Players
- Three players in each team

Playing area
- Three circles are either drawn on the ground or outlined with markers. The largest circle is about 30 metres in diameter, the next about 8 metres, and the third about 3 metres in diameter. A small marker is placed in the middle of the smallest circle.

Equipment
- Either a right-hand boomerang (dunimgi) or a left-hand boomerang (watungi)

Game play and basic rules
- The idea of the game is to have a thrown boomerang return as close as possible to the centre of the smallest circle. Players take turns in throwing and catching their buran. The throw is made from inside the 3-metre circle and must go beyond the 30-metre circle.

Background
A game of accuracy, the throwing of the boomerang (buran) was played by the Jagara (or Jagera) people of south Queensland. A player stood in the middle of the small circle and threw a right-hand boomerang (dunimgi) first. The aim was to make it return as close as possible to the peg (marker) in the middle of the circle. In the next round, the left-hand boomerang (watungi) was thrown. A large boomerang (dikir) was used in high wind and a small boomerang (mwoirnin) was used in light wind.

Language
Buran was the name used by the Jagara (or Jagera) people for a throwing stick or boomerang.

Short description
Buran is a competition based on boomerang-throwing accuracy.
• After throwing the buran the player waits inside the 8-metre circle and no catch can be made outside this area. When a catch is made the buran is held at the spot and then placed on the ground directly below. This spot is recorded with a small marker, or is measured from the centre of the small circle by a tape measure if a competition is conducted.
• Each player gets five throws.

**Scoring**
The winning team is one who throws the closest to the centre of the 3-metre circle.

**Safety**
Strict adherence to safety aspects is essential.

**Variations**
• Take turns to throw and have the buran return. No competition.
• Record points for each of the circles. The winner is the player (or team) with the highest number of points after a set number of turns.

**Teaching points**
• Throw the buran. Be careful.
• Flick the wrist.
• Move and catch it.
• Clap down to catch it.
• Stand where it is caught.