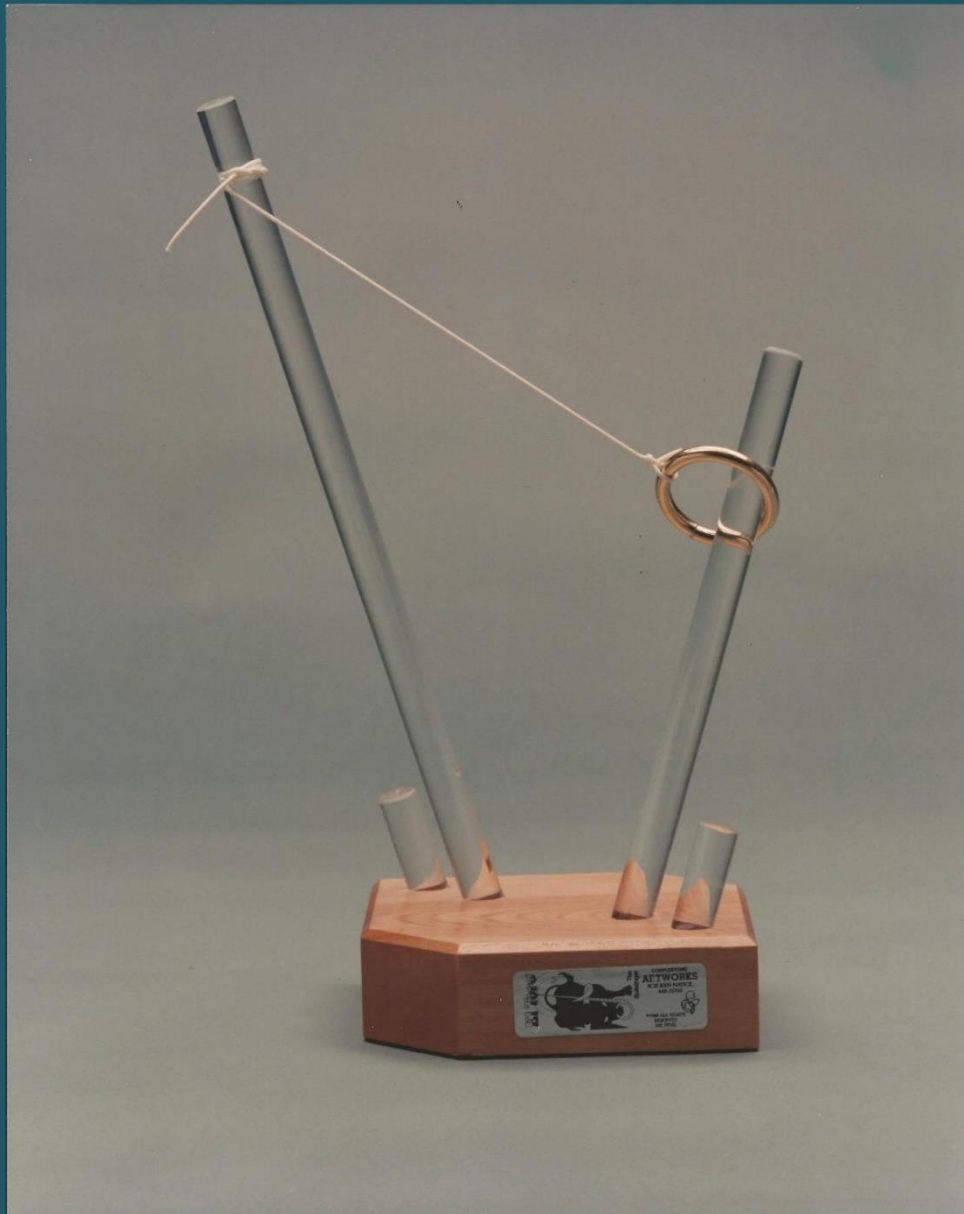


David W. Copplestone

Artwork and other Creative Works



Orbiter

A body of work by; David Copplestone 2020



My Blue Hat

Copplestone Images & Ideas



The Bull



I've Been Thinking
Volume 2

To Create to Entertain
A lifetime of art, concepts, dreams, and ideas,
page by page.

Dedicated to Wesley, Elizabeth, Margaret, Hannah, and Sarah.

With special thanks and appreciation to all family members, friends, and those in the art, manufacturing, and business communities for their help and support.

This is America, make something...

What do you do with an idea?

Love it.

Nurture it,

Help it develop and grow,

Believe in it, and share it with the world so that it can realize its potential.

Enjoy it as it takes on a life of its own, as others learn to enjoy, love, and appreciate it too.

This book follows these ideas and innovations as they evolved and shows their development page by page.

I am grateful and appreciative for the time and freedom I've had to see what my imagination could produce. If viewing EBOOK 2023 can be as fulfilling and pleasant an experience for others as creating and sharing it was for me then it's a dream come true.

A body of work by; David Copplestone
A book of Ideas, Invention, and Imagination.

01/03/2023

ORBITER™

The Orbiting Ring Toss Game



The Post-to-Post, Ring-Toss Game

RINGERS

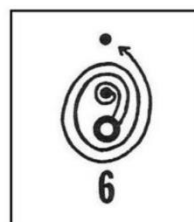
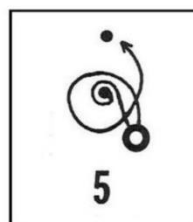
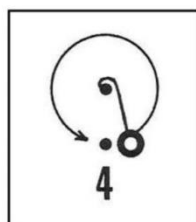
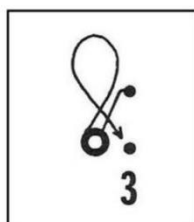
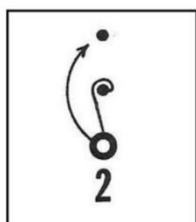
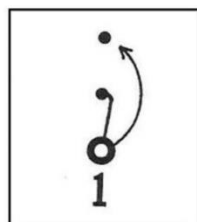


AN EYE TO HAND COORDINATION EXERCISE.

A Mastered Orbiter Swing is any of six orbiter swing types made six times in a row.

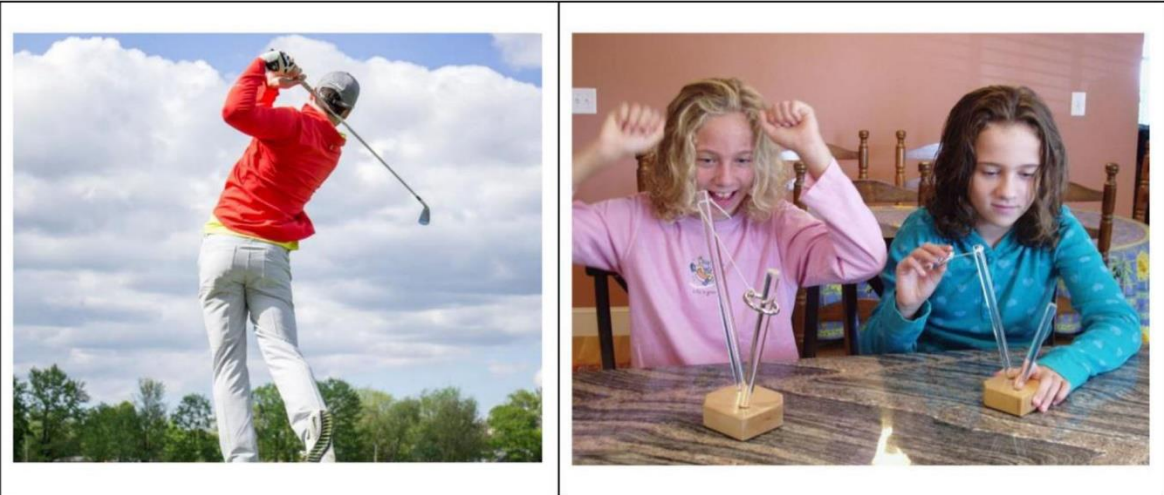
Orbiter players achieve a level of expertise equal to the number of diagrammed Orbiter swing types that they have mastered.

A Level Six is the highest level a Ringer's player can achieve.



ORBITER

Who Can Do It?



Orbiter swings, and golf swings, are two great ways of showing what 37 trillion coordinated cells can do.

You Can Do It!

The Orbiter is a tabletop, post to post, shot-matching, ring-toss game.

CobblestoneGames.com

Orbiting Ring Toss

[Watch Orbiter Ring Toss Jingle video](#)

[Watch Six Different Swing Types of videos](#)

BEAT The PRO

NAME: The Pro
CLUB: Osterville Ringers
ASSOCIATION: Uniter States Orbiter Ringers League
HANDICAP INDEX: 17.26

USORL

LOW HANDICAP INDEX: 17.26 (11/25/2023)

USORL NUMBER: 11007001

Scores Posted (2023): 20

CURRENT DATE: 11/25/2023

SCORE HISTORY – MOST RECENT FIRST * IF USED						Avg Score 87.40					
Latest Score: 89		Best Score: 95		Adj. Avg. Score: 89.26		Handicap: 17					
11/23	89	12"	11/23	92	12"	11/23	87	12"	11/23	82*	12"
11/23	91	12"	11/23	88	12"	11/23	86	12"	11/23	95	12"
11/23	85	12"	11/23	81*	12"	11/23	92	12"	11/23	88	12"
11/23	88	12"	11/23	90	12"	11/23	90	12"	11/23	81*	12"
10/23	84*	12"	10/23	81*	12"	10/23	88	12"	10/23	90	12"

The Orbiter - Ringers Challenge - With Scorecard

Shop Orbiter Ring Toss Games and learn how to make orbiter ringers using different and increasingly difficult swing paths.

Creating and developing the orbiting ring toss game Orbiter was a joyful experience for its inventor.

Once designed the complex process of finding ways to motivate players with the desire curiosity and persistence necessary to learn how to play it began.

The question was - What do you do with it? The game Beat The Pro was the inspirational answer to that question.

The Orbiter, Ringers Challenge, offers players a way to engage in the process of learning the Orbiter's six different and increasingly difficult swing paths, improving their skills, and beating the Pro.

Join the Orbiter Ringers pro team. All you need is an orbiter and the desire to learn a new skill.

The website coppystonegames.com with its swing description page, and videos to go with it, is full of information to explain what the Orbiter is and how to use it.

Expect to have a lot of zeros and low scores on your early ringer's scorecards. If you're persistent you will soon be challenging the Pro's scores.

Who knows you could become a superstar (players who score 90 or better on the Ringers scorecard). Use the scorecard to keep track of your swing improvements and develop an orbiter handicap so that you can accept all challengers. A good way to become familiar with the orbiter swings is to pair up and learn with a friend. Take turns keeping each other's scores as a way to motivate and support each other.

Orbiter Ring Toss is the gift with the big surprise and it gives it over and over again. That involuntary throw your hands in the air feeling of euphoria that you get when someone does something hoped for but unexpected just when you think it's never going to happen. Like making the basket from half-court at the buzzer or hitting a home run with the bases loaded and two outs in the bottom of the ninth.

Playing skill games is an indispensable activity for human development. So, join the Beat The Pro team and start your orbiter experience.

The Pro is the one to beat, the team captain, and the coach.

Use the Ringers scorecard to track your improvement and Beat The Pro.

CoppystoneGames.com

Orbiter Ringers measures a person's
Concentration, Comprehension, and Coordination.
CQ - Coordination Quotient - Ringers divided by Swings.

Orbiter Ringers CQ Scorecard



- The Orbiter Ringers post-to-post, ring toss game, is a challenging, learn-and-teach, action skill game, to share with friends and family.
- Players take turns playing eighteen sets of six swings each. Each set indicates which of the six swing types is to be used six times.
- Par indicates how many ringers must be made each hole, to make par 72 for the round. - Expert -
- Use the scorecard below to keep your score, develop a handicap, and track your improvement over time.
- What's your CQ / Hcp? You get a long way with practice the rest is a gift.

CQ - Orbiter Ringers Coordination Quotient

Ringers made \div 108 total swings = **CQ**

Novice - Average Ringers Score - 21 or above
Intermediate - Average Ringers Score - 36 or above
Advanced - Average Ringers Score - 54 or above
Expert - Average Ringers Score - 72 or above
Gifted - Best Ringers Score - 90 or above
Highly Gifted - Best Ringers Score - 100 or above

Hole	Swing #	Par	Score
1.	Swing #1 1, 2, 3, 4, 5, 6,	Par 5	_____
2.	Swing #2 1, 2, 3, 4, 5, 6,	Par 5	_____
3.	Swing #3 1, 2, 3, 4, 5, 6,	Par 4	_____
4.	Swing #4 1, 2, 3, 4, 5, 6,	Par 4	_____
5.	Swing #5 1, 2, 3, 4, 5, 6,	Par 3	_____
6.	Swing #6 1, 2, 3, 4, 5, 6,	Par 3	_____
7.	Swing #1 1, 2, 3, 4, 5, 6,	Par 5	_____
8.	Swing #2 1, 2, 3, 4, 5, 6,	Par 5	_____
9.	Swing #3 1, 2, 3, 4, 5, 6,	Par 4	_____

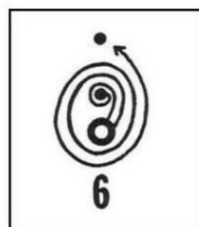
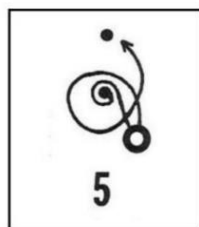
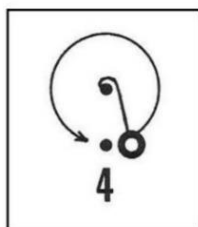
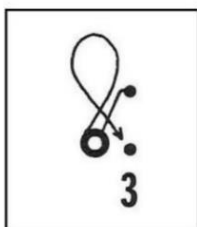
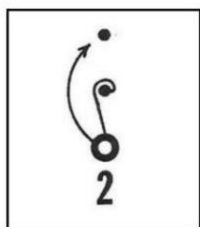
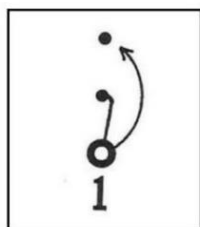
OUT _____

Total _____ \pm Hcp _____ = NET _____

Hole	Swing #	Par	Score
10.	Swing #4 1, 2, 3, 4, 5, 6,	Par 4	_____
11.	Swing #5 1, 2, 3, 4, 5, 6,	Par 3	_____
12.	Swing #6 1, 2, 3, 4, 5, 6,	Par 3	_____
13.	Swing #1 1, 2, 3, 4, 5, 6,	Par 5	_____
14.	Swing #2 1, 2, 3, 4, 5, 6,	Par 5	_____
15.	Swing #3 1, 2, 3, 4, 5, 6,	Par 4	_____
16.	Swing #4 1, 2, 3, 4, 5, 6,	Par 4	_____
17.	Swing #5 1, 2, 3, 4, 5, 6,	Par 3	_____
18.	Swing #6 1, 2, 3, 4, 5, 6,	Par 3	_____

IN _____

TOTAL _____



Orbiting, Post to Post, Tabletop, Ring Toss Game



Swing Instructions 1-6 / 12" Model

ORBITER™



ORBITER 12"

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 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!

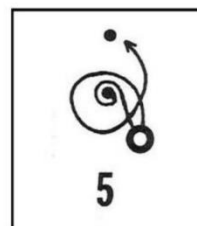
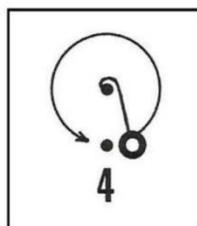
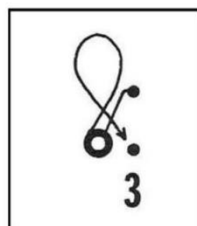
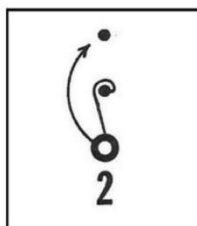
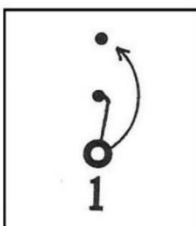
Swing # 2 - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point just left of the player's left shoulder. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between 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 - 360 - 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 right 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 and to the right of the taller post at about a forty-five-degree angle and at about the height of the tall post. Swing the ring down and forward to the right. The ring should fall between the two posts. Its momentum should then carry it up to the left and back between the tall post and the player, then down to the right, then up, and finally down onto the short post. Ringer!

Swing # 6 - 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 toward the player's center. Draw the ring back and wrap it to the left twice around the tall post so that the ring is finally held straight back between the tall post and the player so that the string and the post form a right angle. Swing the ring out to the right and slightly up at about a twenty-degree angle. The ring's momentum will carry it around the taller post two-and-one-half times and as gravity slowly brings the ring down if your calculations are correct it will catch onto the shorter post. Ringer!



Orbiter Ringers Scoring for the game -

BEAT THE PRO

(CQ - Coordination Quotient

Ringers divided by Swings)

Example: In an Orbiter Ringers Game, Player A scored 65 ringers of a total possible 108 swings. (65 ringers ÷ 108 swings = .601, CQ = .601)

Handicap Scoring

Player A.

Player A has an adjusted average score of 72 or above, so he must subtract 72 from his adjusted average score to arrive at his handicap.

Example: Say Player A's adjusted average score is 87 then his Hcp is 15. ($87 - 72 = 15$).

To arrive at Player A's net score for any game he must subtract his Hcp from his game score.

Say Player A's latest game score is 89 then his net score for that game is 74.

(89, his latest game score - 15 his Hcp = 74).

High Score Wins.

Player B.

Player B has an adjusted average score of 72 or under, so he must subtract his adjusted average score from 72 to arrive at his handicap.

Example: Say Player B's adjusted average score is 65 then his Hcp is 7. ($72 - 65 = 7$).

To arrive at Player B's net score for any game he must add his Hcp to his game score.

Say Player B's latest game score is 67 then his net score for that game is 74.

(67, his latest game score + 7 his Hcp = 74).

High Score Wins.

The Adjusted Average score is arrived at by taking the average score of a player's best fifteen scores of their last 20 games.

copplestonegames.com

copplestonegames.com/ringers.CQ.scorecard.2023.jpg

BE THE ONE

108 Ringers ÷ 108 Swings = **ONE**

Orbiter Ringers CQ Aptitude Test



- The Orbiter Ringers post-to-post, ring toss game, is a challenging, learn-and-teach, action skill game, to share with friends and family.
- Players take turns playing eighteen sets of six swings each. Each set has a particular swing type that is to be used all six times.
- Par indicates how many ringers must be made each hole, to make par 72 for the round. - Expert -
- Use the Orbiter Ringers Scorecard to keep your score, develop a handicap, and track your improvement over time.
- What's your CQ / Hcp? You get a long way with practice the rest is a gift.

Ranking

Scores

Aptitude and Suitability – all apply

Novice	- Average Ringers Score	- 21 or above	- Visual Artists / Graphic Designers
Intermediate	- Average Ringers Score	- 36 or above	- Mechanical Engineers
Advanced	- Average Ringers Score	- 54 or above	- Cartographers
Expert	- Average Ringers Score	- 72 or above	- Architects / Urban Planners
Gifted	- Best Ringers Score	- 90 or above	- Biochemical Engineers / Airline Pilots
Highly Gifted	- Best Ringers Score	- 100 or above	- Astronauts / Neurosurgeons

The Orbiter Ringers Game is a great aptitude test to identify potential Astronauts and Neurosurgeons. Using a scorecard, the Orbiter Ringers Game identifies and ranks exceptional players based on their gifts of analytical conceptual thinking and eye to hand coordination skills which are essential requirements for the Orbiter and for these rewarding and challenging careers.

Total ringers made, of 108 swings per game = CQ. - Coordination Quotient (Ringers ÷ 108 = CQ)

The Orbiter - Ringers Scorecard

Hole	Swing	Par	Score
1.	Swing #1	Par 5	
2.	Swing #2	Par 5	
3.	Swing #3	Par 4	
4.	Swing #4	Par 4	
5.	Swing #5	Par 3	
6.	Swing #6	Par 3	
7.	Swing #1	Par 5	
8.	Swing #2	Par 5	
9.	Swing #3	Par 4	
OUT _____			
10.	Swing #4	Par 4	
11.	Swing #5	Par 3	
12.	Swing #6	Par 3	
13.	Swing #1	Par 5	
14.	Swing #2	Par 5	
15.	Swing #3	Par 4	
16.	Swing #4	Par 4	
17.	Swing #5	Par 3	
18.	Swing #6	Par 3	
IN _____			
Player: X _____		TOTAL _____	

Six Swing Descriptions



ORBITER™
ORBITING RINGTOSS



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 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 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!

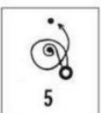
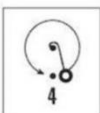
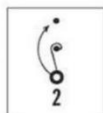
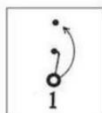
Swing # 4 - 360 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point at the player's center. Wrap the ring around to the right and in front of the taller post. Draw the ring straight back so that the ring is finally 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 about a forty-five degree angle to the right so that the ring is held between the post and the player at about the height of the tall post. Swing the ring down 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 post and the player at about the height of the short post. Swing the ring out to the right and up at about a twenty-degree angle. The ring's momentum should carry it 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!

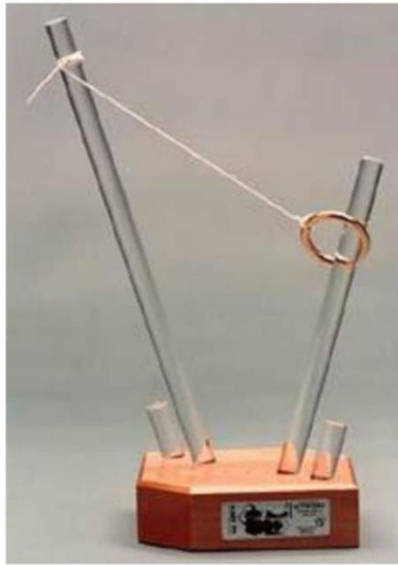
National Orbiter League, Osterville, MA 02555

coppelstonegames.com



ORBITER **RINGERS &**

Tabletop **GOLF**

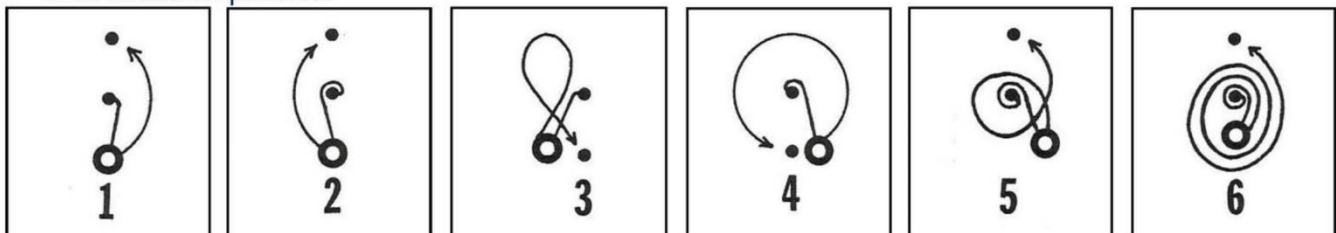


Orbiter “Ringers & Golf” is a tabletop, post-to-post, ring toss game that is played with a scoring style similar to golf.

Style of play: The game begins with a coin toss to decide who goes first.

Scoring: A ringer is a ring that has been thrown in such a way to completely encircle the post.

- Players take turns playing eighteen sets of six swings each.
- Each set has a particular swing type that is to be used all six times.
- Par indicates how many ringers must be made each set to make par 72 for the round. (Expert)
- Use the Orbiter Ringers Scorecard that is similar to the golfer's scorecard to keep your score, develop a handicap, and track your improvement over time.
- Players track the ringers they scored of the one-hundred and eight total swings made per game.
- The total ringers scored divided by one hundred and eight equals a player's CQ or eye to hand coordination quotient.



ORBITER RINGERS

A Targeting Game!



Borrowing from the inspirational John F. Kennedy
“We choose to go to the moon” speech in 1962, we say:

We choose to learn the Six Orbiter Swings, “not because they are easy, but because they are hard; because that goal will serve to organize and measure the best of our energies and skills”.

Watch this video link to the Orbiter’s Ringers Game.



Orbiter – Ringers, the Orbiting Ring Toss Game with a scorecard.

In this video, the player scored 77 ringers of a possible 108 in 12:06 minutes.

Ringers, a tabletop post-to-post ring toss game, is a challenging entertaining activity to share with friends and family. The object is to set the ring in motion from one taller uniquely angled post to ring the second shorter conversely angled post. Players take turns playing eighteen sets of six swings each. There are six different swing types each one different with increasingly difficult swing paths. At the end, players count up the total number of ringers that they scored. Use a scorecard to keep your score, develop a handicap, and track your improvement over time.

Orbiter - Ringers is a tabletop, post-to-post, ring toss game.

Made by: Copplestone LLC

CopplestoneGames.com

BEAT THE PRO

ORBITER'S RINGERS

Start A Team.

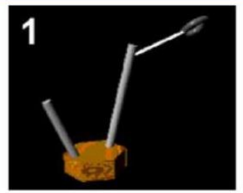
(Any group, any size,
anytime, anywhere.)

Get together for fun, to learn, and to share the
Orbiting, Post to Post, Ring-toss experience.

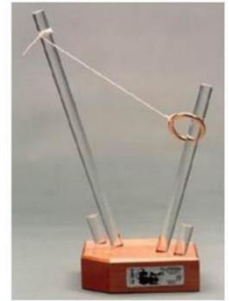
Keep your scores and post them up to see
each other's progress.

Develop a network of other Orbiter Ringers
groups to expand the experience.

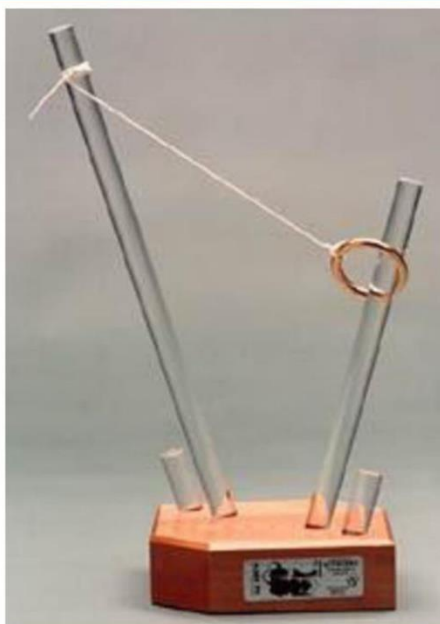
CobblestoneGames.com



ORBITER



ORBITER RINGERS & Tabletop HORSESHOES

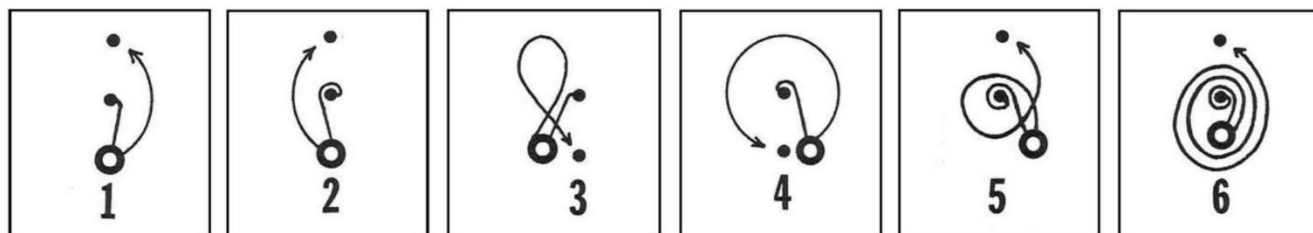


Orbiter Ringers & Horseshoes is a tabletop, post-to-post, ring toss game that is played with a scoring style similar to horseshoes.

Style of play: The game begins with a coin toss to decide who goes first. The winner takes two swings and then the second player takes two swings (always free choice of swing type). After scoring, play continues until one player has at least 21 points at the end of a round, win by two. Standard games are generally played to three or seven rounds.

Scoring: A ringer is a ring that has been thrown in such a way to completely encircle the post.

One player takes two swings in succession, followed by the other player. Normally only one swinger can score points per inning, however in some leagues and tournaments play "count all", in which all points are counted. Each swing type has a point value equal to its swing number. If both ringers are of a higher point value than the opponent's, both points are scored. (example: swing #4 and swing #6 total ten points) Any matching swing types in an inning by opposing players, cancel each other out.



ORBITER

Every time
an Orbiter
swings,



A wish for
Peace
takes wing.

Interactive Public Art Display



O
R
B
I
T
E
R

OrbitingRingToss Peace Symbol Sculpture

Message of Peace

You can't control what happens to you, 100%.
But you can control how you react to it, 100%.

Take a Swing

coplestonegames.com

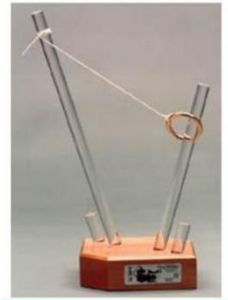
Join the Team.

All You Need is
an Orbiter.

Make A Wish,

Put a Ringer on It.

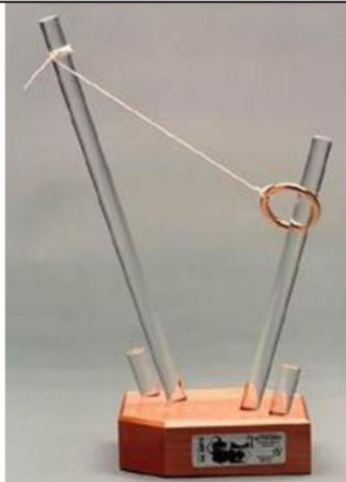
ORBITER



PUSH

PUSH

PUSH



ORBITER™ RING TOSS

Make a wish, put a ringer on it!



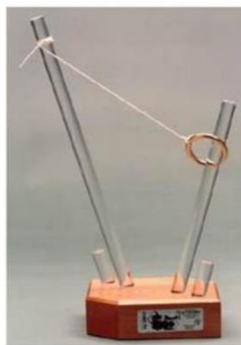
PEACE



**Every time an Orbiter rings,
a wish for peace takes wing.**

coppelstonegames.com

The Orbiting, Post to Post, Shot Matching, Ring-Toss Game.



THE ORBITER GAME

Shot Matching Ring Toss Game



Orbiter – An Orbiting Tabletop Ring Toss Game



Nickname: The Bull



Swing the ring from post to post.

THE ORBITER GAME is a game for two to six players.

Divide players into two teams. Flip a coin to determine which team goes first. The players who win the toss are known as Team One. To begin - Players of Team One have at most one turn each to make a ringer using any of the six orbiter swing types. If, and as soon as a player from Team One makes a ringer than Team Two must attempt to match that swing type with a ringer of equal or greater difficulty. If all players of Team Two have a turn and none match or better Team one's successful swing than Team One scores a point and begins a new round. However, if a member of Team Two successfully matches or betters Team One's ringer than Team One must match Team Two's ringer with a ringer of a swing type of equal or greater difficulty as the one made by Team Two. If the players of Team One each have a turn and fail to make an appropriate ringer than Team Two scores a point and starts a new round. Alternating play continues in this way until Team One or Team Two score a total of 11 points to win the game. Remember that when beginning any round if all team members fail to make a ringer then play switches to the opposing team and their players may attempt any of the six orbiter swing types.

THE ORBITER GAME (for each point scored put a checkmark in the box) Points

Team 1										
Team 2										

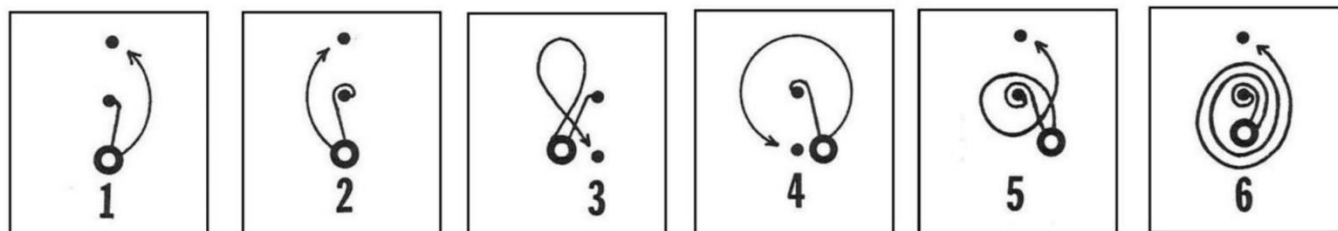


Circle the Winner -

Team 1

Team 2

coppelstonegames.com



Advanced players may choose to use an alternate shot method of play: Only one swing per team per turn.

ORBITER PRO AM

Shot Matching Ring Toss Game



Orbiter – An Orbiting Tabletop Ring Toss Game

Nickname: The Bull

A game for two to six players.

Each player has ten swings per game. They may choose whichever swings they wish. The goal is to score the most total points possible in ten swings.

For ringers put a checkmark in the box of the swing type used. For misses put a dash.

A player's average score is determined by averaging their last twenty game scores.

A player's Handicap Index is determined by subtracting the average score of their best fifteen scores of their last twenty games from sixty. Example: If your average score is 45 your handicap is 15. (60-15=45)

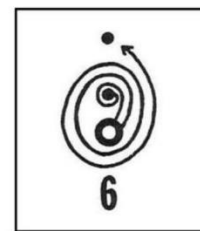
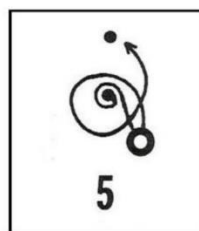
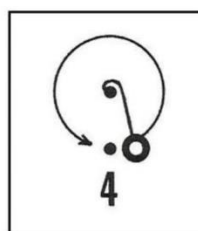
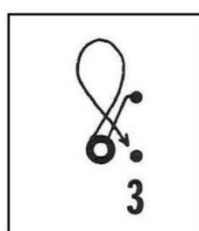
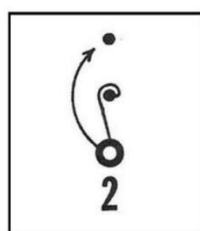
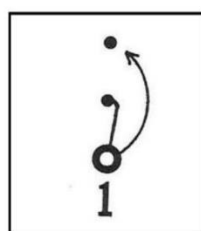
Orbiter Pro Am Player 1 Game 1 Points

Swing 1											
Swing 2											
Swing 3											
Swing 4											
Swing 5											
Swing 6											



TOTAL POINTS =

coppelstonegames.com



ORBITER PRO AM

Shot Matching Ring Toss Game



Orbiter – An Orbiting Tabletop Ring Toss Game

Nickname: The Bull

A game for two to six players.

Each player has ten swings per game. Players must score one ringer of each swing-type, once this is accomplished, they may use whichever swings they wish for the remainder of their ten swings. The goal is to score the most total points possible in ten swings. For ringers put a checkmark in the box of the swing type used. For misses put a dash.

A player's average score is determined by averaging their last twenty game scores.

A player's Handicap Index is determined by subtracting the average score of their best fifteen scores of their last twenty games from forty-five. Example: If your average score is 33 your handicap is 12. (45-33=12)

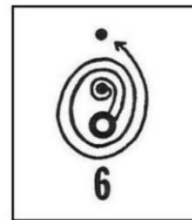
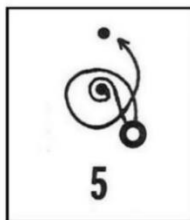
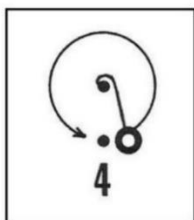
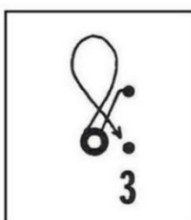
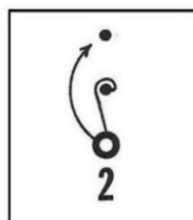
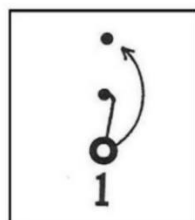
Orbiter Pro Am Player 1 Game 1 Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =



copplostonegames.com



ORBITER PRO AM

Orbiter Pro Am	Player -	Game #	Points
Swing 1			
Swing 2			
Swing 3			
Swing 4			
Swing 5			
Swing 6			
TOTAL POINTS =			

Orbiter Pro Am	Player -	Game #	Points
Swing 1			
Swing 2			
Swing 3			
Swing 4			
Swing 5			
Swing 6			
TOTAL POINTS =			

Orbiter Pro Am	Player -	Game #	Points
Swing 1			
Swing 2			
Swing 3			
Swing 4			
Swing 5			
Swing 6			
TOTAL POINTS =			

Orbiter Pro Am	Player -	Game #	Points
Swing 1			
Swing 2			
Swing 3			
Swing 4			
Swing 5			
Swing 6			
TOTAL POINTS =			

Orbiter Pro Am	Player -	Game #	Points
Swing 1			
Swing 2			
Swing 3			
Swing 4			
Swing 5			
Swing 6			
TOTAL POINTS =			

Orbiter Pro Am	Player -	Game #	Points
Swing 1			
Swing 2			
Swing 3			
Swing 4			
Swing 5			
Swing 6			
TOTAL POINTS =			

Orbiter Pro Am	Player -	Game #	Points
Swing 1			
Swing 2			
Swing 3			
Swing 4			
Swing 5			
Swing 6			
TOTAL POINTS =			

Orbiter Pro Am	Player -	Game #	Points
Swing 1			
Swing 2			
Swing 3			
Swing 4			
Swing 5			
Swing 6			
TOTAL POINTS =			

ORBITER^{THE BULL}

Shot Matching Ring Toss Dice Game



Group and Event Entertainment - The ring that won't swing straight

Orbiter – An Orbiting Tabletop Ring Toss Game – Nickname: The Bull

A game for two to six players.

BULL Rules – Each player begins with five markers and chooses a player number from one to six.

To begin - The player whose name begins with the lowest letter in the alphabet throws the die. The player with the player number that matches the number that comes up on the die is the first player. The first player then throws the die to determine which swing type they must attempt and how many tries they have to attempt to make a ringer using that swing type. In their turn each player throws one marker into the hat and then takes their swing or swings. 1. If they make a ringer, they collect any and all markers that have accumulated in the hat and throw the die to determine who the next player will be. (This dice element adds unpredictability to the order of players.) 2. If they fail to make a ringer, they throw the die to determine who the next player will be. 3. Play continues on in this way until someone is out of markers and the game ends.

Options: (1.) The number of markers that each player begins the game with is variable and up to the group.

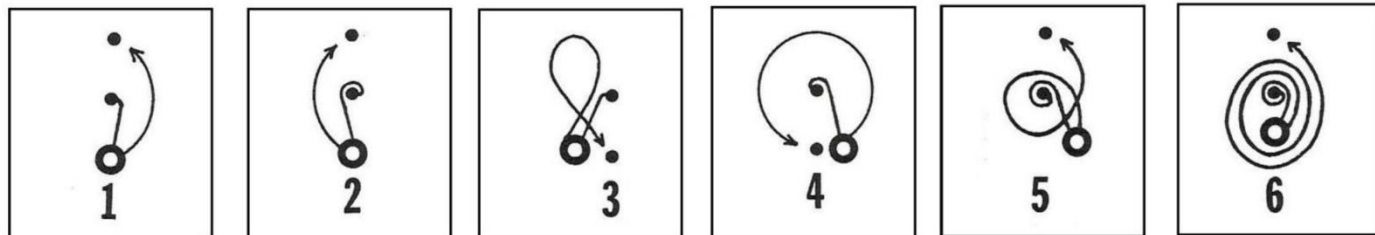
(2.) If players choose to play longer games, they may allow players to produce more markers when needed.

(3.) If players don't have enough golf-ball markers they may produce something similar to be used as a marker.

(4.) If there are fewer than six players, the group may choose to take turns in a clockwise order around the table rather than using the dice element.

(5.) Players may choose to have only one swing per player per turn rather than using the dice element to determine how many tries they have.

Imagine that it all started when a group sitting around a clubhouse table after their golf game tossed an Orbiter and a Hat on the table. They took turns, throwing ball-markers in the hat, throwing dice, making swings, and collecting all the markers that ended up in the hat.



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 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!

copplestonegames.com

[\(Search - Orbiter Swings to Ravel's Bolero\)](#)

Dice and Markers not included

RING THE BULLS HORN

Bull Race to Twenty-one - Shot Matching Ring Toss Game



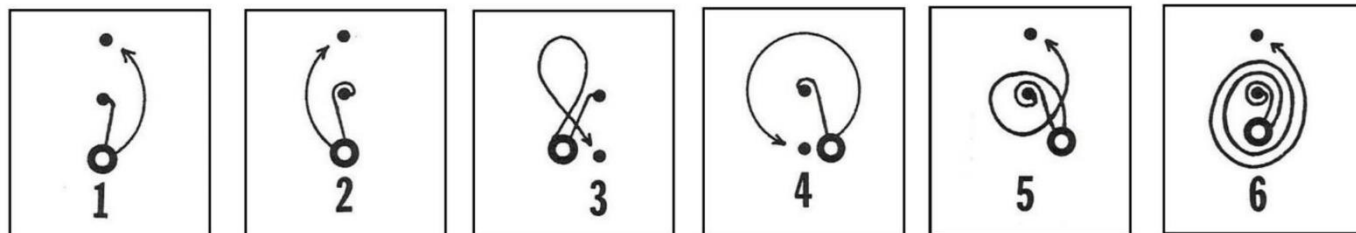
Group and Event Entertainment - The ring that won't swing straight

Bull Race to 21 is a ring toss game played on Orbiter (THE BULL). It is a Race to Twenty-one as the name implies and the first player to accumulate twenty-one points wins. It can be short and sweet if you know what you are doing. Any number can play.

RingTheBullsHorn - Rules - Each player sets up ready to play with one hand on the Orbiter base and one hand on the table. The Orbiter is in position in front of them with the ring on the post. The referee starts the match by saying one, two, three, go. All players begin attempting to make their ringers. The first player to accumulate twenty-one points and put their hands in the air to signify that they have finished wins. The referee must be in a position to call the winner. They may wish to use their phone to video the event and replay the video in case of close calls. Players may choose any numbered swing they wish to use for each swing and add that swing number in points to their total.

A Bull and an Orbiter Ring are wild and unpredictable things.

Whether the bull is bucking or ring is swinging the challenge is the same – **GET ON IT** and **STAY ON IT**.



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 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!

ORBITER – THE BULL - RING THE BULLS HORN

copplestonegames.com

ORBITER

Shot Matching Ring Toss Game



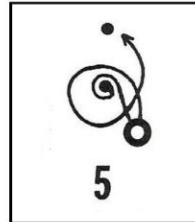
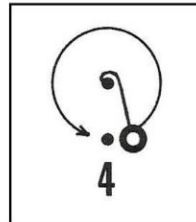
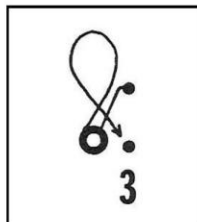
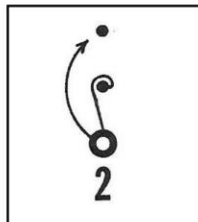
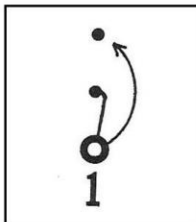
Group and Event Entertainment - The ring that won't swing straight

Picture a group sitting around the clubhouse table relaxing after their golf game. They toss an Orbiter and a Hat on the table. Then they each throw a (ball-marker) into the hat and begin swinging for ringers.

Rules - Each player has one turn. A turn is comprised of three swings. Any player who makes a ringer with their third-swing keeps swinging till they miss. Play continues around the table until everyone has had a turn. The player with the most ringers wins the contents of the hat.

(Tying players play on until a clear winner emerges.)

(youtube.com search Orbiter Swings)



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 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!

Orbiting Ring Toss

cobblestonegames.com

ORBITER - TRIPLE SLAM

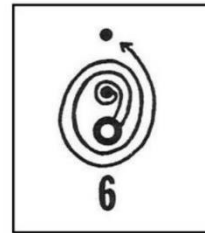
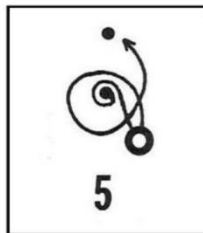
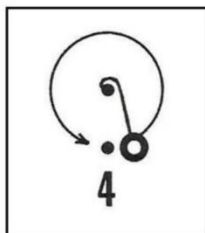
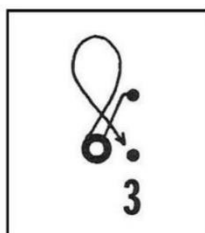
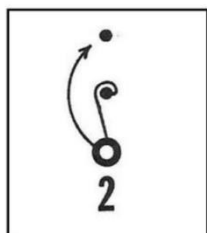
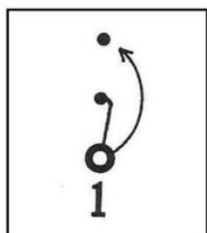
Orbiting, Post to Post, Tabletop, Ring Toss Game



Orbiter - TRIPLE SLAM - 18 Ringers in a Row

Go to [youtube.com](https://www.youtube.com) and search **Orbiter - The Bull Triple Slam (twelve restarts) DWC.** Watch the current Orbiter Champion make his first videoed attempt at the "Triple Slam" on you tube. It's the first videoed attempt at the triple slam and it has twelve restarts leaving room for improvement to encourage players everywhere to post their own TRIPLE SLAM CHALLENGE video online. Beat me if you can! Who will post the first successful **ORBITER TRIPLE SLAM** online?

How to play: To make the **Orbiter Grand Slam** players must make all six Orbiter swings in a row. **To make the Orbiter Triple Slam** players must make three swings in a row of each of all six orbiter swings resulting in - Eighteen Ringers in a Row the equivalent of three Grand Slams in a row.



Group and Event Entertainment - The ring that won't swing straight

The Orbiter Grand Slam (21 The Hard Way) - all 6 swings in a row.

([youtube.com](https://www.youtube.com) search Orbiter Swings)

Orbiter - The Bull

[CopplestoneGames.com](https://www.CopplestoneGames.com)

ORBITER - Three Rings

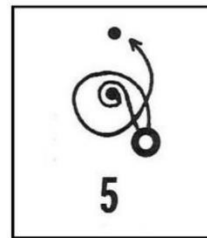
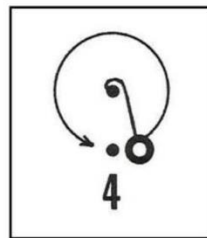
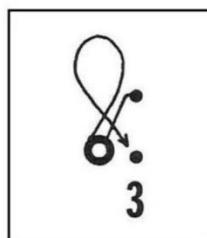
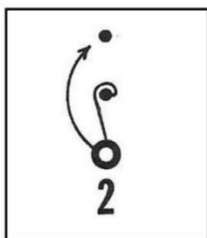
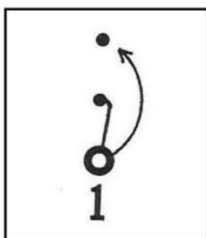
Shot Matching Ring Toss Game - Race to Three



Group and Event Entertainment - The ring that won't swing straight

Three Rings is a ring toss game played on the Orbiter. It is a Race to Three meaning the first player to make three ringers wins. It can be short and sweet if you know what you are doing. Any number can play.

THREE RINGS - Rules - Each player sets up ready to play with one hand on the Orbiter base and one hand on the table. The Orbiter is in position in front of them with the ring on the post. The referee starts the match by saying one, two, three, go. All players begin attempting to make their ringers. The first player to make their third ringer and put their hands in the air to signify that they have finished wins. The referee must be in a position to call the winner. They may wish to use their phone to video the event and replay the video in case of close calls. Players may choose any numbered swing they wish to use for each game.
(youtube.com search Orbiter Swings to learn how)



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 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!

Orbiter Ring Toss – The Bull

copplestonegames.com

BucknBull - TRIPLE SLAM

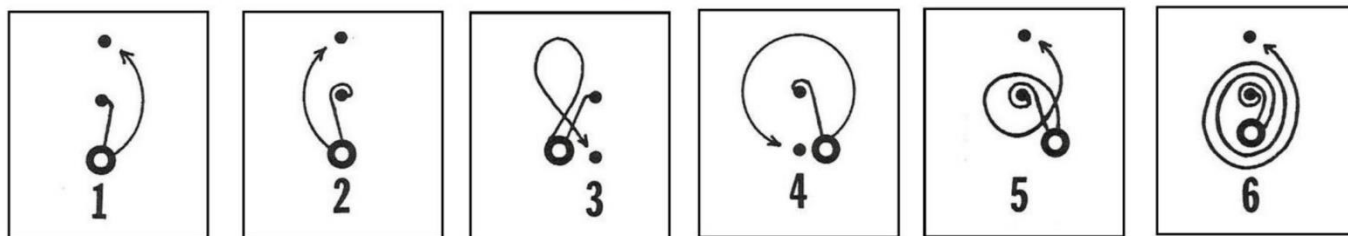
Orbiting, Post to Post, Tabletop, Ring Toss Bar Game



The Orbiter - BUCKNBULL TRIPLE SLAM - 18 Ringers in a Row

Go to [youtube.com](https://www.youtube.com) and search **Orbiter BucknBull Triple Slam (twelve restarts) DWC**. Watch the current Orbiter Champion make his first videoed attempt at the "Triple Slam" on you tube. It's the first videoed attempt at the triple slam and it has twelve restarts leaving room for improvement to encourage players everywhere to post their own TRIPLE SLAM CHALLENGE video online. Beat me if you can! Who will post the first successful **ORBITER TRIPLE SLAM** online?

How to play: To make the **Orbiter Grand Slam** players must make all six Orbiter swings in a row. To make the **BucknBull Triple Slam** players must make three swings in a row of each of all six orbiter swings resulting in - Eighteen Ringers in a Row the equivalent of three Grand Slams in a row.



Group and Event Entertainment - The ring that won't swing straight

The Orbiter Grand Slam (21 The Hard Way) - all 6 swings in a row.

([youtube.com](https://www.youtube.com) search Orbiter Swings)

Orbiter - The Bull

[CopplestoneGames.com](https://www.CopplestoneGames.com)



Orbiter™



Orbiting Ring Toss - Peace Symbol

You can't control 100% of what happens to you.
You can only control 100% of how you react to it.

ORBITER™ RING TOSS

Make a wish, put a ringer on it!



PEACE



Every time an Orbiter rings,
a wish for peace takes wing.

copplostonegames.com

ORBITER

BULLSHOT-SIX

Who Can Do It?



Orbiter swings, and golf swings, are two great ways
of showing what 37 trillion coordinated cells can do.

You Can Do It!

The Orbiter is a tabletop, post to post, shot-matching, ring-toss game.

Wouldn't you like to make a ringer, too?

CopplostoneGames.com



People of the world will be at peace with each other only
when they are each at peace with themselves.

copplostonegames.com

recommended teaching - Sadhguru / Isha Kriya

INNER PEACE

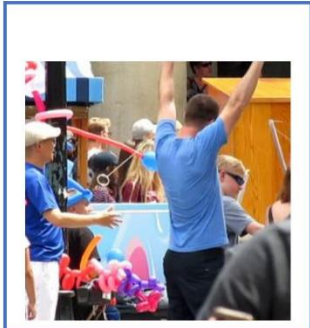


ORBITER



Orbiting Ring Toss

Action Skill Game – Decorative and Portable
Functional Art – Sculpture / Peace Symbol



Wouldn't you like to make a ringer, too?
Orbiter - tabletop, post to post, shot-matching, ring-toss game.
coppystonegames.com

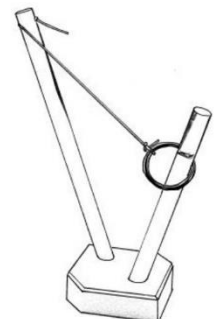


A Peaceful Mind

When each of us makes our own mind
peaceful, the world will be a peaceful place.

The Orbiter is a peace symbol by design.

Make each swing a swing for peace.





ORBITER BULLRINGS



Wood Base, Acrylic Posts –
12" Tall



Put a ringer on it!



Best of Eleven / Most in a Row

OrbiterSixSwing

Orbiter™ Tabletop post to post ring toss game

Made by David Copplestone

Copplestonegames.com

Challenging Action Skill Game

Brainteaser

Performance Art

An Art in Motion Sculpture

An Interactive Art Display

A Mindfulness Activity

Handcrafted in the USA

| Copplestone's Orbiter is a posts and ring toss game.

| The object is to set the ring in motion, from one taller uniquely angled post in order to ring the second shorter conversely angled post.

| Players are challenged to learn six orbiter swings, each one different with increasingly difficult swing paths. Once you understand how and why the ring moves through space you will be able to perform the swings with confidence.

| This decorative entertaining toy is a pendulum device to showcase a player's eye to hand coordination skills.

| The Orbiter ring toss story began years ago at the Admirals Inn on the island of Antigua. The games creator David Copplestone was taking a sailing trip through the Caribbean in 1980. It was there that he joined a long line of people playing a Bimini ring toss game. The smiles on the faces and the wear on that hook showed this pastime's popularity. As David played, he thought, "If there was a desktop version of this game, millions of people could enjoy it." In 1990 the Orbiter was launched and has been evolving and entertaining ever since.

Swing it!
Wing it!
Fling it!
do whatever
it takes to
RING IT!

- The Orbiter Ringers ring toss game is a challenging activity to share with friends and family.
- Players take turns playing eighteen sets of six swings each using six different swing types and count up the total number of ringers they score.
- Use a scorecard to keep your score, develop a handicap, and track your improvement over time.

The Orbiter is similar to the executive gift Newton's Cradle in that they are both pendulum devices, used to demonstrate the laws of motion, and to serve a decorative function for the home and office. Newton's Cradle and the Orbiter are part of a group of toys known as "art in motion toys".

- A portable tabletop game
- Swing learn adjust swing



Let Freedom Ring! Rings for Peace!

ORBITER™

A Calmness - Peacefulness Exercise



O
R
B
I
T
E
R



The Orbiter is a * Post to Post * Shot Matching * Ring Toss Game

1. Memory is used to learn what swing actions have worked in the past.
2. Imagination is used to apply memory in order to improve your future swings.
3. Motor skills are developed and improved with practice.
4. React with Calmness, Peacefulness, and Joy.
(Realizing that whether you make a ringer or not, the way you react is 100% up to you.)

Make it Happen!



Orbiter

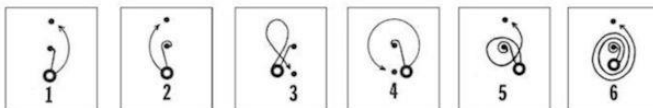
Through this two-step breathing exercise, the Orbiter can be used as a symbol and a device to remind all players of their potential to experience a more profound life. Breathing is fundamental.

Orbiter Breathing Exercise

1. Inhale as you set up for Orbiter swings 1-3.
2. Exhale as you make the swings 1-3.
3. Inhale and exhale as you set up for swings 4-6.
4. Inhale and exhale as you make the swings 4-6.



Meditation





ORBITER™



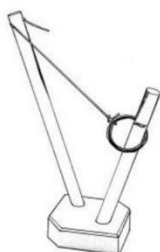
Every time an Orbiter swings, a wish for peace takes wing!

Orbiter is a ring toss game, sculpture, and interactive public art display.

Orbiter's message of Peace was inspired by its dual post design's resemblance to the peace symbol. The games creator thought that his game could remind those who wish to see it that to have peace you need order and with freedom comes responsibility. He imagined that the two posts of the orbiter could represent freedom and liberty, the flexible cord the moral and ethical restraint that provides order and prevents the ring from flying off into space, and the swinging of the ring the effort we make to maintain the peace with ringers being the measure of that

Orbiter Game – Seeking Peace - Appealing to “The Better Angels of Our Nature”

With the headlines full of reports of global conflicts, people are looking for ways to promote peace. In this challenging environment the inventor of the Functional Art Peace Symbol – Orbiter suggests that the words of Abraham Lincoln in his inaugural-address could help us today; “We are not enemies, but friends. We must not be enemies. though passion may have strained, it must not break our bonds of affection. The mystic chords of memory will swell again touched, as surely, they will be, by the better angels of our nature.” For those who grew up in the 60's it may seem only natural to transform the peace symbol into a game and see the game as a peace symbol.



PEACE

ORBITER

Make it happen.

A symbol of peace.



A game of memory and imagination.

Orbiter ring toss, where
Orbinots become Orbinauts.



Through relentless commitment,

all begin as Orbinots and through their effort and a three-stage process, become Orbinauts.

1. **Experimenting** where all the orbiter swings are confusing and confounding.
2. **Learning** where the careful study of instructions and videos occurs.
3. **Mastery** where all swings are understood and confident proficiency is achieved.

Ringers

Scorecard

- Level of expertise – Orbiter Ringers
- Level 1. Experimenting 1 – 35 Ringers per game
- Level 2. Learning 36 – 71 Ringers per game
- Level 3. Mastery 72 – 108 Ringers per game

Bullshot-Six

Scorecard

- Level of expertise – Bullshot - Six
- Level 1. Experimenting 1 – 11 Bullshot-Six game
- Level 2. Learning 12 – 23 Bullshot-Six game
- Level 3. Mastery 24 – 36 Bullshot-Six game



The swing is the game.

Swing it, wing it, fling it.

Do whatever it takes to ring it!

It is a gift.

Take it, shake it, wake it.

Do whatever it takes to make it!



CopplestoneGames.com

1	2	3	4	5	6
Moon	Jupiter	Saturn	Venus	Mercury	Mars

Two great gifts to enhance the present are memory and Imagination.

MAKE A WISH



Make Three Rings



The Wishing Ring



Level Six Orbinaut

Proficient in all Six
Orbiter Swings

Ring the Bulls Horn

Orbiter – The Bull – Is a Possibility

Orbiter's endless possibilities are:

1. You see an Orbiter – you may order one or not.
2. You have an Orbiter - you may try to swing it or not.
3. You swing an Orbiter - you may ring it or not.
4. You ring it or you miss it - you may try it again and again or not.
5. You try it again and again - you may learn how it works or not.
6. You learn how it works - you may teach it to another or not.
7. You do all these things - you may continue making endless possible swings or not.
8. The Orbiter may become an impactful presence in the world or, with your energy, it may move along as an interesting idea exploring its own endless possibilities.



ORBITER – THE BULL

CopplestoneGames.com



ORBITER

BULLSHOT-SIX

ORBITING RINGTOSS

EL TORO™



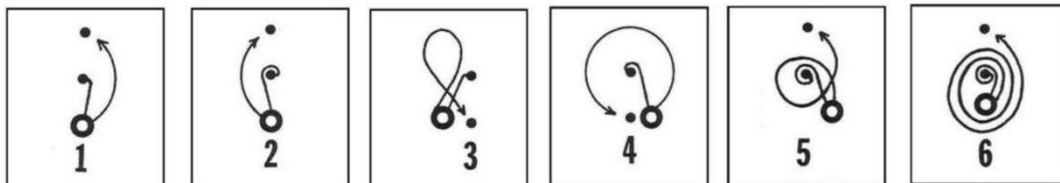
Orbiting * Post to Post * Shot Matching * Ring Toss Game

BULLSHOT-SIX

Using the six Orbiter swing paths, each player attempts six swings at each swing type.
The player with the most ringers wins.



ORBITER™



OrbiterSixSwing is the Widget.

BullShot-Six is the game you play on it.

CobblestoneGames.com

ORBITER BULLSHOT-SIX

OrbiterSixSwing is the Widget. **BullShot-Six** is the game you play on it.



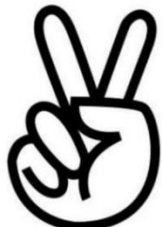
Orbiting * Post to Post * Shot Matching * Ring Toss Game

Using the six Orbiter swing paths, each player attempts six swings at each swing type. Most ringers, wins. **Six-Shot - Perfect score $6 \times 6 = 36$**

Players						
1						
2						
3						
4						
5						
6						
Total						



ORBITER™ ORBITING RINGTOSS



**Every time an Orbiter swings
a wish for peace takes wing!**



**Tabletop * Post to Post
Shot Matching * Ring Toss Game**

Two Games in One:

EL TORO™ BULLSHOT-SIX

Using the six Orbiter swing paths,
each player attempts six swings
at each swing type. The most ringers wins.

ORBITER™ RINGERS

Ringers is a competitive orbiting ring toss game
where players take turns playing eighteen sets
of six swings each using six different swing
types.

Count up the total number of ringers scored.
Use a scorecard to keep the score, develop a
handicap, and track your improvement over
time.

Challenging / Entertaining.

**It ain't gonna ring,
If you ain't got that swing!**

APPOLO	GALILEO	CASSINI	PIONEER	MESSANGER	VIKING
 1	 2	 3	 4	 5	 6
MOON	JUPITER	SATURN	VENUS	MERCURY	MARS

ORBITER™ BULLSHOT-SIX

OrbiterSixSwing is the Widget. **BullShot-Six** is the game you play on it.



Orbiting * Post to Post * Shot Matching * Ring Toss Game

Using the six Orbiter swing paths, each player attempts six swings at each swing type. Most ringers, wins. **Six-Shot - Perfect score $6 \times 6 = 36$**

Players						
1						
2						
3						
Total						



A Peaceful Mind

Some see the Orbiter as a peace symbol reminding them to be peaceful people experiencing a peaceful world. (Isha Kriya)

Make each swing a swing for peace.



Orbiting, Post to Post, Six Foot, Ball Toss Game



Art in Motion

BULLSHOT™



ORBITER

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.

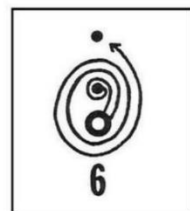
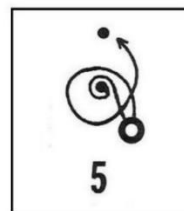
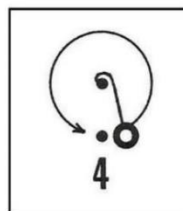
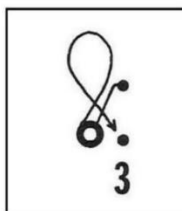
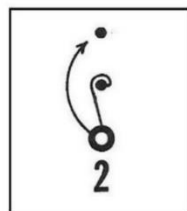
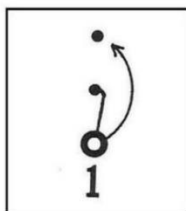
Swing # 2 - Position the base so that the long post is closest to the player. Stand straight in front of the tall post. Draw the ball in front of the taller post and back to the left side of that post so that the ball is held between the post and the player at a height about equal to the short post. 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 once 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.



Orbiter - BullShot-Six

It ain't gonna ring, If ya ain't got that swing!



White Base Color Posts –
6' Tall -



It's in the cup!



Best of Eleven / Most in a Row

A Mindfulness Activity

Challenging Entertainment

Performance Art

A Fun Alternative to Screen-time

An Interactive Public Art Display

Physical Therapy

| Copplestone's Orbiter is a posts and ball toss game, action skill game, and an art in motion sculpture.

| This decorative entertaining game is a pendulum device to showcase a player's eye to hand coordination skills.

| The object is to set the ball in motion, from one taller uniquely angled post in order to sink the ball into the cup on the second shorter conversely angled post.

| Players are challenged to learn six orbiter swings, each one different with increasingly difficult swing paths. Once you understand how and why the ball moves through space you will be able to perform the swings with confidence.

| The Orbiter ring toss story began years ago at the Admirals Inn on the island of Antigua. The games creator David Copplestone was taking a sailing trip through the Caribbean in 1980. It was there that he joined a long line of people playing a Bimini ring toss game. The smiles on the faces and the wear on that hook showed this pastime's popularity. As David played, he thought, "If there was a desktop version of this game, millions of people could enjoy it." In 1990 the Orbiter was launched and has been evolving and entertaining ever since.

Orbiter™ Ball Toss Game

Made by David Copplestone
copplestonegames.com

Swing it!
Wing it!
Fling it!
do whatever
it takes to
SINK IT!

| The Orbiter is similar to the executive gift Newton's Cradle in that they are both pendulum devices, used to demonstrate the laws of motion, and to serve a decorative function for the home and office. Newton's Cradle and the Orbiter are part of a group of toys known as "art in motion toys".



Put it in.



Knock it off.

*The Orbiter 6' model has a special post that when inserted into the cup changes the object of the game to: sink the ball into the cup for swings 1, 2, and 3 and knock the egg off the post for swings 4, 5, 6, and 7.

Orbiter's Intelligent Design

Seeking Ballance Finding Peace

Sending Orbiter's ring flying through space has people enjoying a positive experience seeking balance and finding peace – if we learn to use our memory and imagination as tools ringers will come. The Orbiter is itself a tool to explore and understand memory, imagination, momentum, as well as our bodies, thoughts, and emotions. The Orbiter was created not just to score more points and make more ringers than someone else. The Orbiter was created to be a tool for learning and exploration. It was created with the idea that *humans want to know*. They want to know because on an unconscious level they understand that *when they know how to be, they will know what to do*.

In a similar way, I heard Mystic/Sadhguru say we can all be pleasant people enjoying a profound experience – if we learn to use these tools we have - our bodies, thoughts, and emotions.

He went on to explain;

If I ask you, do you want your Body to be pleasant or unpleasant, what would you say?

Pleasant.

If I ask you, do you want your Mind to be pleasant or unpleasant, what would you say?

Pleasant.

If I ask you, do you want your Emotions to be pleasant or unpleasant, what would you say?

Pleasant.

If I ask you, do you want your Life itself to be pleasant or unpleasant, what would you say?

Pleasant.

If I ask you, do you want your Surroundings to be pleasant or unpleasant, what would you say?

Pleasant.

So, if we have a pleasant body, we call it health. If it is very pleasant, we call it pleasure.

If we have a pleasant mind, we call it peace. If it is very pleasant, we call it joy.

If we have pleasant emotions, we call it love. If it is very pleasant, we call it compassion.

If we have a pleasant life, we call it bliss. If it is very pleasant, we call it ecstasy.

If we have pleasant surroundings, we call it success.

All will choose the pleasantness of body, mind, emotions, life, and world.

To make your surroundings pleasant you must have the competence and cooperation of many around you, otherwise, it may become unpleasant.

But to bring pleasantness of body, mind, emotions, and life, is 100% your business. Nobody else is involved.

If you want pleasantness of body, mind, emotions, and energy, you can do this 100%.

If you want to control your surroundings, you cannot do this 100%. It is always a little bit her way, a little bit his way, and a little bit your way.

You have a body, thoughts, and emotions. To make these tools function you have energy. These are the only four realities that are in your experience the rest is in your imagination including the world.

What you see is only in your mind. You only see and experience yourself. So Inner Engineering is to fix yourself so you see things as they are. So, beautiful, or ugly things do not change who you are.

In this mind, there is only addition and multiplication. So, if you do not want to think about something, all you will think about is that. So, stop pursuing things like happiness, be a pleasant person having a pleasant experience, and then you will not be prone to compulsive behaviors and thoughts. Sadhguru



Together Orbiter Ringers and Inner Engineering are seeking balance and finding peace.

Yoga/Unity

1. When I heard the word Imponderables, I knew then the word to describe the questions that I had been seeking the answers to since I was a child.
2. When I watched Sadhguru's videos, I knew I was hearing answers to those questions;

Who are we? Where do we come from? What are we doing here? Where are we going?

We have evolved to be the most intelligent life on earth. We are tiny pieces of life in the Cosmos We are pleasant people seeking a profound experience. We are in the process of returning to be a tiny bit of what is the Cosmos.

When you know how to be you will know what to do.

Please Share this.

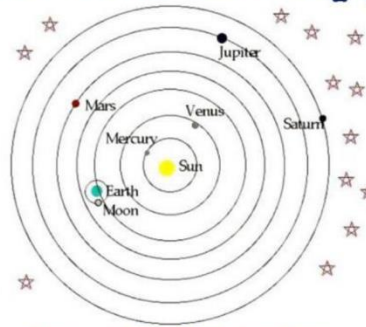
Life By Design - CopplestoneArtworks.com

Inner Engineering – Isha.Sadhguru.org

Modern Myths - Orbiter and the Apple Tree



Gravity



Copernican heliocentrism



Orbiter

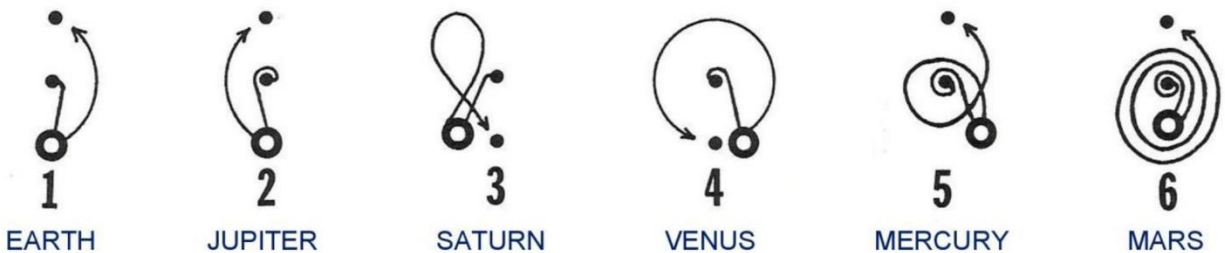
The Story Goes;

One day in the late 1600s an imaginary meeting took place between Sir Isaac Newton the Father of Modern Science and Galileo Galilei the Father of Modern Astronomy. They were resting under an apple tree in a contemplative state when an apple fell and an idea popped into their heads. Both being creative inventors they envisioned an orbiting ring toss device to help explain the theories of gravity and orbiting planets (Copernican heliocentrism).

They called the game Orbiter and the object was to set a ring in motion, from one taller uniquely angled post to ring a second shorter conversely angled post. Players would be challenged to learn six Orbiter swings, each one different with increasingly difficult swing paths.

They laughed as they created the six orbiting swings to correspond to six planets in orbit around the sun. But before they could share their device their defense of Copernican heliocentrism became controversial, and so their game was hidden and lost until it recently mysteriously reappeared swinging from the branches of a descendant of that historical inspirational apple tree.

The modern version of the Orbiter ring toss game is made today by CopplestoneGames.com.



Orbiter – Unconscious Memory – Cosmos

When you sit down to play the Orbiter, we hope that you may use this device to connect to your unconscious memory to give an understanding of the task that you are about to perform. Use your imagination.

Reach into the part of you that was there at the beginning of everything. The part of you that understands that you are but a tiny speck on a planet that is a slightly larger speck in a solar system that is just a slightly larger speck in the cosmos. Now that you realize your relative importance in the cosmos you will realize that there is something much greater than yourself. You will realize that your conscious and unconscious potential to understand how bodies move through space is limitless, and so you will realize that you already know how to do these swings, you just need to tap into your unconscious memory.

Those of us at Copplestone Games who are exploring the Orbiter's expanding educational potential wish to suggest a connection between the Orbiter and Universal Consciousness by positing a connection between the orbiting ring toss swing and the process of life.

We hypothesize that as there are two parts to each orbiter swing, there are two parts to the systems that support life.

Orbiter Examples; (1. the pulling back 2. the moving forward), (1. the storing up of energy 2. the letting go of that energy).

Life Examples; (1. the inhalation of oxygen 2. the exhalation of carbon dioxide), (1. the taking in and 2. the giving out), (1. The taking in of the elements of life, 2. the giving back of those elements).

We offer that the Orbiter is used to connect to a journey toward cooperation by way of a global understanding of consciousness and memory, and to an understanding of the unending process of which we are a part. The borrowing of essential elements of the universe, their temporary use by us, and their inevitable return to an ever-expanding universe.

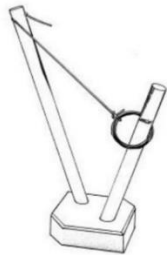
We like to think that as each instrument adds to, and enhances, an orchestra's sound the Orbiter can facilitate understanding, enhance our human experience, and give us one more instrument to play.

Players may experience some missed swings at first (some sour notes) but if they are motivated and open-minded, they will learn to perform each swing with skill and ease.

We make the Orbiter with the hope that it can be used as a way to begin a conversation and to familiarize us with the concepts that our *Identity* may be a part of a *Universal Identity*, our *Mind* may be a part of a *Universal Mind* so that as our education and particularly our knowledge of science and technology grows, this knowledge will be safe with us, and we will use our education wisely.

Written by; David W. Copplestone with reference to; The Legend of Newton's Apple Tree

Orbiter - Cosmic Connection



Orbiter

Accepting the idea that *the purpose of life is to experience it*, the orbiter was invented, developed, and used, as a motivation for its inventor to explore and become more knowledgeable of the potential to experience life profoundly.

Through this two-step breathing exercise, the Orbiter can be used as a symbol and a device to remind all players of their potential to experience a more profound life. Breathing is fundamental.

Orbiter Breathing Exercise

1. Inhale as you set up for Orbiter swings 1-3.
2. Exhale as you make the swings 1-3.
3. Inhale and exhale as you set up for swings 4-6.
4. Inhale and exhale as you make the swings 4-6.

Yoga



Meditation

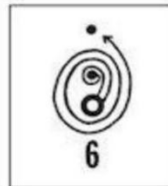
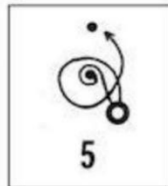
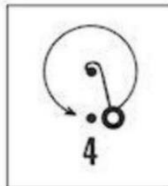
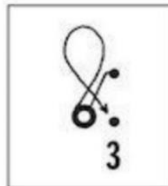
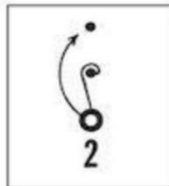
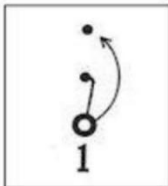
Orbiter aspires to be a symbol of Peace Higher Consciousness.

Part of the Orbiter experience is to explore the idea that you will be a more pleasant person once you, recognize, respect, and appreciate, every life as a piece of life and every inanimate object as a piece of creation. You may then be able to separate from your mind and body and see yourself as a piece of creation blessed with the awesome potential to experience life profoundly. We are all orbiters riding on planet earth in orbit around the sun. Using your memory and imagination you can realize your potential to make any Orbiter swing if you wish and to enjoy a bliss-filled life. Look inward.

Orbiter's Cosmic Connection

We posit that a connection is made between the force that holds the Orbiter ring in orbit around the post with the force that holds the moon in orbit around the earth and the earth and the other planets in orbit around the sun. This connection invites us to see the Orbiter as a symbol, to explore, experience, ponder, and meditate on, the fundamental questions of universal intelligence.

Orbiter Lesson #1: Whether you ring it or not, is a little bit memory, a little bit imagination, and a little bit motor skill. Whether you react with calmness and peacefulness is 100% up to you. There is always room for improvement in all these aspects of the game.



ORBITER

Every time
an Orbiter
swings,



A wish for
Peace
takes wing.

Interactive Public Art Display



O
R
B
I
T
E
R

OrbitingRingToss

Peace Symbol

Sculpture

Message of Peace

You can't control what happens to you, 100%.
But you can control how you react to it, 100%.

Take a Swing - all free

coplestonegames.com



Liberty Bell



American Flag



A wish for peace takes wing!



El Toro – Bullshot



Orbiter 12"



Orbiter 6"



Peace

Orbiter – A Symbol for Conservative Ideas

How did you come to see the Orbiter game as a symbol for Conservative Ideas?

Two things in particular have occupied my thinking over a considerable time - the evolution of ideas through the study of world history - and the Orbiter, my orbiting post to post ring toss game.

I think it was inevitable that I would eventually conflate the two.

When I look at the Orbiter, I see the base as a symbol for the history and philosophy of ideas on Earth, and out of that base, emerges two posts representing the Declaration of Independence and the Constitution. I've learned that these two documents have proved to be man's best ideas to guide individuals in ways to cooperate and get along with each other.

From the longer post, a string representing the rule of law is tied, and tied to the string is a ring representing liberty and freedom.

A republic and the orbiter ring flying around can both seem frustrating uncontrolled and messy at times, but they represent man's best chance to chart his own course, his individual *pursuit of happiness*, his search for The Good, The True, and The Beautiful.

The string is there to hold the rule of law in place to ensure that we don't blunder our way back into the law of the jungle and chaos.

To protect the viability of the string and the ability of the ring to swing freely, the population must be educated, moral, and ethical.

To trust each other, the participants must be logical, consistent, and empathetic, and for the systems to be successful, the participants must have access to, and be motivated to seek the truth always.

Under this system of government individuals are free to choose their own path, take their swing. Risk is rewarded, and if they fail, they have the opportunity and are encouraged to KEEP SWINGING!!!

copplostonegames.com

myringtossgame.com

by: David W. Copplostone

05/29/2022

Orbiter – A challenging game, a decorative symbol of conservative ideas.