

W10458 Mega Team Balloon and Ball Launcher

Warning:

- **Adult supervision required.**
- **Players holding a handle must look away from the projectile.**
- **Never aim projectiles directly at nearby person.**
- **Only use soft objects as projectiles.**
- **Grasp and hold handles securely, never release the handles while the latex tubes are under tension.**

Safety First: Please be sure to read, understand the above warnings and carefully explain them to anyone that will use this product.

Instructions for Use:

The launcher can be used by 3, 4 or 5 players. The more players, the more teamwork that is required.

The Launcher – This player will load and launch the fabric ball (or water balloon) holder. In our testing, the handle can be oriented horizontally or vertically to launch balls.

The Holders – Depending on the number of players, holders can grasp one or two handles that are attached to the rubber bands. Holders would position themselves about 4 to 6 feet apart with the Launcher in the middle. For the most effective shots, the handles on either side of the launcher should be positioned in the same vertical plane, which is with one in line above directly above the other. That information can be provided to the users before they try using this item or let the players figure it out for themselves through trial and error. Holders must always grasp their handles securely and never release them while there is tension on the rubber tubes. Releasing the bands while there is tension, will cause the handle to shoot towards the Launcher potentially injuring the Launcher. Holders should also always look away from the object being fired and towards the target.

Shooting: Allow the rubber tubes to be slack and the fabric hold to be similarly loose. Load a soft ball (like a Gator Skin ball) or one or more water balloons into the fabric holder on the side without the handle. Grasp the fabric handle and pull away and somewhat down from the handles and holders. Adjust the tension and angle depending on how far the projectile(s) are to be launched. Release the fabric handle to launch. Adjust the tension and angle depending on how far the projectile(s) are to be launched. Release the fabric handle to launch. Adjust the tension and angle depending on how far the projectile(s) are to be launched. Release the fabric handle to launch.

Suggested Activities:

Distance Launch: Have team with an equal number of players try to launch a Gator Skin Special-8 as far as possible. Allow each team to shoot the ball a number of times equal to the number of players on the team and allow each player to be the Launcher once. Encourage players to consider the effect of launch angle as well as how hard they pull ball on the rubber tubing as they try to maximize their distance. For classroom use (math or physics), the equations on how distance can be maximized can be discussed.

Distance Launch and Catch: Teams of 4 or 6 players complete against one another, similar to the distance launch. In this activity, one team member is designated the catcher and must catch the ball at the end of the launch for the shot to count! The catcher should stand a minimum of 50 feet away from the Launchers (most likely a lot further away).

Water Balloon Air Raid: Protective eye goggles recommended for this activity. Position two teams about 100 to 200 feet apart. Teams should be far enough apart that the water balloons will be falling out of the sky rather than being shot in a line directly at one another. Supply each team with a bunch of water balloons and bombs away! See which team can soak the other team first.

Water Balloon Catch: Have a team see if they can shoot water balloons straight up into the air catch the balloons before they hit the ground.

Water Balloon or Ball Target Shoot: Set up a bucket or any type of target 100 or more feet away. See how many shots it takes to hit the target or how close to the target shots can get.

