

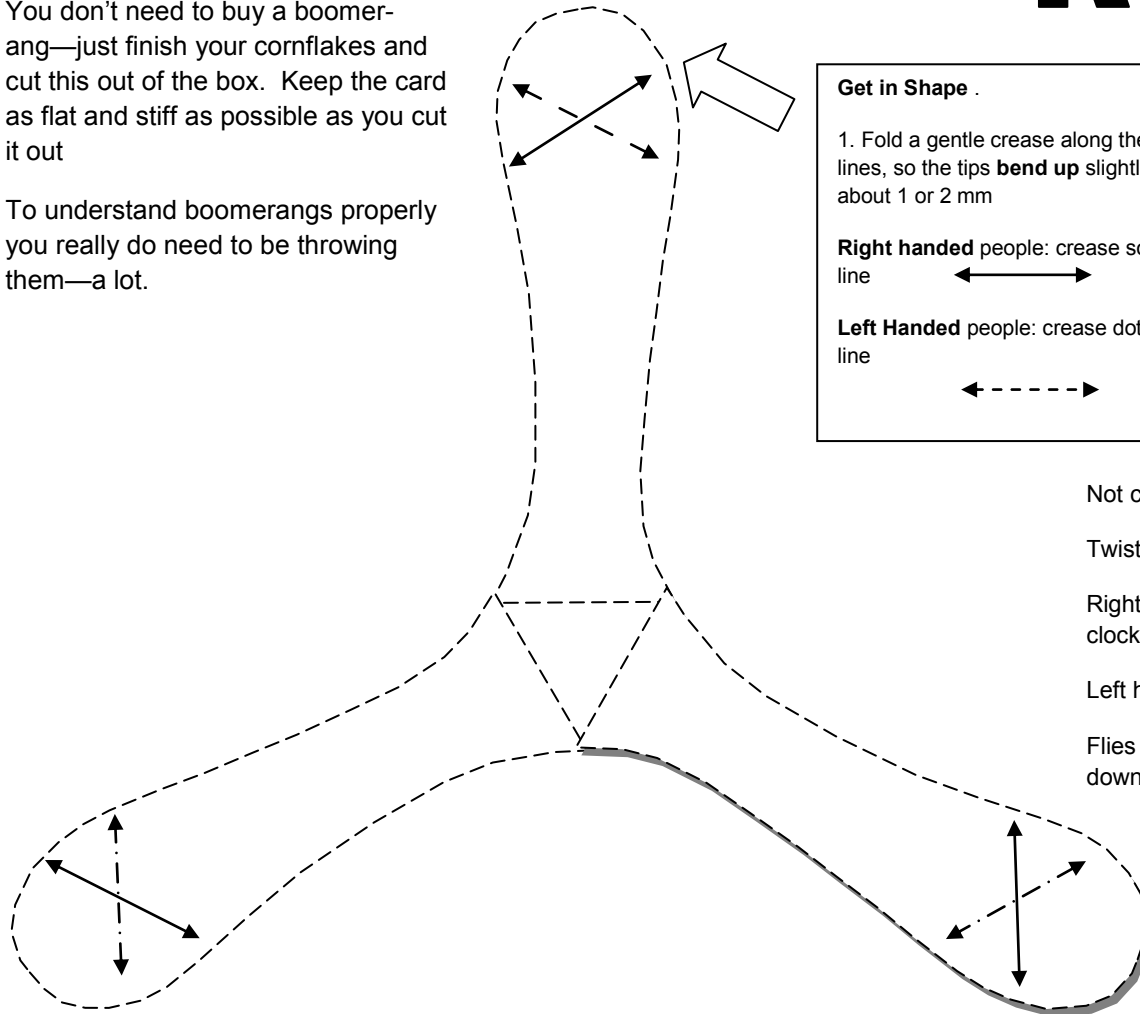
Range 2 - 3m

Roomerang

START THROWING NOW!

You don't need to buy a boomerang—just finish your cornflakes and cut this out of the box. Keep the card as flat and stiff as possible as you cut it out

To understand boomerangs properly you really do need to be throwing them—a lot.



Get in Shape .

1. Fold a gentle crease along these lines, so the tips **bend up** slightly about 1 or 2 mm

Right handed people: crease solid line
←————→

Left Handed people: crease dotted line
- - - - -

Not coming back?

Twist the tips a little bit:

Right handed people anti-clockwise

Left handed people clockwise

Flies too high? Bend the tips down. Too Low? Bend up

Want more range?

Put a *tiny* bit of bluetak / plasticine on the tip

1. How to grip. Gently pinch the wing tip of the Roomerang between your fingers and thumb. Make sure the top surface is uppermost

2. Hold your Roomerang so it is standing up. So that when you throw, it will spin almost end over end with about an axis pointing to the centre of its flight path. Imagine a helicopter 'banking round a corner. That is what a flying Roomerang does.

If the Roomerang falls to the ground half way round, then lay it over a bit more. If the Roomerang swoops up then down then stand it up some more

4. Flick it with spin! Throw the Roomerang with a snapping motion of your wrist (like cracking a whip). This will impart the all-important spin. The more spin, the better the throw

3. Aim Horizontally Throw your Roomerang parallel to the floor straight out in front of you. You don't need to aim it up wards

5. How to Catch When you begin to get a good return, try catching the Roomerang by clapping your hands together to 'sandwich' the roomerang

Links for on-line instructions

You Tube video = "How to throw a roomerang" <http://www.youtube.com/watch?v=vvp3nlpT6c4>

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