



# BOOMERANG INSTRUCTIONS

## BOOMERANGS ARE A SPORTS ARTICLE, NOT A TOY.

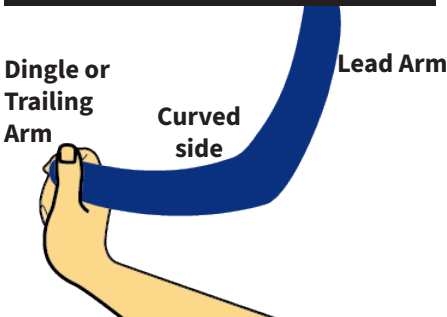
**Adult supervision must be present to insure proper safety for children using boomerangs.**

**Eyewear:** Always wear eye protection when throwing and catching.

**Space:** Ensure a clear and unobstructed area of at least 30 yards in every direction. It is crucial to remove any individuals, vehicles, vegetation, structures, animals, or other items from your throwing space.

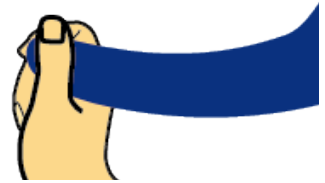
**Wind:** The state of the air can significantly impact the behavior of a boomerang. Excessive wind can pose challenges in controlling the boomerang effectively. To determine the wind direction, one can observe the movement of a lightweight object, such as a bundle of grass. The direction towards which the scattered grass is carried by the wind indicates the prevailing wind direction.

### #1 THE BOOMERANG



The most curved side (decorated side) of the boomerang must be toward your face with the flat side facing away.

### #2 THE PINCH GRIP



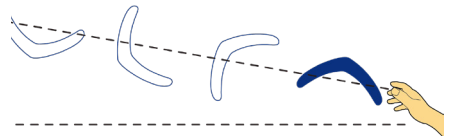
Pinch the boomerang between your thumb and forefinger, allowing friction to keep the boomerang in your hand during the throw. Spin is more critical than a powerful throw. Snap your wrist to create spin. Your grip should allow the boomerang to begin to spin as it leaves your hand.

### #3 LAYOUT ZONE



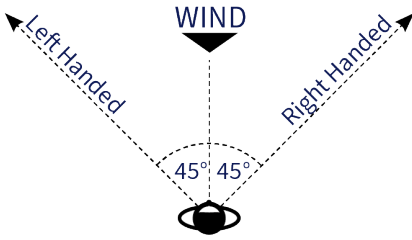
Throw no more than 45° from vertical. Each model may require a different angled throw. A good rule is as wind increases, come up closer to vertical.

### #4 RELEASE ZONE



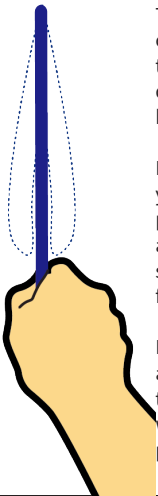
Release the boomerang at a slight upward angle. A good rule of thumb is to aim at distant treetops. Too low of a release angle creates a high-climbing end of the flight.

## #5 THROW ZONE



If the boomerang lands in front of you, throw more into the wind. If it lands behind you, throw more off the wind.

## #7 WARP CHECK



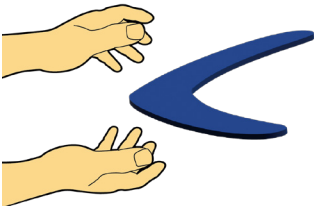
To check for warp while out throwing, hold from the lead arm. Sight straight down the edge of the boomerang.

If the boomerang is warped you will see the profile (or partial profiles) of the far arm. Slight warp can have significant effects on the flight.

Bend the boomerang accordingly to correct the warp. Slight upward warp on the tips is good (if painted side is top).

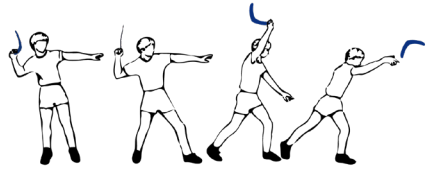
## #9 THE CATCH

Always wear eye protection!



You should not attempt to catch a boomerang until you are familiar with its flight path. Only go for the catch when the boomerang is hovering softly towards you.

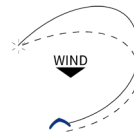
## #6 THROWING MOTION



A boomerang is always thrown overhead like a baseball. Never throw your boomerang side-arm.

Do not try to initiate the turn of the boomerang with your throw; it will turn itself

## #8 FLEX TUNING



When your boomerang consistently sinks on the outbound part of the flight, check warp, bend the tips of the painted side of the boomerang up.



When your boomerang climbs too high, too fast, check the warp. Bend the tips of the painted side of the boomerang down so the boomerang is flat.

## #10 INSTRUCTION VIDEO

**HOW TO THROW  
BOOMERANGS VIDEO  
INSTRUCTIONS ARE  
AVAILABLE AT  
REFRESHSPORTS.COM**

**Refresh Sports**  
1(877) 343-4759  
support@refreshsports.com

@refreshsportsstore

