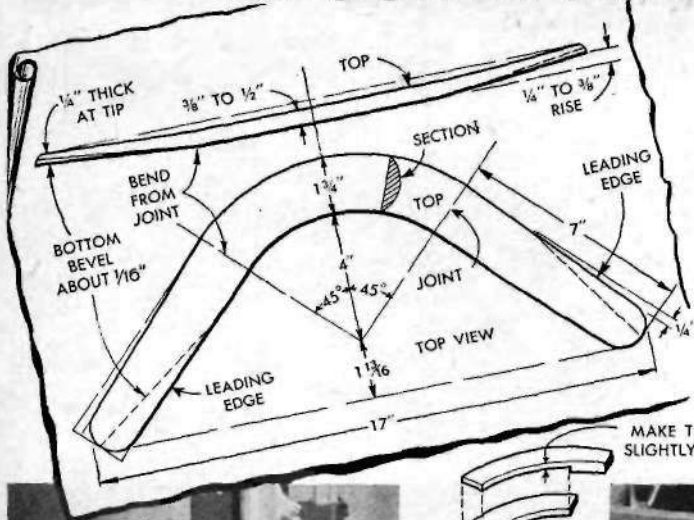


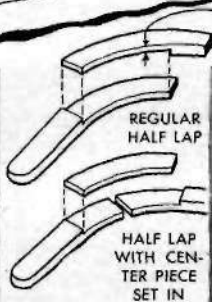
Boomerangs are



When made and thrown correctly, boomerangs will describe a loop in the air and return to the thrower. Oak, maple or other tough wood is best to use. Laminated construction (several thin pieces glued up to provide the required thickness) is best because of less tendency to warp. However, you can use solid stock $\frac{7}{8}$ in. thick. In either case, band-saw a piece to a size and shape to represent one half of the completed boomerang. Then rip this piece in half to produce two identical pieces. Glue these to-



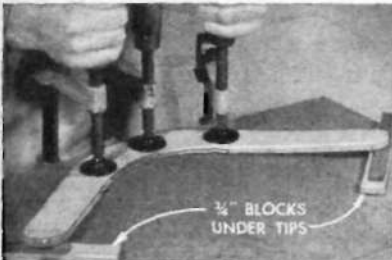
Cut outlined shape from $\frac{7}{8}$ -in. stock, then rip to get two identical pieces



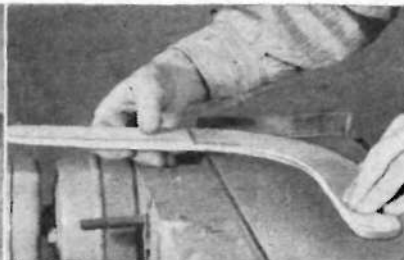
MAKE TOP HALF SLIGHTLY THICKER



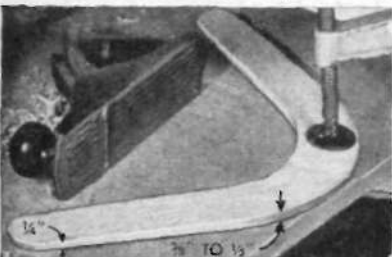
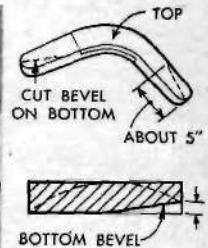
Cut a half-lap joint with a dado head or straight molding cutter. Leave the top lap a little thicker than the bottom



Glue the joint. Spring the tips upward on blocks to get required rise



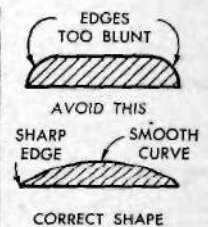
Sand or plane the bottom bevel—about $\frac{1}{16}$ in. probably will be enough. You can increase it later if it is necessary



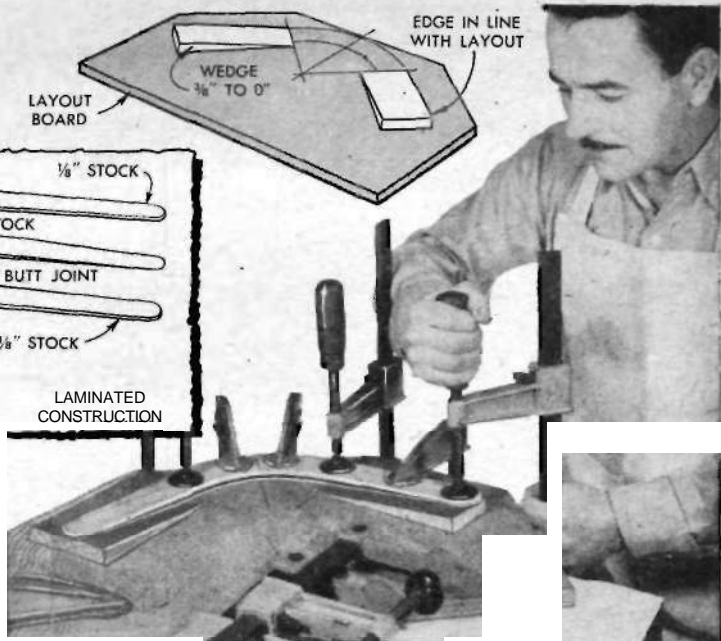
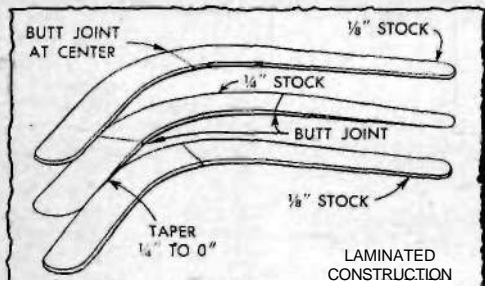
Plane the top surface from joint to tip



Round the top surface with a wood rasp and sand smooth



Fun



gether to form the completed shape, using a half-lap joint. You can use a regular half lap or one with a center piece set in as indicated, the latter being stronger. A joint is necessary to prevent splitting in the center. Follow the photos and diagrams in gluing up the joint. The top surface is rounded and the bottom is flat except at the tips where it is beveled. If you throw left-handed, bevel the corners opposite those indicated. Normal flight is shown below. The diagrams also show some of the results of faulty construction and how to correct them. In throwing, use plenty of wrist action for a fast spin, yet not too much, as indicated in the lower left hand diagram. Test the boomerang on a calm day as it is erratic in a breeze

LAMINATED CONSTRUCTION IS STRONG AND HOLDS ITS SHAPE

