



ORBITER™

**RING
TOSS
GAME**

Make a wish, put a ringer on it!



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

LET FREEDOM RING!

Orbiter, putting a positive spin on our world.



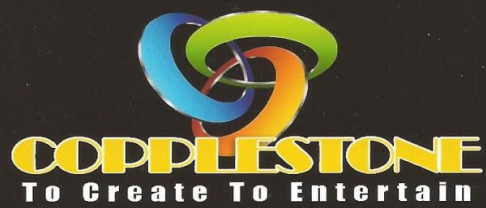
**Orbiter
Grand
Slam**



coppystonegames.com

Message of peace:
"The day the power of love
over rules the love of power,
the world will know peace."
— Mahatma Gandhi

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ORBITER™ Grand Slam

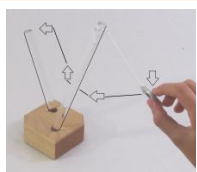
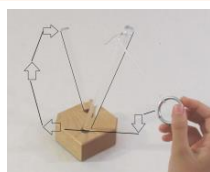
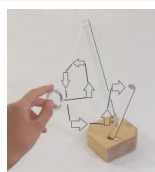
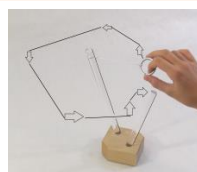
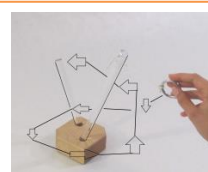
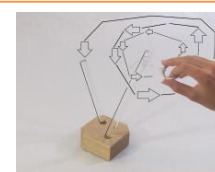
- Ring toss game -

To score the Classic Grand Slam is **HUGE!**

· Challenging · Engaging · Decorative

COFFEE TABLE - DESKTOP - BAR

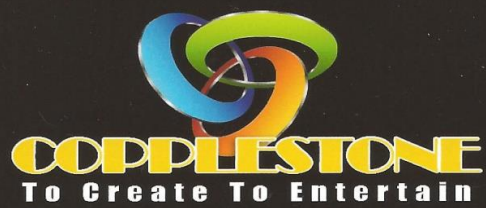
ART IN MOTION



To score the "Orbiter Grand Slam" make six ringers in a row using swings #1,#2,#3,#4, #5 and the last and most challenging of all, Swing #6.

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, and then to see which player will make the most ringers using those swings in order to win the match.

In order to score the Orbiter Grand Slam you must make six ringers in a row using all six swing types. For the last and most difficult of the grand slam swings you must make the ring fly around the taller post 2.5 times before landing on the shorter post. The swing concepts can be understood in minutes but they may take a lifetime to perfect. Part of Orbiters appeal is learning the swings, and then teaching the swings to others.



ORBITER™ Race to 21

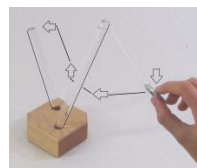
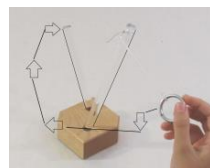
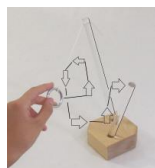
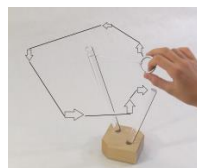
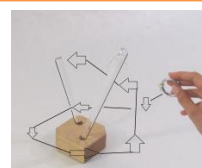
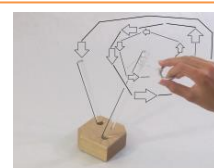
Race to 21 High Matches

Score the Orbiter Classic Grand Slam!

· Challenging · Engaging · Decorative

COFFEE TABLE - DESKTOP - BAR

ART IN MOTION



Orbiter – Race to 21 - A

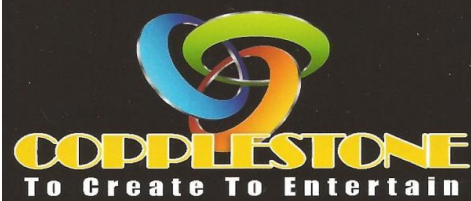
The object is to be the first player or team to score 21 points using the ring toss game Orbiter. Each swings type (#1-#6) is different with increasingly difficult swing paths that have different point values (1-6). Players have one swing per turn and play is continuous. Players must have an equal number of turns per game and if more than one player or team has at least 21 points the highest point total wins. Ties are settled in a sudden death playoff.

Orbiter - Race to 21 Hi Matches

The object is to be the first player or team to score 21 points using the ring toss game Orbiter. Each swings type (#1-#6) has a different point value (1-6). Players have one swing per turn and play is continuous.

In the Hi Matches version of Race to 21 teams may score points only when they have matched their opponent's highest scored swings type. Example Team A makes a ringer using Swing # 4 and scores 4 points. Team B may only score points using swings type #4 or higher. Once they score a ringer using swing #4 or higher they may score points using any swings type that they choose to as long as it is equal to or greater than their opponents last successful swings type. If in the earlier example Team B were to score a ringer using swing #5 they would score 5 points and Team A would then be required to use swings type #5 or higher. Once the teams have matched each-others high swings type they are free to use any higher or lower swings type.

Master the Orbiter's six swings for Orbiter Gold.



ART IN MOTION

ORBITER™

ORBITER
Gold medal

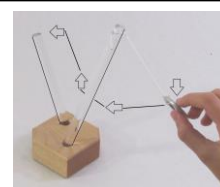


Six Swings
Champion

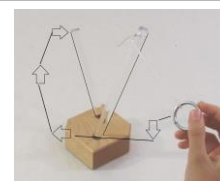
Swing descriptions: To learn the swings, please use the text and diagrams below and the video demonstrations at copplostonegames.com. Steady the Orbiter base with your left hand.



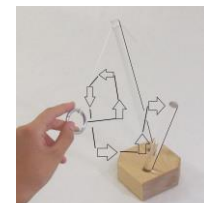
Swing # 1 – Position the base so that the long post is closest to the player. An imaginary line drawn through the bases of the two posts should point at the player's right shoulder. Draw the ring back to the right side of the tall post so that the ring is held between the post and the player and at about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



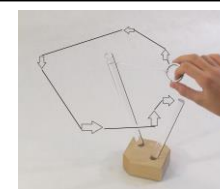
Swing # 2 - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point right between the player's eyes. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between the post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



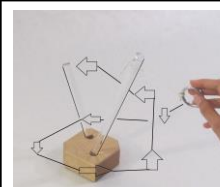
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the players right at about a 45 degree angle. Draw the ring straight back so that the ring is held between the long post and the player, at a height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



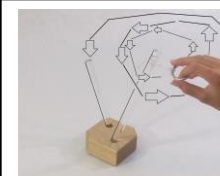
Swing # 4 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point at the player. Wrap the ring around to the left and in front of the taller post. Draw the ring straight back so that the ring is finally held directly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



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



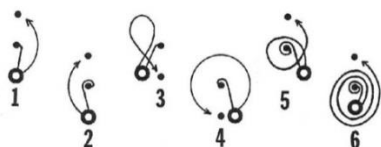
Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn through the base of the two posts should point at the player's right shoulder. Wrap the ring to the left twice around the tall post and draw the ring back so that the ring is held between the tall post and the player at about the height of the tall post. Swing the ring straight out to the right. The ring's momentum should carry the ring around the tall post twice as gravity slowly brings the ring down, so that it catches onto the short post. Ringer!





COPPLESTONE'S ORBITER™

ORBITER™ CLASSIC



Points when playing OMOTION using Model # 1035R

Swing # One – one point
Swing # Two – two points
Swing # Three – three points

Swing # Four – four points
Swing # Five - five points
Swing # Six – six points

OMOTION – The player with the most points in three sets wins the match!

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.

In order to have competitive games between both new and experienced orbiter players, players may choose to receive different point values according to their orbiter expertise. Agree on all players' levels of expertise (6-1) before the match begins.

Level:

- 6 - Orbiter pre-school - Players who have not yet made more than 3 ringers in a set receive six points for any ringer during the match.
- 5 - Orbiter middle school - Players who have made 6 or more ringers in a set receive five points for any ringer during the match.
- 4 - Orbiter under graduate - Players who have made 9 ringers in a set receive four points for any ringer during the match.
- 3 - Orbiter graduate - Players who have made 12 ringers in a set receive three points for any ringer during the match.
- 2 - Orbiter masters graduate - Players who have made 15 ringers in a set receive two points for any ringer during the match.
- 1 - Orbiter PHD - Players who have made 18 ringers in a set receive only one point for any ringer during the match.

Orbiter PHD - A graduate from the Orbiter School of Motion with a PHD in Motion.

Orbiter masters graduate - A Graduate from the Orbiter School of Motion with a Masters Degree in Motion.

Orbiter graduate - A graduate from the Orbiter School of Motion with a Degree in Motion.

Orbiter under graduate - An under graduate from the Orbiter School of Motion, majoring in Motion.

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

Swing # 1 - With the long post toward the player, swing # 1 requires that the ring be drawn back to the right side of the long post.

Swing the ring down and then up **onto the shorter post**.

Swing # 2 - With the long post toward the player, swing # 2 requires that the string be looped left and drawn back. Swing the ring down and then up **onto the shorter post**.

Swing # 3 - With the short post toward the player, swing # 3 requires that the ring be pulled back, up and out several inches to the left of the shorter post. Swing the ring down toward the base of the longer post. It will then curve out and then back and up **onto the shorter post**.

Swing # 4 - With the shorter post toward the player, swing # 4 requires that the string be looped around the long post to the right and back so that the ring is held over the top of the short post. Swing the ring out to the right. It must travel all the way around the long post up **and onto the shorter post**.

Swing # 5 - With the long post toward the player, swing # 5 requires that the string be looped once around the long post and then drawn out to the right of the top of the long post. Swing the ring down between the two posts. It will then loop out around and back up **onto the shorter post**.

Swing # 6 - With the long post toward the player, swing # 6 requires that the string be looped twice around the long post to the right and drawn back to the player. Swing the ring out hard to the right. It will travel back around the long post twice and then catch **onto the shorter post**.

With one hand hold the ring. The other hand should steady the base.



Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Total Points: _____

Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Total Points: _____

Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Total Points: _____

Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Total Points: _____

Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Total Points: _____

Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Total Points: _____

Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Total Points: _____

Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Total Points: _____

Name: _____

Swing # Points:

1. _____

2. _____

3. _____

4. _____

5. _____

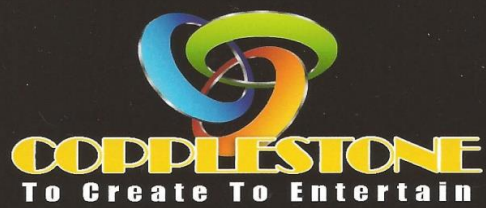
6. _____

Total Points: _____

Total Match Points: _____

Total Match Points: _____

Total Match Points: _____



ORBITER™ BASEBALL

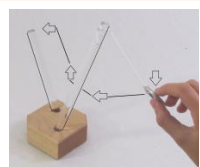
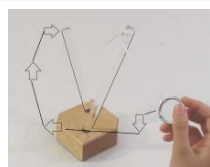
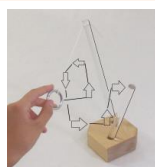
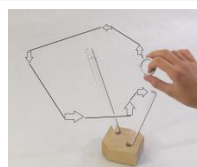
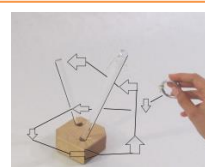
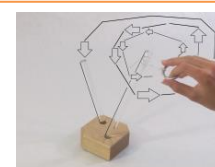
Grand Slam Ring toss game.

A Grand Slam is a very BIG HIT!

· Challenging · Engaging · Decorative

COFFEE TABLE - DESKTOP - BAR

ART IN MOTION

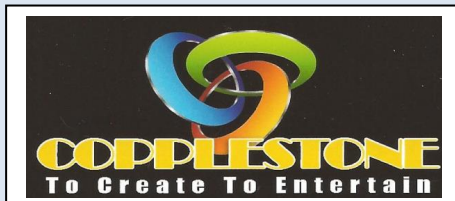


To score the “Orbiter Baseball Grand Slam”, first fill the game’s bases with runners, then make the ring fly around the taller post 2.5 times and land on the shorter post.

Object of the game: Set the ring in motion from one, taller, uniquely angled post, and ring the second, shorter, conversely angled post. This can be accomplished using a limitless number of pathways.

If you use just the right amount of force, angle, and slope, you will have a ringer every time. As players build their understanding of how to move the Orbiter’s ring through space, this brain teaser will help develop their powers of concentration, eye to mind to hand coordination, logic, and reasoning. The Orbiter is designed to have the sculptural look of a work of art combined with the function of a very dynamic and challenging ring toss game. Learn, teach and explore Newton’s Laws of Motion as you master the many Orbiter swings.

- Ringers - drive the base running action in Orbiter Grand Slam, the way that - Hits - drive the base running action in baseball.



Orbiter™ Baseball Grand Slam

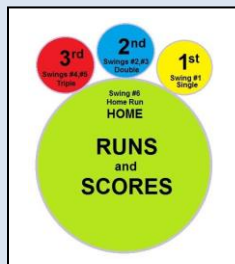


Orbiter Baseball Grand Slam Ring Toss

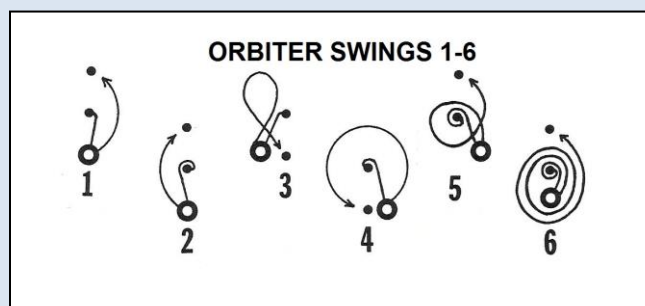
Two teams of one or more players each, compete to see who can make the most ringers and thereby score the most runs using the "Orbiter" ring toss game. Ringers - drive the base running action in Orbiter Grand Slam the way that - Hits - drive the base running action in Baseball.

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.

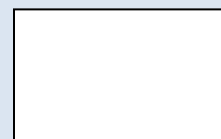


Orbiter Grand Slam Ring Toss 2 – the swing expert's favorite.

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.

Use these six swing types in the order listed here: Swing #1, (Swing #2 or Swing #3), (Swing #4 or Swing #5), and Swing #6.

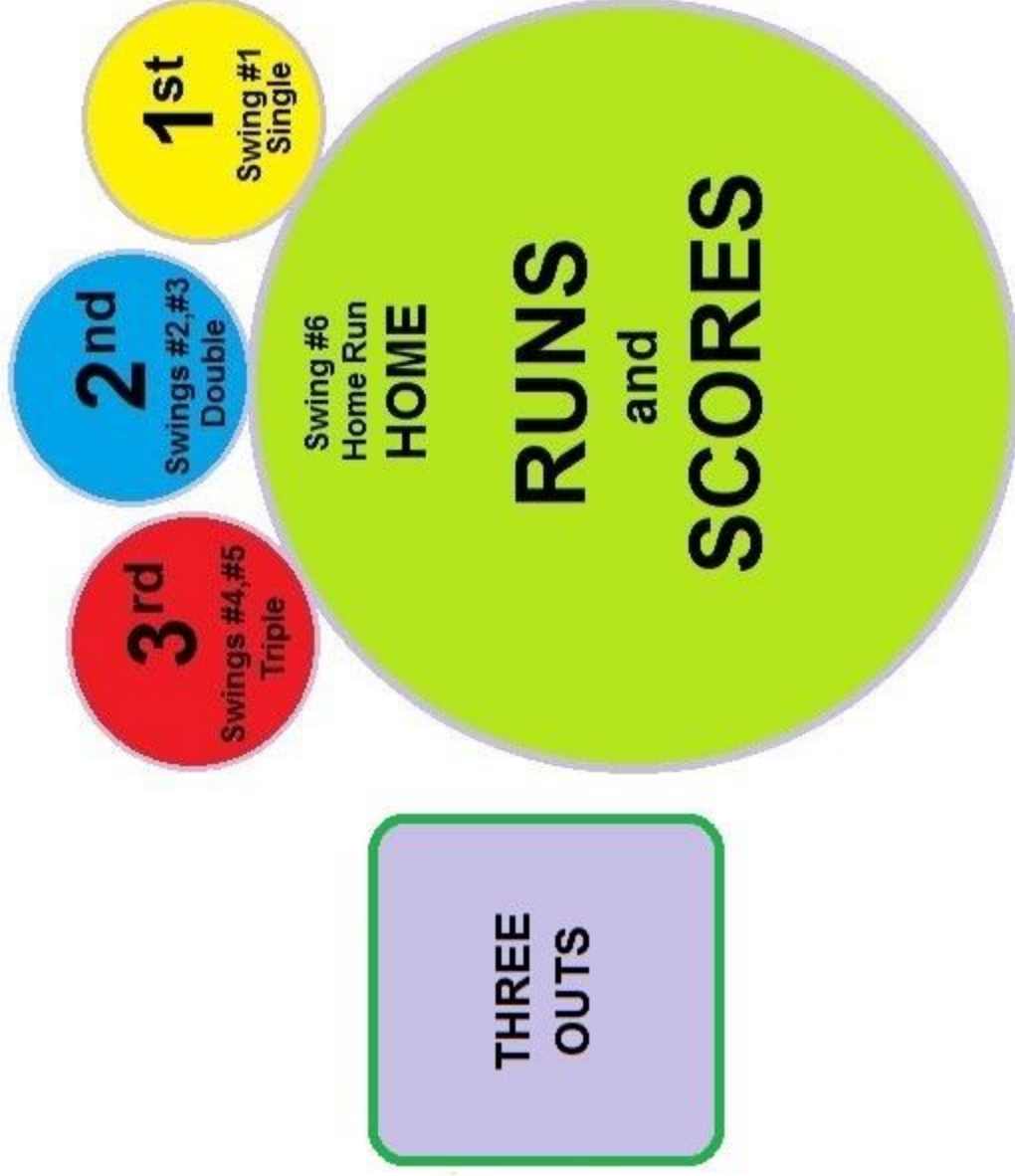
1. A player of Team A must attempt Swing #1. A miss is scored as an out and a chip must be placed in the Outs Circle. A ringer is scored as a hit and they must move one of their chips to first base.
2. Once a player has made swing #1 a player of Team A must attempt Swing #2 or Swing #3. Any time the player misses they must place a chip in the Outs Circle. When a ringer is made they must move their runner chip from first base to second base. The players must try again and again until they either have three outs or they complete the swing.
3. Once a player has made swing #2 or #3 a player of Team A must attempt Swing #4 or Swing #5. Anytime the player misses they must place a chip in the Outs Circle. When a ringer is made they must move their runner chip from second base to third base. The players must try again and again until they either have three outs or they complete the swing.
4. Once a player has made swing #4 or swing #5, a player of Team A must attempt Swing #6. Anytime the player misses they must place a chip in the Outs Circle. When a ringer is made they must move their runner chip from third base to home base which scores a run. Move the chip into the Home Base Circle. Begin again with swing #1. The players must try again and again until they either have three outs or they complete the swing.
5. When Team A has missed three times, they must remove their chips from the Outs Circle and from the Base Circles in order to make room for Team B.
6. Team B must repeat the process that Team A followed. 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.
7. Play is continuous until the ninth inning is completed.
8. Ties are broken by playing complete innings of sudden death overtime.
9. The team with the most runs scored wins.



Orbiter Grand Slam

INNINGS

9	8	7	6	5	4	3	2	1
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ORBITER™

SERVE and VOLLEY

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).





ORBITER™

SERVE and VOLLEY

Orbiter Serve and Volley Scoring and Doubles Volley Procedure

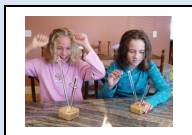
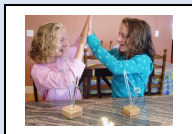
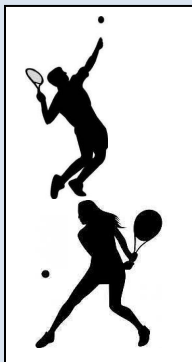
Orbiter Serve and Volley, a game in which two opposing players, (singles) or pairs of players (doubles), use an orbiter ring toss toy to play a game using a scoring system that is similar to the one used in tennis. The object is to have players return ringer after ringer, until someone fails to return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

• DOUBLES VOLLEY PROCEDURE

- Team A: Players A1 and A2.
- Team B: Players B1 and B2.
- Team A sits across the Orbiter table from team B. Player A1 across from B1, A2 across from B2.
- 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).
- Point one - Player A1 serves to player B1. B1 volleys to A2. A2 to B2. B2 to A1. A1 to B1 etc. until the point is one.
- Point two - Player A2 serves to player B2. B2 volleys to A1. A1 to B1. B1 to A2. A2 to B2 etc. until the point is one.
- Point three - Before the serve, players B1 and B2 switch positions and designations, then player A1 serves to player B1. B1 volleys to A2. A2 to B2. B2 to A1. A1 to B1 etc. until the point is one.
- Point four - Player A2 serves to player B2. B2 volleys to A1. A1 to B1. B1 to A2. A2 to B2 etc. until the point is one.
- Point five - Before the serve, players B1 and B2 switch positions and designations, then player A1 serves to player B1. B1 volleys to A2. A2 to B2. B2 to A1. A1 to B1 etc. until the point is one.
- This procedure repeats until the game is won.
- A player/team must win six games to win a set, but must win by at least 2 games.
- 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).





ORBITER™

The tabletop ring toss game.

ORBITER BASEBALL

Orbiter Baseball Scoring System

Orbiter Baseball, a game in which two opposing players, (singles) or pairs of players (doubles) or more than two players (teams), use an orbiter tabletop ring toss toy to play a game using a scoring system that is similar to the one used in baseball. On offense, the object is to make hits, and score runs, when your opponent fails to answer a ringer with a ringer. On defense, the object is to make outs when your opponent fails to answer your ringer with a ringer. The object of the game is to score the most runs in nine innings. The player at bat chose's the swing type (from among the six orbiter swing types, designated swing #1-swing #6 as diagramed) anytime he shoots. The player on defense must always use the swing type chosen by the player on offense.

SCORING

- Begin with a coin toss. The player who wins the coin toss takes the first at bat. That player remains at bat until he commits three outs. The teams then switch positions. The fielding team is next to bat.
- To begin each at bat the player on offense attempts to make a ringer using any one of six swings -types. He has two tries to make a ringer. Score one out for the fielding team if he fails to make a ringer in two tries.
- Once a ringer has been made, the opposing player, the fielder, has one chance to answer the ringer with a ringer. When the fielder returns the at bat player's ringer with a ringer then the at bat player has one try to answer the defender's ringer with a ringer. The play repeats until a player fails to return a ringer with a ringer. Shots between the players can be unlimited. One base is awarded to the at bat player, or team, whenever the fielder fails to answer a ringer with a ringer. There are three bases to fill, and then each failed play by the fielder drives in a run.
- The defending team scores an out whenever the at bat team fails to answer the fielder's ringer with a ringer.
- There are three outs, per team, per inning.
- There are nine innings per game.
- Whoever has the most runs after nine innings, wins.
- The player at bat may always choose among any of the six swing types.
- Example: Player (A) wins the toss and attempts to make a ringer using swing #3. He makes the hit (ringer, hoop). The fielding player (B) must attempt the same shot (swing #3). If player (B) answers the ringer with a ringer, no points are scored. Player (A) then attempts a new swing. If player (A) misses this shot then player (B) scores one out. Players may return ringer after ringer, (or hoop after hoop, if you are playing with an Orbiter ball toss), until their opponent fails to return a ringer.
- When playing doubles or teams, line up across from each other and go down the line passing the Orbiter back and forth between the two teams.

ORBITER
Gold medal



Six Swings
Champion





ORBITER™

The tabletop ring toss game.

ORBITER BASKETBALL

Orbiter Basketball Scoring System

Orbiter Basketball, a game in which two opposing players (singles), or pairs of players (doubles), or more than two players (teams), use an orbiter tabletop ring toss toy to play a game using a scoring system that is similar to the one used in basketball. Points are awarded to a player or team whenever the opponent fails to answer a ringer with a ringer. On offense, the object is to score points. When the defense player fails to answer a ringer with a ringer, the offense player scores a point. On defense, the object is to take possession of the ball and go on offense. The defense player takes possession of the ball when the offense player fails to return the defense player's ringer with a ringer. The player on offense chooses the swing type (from among the six orbiter swing types, designated swing #1-swing #6 as diagramed) anytime he shoots. The player on defense must always use the swing type chosen by the player on offense.

SCORING

- Begin with a coin toss. The player who wins the coin toss takes the first shot.
- To begin the game, the offense player has two tries to make a ringer. If he fails to make a ringer, the possession of the ball goes to his opponent and he has two chances to make a ringer. Repeat the process until a ringer is made.
- Once a ringer has been made, the opposing player becomes the defender, and has one chance to answer the ringer with a ringer. When the defender returns the offense player's ringer with a ringer then the offense player has one try to answer the defender's ringer with a ringer. After this, each player/team shall shoot alternately for the duration of the game.
- Points are awarded to a player or team whenever the opponent fails to answer a ringer with a ringer. Shots between the players can be unlimited. The player on offense has the choice of any of six swings every time they take a swing.
- The offense player has possession of the ball, until he fails to answer the defense player's ringer with a ringer. Then, his opponent has two chances to make a ringer, if he fails to make a ringer the possession changes again. Repeat the process until a ringer is made.
- Example: Player (A) wins the toss and attempts to make a ringer using swing #3. He makes the shot (ringer). The opposing player (B) must attempt the same shot (swing #3).
- If player (B) answers the ringer with a ringer, no points are scored.
- Player (A) then attempts a new swing. If player (A) misses this shot then player (B) gets the point and goes on offense. He may then use any one of the six swings- types, and if he makes the shot then player (A) goes on defense and must attempt that same swing.
- A game is played to a time limit of ten minutes. When the buzzer sounds signaling that time's runs out, the player who has scored the most points wins.
- When playing doubles or teams, line up across from each other and go down the line passing the Orbiter back and forth between the two teams.





ORBITER™

The tabletop ring toss game.

Orbiter Football Scoring System

ORBITER FOOTBALL

Orbiter Football, a game in which two opposing players, (singles) or pairs of players (doubles) or more than two players (teams), use an orbiter tabletop ring toss toy to play a game using a scoring system that is similar to the one used in football. Yards are awarded to the offense and downs are awarded to the defense, whenever the opponent fails to answer a ringer with a ringer. On offense, the object is to gain yards, and make touchdowns. On defense, the object is to make four downs, take possession of the ball, and go on offense. The offense player/team is awarded 20 yards when the defense player/team fails to answer the offense player's ringer with a ringer. Downs are awarded to the defensive player/team whenever the offensive player/team fails to answer their ringer with a ringer. The player on offense chooses the swing type every time he shoots (from among the six orbiter swing types, designated swing #1-swing #6 as diagramed). The player on defense must always use the swings type chosen by the player on offense.

SCORING

- Begin with a coin toss. The player who wins the coin toss takes the first possession of the ball. That player remains in possession of the ball, and on offense, until he either scores a touch down or he loses possession of the ball. The offense player loses possession of the ball when they fail to score a touchdown in four downs.
- Player's begins each possession with the ball on their twenty yard line.
- The offense player gains 20 yards each time the defense player fails to answer his ringer with a ringer. The field is 100 yards long. Four points will result in a touch down.
- To begin each possession the player on offense attempts to make a ringer using any one of six swing types. When the offense player fails to make a ringer in two tries score one down, for the defense.
- Once a ringer has been made, the opposing player, (the defender), has one chance to answer the ringer with a ringer. When the defense player returns the offense player's ringer with a ringer then the offense player has one try to answer the defender's ringer with a ringer. The play repeats until the offense player or the defense player fails to answer a ringer with a ringer. Shots between the players can be unlimited. Yards are awarded to the player on offense whenever the defender fails to answer a ringer with a ringer. The defending team scores a down whenever the player on offense fails to answer the defender's ringer with a ringer.
- Failing to answer a defending teams ringer, results in one down.
- There are four downs in a possession.
- There is one possession, per player/team, per quarter. There are four quarters in a game.
- The player/team with the most touch downs at the end of four quarters wins the game.
- The player on offense may always choose among any of the six swings types.
- The defender must always use the same swing s types that the offensive player used.
- Example: Player (A) wins the toss and attempts to make a ringer using swing #3. He makes the (ringer, hoop). The opposing player (B) must attempt the same (swing #3). If player (B) answers the ringer with a ringer, no points are scored. Player (A) then has one attempt at a new swing. If player (A) misses this shot then player (B) scores a down.
- When playing doubles or teams, line up across from each other and go down the line passing the Orbiter back and forth between the two teams.





ORBITER™

The tabletop ring toss game.

ORBITER GOLF

Orbiter Golf Scoring System

Orbiter Golf, a game in which two opposing players, (singles) or pairs of players (doubles), use an orbiter tabletop ring toss toy to play a game using a scoring system that is similar to the one used in golf. The object is to have players return ringer after ringer, (or hoop after hoop if you are playing with an Orbiter ball toss), until someone fails to return a ringer. Holes are awarded to a player or team whenever the opponent fails to answer a ringer with a ringer. The leadoff player is the offense player and chose's the swing type (from among the six orbiter swing types, designated swing #1-swing #6 as diagramed) every time he shoots. The following player is the defense player, and must always use the swing type chosen by the lead off player.

SCORING

- Begin with a coin toss. The player who wins the coin toss has two choices. He may either take the odd numbered holes and the first shot, or take the even numbered holes.
- The leadoff player at each hole has two swings to make a ringer. If he fails to make a ringer in those two swings, the hole is awarded to the opposing player and play moves on to the next hole, and the next lead off player repeats the process.
- Once the lead off player has made a ringer, the defense player (the following player), has one chance to answer the lead off player's ringer, with a ringer. When the following player returns the leadoff player's ringer with a ringer then the leadoff player has one try to answer the defense player's ringer with a ringer. The play repeats until a player fails to return a ringer with a ringer. Shots between the players can be unlimited. Points (holes) are awarded to a player or team whenever the opponent fails to answer a ringer with a ringer, or when the leadoff player fails to make a ringer in two tries to begin the hole. The leadoff player always has the choice of any of six swing- types.
- Example: Player (A) wins the toss, takes the odd holes, and attempts to make a ringer using swing #3, at hole #1. He makes the shot (ringer). The opposing player (B) must attempt the same shot (swing #3). If player (B) answers the ringer with a ringer, no points are scored. Player (A) then must attempt, and make, a new swing. If player (A) misses this shot then player (B) gets the point and the hole. Play moves on to hole number two. As the leadoff player at hole #2, player (B) may use any one of the six swing types, and if he makes the shot, then player (A) as the defense player must attempt that same swing.
- There are eighteen holes in the match.
- Whoever wins the most holes of eighteen, wins the match.
- Ties are settled by a three hole playoff. A coin toss decides who goes first.
- When playing doubles or teams, line up across from each other and go down the line passing the Orbiter back and forth between the two teams.

ORBITER
Gold medal



Six Swings
Champion





ART IN MOTION

ORBITER™

SHIPWRECK / Lifeboat™ / The ORBITER™ game summary.

There is a crew ship sinking in a storm far out at sea. There are 1,200 people on board and the ship is taking on water fast. The ship is listing very badly and the passengers are being swept overboard into shark infested waters each time the waves crash onto the deck.

Orbiter players take turns trying to rescue the passengers from the shark infested water with the orbiter life ring.

Each time a player misses a swing, ten passengers are swept overboard, by the waves, and into shark infested waters.

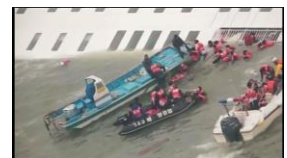
Each time a player makes a ringer, he rescues all the swimmers from the water (onto his lifeboat).

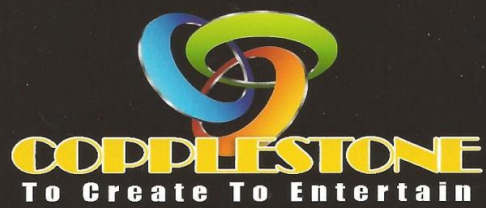
Players take turns attempting to make a ringer. One swing per turn and the swing type changes each turn. The first player attempts swing #1, the second player attempts swing #2, and so on, in a continuous rotation using swings #1 - #6, until all the passengers have either been rescued or the ship has sunk, ending the game. Put a timer on for the time that you decide that it takes for the ship to sink.

Keep track of how many swimmers are in the water and how many swimmers are rescued and recovering on which payer's lifeboats. The simplest way to keep track is to make a check mark, on a piece of paper, each time a swing is missed. When someone makes a ringer, draw a circle around the checkmarks, count the number of check marks inside the circle, multiply that number by ten, and award that number to the person who made the ringer. Put a line through the circle and go on with the game, but before the next player takes their swing ten more passengers have been swept overboard. Each lifeboat holds 50 passengers. When your first lifeboat is full you get another one.

See who can rescue the most passengers.

If you are playing with a number of players that is a multiple of six, start the next series of swings with swing #2 instead of swing # 1. Mix it up so that players are not stuck with the same swing each time.





COPPLESTONE'S ORBITER™

ART IN MOTION

Play the orbiter ring toss game:



OMOTION™

O-MOTION-1: See who can make the most ringers!

Players take turns: three swings of one swing type per turn, six swing types in all (1-6). Make as many ringers as you can. The more difficult the swing types the higher the point value that 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.

OMOTION-2: The first player to make one ringer of each of the six orbiter swings wins!

OMOTION-3: The first player to make three ringers of each of the six orbiter swings wins!

OMOTION-4: The first player to make six ringers in a row wins!

(Player must complete orbiter swings #1 - #6 in order, no misses.)



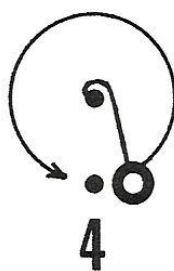
1



2



3



4



5



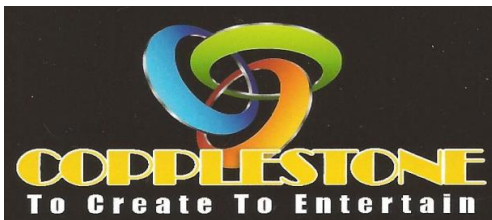
6



Ages 5 and up

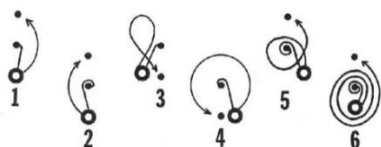
Email: copplestonegames@verizon.net

Web.: www.copplestonegames.com



COPPLESTONE'S ORBITER™

ORBITER RING RACE



Points when playing RING RACE using Model # 1035R

Swing # One – one point

Swing # Two – two points

Swing # Three – three points

Swing # Four – four points

Swing # Five - five points

Swing # Six – six points

ORBITER RING RACE- ring race to 3 - Pass the Orbiter™ around the table of players. Each player has one swing per turn per round to try to score a ringer. Attempt any one of the six swing types that you wish. The first player to score 3 ringers wins the game. Play as many rounds as you need to produce a winner.

RING RACE - points – Race to 21 - Pass the Orbiter™ around the table of players. Each player has one swing per turn per round to try to score a ringer. Try any swing that you wish. There are six different swings to choose from and each swing has a different point value. Add up your points as you play, the first player to score 21 points wins the game. Play as many rounds as you need to produce a winner.

RING RACE – points – handicap – Play as you would “ring race – points” but depending on how skilled an orbiter player you are, you will either be going for 3, 7, 11, 15 or 21 points to win the RING RACE! This method will equalize the playing field. You have to do a good job handicapping the player's skills. (A beginner is a level 1 - going for 3 points to win, a level 2 player is going for 7 points to win, a level 3 player is going for 11 points to win, a level 4 player is going for 15 points to win and an expert is level 5 - going for 21 points to win.)

Beginner - In TEN SWINGS, how many points can you score using any of the Six swings? (Maximum possible score = 60 points)

Expert - In ten sets of six swings, how many points can you score? (Maximum possible score = 210 points)

Professional - In TEN MINUTES, how many sets of the six swings can you perform? Maximum possible score = unknown, record to date is 423 points)

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

Swing # 1 - With the long post toward the player, swing # 1 requires that the ring be drawn back to the right side of the long post. Swing the ring down and then up **onto the shorter post**.

Swing # 2 - With the long post toward the player, swing # 2 requires that the string be looped left and drawn back. Swing the ring down and then up **onto the shorter post**.

Swing # 3 - With the short post toward the player, swing # 3 requires that the ring be pulled back, up and out several inches to the left of the shorter post. Swing the ring down toward the base of the longer post. It will then curve out and then back and up **onto the shorter post**.

Swing # 4 - With the shorter post toward the player, swing # 4 requires that the string be looped around the long post to the right and back so that the ring is held over the top of the short post. Swing the ring out to the right. It must travel all the way around the long post up **and onto the shorter post**.

Swing # 5 - With the long post toward the player, swing # 5 requires that the string be looped once around the long post and then drawn out to the right of the top of the long post. Swing the ring down between the two posts. It will then loop out around and back up **onto the shorter post**.

Swing # 6 - With the long post toward the player, swing # 6 requires that the string be looped twice around the long post to the right and drawn back to the player. Swing the ring out hard to the right. It will travel back around the long post twice and then catch onto **the shorter post**.
With one hand hold the ring. The other hand should steady the base.

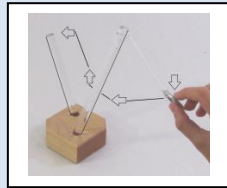
Email: coppystonegames@verizon.net

Web.: www.coppystonegames.com

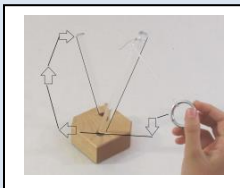


COPPLESTONE'S ORBITER™

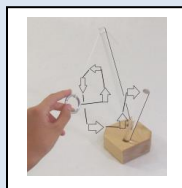
ORBITER GOLF



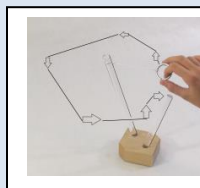
Swing one



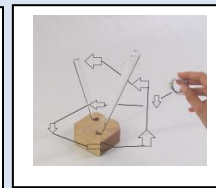
Swing two



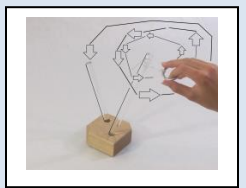
Swing three



Swing four



Swing five



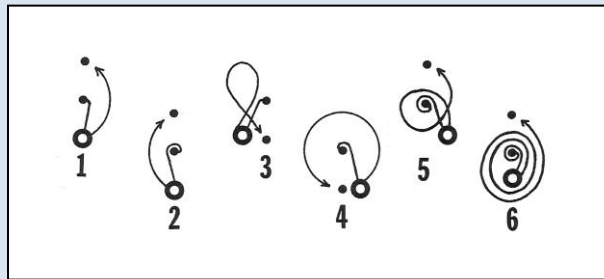
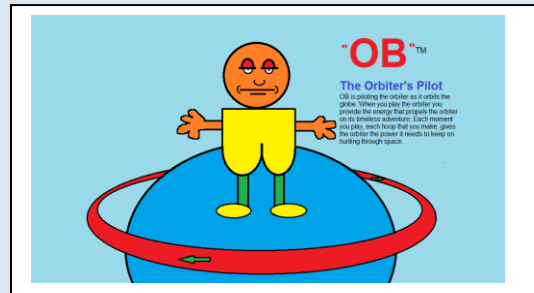
Swing six

The name of the game is - **ORBITER GOLF**
A game to be played on Coppelstone's Orbiter.

OK here's how you play.

Use a regulation scorecard from any par 72 golf course or use our scorecard to keep your score.

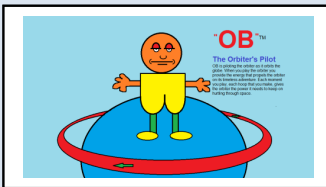
Use the six swings of the orbiter as if they were your golf swings. Swing #6=Triple Eagle, Swing #5= Double Eagle, Swing #4=Eagle, Swing #3=Birdie, Swing #2=Par, Swing #1=Bogey.



When you are playing the Par Fives, you must begin with swing #6. If you make a ringer on your first swing, you score a one on your scorecard at that par five for a Triple Eagle or Condor and move on to the next hole. If you miss your attempt at swing #6, you next try swing #5. If you make the ringer, you score a two on your scorecard at that par five for a Double Eagle or Albatross and move on to the next hole. If you miss your attempt at swing #5 you next try swing #4. If you make the ringer, you score a three on your scorecard at that Par Five for an Eagle and move on to the next hole. If you miss your attempt at swing #4 you next try swing #3. If you make the ringer you score a four on your scorecard at that Par Five for a Birdie and move on to the next hole. If you miss your attempt at swing #3, you next try swing #2. If you make the ringer you score a five on your scorecard at that Par Five for a Par and move on to the next hole. If you miss your attempt at swing #2 you next try swing #1. If you make the ringer you score a six on your scorecard at that par five for a Bogey and move on to the next hole. If you miss your attempt at swing #1 you again try swing #1. If you make the ringer you score a seven on your scorecard at that par five for a double bogey and move on to the next hole. If you miss continue to use swing #1 until you do make a ringer or reach the maximum score which is double par at each hole. Use the same process when playing at the par fours and par threes.

When you are playing the Par Fours you must begin with swing #5. If you make a ringer on your first swing you score a one on your scorecard at that par four for a Double Eagle or Albatross and move on to the next hole. If you miss your attempt at swing #5 you next try swing #4. If you make the ringer you score a two on your scorecard at that par four for an Eagle and move on to the next hole. If you miss your attempt at swing #4 you next try swing #3. If you make the ringer you score a three on your scorecard at that par four for a Birdy and move on to the next hole. If you miss your attempt at swing #3 you next try swing #2. If you make the ringer you score a four on your scorecard at that Par four for a Par and move on to the next hole. If you miss your attempt at swing #2 you next try swing #1. If you make the ringer you score a five on your scorecard at that par four for a Bogey and move on to the next hole. If you miss your attempt at swing #1 you again try swing #1. If you make the ringer you score a six on your scorecard at that par four for a Double Bogey and move on to the next hole. If you miss continue to use swing #1 until you do make a ringer or reach the maximum score which is double par at each hole.

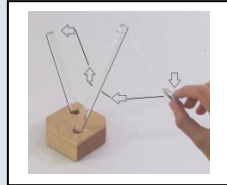
When you are playing the Par Threes you must begin with swing #4. If you make a ringer on your first swing you score a one on your scorecard at that par three for an Eagle and move on to the next hole. If you miss your attempt at swing #4 you next try swing #3. If you make the ringer you score a two on your scorecard at that par three for a Birdy and move on to the next hole. If you miss your attempt at swing #3 you next try swing #2. If you make the ringer you score a three on your scorecard at that par three for a Par and move on to the next hole. If you miss your attempt at swing #2 you next try swing #1. If you make the ringer you score a four on your scorecard at that Par Three for a Bogey and move on to the next hole. If you miss your attempt at swing #1 you again try swing #1. If you make the ringer you score a five on your scorecard at that par three for a Double Bogey and move on to the next hole. If you miss continue to use swing #1 until you do make a ringer or reach the maximum score which is double par at each hole.



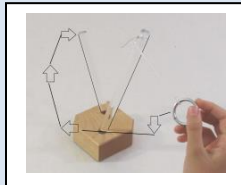
Copplestone's Orbiter™ Golf SCORECARD

copplestonegames.com

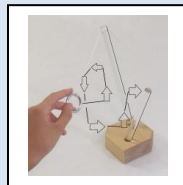
Participants name: _____ Date: _____



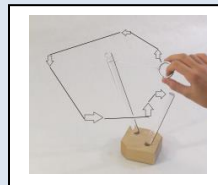
Swing one
six



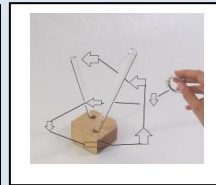
Swing two



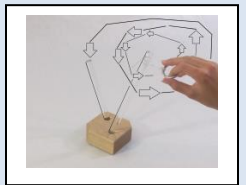
Swing three



Swing four



Swing five



Swing

Hole	
1.	Par 4 5.4.3.2.1.1.1.1
2.	Par 5 6.5.4.3.2.1.1.1.1.1
3.	Par 4 5.4.3.2.1.1.1.1
4.	Par 4 5.4.3.2.1.1.1.1
5.	Par 4 5.4.3.2.1.1.1.1
6.	Par 3 4.3.2.1.1.1
7.	Par 5 6.5.4.3.2.1.1.1.1.1
8.	Par 4 5.4.3.2.1.1.1.1
9.	Par 3 4.3.2.1.1.1

Hole	
10.	Par 5 6.5.4.3.2.1.1.1.1.1
11.	Par 3 4.3.2.1.1.1
12.	Par 4 5.4.3.2.1.1.1.1
13.	Par 5 6.5.4.3.2.1.1.1.1.1
14.	Par 4 5.4.3.2.1.1.1.1
15.	Par 4 5.4.3.2.1.1.1.1
16.	Par 4 5.4.3.2.1.1.1.1
17.	Par 3 4.3.2.1.1.1
18.	Par 4 5.4.3.2.1.1.1.1

OUT _____

IN _____

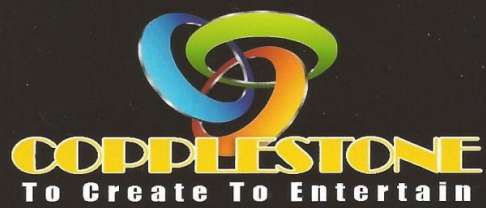
Player: X _____

Attest: X _____

TOTAL _____

Hcp _____

Net _____



COPPLESTONE'S ORBITER™

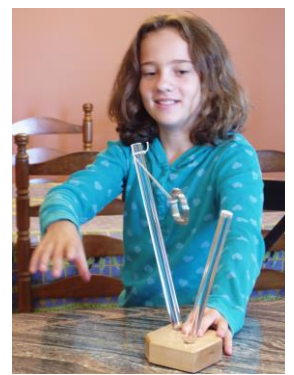
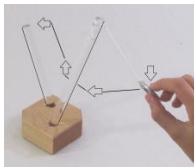
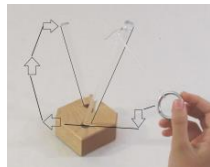
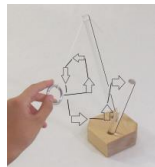
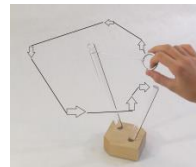
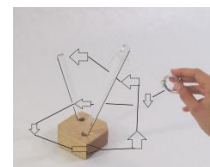
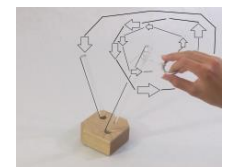
RING RACE TO 21

MEETING! BEACH PARTY! FAMILY GATHERING!

The orbiter provides two more great gifts:

1. The opportunity to learn these very challenging swings.
2. The opportunity to teach these new skills to others.

ART IN MOTION



Orbiter™ Ring Race to 21 – B

Players take turns trying to score a ringer as the Orbiter is passed around the table. There are six different swings to choose from, and each swing has a different point value. The swings point values range from one point for swing #1 to six points for swing #6. Players may choose to try any one of the six swings. Players may try up to six swings per turn to score a ringer depending on the swing that they choose (if they chose to try swing #1 they have only one try to score a ringer, but if they choose swing #6 they have six tries to make a ringer). There is a maximum of one ringer per turn per player. Add up your points as you play, the first player to score 21 points wins the game. Play as many rounds as you need to produce a winner.

