

All 16 Orbiter games 07/21/2015

1. Orbiter “Classic” Grand Slam ring toss game.

To score the “Orbiter Classic Grand Slam” make six ringers in a row – Swings #1, #2, #3, #4, and #5 and the last and most challenging of all, Swing #6.

There are three swings per game, six games per set, and three sets per match.

Players take turns: three swings of the same swing type per turn. There are six swing types in all (1-6). Make as many ringers as you can. The more difficult the swing type, the higher the point value it has. The maximum number of ringers per set would be eighteen, and would have a perfect score total of 63 points. Start with swing #1 (1 point per ringer). Try three swings and go on to swing #2 (2 points per ringer). Go right down the line until everyone has had three tries at each of the six swing types. Keep track of your score. Any ties among players will be broken by taking turns at swing #6 (three swings per turn) until someone makes more ringers, in a turn, than anyone else.

2. Orbiter “Baseball” Grand Slam ring toss game.

To score the “Orbiter Baseball Grand Slam”, first fill the games bases with runners using swing #1, and then using swing #6 make the ring fly around the taller post 2.5 times and land on the shorter post.

Two teams of one or more players each, compete to see who can make the most ringers and thereby score the most runs using the “Orbiter” ring toss game. Ringers - drive the base running action in Orbiter Grand Slam the way that - Hits - drive the base running action in Baseball.

Use any swing type, in any order: Swing #1 is a single (one base), Swing #2 is a double (two bases), Swing #3 is a double, Swing #4 is a triple (three bases), Swing #5 is a triple, and Swing #6 is a home run (four bases).

1. To begin the game a player of Team A (the visiting team) must attempt Swing #1, #2, #3, #4, #5 or #6. Any time a player misses, they must place a chip in the Outs Circle. When a player makes a ringer they must move one of their chips to the appropriate base.
2. The players of Team A must take turns to make ringers. When a ringer is made they must move one of their chips to the appropriate base and move any “runners” (chips that are already on base), ahead of the new running chip the number of bases designated to the swing number. Each runner that reaches the Home Base Circle scores one run.
3. When “Team A” has made three outs, remove their chips from the Outs Circle and from the Base Circles in order to make room for Team B.
4. Team B (the home team) must repeat the process that “Team A” followed.
5. When Team B has missed three times that inning is ended. Move the Innings Chip up to the next circle in the Innings Column and repeat the innings process.
6. Play is continuous until the ninth inning is completed.
7. Ties are broken by playing complete innings of sudden death overtime.
8. The team with the most runs scored wins.

Each miss is an out.

There are three outs per inning per team.

There are nine innings per game.

Each team uses uniquely colored chips.

Teammates take turns – one swing per turn.

Note: New players to the Orbiter may begin each inning with the bases loaded.

3. Orbiter “Golf” Grand Slam ring toss game.

To score the “Orbiter Golf Grand Slam” use the swings needed to get on the green in regulation and sink the putt – Birdy.

Up to four players compete to see who can figuratively sink the ball in the cup using the fewest swings possible while playing “Orbiter” ring toss. Ringers move the golf-ball forward in the game Orbiter Grand Slam of Golf the way that good golf-shots move the golf-ball forward in the game of golf.

Use any swing type, in any order: Swing #6 moves the golf-ball forward directly toward the hole up to 300 yards, Swing #5 moves the golf-ball forward up to 200 yards, Swing #4 moves the golf-ball forward up to 150 yards, Swing #3 moves the golf-ball forward 100 yards, Swing #5 moves the golf-ball forward 50 yards and onto the green, and Swing #6 moves the golf-ball forward 25 yards and into the cup.

9. Players take turns, one swing per player per turn.
10. To begin the game player A must attempt Swing #1, #2, #3, #4, #5 or #6. If he makes a ringer he subtracts the yardage specified by the swing number from the total yardage of Hole #1 as shown on the golf-card.
11. That routine is followed until each player has taken their first swing. If he misses play just continues on to the next player.
12. Go on so that each player has taken swing number two.
13. When ringers are made subtract the yardage allowed by the swing type from the hole total until each player has either gotten the ball into the cup or has taken swings totaling double par the maximum allowed for any hole.
14. Play is continuous until all 18 holes are completed.
15. Keep track of each players swing total on the golf-card. The player with the lowest score wins.
16. Ties are broken by playing as many holes as are needed of sudden death overtime beginning at Hole #1.
17. A Grand Slam is accomplished anytime a player reaches the green in regulation and sinks the putt.
Special combinations:
 1. Score a Hole in One on any of the par three's by beginning the hole with a ringer using swing #6.
 2. Score an Eagle on any of the par four's by beginning the hole with two ringers in a row using swing #6.
 3. Score an Eagle on any of the par five's by beginning the hole with three ringers in a row using swing #6.

4. Orbiter “Football” Grand Slam ring toss game.

To score the “Orbiter Classic Grand Slam” make three ringers in a row – Swings #6, Swing #4 and Swing #6.

Orbiter Football Grand Slam ring toss game is played on a 100 yard field. Team A begins the game with possession of the football on their goal line. They move the ball down the field by making ringers. The number of yards that a team would move forward is specified by the swing type that was used to make each ringer. Swing #1 – 10 yards, Swing #2 – 20 yards, Swing #3 – 30 yards, Swing #4 – 40 yards, Swing #5 - 50 yards and Swing #6 – 60 yards. Team A advances down the field until they either score a touchdown by advancing 100 yards or they miss a swing. Beginners are allowed three missed swings per possession. Intermediates are allowed two missed swings per possession. Experts are allowed one

missed swing per possession. Play is continuous. There are four quarters per game – ten minutes per quarter. The team who begins each quarter alternates. Beginning players make ringers less than 20% of the time. Intermediate players make ringers more than 20% of the time and less than 40% of the time. Expert players make ringers more than 40% of the time. When a team scores a touchdown they receive six points and have the opportunity to make a field goal and score one additional point by making a ringer using swing #6 from the 50 yard line. The field is 100 yards long and is marked in ten yard increments with ten yard end zones on either ends. When Team A loses possession of the ball then Team B takes possession of the ball on their goal line and they repeat the process that Team A followed.

5. Orbiter “Tennis” Grand Slam ring toss game.

To score the “Orbiter Tennis Grand Slam” make four ringers in a row – Swings #3, Swing #4, Swing #5 and Swing #6.

Orbiter Serve and Volley Scoring System

Orbiter Serve and Volley, a game in which two opposing players, (singles) or pairs of players (doubles), use an orbiter ring toss toy to play a game using a scoring system that is similar to the one used in tennis. The object is to have players return ringer after ringer, until someone fails to return a ringer. Points are awarded to a player or team whenever the opponent fails to return a ringer, ending the volley.

SCORING

- Flip a coin to establish who serves the first game. After this, each player/team shall serve alternately for the duration of each game. (The winner of the coin toss may elect to serve, or have his opponent serve, the first game).
- Scoring is identical in singles and doubles games. A game is played to four points, designated as 15, 30, 40, and Game, (0 points-“Love”). A tie at 40 is called “deuce”. A game must be won by two points.
- When the server fails to execute a ringer on his first serve (fault) he may make a second attempt. If the server fails his second serve attempt (double fault) one point is awarded to their opponent.
- Once a ringing serve has been made, the receiver has one chance to return the server’s ringer with a ringer. When the receiver returns the server’s ringer with a ringer, the server has one try to return the receiver’s ringer with a ringer. Shots between the players can be unlimited. Points are awarded to a player or team whenever the opponent fails to answer a ringer with a ringer.
- The server may change the swing type (from among the six orbiter swing types, designated swing #1-swing #6) anytime they serve, or return a volley. The receiver must always use the swing type chosen by the server.
- If each player has won 3 points (40-all) the score is deuce. The next point won by a player gives him an advantage (server-add in) (receiver-add out). However, if he loses the next point, the score is again deuce. When either player wins two consecutive points following the score of deuce, the game is scored for that player. The servers score is always given first. The score should be called loudly and clearly after every point.
- A player must win six games to win a set, but must win by at least 2 games.
- A tiebreak is often used if a set is tied 6-6. Tiebreakers are generally played to 7 points, and a winner must win the tiebreaker by at least two points. The player whose turn it is to serve shall serve the first point of the tie-break game. The following two points shall be served by the opponent (s) (in doubles, the player of the opposing team due to serve next). After this, each player/team shall serve alternately for two consecutive points until the end of the tie-break game (in doubles, the rotation of service within each team shall continue in the same order as during the set). The player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.
- Orbiter Serve and Volley matches are usually two sets out of three or sometimes three sets out of five.
- Organized Orbiter Serve and Volley is played according to rules which closely follow, and are adapted from, the rules for tennis sanctioned by the International Tennis Federation (ITF).

6. Orbiter “Basketball” Grand Slam ring toss game.

To score the “Orbiter Tennis Grand Slam” make three ringers in a row – Swings #6, Swing #6, and Swing #6.

Orbiter Grand Slam of Golf Ring Toss

Two teams compete to see who can figuratively speaking sink more baskets by making more ringers playing “Orbiter” ring toss. Ringers score the points in the game Orbiter Grand Slam of Basketball the way that baskets score the points in basketball. Use any swing type, in any order: Swing #6 scores 6 points, Swing #5 scores 5 points, Swing #4 scores four points, Swing #3 scores three points, Swing #2 scores two points , and Swing #1 scores one point.

- Teams take turns, one swing per team, per turn.
- To begin the game Team A must attempt Swing #1, #2, #3, #4, #5 or #6. If he makes a ringer he records the swing number in the first - score box, if he misses score a zero in the score box.
- That routine is repeated by Team B.
- Play is continuous until all 12 boxes of each of the four quarters of each team’s scorecard are complete.
- The team with the highest point total wins.
- Ties are broken by playing 6 boxes of sudden death overtime.
- A Grand Slam occurs when three ringers in a row of swing #6 is scored.

Notable shots:

1. Any time swing #6 is made. Applause.
2. Any time two swing #6s in a row are made. A Loud Shout!
3. Any time three swing #6s in a row are made. A Crowd Roar!

7. Orbiter “Darts” Grand Slam ring toss game.

To score the “Orbiter Darts Grand Slam” make six ringers in a row using only the most difficult swing of all, Swing #6.

Orbiter Darts Grand Slam Ring Toss

OB – 63

Two teams of one or more players compete to see who can be the first to make three ringers of each of six swing types (#1- #6) using the “Orbiter” ring toss game. Point total = 63.

OB – 36

Two teams of one or more players compete to see who can be the first to take their score from 36 down to 0 by making ringers and subtracting the points assigned to each swings type. Each team begins with 36 points. Subtract points from your score equal to the swing number of each ringer that the team scores until one team reaches 0.

8. **Orbiter Ring Race to 21.**
9. **Orbiter Ring Race to 3.**
10. **Orbiter Ring Race – Points - Handicap.**

11. **Shipwreck.**

12. **Orbiter Serve and Volley - Tennis.**
13. **Orbiter Serve and Volley - Baseball.**
14. **Orbiter Serve and Volley - Basketball.**
15. **Orbiter Serve and Volley - Football.**
16. **Orbiter Serve and Volley - Golf.**

Orbiter's Limrick

- orbiter ring toss (ORT) -

There once was a ring toss game ORT.
That became a fantastic new sport.
When the steel ring would swing,
through the air, it would sing.
Till the ring, on the post, would stop short.