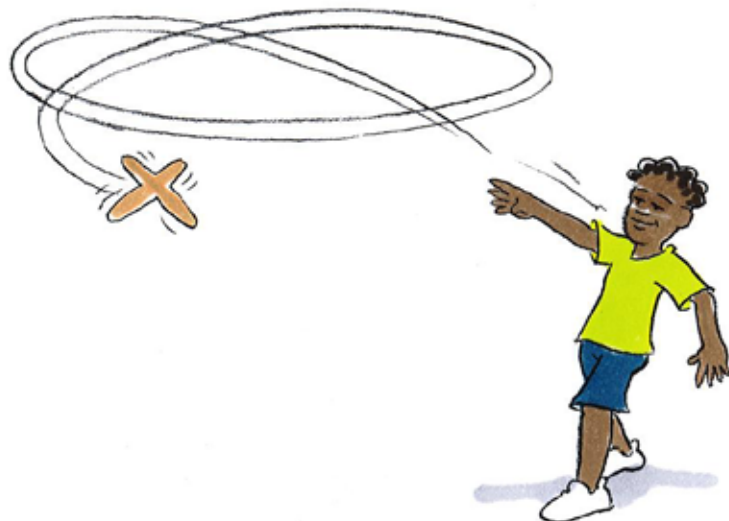




Australian Government
Australian Sports Commission

pirbu-pirbu

'pir-bu-pir-bu'



SCHOOL
YEARS
7-9

SCHOOL
YEARS
10-12

Post-school age

Background

In north Queensland a cross-boomerang was made from the wood of the cluster fig tree (*Ficus chretiodes*). To the Mallanpara people of the Tully area it was known as *pirbu-pirbu*.

Short description

This is an indoor activity using toy cross-boomerangs made from a foam material.

Game play and basic rules

- The *pirbu-pirbu* (cross-boomerang) is thrown directly into the air and has a flight similar to a boomerang, but is more of a circle than an oval.
- The flight usually ends with a double circle around the thrower.
- The boomerangs will only travel about 3-5 metres away from the thrower and are very safe to use.

Comment

This activity is useful as an 'icebreaker', warm-up activity or introductory activity for a unit related to Indigenous Australians.

Suggestion

- Purchase a number of foam boomerangs (commercially called 'Roomarangs'). These consist of four 'arms' and are based on the toy cross-boomerang (*pirbu-pirbu*) used in northern Queensland.
- These commercially produced cross-boomerangs are fairly easy to use and provide great interest.
- To shape the foam boomerangs for common flight characteristics, a disc (frisbee) can be used. The boomerang is gently pushed into the upturned disc to put a slight curve on the arms.

Games for the boomerang:

- Accuracy — most catches without moving.
- Consecutive catching — most catches without dropping.
- Double throw — two catches at once, or juggling.
- Fast catch — shortest time for ten catches.
- Trick catching — for example, one-handed, head catch.

Teaching points

- Be careful. Shape the ends of the boomerang.
- Curve towards your body. Arm back, a gentle flick. Wrist down. Not too hard.
- Adjust the ends.