

Master the Orbiter's six swings for Orbiter. 10" Edition - Video



ART IN MOTION

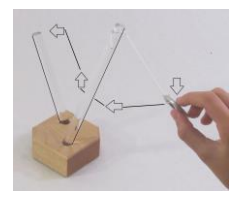
ORBITER™



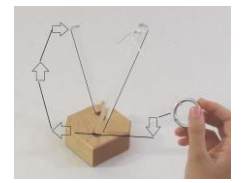
Swing descriptions: To learn the swings, please use the text and diagrams below and the video demonstrations at coplestonegames.com. Steady the Orbiter base with your left hand.



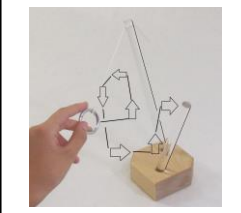
Swing # 1 – Position the base so that the long post is closest to the player. An imaginary line drawn through the bases of the two posts should point at the player's right shoulder. Draw the ring back to the right side of the tall post so that the ring is held between the post and the player and at about one half the height of the tall post. Swing the ring down and out to the right. The momentum of the ring should carry the ring up and the string that the ring is tied to will cause the ring to move back toward and, if the calculations are correct, onto the shorter post. Ringer!



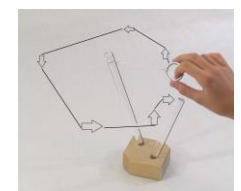
Swing # 2 - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point right between the player's eyes. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between the post and the player, at a height of about half of the tall post. Swing the ring down and to the left. The momentum of the ring will carry the ring back up and the restricting string will cause the ring to move back toward and, if the calculations are correct, onto the shorter post. Ringer!



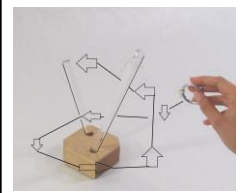
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's right at about a 45 degree angle. Draw the ring straight back so that the ring is held between the long post and the player, at a height of about half of the tall post. Swing the ring down toward the base of the tall post. The ring should pass just to the left of the base of tall post. The ring should then move ahead, move up, move left, move down, move up toward the short post, move right over the short post, and then down onto the short post. Ringer!



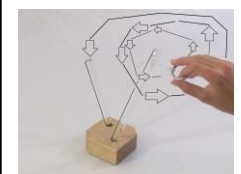
Swing # 4 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point at the player. Wrap the ring around to the left and in front of the taller post. Draw the ring straight back so that the ring is finally held directly over the short post. Swing the ring out to the right. Momentum should carry the ring once around the tall post, then down, then up, and back onto the short post. Ringer!



Swing # 5 - Position the base so that the long post is closest to the player. An imaginary line drawn through the base of the two posts should point at the player. Wrap the ring around to the left and then in front of the taller post. Next, draw the ring back to the right at a 45 degree angle so that the ring is held between the post and the player at about the height of the tall post. Swing the ring out to the right. The ring should fall down between the two posts. The ring's momentum should then carry it up to the left back between the tall post and the player, down to the right, up, and finally down onto the short post. Ringer!



Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn through the base of the two posts should point toward the player's right shoulder. Draw the ring back and wrap it to the left twice around the tall post so that the ring is held between the tall post and the player at about the height of the tall post. Swing the ring out to the right and up at about a 20 degree angle. The ring's momentum should carry the ring around the tall post two and one half times as gravity slowly brings the ring down so that it catches onto the short post. Ringer!



Master the Orbiter's six swings for Orbiter. 14" Edition - Video



ART IN MOTION

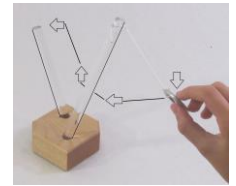
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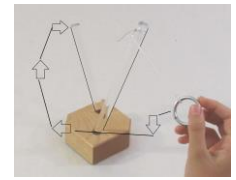
Swing descriptions: To learn the swings, please use the text and diagrams below and the video demonstrations at coppystonegames.com. Steady the Orbiter base with your left hand.



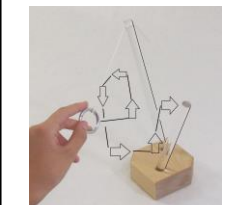
Swing # 1 – Position the base so that the long post is closest to the player. An imaginary line drawn through the bases of the two posts should point at the player's right center. Draw the ring back to the right side of the tall post so that the ring is held between the post and the player and at about one the height of the short post. Swing the ring down and out to the right. The momentum of the ring should carry the ring up and the string that the ring is tied to will cause the ring to move back toward and, if the calculations are correct, onto the shorter post. Ringer!



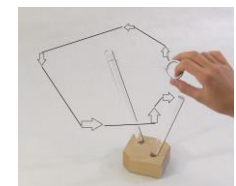
Swing # 2 - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point right just left of the player's left shoulder. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between the post and the player at about the height of the short post. Swing the ring down and to the left. The momentum of the ring will carry the ring back up and the restricting string will cause the ring to move back toward and if the calculations are correct onto the shorter post. Ringer!



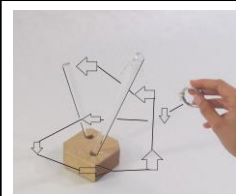
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's right shoulder. Draw the ring straight back so that the ring is held between the long post and the player, at about the height of the short post. Swing the ring down toward the base of the tall post. The ring should pass just to the left of the base of tall post. The ring should then move ahead, move up, move left, move down, move up toward the short post, move right over the short post, and then down onto the short post. Ringer!



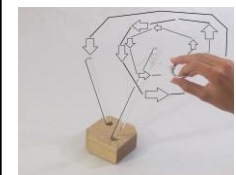
Swing # 4 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point at the player's center. Wrap the ring around to the left and in front of the taller post. Draw the ring straight back so that the ring is finally held directly over the short post. Swing the ring out to the right and slightly up. Momentum should carry the ring once around the tall post, then down, then up, and back onto the short post. Ringer!



Swing # 5 - Position the base so that the long post is closest to the player. An imaginary line drawn through the base of the two posts should point at the player's left shoulder. Wrap the ring around to the left and then in front of the taller post. Next, draw the ring back to the right at a 45 degree angle so that the ring is held between the post and the player at about the height of the tall post. Swing the ring out to the right. The ring should fall down between the two posts. The ring's momentum should then carry it up to the left back between the tall post and the player, down to the right, up, and finally down onto the short post. Ringer!



Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn through the base of the two posts should point toward the player's left shoulder. Draw the ring back and wrap it to the left twice around the tall post so that the ring is held between the tall post and the player at about the height of the short post. Swing the ring out to the right and up at about a 20 degree angle. The ring's momentum should carry the ring around the tall post two and one half times as gravity slowly brings the ring down so that it catches onto the short post. Ringer!



Master the Orbiter's six swings. 36" Edition - Video



ART IN MOTION

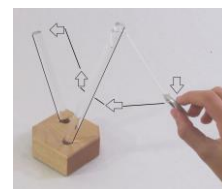
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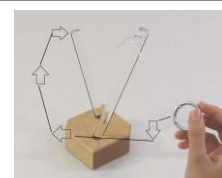
Swing descriptions: To learn the swings, please use the text and diagrams below and the video demonstrations at coppelstonegames.com



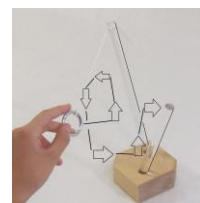
Swing # 1 – Position the base so that the long post is closest to the player. An imaginary line drawn through the bases of the two posts should point to the left of the player's left shoulder. Draw the ring back to the right side of the tall post so that the ring is held between the post and the player and at about the height of the short post. Swing the ring down and out to the right. The momentum of the ring should carry the ring up and the string that the ring is tied to will cause the ring to move back toward and, if the calculations are correct, onto the shorter post. Ringer!



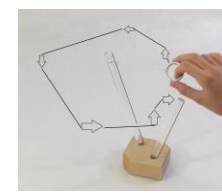
Swing # 2 - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point right between the player's eyes. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between the post and the player, at a height about equal to the short post. Swing the ring down and to the left. The momentum of the ring will carry the ring back up and the restricting string will cause the ring to move back toward and, if the calculations are correct, onto the shorter post. Ringer!



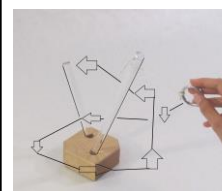
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's right shoulder. Draw the ring straight back so that the ring is held between the long post and the player, at a height of the short post. Swing the ring down toward the base of the tall post. The ring should pass just to the left of the base of tall post. The ring should then move ahead, move up, move left, move down, move up toward the short post, move right over the short post, and then down onto the short post. Ringer!



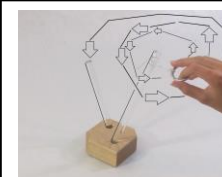
Swing # 4 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the left of the player. Wrap the ring around to the left and in front of the taller post. Draw the ring straight back so that the ring is finally held directly over the short post. Swing the ring slightly up and out to the right. Momentum should carry the ring once around the tall post, then down, then up, and back onto the short post. Ringer!



Swing # 5 - Position the base so that the long post is closest to the player. An imaginary line drawn from the top of the short post through the tall post should point at the player's center. Wrap the ring around to the left and then in front of the taller post. Next, draw the ring back to the right so that the ring is held between the post and the player at about the height of the short post and in front of the player's right shoulder. Swing the ring out to the right. The ring should fall down between the two posts. The ring's momentum should then carry it up to the left back between the tall post and the player, down to the right, up, and finally down onto the short post. Ringer!



Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn through the base of the two posts should point toward the player's center. Wrap the cord to the left twice around the tall post and draw the ring back and so that the ring is held in a line between the tall post and the player's right elbow. Swing the ring out to the right and up at about a 20 degree angle. The ring's momentum should carry the ring over the short post and around the tall post two and one half times as gravity slowly brings the ring down so that it catches onto the short post. Ringer!



Master the Orbiter's six swings. 60" Edition - Video



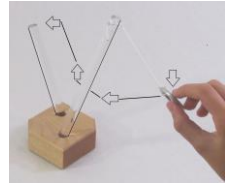
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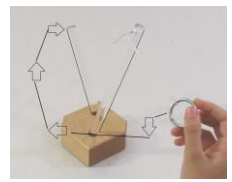
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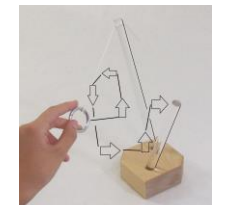
Swing # 1 – Position the base so that the long post is closest to the player. An imaginary line drawn through the middle height of the two posts should point to the center of the player. Draw the ball back to the right side of the tall post so that the ball is held between the post and the player and at about the height of the short post. Swing the ring down and out to the right. The momentum of the ball should carry the ball up and the string that the ball is tied to will cause the ball to move back toward and, if the calculations are correct, into the cup on the shorter post.



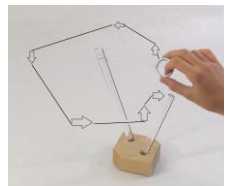
Swing # 2 - Position the base so that the long post is closest to the player. Stand straight in front of the tall post. Draw the ball in front of the taller post and back to the left side of that post so that the ball is held between the post and the player at a height about equal to the short post. Swing the ball down and to the left. The momentum of the ball will carry the ball back up and the restricting string will cause the ball to move back toward and, if the calculations are correct, into the cup on the shorter post.



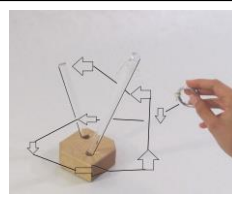
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's center. Draw the ball straight back so that the ball is held between the long post and the player, at a height of the short post. Swing the ball down toward the base of the tall post. The ball should pass just to the left of the base of tall post. The ball should then move ahead, move up, move left, move down, move up toward the short post, move right over the short post, and then down into the cup on the short post.



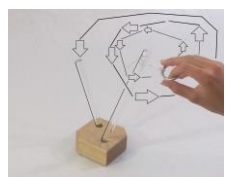
Swing # 4 - Position the base so that the shorter post is closer to the player. An imaginary line drawn from the player through the cup would intersect the long post. Wrap the cord to the left around the tall post and draw the ball back so that the ball is finally held directly over the cup. Swing the ball slightly up and out to the right. Momentum should carry the ball once around the tall post, then down, then up, and back into the cup on the short post.



Swing # 5 - Position the base so that the long post is closest to the player. Stand straight in front of the tall post. Wrap the cord to the left once around the tall post and draw the ball back between the player and the tall post. Draw the ball back so that the ball is held between the post and the player at about the height of the short post. Swing the ball out to the right and down at about a 45 degree angle. The ball should fall down between the two posts. The ball's momentum should then carry it up to the left back between the tall post and the player, down to the right, up, and finally down into the cup on the short post.



Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn from the cup on the short post through the tall post would intersect the player's center. Wrap the cord to the left twice around the tall post and draw the ball back between the player and the tall post. Swing the ball out to the right and down at about a 45 degree angle. The ball's momentum should carry the ball over the short post and around the tall post two and one half times as gravity slowly brings the ball down so that it catches into the cup on the short post.



Master the Orbiter's six swings. 72" Edition - Video



ART IN MOTION

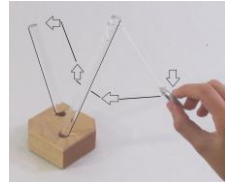
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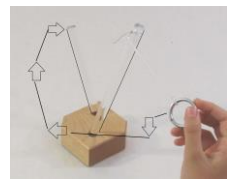
Swing descriptions: To learn the swings, please use the text and diagrams below and the video demonstrations at coplestonegames.com



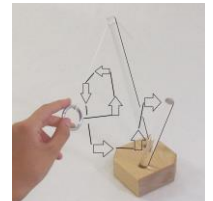
Swing # 1 – Position the base so that the long post is closest to the player. An imaginary line drawn through the middle height of the two posts should point to the center of the player. Draw the ball back to the right side of the tall post so that the ball is held between the post and the player and at about the height of the short post. Swing the ring down and out to the right. The momentum of the ball should carry the ball up and the string that the ball is tied to will cause the ball to move back toward and, if the calculations are correct, into the cup on the shorter post.



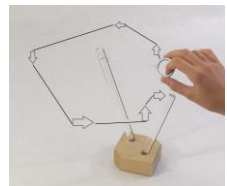
Swing # 2 - Position the base so that the long post is closest to the player. Stand straight in front of the tall post. Draw the ball in front of the taller post and back to the left side of that post so that the ball is held between the post and the player at a height about equal to the short post. Swing the ball down and to the left. The momentum of the ball will carry the ball back up and the restricting string will cause the ball to move back toward and, if the calculations are correct, into the cup on the shorter post.



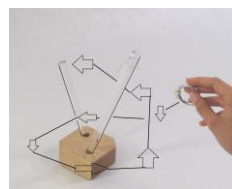
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's center. Draw the ball straight back so that the ball is held between the long post and the player, at a height of the short post. Swing the ball down toward the base of the tall post. The ball should pass just to the left of the base of tall post. The ball should then move ahead, move up, move left, move down, move up toward the short post, move right over the short post, and then down into the cup on the short post.



Swing # 4 - Position the base so that the shorter post is closer to the player. An imaginary line drawn from the player through the cup would intersect the long post. Wrap the ball around to the left and in front of the taller post. Draw the ball back so that the ball is finally held directly over the cup. Swing the ball slightly up and out to the right. Momentum should carry the ball once around the tall post, then down, then up, and back into the cup on the short post.



Swing # 5 - Position the base so that the long post is closest to the player. An imaginary line drawn from the cup on the short post through the tall post and would intersect the player's center. Wrap the ball around to the left and then in front of the taller post. Next, draw the ball back to the right so that the ball is held between the post and the player at about the height of the short post. Swing the ball out to the right. The ball should fall down between the two posts. The ball's momentum should then carry it up to the left back between the tall post and the player, down to the right, up, and finally down into the cup on the short post.



Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn diagonally across the base should point toward the player's center. Wrap the cord to the left twice around the tall post and draw the ball back between the player and the tall post. Swing the ball out to the right and down at about a 20 degree angle. The ball's momentum should carry the ball over the short post and around the tall post two and one half times as gravity slowly brings the ball down so that it catches into the cup on the short post.

