop and pretend not to be interested in tagging anyone at all and then, without warning, lifts her stick and suddenly touches any player caught off guard)

- Any player touched by the witch's stick becomes the next witch

Equipment and Materials: 1. A soft stick one meter long. 2. Chalk or charcoal to draw on the cement; stick for the ground, cones to delimit the boundaries indoors or on grasslands.

Age:
5+

Number of players:
5+

Duration:
Infinite

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Teaching Style

1. Provide clear and simple instructions.
2. Encourage players to communicate throughout the game.
3. Provide enough time for players to familiarize themselves with the equipment and the game.
4. Safety instructions to be tailored to the environment and participants playing the game.
5. If needed, help people with physical disabilities to moved

Equipment

1. Use a longer/shorter stick

Rules

1. Select more/less witches to tag the players

Environment

1. Make the circle smaller/bigger

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