



Australian Government
Australian Sports Commission

boojur kombang

'boo-jur kom-bang'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

Background

A wrestling game of the Noongar people of the south-west of Western Australia was called *meetcha kambong* ('nut game') or *boojur kombang* ('ground game'). In the Swan district it was called *boojoor-el-eeja*. A team beaten at this game might resume the contest in a month or so.

Language

The winners shout:

Kaia, kaia, yaang, yaang, yaang doojara

Beat them!

ngai jinnong, jinnong

See, see, I've got it.

Short description

A 'wrestling' game where attaching players attempt to uncover an object and opposing players attempt to stop them. (This version is a limited physical contact version suitable for younger players.)

Players

- A team of four to six (or more) players against a defending team of two to three players

Playing area

- A designated area such as a large sandpit, beach volleyball court or sandy beach area

Equipment

- A rounded stone or tennis ball can be used as the *meetcha* nut.
- Players on the attacking team wear Oztag or similar 'tags' hanging from their waists.

Game play and basic rules

- All players turn their back while the *meetcha* (tennis ball) is buried about 10–20 centimetres deep in a designated part of a sandpit or beach. The players on the attacking team attempt to find and uncover the *meetcha*.
- The defending player's actions are restricted to removing a tag from the attacking players as they attempt to find the *meetcha*. When a player has a tag removed he or she must go back to a starting area 15 metres away and replace the tag to continue in the game. The attacking players may not protect the tags in any way as they dig.
- If a player who is digging in the sand is about to be tagged he or she may run around the playing area to allow other players a chance to dig in the sand.

Scoring

The game continues for five minutes or until the *meetcha* is secured. Teams could be timed to see how long it takes to find the *meetcha*. Swap around players and continue.

Comment

The uncertainty for both teams about where the *meetcha* is buried adds an exciting element as the defenders attempt to remove a tag from attacking players who are digging in different parts of the area. An element of strategy can be used by both teams to achieve their purposes.

Suggestion

This would be a good game to play on the sand at the beach or in a sand pit. If players are not digging in the correct area prompts such as 'hot' and 'cold' can help direct the efforts of players.

Teaching points

- All look the other way.
- Ready and go.
- No contact, take a tag and drop it on the ground.
- Be careful with the sand.
- Dig it out. Keep going
- Got it. Well done.