

## **PAXOLIN BOOMERANGS - THROWING INSTRUCTIONS**

**Please read these instructions carefully before trying this boomerang!**

Congratulations! You have purchased a high performance sports boomerang, hand crafted by Volker Behrens of Germany – former World Record holder in long distance boomerang throwing.

**THIS BOOMERANG IS NOT A TOY BUT A TOOL FOR SPORTS AND COMPETITION! IT IS NOT SAFE TO THROW WITHOUT PREVIOUS EXPERIENCE WITH BOOMERANGS!!**

**It can cause severe damage to persons and objects if thrown incorrectly! Execute extreme caution. Read these instructions carefully before trying it!**

The material used for this boomerang is thinner and heavier than plywood – the “normal” boomerang material- and therefore this model will fly further and spin faster than the normal plywood boomerang. It also has much sharper edges, so the potential for damage is significantly higher than with any normal wooden toy boomerang!!

**This means that you have to use extreme caution in using it in order not to cause damage to people or objects! In order to be safe choose a calm day and a very big field (a soccer field won't be big enough) with soft ground, and make sure that no one is anywhere near you.**

### **Pre Flight Check:**

Place the boomerang on top of a flat surface and make sure that both wings are flat or slightly pointing upwards. If one or both wings are bent down, even slightly, carefully flex -bend them several times, until they stay in the desired position.

### **Throwing:**

Above all, these boomerangs need a **larger tilt angle**, i.e. the angle between the boomerang and the vertical line. This angle should be somewhere between 30 ( for the Windeater, Solstice 2 and Orion 2) and 60 ( for the long distance models, Challenger, Straight Shooter, Mini Marathon, Red Rocket, Crazy Horse, Vulcano) degrees. The direction you aim should be between 50 ( for the long distance models, Challenger, Straight Shooter, Marathon) and 75 ( for the Windeater and Orion) degrees to the right of the wind.

### **Grip:**

In order to get the right amount of spin on this boomerang I suggest that you use the “Pinch Grip”, i.e. hold the boomerang between your thumb and your index finger. The more spin you get on the boom, the more stable the flight will be and the more hove you get and the easier the catch will be.

### **First Test Throw:**

Make sure not to throw too hard the first times – this material can break more easily than plywood! Grassy ground is always your best option! Apply the angles indicated above and just flick it forward, like you would cast a fishing rod. Repeat this until you have all the angles near right and the boomerang turns properly without soaring high up and returns somewhere within your proximity. Only then, after making necessary adjustments you can go ahead and throw harder and thus get more distance!

MOOMBA!

Volker Behrens from Blue Star Rangs

**THE MAKER AND RETAILER OF THIS BOOMERANG DOES NOT TAKE ANY RESPONSIBILITY FOR DAMAGES CAUSED BY THE MISUSE OF IT AND THE CONSEQUENCES THEREOF!**