



Australian Government
Australian Sports Commission

buran

'bu-ran'



SCHOOL
YEARS
7-9

SCHOOL
YEARS
10-12

Post-school age

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.

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.

- 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.

