



PAXOLIN and G12 BOOMERANGS - THROWING INSTRUCTIONS



THESE BOOMERANGS ARE NOT TOYS BUT TOOLS FOR SPORTS AND COMPETITION!

They can cause severe damage to persons and objects if thrown incorrect! Execute extreme caution and read these instructions carefully before trying these!

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!

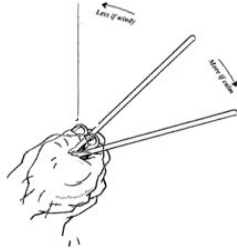
In order to be safe choose a calm day and a very big field (a soccer field won't be big enough) with soft ground, and make sure that no one is anywhere near you.

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

- **TILT ANGLE** : Above all, these boomerangs need a larger tilt angle than you may be used to from wooden boomerangs, i.e. the angle between the boomerang and the vertical line. This angle should be:



- appr 30-50° for the Windeaters, Solstice 2 and Orion 2, Geronimo, Veebo, Wyche, Ghost Dog

- appr 60-85° for the long distance models, Challenger3, Straight Shooter, Mini Marathon weighted, Red Rocket weighted, Crazy Horse, Vulcano, Wyche weighted, Ghost Dog, weighted Veebo

- appr 50-80° for mid range models from G 12 and weighted paxolin models : Mr McCrae, Geronimo, Suzuki, Red Cloud, Veebo, Marathon and Red Rocket

- **DIRECTION**: you aim should be between 5° (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 plenty of spin on the boom - and thus produce a more stable flight- I suggest to use the “pinch grip”. You hold the wingtip tightly between thumb and index finger and never let go on release! The boom creates the most of spin when it “pulls” itself free from this grip.

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