

BLUEY'S HEPTATHLON



EVENT 6



PAPER AEROPLANE JAVELIN

How to Play:

1. Create a starting throw line and an area for your throw.
2. Each player needs to make their planes from paper only - but you can choose your design.
3. You need markers to mark where the planes land.
4. You need a tape measure.
5. Make sure nothing breakable is in the way or any other obstacles, like your Mum.
6. Take turns in throwing your plane.
7. Call out "ready"- and the player approaches the line.
8. Call out "set"- the player positions the plane.
9. Call out "go" - and the player throws the plane.
10. Wherever the plane lands, put the marker and measure the distance.
11. Whoever throws their plane the furthest, is the winner.

Rules:

1. Each player can throw however they like, as long as it's from the same point, in the same direction, inside the playing area.
2. Try and avoid any paper cuts.
3. Decorated planes go further.

