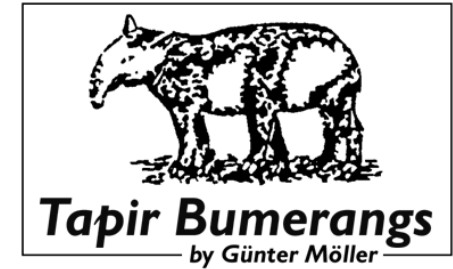




Günter Möller throws boomerangs since 1983 and did compete in many national and international tournaments using his self-made TAPIR Bumerangs successfully.

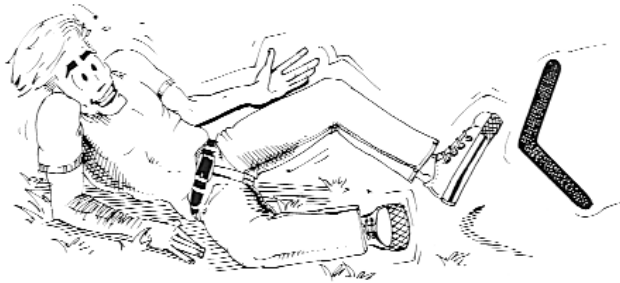
Among his greatest achievements are the title "MTA-World Champion 1992", the "German Fast Catch Record (17.09s)" and, of course, the titles of "Team World Champion 1996, 1998 and 2000".



SUITED FOR BEGINNERS AS WELL AS ADVANCED THROWERS

MODERN BOOMERANGS, RETURN GUARANTEED

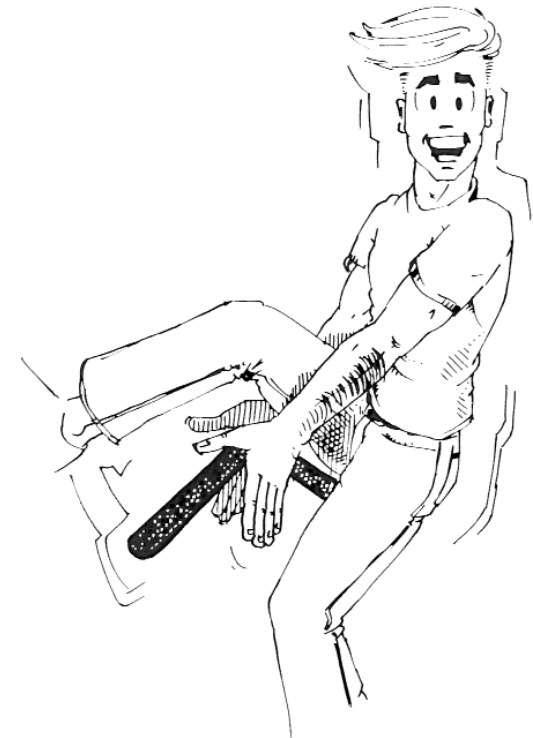
TOURNAMENT-TESTED AND MADE FROM BEST MATERIALS



Attention Left-handers:
Please change "left" and "right" in these throwing instructions.
Make also sure you have a left-handed boomerang.

Buy your boomerangs from:

TAPIR Bumerangs are no weapons, but modern sporting equipment. Yet you must not use them unappropriately and/or without regard of these safety rules: Throw only, after reading the throwing instructions. Follow them always. Throw only in open space. Manufacturer is not responsible for misuse and/or any loss or damage due to it.
Graphics by Oliver Brandt



All these boomerangs were hand-made by Günter Möller. Each boomerang is unique! The use of choicest Finish birch plywood and phenolic material as well as the tough paints used, guarantees durability and fun using your TAPIR Bumerangs in years to come.

Competition Tips & Throwing Instructions

MTA-B's, e.g. "O C E A N":

MTAs are modern and highly advanced Sporting Boomerangs. Therefore they are not intended to be used by beginners or children. The "Pacific Ocean", made from 3mm birch, does, like ordinary wooden longflight boomerangs, complete a circular flightpath with a diameter of approximately 30m. The "Indian Ocean", made from 2mm phenolic material, will, if correctly thrown, fly almost 50m outward, before it will start to make its turn and to gain height (20-25m). During the flight the "Indian Ocean" will gradually change from a perpendicular to a flat, autorotational position.

TUNING THE "OCEAN":

Arm 1 needs a positive angle of attack, arm 2 a negative one. Both arms should be bend upwards. Usually arm 1 needs more bending up than arm 2. My personal competition "Oceans" are bend up 6-10mm on arm 1 and 2-5mm on arm 2.

THROWING THE "OCEAN":

Never lay over an MTA! Neither should an MTA be thrown at groundlevel! The commonly used angle between the boomerang and the ground is 40-50 degrees. The angle between boomerang and wind is fairly small. First try 5 degrees, later you may vary that angle. Try to throw the "Ocean" by gripping arm 1. This might first appear a bit more difficult, but it will allow the MTA to get up higher and therefore fly longer.

HOW TO CHANGE THE FLIGHTPATH:

The "Ocean" does not achieve any height!

Give more positive angle of attack to arm 1 or throw harder and higher.

The flight of the "Ocean" seems perfect:

It goes out far, climbs up high, stabilizes, but loses height far too fast!

Reduce angle of attack both on arm 1 and 2.

The "Ocean" climbs up high, stabilizes for a short period of time, but soon starts to swing and spiral out of the autorotational position!

Reduce tuning on both arms.

Doubling-B's, e.g. "S P A C E":

As well as MTAs, Doubling Boomerangs (Doublers) are modern and highly advanced Sporting Boomerangs. The "Space" Doublers, made of 2mm phenolic material. They will, if correctly thrown, fly 25 + m outward, before they will separate. While the "Inner Space" stays relatively low and will land quickly, the "Outer Space" will gradually gain height, which makes it fly longer and therefore will enable you to catch both boomerangs on their return.

TUNING THE "SPACE" DOUBLERS:

Bend the "Inner Space" slightly up and give it positive angle of attack on every wing (Somewhat like a FC boom). Bend the "Outer Space" slightly down and give it negative angle of attack on every wing (Somewhat like an MTA triblade). The "Inner Space" and the "Outer Space" have three coin weights each. Only one of the weights (smaller weights for the "Inner Space" and bigger weights for the "Outer Space") of the "Inner Space" is on the upper surface, all the other are on the bottom of the boomerangs.

THROWING THE "SPACE" DOUBLERS:

Hold them like this: The "Inner Space" on top of the "Outer Space". Hold the wing of the "Inner Space" with the weight on the upper surface. Throw them very much into the wind, about the height of usual TC booms and hold them straight. Use lots of spin.

HOW TO GET THEM LAND CLOSER TO EACH OTHER:

Throw more into the wind. Since the flight of the "Inner Space" doesn't take long, you'll catch it anyway. The "Outer Space" will be blown to you. So the booms are to land/be caught on a line "wind direction"/"Outer Space"/You/"Inner Space".

1. If there is no wind, the "Inner Space" will land/be caught very close to you and the "Outer Space" might not quite make it back.

1a. Shorten the distance of the "Outer Space" by reducing the negative angle of attack.

2. If there is (much) wind, the "Inner Space" will land/be caught behind you and the "Outer Space" will land/be caught very close to you or even behind you, too.

b. Run.

Doubling-B's, e.g. "S P A C E" (Cont.):

HOW TO GET MORE SEPARATION TIME:

If you need to get more separation time, decide, if you want the "Inner Space" to fly faster or shorter in distance (or both) or if you want the "Outer Space" to fly longer in time or in distance (or both).

1. To make the "Inner Space" fly faster or shorter in distance (or both):

- Add more FC-like tuning (bend the "Inner Space" slightly up and give it positive angle of attack on every wing).
- Put weights closer to the center.

2. To make the "Outer Space" to fly longer in time or in distance (or both):

- Add more MTA-like tuning (bend the "Outer Space" slightly down and give it negative angle of attack on every wing).
- Put weights closer to the wing tips.

HOW TO MAKE THEM STOP HITTING EACH OTHER IN MID-FLIGHT:

Remember what I said in "TUNING THE "SPACE" DOUBLERS" and "THROWING THE "SPACE" DOUBLERS".

Better not put them onto each other perfectly, but, holding them tight at the wing tips, push the "Inner Space" slightly towards the flight direction. The center of the booms will not be at the same position, but the "Inner Space" will fly into the air just a tiny bit earlier (it will also fly lower, too).

If they still hit each other, ...

- Hold them in pinch grip, using only the first finger to touch them around the trailing edge corner of the wing tip.
 - Use more spin.
 - Hold them straight. DO NOT LAY DOWN (the boomerangs)!
 - Do REALLY follow the instructions thoroughly!
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