

Event 4: Paper Boomerang

Objective: To design and build a paper boomerang that returns the greatest distance.

Rules:

- a. Each team will design and build their boomerang from paper and/or manila folders (or similar material) and only 3M scotch transparent tape, ½ inch wide or similar brands.
- b. The team will bring their boomerang built or partially built to the competition.
- c. The boomerang must be able to fit inside an empty closed box with dimensions of **18.0 centimeters wide x 18.0 centimeters inches long x 5.0 centimeters height**.
- d. The boomerang can only be hand thrown, no launching device allowed
- e. The competition area may be in an all-purpose room cafeteria with gym height ceilings, a typical high school class/lab room or, weather permitting, outside in the school's parking lot or field.

COMPETITION AND SCORING:

- a. One person from the team will stand at the center of a 16.0-foot diameter circle and will throw the boomerang.
- b. The boomerang must travel outside this 16.0-foot diameter circle for the throw to qualify.
- c. The boomerang that travels the furthest distance from the thrower, returns to and is caught by the thrower wins.
- d. When catching the returning boomerang, the thrower may not step outside a 6.0-foot circle located within the 16.0-foot diameter circle.
- e. A disqualification score of twenty (20) points lower than the lowest score will be awarded for a boomerang that returns but is not caught by the thrower or travels forward less than 8.0 feet but more than 4 feet and returns to the thrower. No score less than zero.
- f. The thrower may need to compensate for the length, width and height of the competition room as well as for any non-movable obstacles. If the competition takes place outside, the thrower may need to compensate for mild weather conditions.
- g. The team will be allowed one (1) practice throws either just before their time to compete or while other teams are competing.
- h. The better of 2 trials qualifying or not- will be used to calculate the team's score.
- i. To break winning ties, the judge(s) may, among other possible rule changes, require the boomerang to travel further than 8.0 feet before returning.

$$\text{SCORE} = \frac{\text{(Team distance)}}{\text{(Best distance)}} \times 100$$

Updates to the rules and frequently asked questions with answer are available at: njaapt.wildapricot.org. It is the team's responsibility to check for changes and clarifications to the rules.