Konda Kondi

Site of Documentation
Rural Malay communities, Titi Teras, Balik Pulau, Penang, Malaysia

Description

*Konda Kondi* is a traditional game played by children living in rural Malay communities in Penang, Malaysia. In the game, players take turns to flick or hit a short stick with a long stick. The more skilled the players are at hitting the stick, the more points they can win. A game of hand-eye coordination and team work, *Konda Kondi* is best played in an open space that is free from nearby buildings and bystanders that could be accidentally hit during play.

Who Plays?

This game requires a minimum of two players, although groups can be up to 10 players in size. Both boys and girls can play aged 10 to 14 years old. As the players usually split themselves in to two equal sized teams, there should be an even number of players.

Accessories/Equipment

This game requires two sticks; a long stick about 2 ft long and a short stick about 1 ft long. Both sticks are made of wood or bamboo and can be found on the ground or cut from trees. Although sticks can be found in the school playground, they are most often brought in from home. The long stick can be substituted by anything of similar shape and length such as a walking stick or baseball bat. The players will also need a tool to dig a small hole in the ground, a sharp stone or stick usually works well.
Time and Place

A game of *Konda Kondi* usually takes about 10 minutes to play. It can be played at any time of the day as long as it is not raining or very windy. Children like to play this game in school lunch breaks, at home in the evenings or during holidays. The game requires an area of flat, soft ground at least 4 x 10 metres in size so that players can dig a hole and have enough space to flick and hit the sticks.

Skills, Strategies and Qualities of a Good Player

The game requires excellent hand-eye coordination. The best players are those that can make precise hits with the sticks. Those that can accurately throw the stick and catch it will also often have an advantage over others.

Popularity

This game is played frequently for fun and to pass free time. It is most often learned from friends and older siblings.

History of the game

Although the origins of the game can not be traced, it was played by older members of the community when they were young. Back then the game was much more difficult and comprised of three separate stages. In Stage One, the shorter stick was placed across the hole and flicked using the longer stick. The long stick was then placed over the hole. The opposition would then throw the short stick back with the aim of hitting the long stick. If they succeeded, they would eliminate the hitter. In the Stage Two the players had to flick the shorter stick as far as possible, the further it went, the more points they gained. In the final stage, the players would flick the short stick into the air and hit it as far as possible (a technique known as *Ayam Patuk* or ‘Chicken Pecking’. If the opposition was able to catch the stick, the player would be eliminated from the game.

Preparation

1. First, the players need to find two sticks; a long stick around 2 ft in length and a short stick around half the size.
2. Then, the players must mark out the game area. They need to draw a line for catcher, either with chalk, by dragging a line in the sand with a stick or just marking it with stones. The line should be around 10 metres from where the players will bat from.

3. Next, the players need to dig a shallow oval-shaped hole at the spot where the Hitters will stand.

4. The hole needs to be around half a foot wide, so the short stick can fit comfortably across and only an inch or so deep.

5. Finally, both teams have to agree on the number of points that they will play for. This will depend on the skill of the players and the amount of time they have, but is usually around 10 points.

How is the Game Played?

**Step 1.** Before they start the game the players need to divide themselves into two equal sized teams. They can do this by “Counting Feet”. All the players have to stand in a circle and put one foot into the middle. One player selects a random number, for example ‘10’ while another counts to that number, pointing at each foot as they do so. They player with the 10th foot joins one team. The process is
repeated and the second player with the 10th foot joins another team. The counting continues until all players have been allocated a team.

Step 2. The teams then play 1-2-SOM! to determine the teams roles. 1-2-SOM! is very similar to Rock, Paper and Scissors.

a. To start the game, each team must elect a player to represent them.

b. Next, both representatives must face each other and say, 1-2-SOM! As they say “SOM!” each player must form either a Bird, Rock or Water sign with their hand. The winner is determined by the following:

- Rock kills Bird: Rock defeats Bird
- Bird drinks Water: Bird defeats Water
- Water wears down Rock: Water defeats Rock

The winning team become the ‘Hitters’ (Team A) while the losers (Team B) play the ‘Catchers’.
Step 3. The first Hitter has to stand behind the hole, facing the players of Team B, who stand at a distance of around 10 metres from them.

Step 4. The hitter places the short stick horizontally across the hole.
Step 5. They use the long stick to flick the short stick up and while it is in the air they hit it a second time out towards Team B.

Step 6. Team B must try to catch the stick. If they fail, Team A scores one point.
Step 7. If a Team B player catches the stick they score one point for their team.

Step 8. If Team B fails to catch the stick, they have a second chance to win a point. If they can throw the stick back to where Team A is standing and it falls into the hole, they score a point.
**Step 9.** Once each player from Team A has taken their turn, the teams swap sides.

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**Rules**

1. The first team to reach the target number of points wins the game.