

Moller Throwing Instructions for Space Doublers

1. How to get more separation time:

Tuning:

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 triblader). 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 booms.

Throwing:

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.

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).

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

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

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

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

2. 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".

- 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.

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

- 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. This usually is not a problem.

b. Run.

3. How to make them stop hitting each other in mid-flight:

Remember what I said:

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 booms.

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.

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, ...

- a. Hold them in pinch grip, using only the first finger to touch them around the trailing edge corner of the wing tip.
- b. Use more spin.
- c. Hold them straight. DO NOT LAY DOWN (i.e. the boomerangs!)
- d. Do REALLY follow the instructions thoroughly (Ask a friend to watch you throw)!

I hope this helps...please tell me!

Tschoe...Guenter...

For my booms at stock with Ted Bailey/U.S.A. check:
<http://users.aol.com/tbrang1/Boomerangs.html>
