



OZ Boomerangs Foam Boomerang Games

www.ozboomerangs.com.au

- The Safe Foam Boomerangs are good fun boomerangs that are suitable for beginnings and children and especially in schools. These games (adapted for the safe foam boomerangs) are a sample from the International Federation of Boomerang Association rules, which holds the world boomerang competitions.

- **Preparation:**

- All safety rules apply and all participants understand the safety rules thoroughly.
- Equipment: Foam Boomerangs, Stop watches, Tape measures, Score keeper(s)
- Circles: Circles of a radius like a bulls eye at 2m, 4m, 8m and 10m radius.
- Throw: A Throw is defined as when it is done from inside of the bullseye. No stepping on the line.
- Flight Range: The flight would depend on your boomerang and the ability of the thrower and environment and the wind, but the IFBA rules specify 20 meters. With foam boomerangs 5- 10 meters is an adaptation suited for foam boomerangs.

- **Fast Catch for Foam Boomerang**

At the bullseye, catch the Foam Boomerang 5 times as quickly as possible. Catches may be taken away from the mark but the thrower must return back to the marker for the next throw. The time is recorded for the 5 catches, making sure the thrower returns back to the marker on the last throw. The winner is the one with the shortest time for the 5 catches.

- **Endurance for Foam Boomerangs**

Endurance is similar to Fast Catch but a time is set at the beginning (eg,,5 minutes). The one with the most throws and catches within the designated time period wins! Thrower must return to center bullseye after each throw and the highest number of catches wins.

- **Accuracy**

Put a marker on the ground, throw from next to it and try and get the boomerang to land as close as possible. For each throw, measure from the marker to where the boomerang lands. The person with the least distance after five throws each, is the winner.

- **Trick Catching**

Throwing and catching a series of "trick catches". These could be with two hands, right hand only, left hand only, behind your back, between your legs (tunnel catch), and in your feet (foot catch). You can add any other catches that sound fun. The winner is the one who takes the most successful catches.



OZ Boomerang Foam Boomerangs Throwing Instructions



The **Indoor Superang Foam Boomerang** has a 2-4 meter range. The Indoor Superang is an inside boomerang. Great for no wind. Suitable for Ages 4+

The **OZzie Emu Right Hand Outdoor Foam Boomerang** has an 4-6 meter range. The OZzie Emu is designed to be an easy Right Handed throw with light wind. Suitable for Ages 4+

The **Oz Icerunner Right Hand Outdoor Foam Boomerang** has an 8 - 10 meter range. Inspired by famous boomerang maker Fridolin Frost, the Oz Icerunner is designed to be an easy Right Handed throw with light wind. Suitable for Ages 6+

The **Outdoor Superang Foam Boomerang** has an 8 - 15 meter range. The Superang is designed to be ambidextrous, so tuning is required. It is heavier so demands a stronger throw that can cut through stronger winds. Suitable for Ages 8+

Safety

* Never throw in windy conditions. * Find a sheltered area, clear of people, objects and trees with at least a 30 metre radius. * Ensure throwing instructions are understood.

*** WARNING: Do not aim at eyes or face**

Tuning Tips.

*The OZzie Emu/OZzie Icerunner are designed to be Right Handed, tuning can be desirable in varied wind and environmental factors.

* For accurate return flight, the boomerang must not be warped.

* Check boomerang lies flat on a flat surface.

* If necessary, bend or twist blades to achieve correct flight.

*By bending up the wings you are increasing dihedral and generally results in a higher flight, and more hover at end of flight.

*By bending the wings downwards the dihedral decreases resulting in a lower, longer flight path. This is recommended for longer distance, fast catch, or stronger winds.

*Twisting blades anti-clockwise is used to adjust the angle of attack and spin rate, leading to longer or shorter flights.

The Grip

*Hold the boomerang near the tip with the flat side away from you.



The Aim

*Face the breeze, now aim at 45° to the right of the breeze and just above the horizon.

Tips

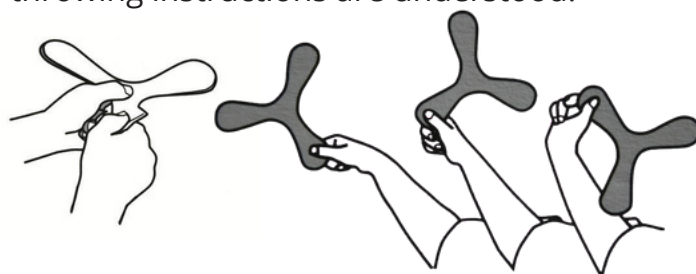
*Throw gently at first

*Never throw sidearm

*Flies best in little or no wind.

*Awareness of wind direction is essential.

*Check TUNING to ensure accurate returns.



The Throw

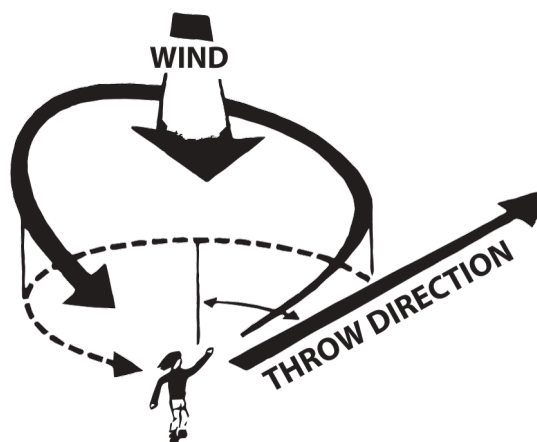
*The OZzie Emu/OZzie Icerunner should be thrown so that it is close to the vertical.

NEVER LAID OVER FLAT!

*Throw it forward and upwards like a dart towards the horizon, using a fast spinning vertical motion. Release the boomerang at the height of the throw.

*Use a snap of the wrist throw.

*Spin counts more than power.



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