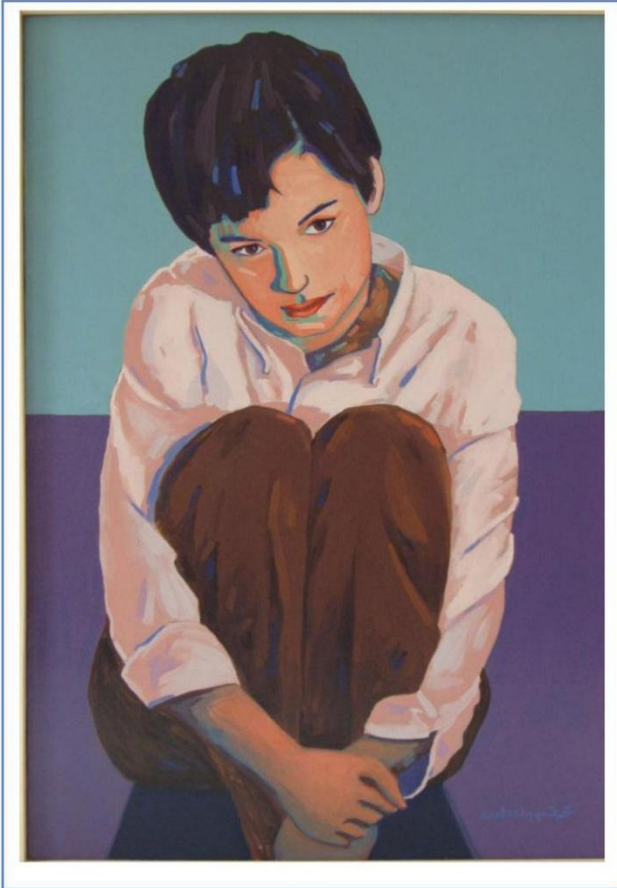


# COPPLESTONE

®

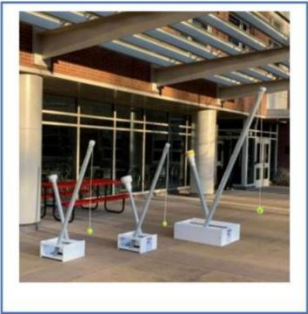
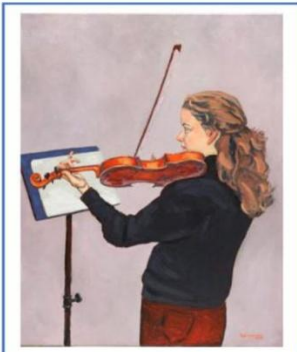
## ARTWORKS



## GAMES



ORBITER BALL & RING TOSS



ORBITING BALL TOSS

# GAMES



**COPPLESTONE**

®



**STAY ACTIVE**



**KEEP MOVING**

## Six Games / Four Swings

1. Grand-Slam, Most-In-A-Row
2. Best-Of-Ten, Most-In-A-Row
3. High-Point
4. Ball-Toss / Ring Toss
5. 4-Play
6. Game-Set-Match

[coppelstonegames.com](http://coppelstonegames.com)



**COPPLESTONE**®

# 4 Swings

## ORBITER BALL & RING TOSS

**COPPLESTONE**®

STAY ACTIVE

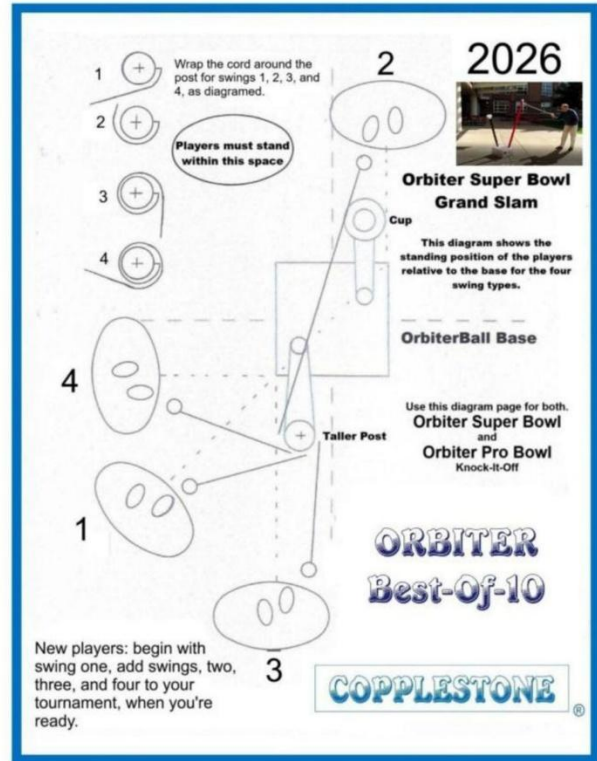


KEEP MOVING

### Six Games / Four Swings

1. Grand-Slam, Most-In-A-Row
2. Best-Of-Ten, Most-In-A-Row
3. High-Point
4. Ball-Toss / Ring Toss
5. 4-Play
6. Game-Set-Match

[coppelstonegames.com](http://coppelstonegames.com)

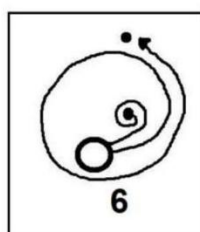
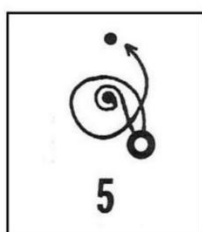
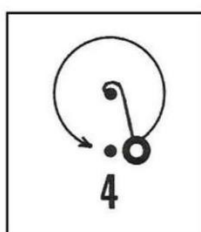
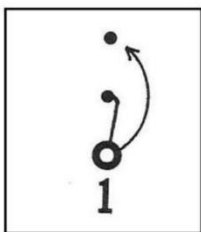


**Swing # 1** – Stand to the left of the tall post. Draw the ball back to the right side of the tall post so that the ball is held between the post and the player and at about the height of the short post. Swing the ball down and out to the right. The ball's momentum should carry the ball down then up, if the calculations are correct, into the cup on the shorter post.

**Swing # 2** - Stand behind the shorter 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 to knock the egg off the insert in the cup on the short post.

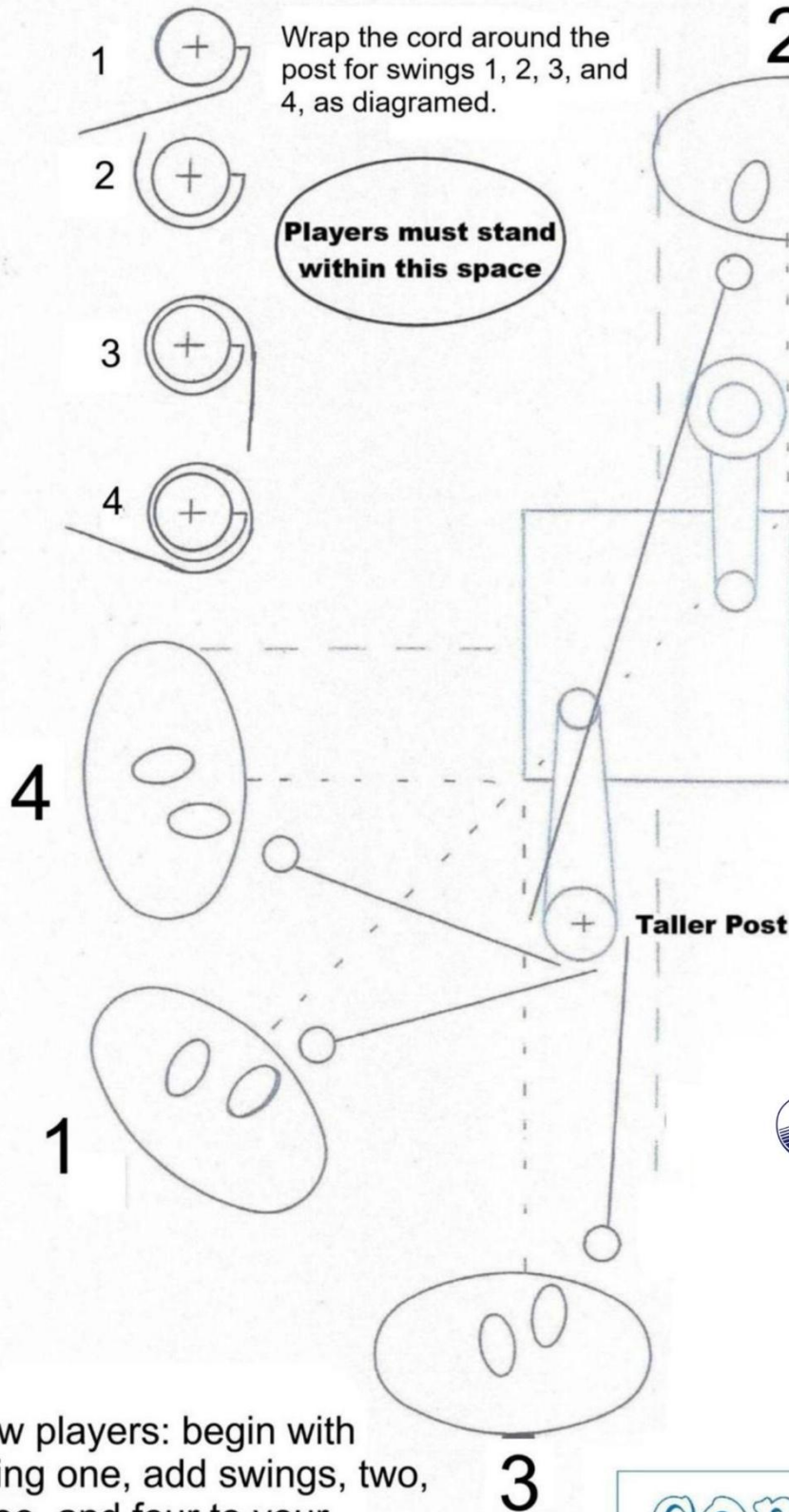
**Swing # 3** - Stand facing the tall post. Wrap the ball once around the tall post in a clockwise direction and hold the ball between the post and the player at about the height of the short post. Toss the ball out to the right and slightly down. The ball's momentum should carry it down between the two posts, to the left, back between the tall post and the player, down to the right, up, and finally back to knock the egg off the insert in the cup on the short post.

**Swing # 4** - Stand to the left of the tall post. Wrap the ball once around the tall post in a clockwise direction and draw the ball back between the player and the tall post. Swing the ball out to the right and down at a slight angle. The ball's momentum should carry the ball over the short post and around the tall post one and one-half times as gravity slowly brings the ball down so that it knocks the egg off the insert in the cup on the short post.



Orbiter  
Games using  
Four Swings

# 2026



Players must stand within this space

## Orbiter Super Bowl Grand Slam

Cup

This diagram shows the standing position of the players relative to the base for the four swing types.

OrbiterBall Base

Use this diagram page for both.  
**Orbiter Super Bowl**  
and  
**Orbiter Pro Bowl**  
Knock-It-Off

# ORBITER GRAND SLAM

New players: begin with swing one, add swings, two, three, and four to your tournament, when you're ready.

**COPPLESTONE**

®

# ORBITER GRAND-SLAM™

## Most-In-A-Row

To score a Grand Slam player must successfully make all four swings in a row.

To score points in Orbiter Grand Slam, follow these rules:

Alternate turns, playing sets of four swings each (Swings #1, #2, #3, and #4, attempted in order).

Score one point for any single successful swing, #1, #2, #3, or #4, not made as a part of shots made in a row.

Score additional points for successful swings made in a row.

One Point – One swing

Three points – Two swings in a row.

Nine Points – Three swings in a row.

Eighty-One Points – Four swings in a row.

(ORBITER GRAND-SLAM)

Example: Swings Swings Swings Swings

**Player** 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4 **Score**

#1	1 3 9 81	- 1 3 9	1 - 1 3	1 - 1 -	114
	____	____	____	____	

Swings Swings Swings Swings

**Player** 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4 **Score**

	____	____	____	____	
	____	____	____	____	
	____	____	____	____	
	____	____	____	____	

**COPPLESTONE**®

# ORBITER

The Orbiting Post-to-Post  
Ball Toss / Ring Toss Game

## Best-of-10

### Most-In-a-Row

There are ten swings per player per turn.  
The players decide who goes first and where they will stand in relation to the base to make all their swings.  
Players score additional points for having the most points in a row. Score one point for each bucket or knock-off in a row, but a minimum of three is required to qualify for these bonus points.  
Players take turns and keep their scores.  
The player with the most buckets, knock-offs, and points in a row, wins.  
In the case of tie scores, those players play again to settle on a winner.

## OrbiterBall



## OrbiterRings



Player / Team	Scores										Points in a row		Total
	1	2	3	4	5	6	7	8	9	10	+		

# ORBITER

COPPLESTONE

by

®

## Best-of-10 Most-In-a-Row

The Orbiting, Post-to-Post, Ball Toss / Ring Toss Game

Player:

1

2

3

4

Scores

5

6

7

8

9

10

Points in a row

+

Total

	1	2	3	4	5	6	7	8	9	10	+	Total
Swing 1												
Swing 2												
Swing 3												
Swing 4												
Swing 1												
Swing 2												
Swing 3												
Swing 4												
Swing 1												
Swing 3												

Each player gets ten swings per turn. Players alternate turns and track their scores.

Players choose who goes first and where they will stand relative to the base when taking their swings.

Players earn extra points for hitting two or more successful shots in a row.

Score one point for each bucket or knock-off in a streak.

If a player reaches ten swings and is in the middle of a streak, they may keep swinging until they miss, earning all the points.

The player with the most buckets, knock-offs, and consecutive points wins. In case of a tie, players play again to decide the winner.

[coppystonegames.com](http://coppystonegames.com)

ORBITER BALL TOSS

COPPLESTONE

By

®

ORBITER RING TOSS

COPPLESTONE

By

®

# ORBITER HIGH-POINT™

To score points in Orbiter High-Point, follow these rules;

Alternate turns, playing sets of four swings each (Swings #1, #2, #3, and #4, attempted in order).

Score points for successful swings made according to each swings value. High score wins.

One Point – Swing #1

Three points – Swing #2

Nine Points – Swing #3

Twenty-Seven Points – Swing #4

To score a Grand Slam player must successfully make all four swings in a row for a total of 40 points.

Example: Swings Swings Swings Swings

**Player** 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4 **Score**

#1	1 3 9 27	- 3 9 27	- - 9 27	1 - 9 -	125
	____	____	____	____	

Swings Swings Swings Swings

**Player** 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4 **Score**

	____	____	____	____	
	____	____	____	____	
	____	____	____	____	
	____	____	____	____	

# ORBITER BALL-TOSS / RING-TOSS

To score in Orbiter Ball-Toss or Orbiter Ring-Toss, follow these rules:

**3 points** for a bucket, knock-off, or ringer made from position and swing type 6.

**2 points** for a bucket, knock-off, or ringer made from position and swing type 4 or 5.

**1 point** for a bucket, knock-off, or ringer made from position and swing type 1 or 2.

**Ball Toss** - A bucket is a ball thrown in such a way that it comes to rest inside the Orbiter Bowl.

**A knock-off** is a ball thrown in such a way that it knocks the egg off the insert completely.

The ball must travel **at least five feet** from any swing position.

**Ring Toss** - A ringer is a ring thrown in such a way that it rings the second post completely. The ring must travel **at least seven inches** from any swing position.

Use a **Coin Toss** to select the player to begin the first set. After that, the winner of each set swings first.

There are three swings per player per set. Players alternate swings. Each player chooses which of the four positions and swing types they will use for each of their own swings.

**Cancellation scoring:** In any set, if both players make buckets, knock-offs, or ringers, only the difference in points is counted towards the score. The first player or team to reach **21 points** wins the game.

**Variation:** The first player or team to reach 21 points exactly wins the game. If they exceed 21 points, they must return to 15 points and continue the game.

Three Swings Per Turn / Alternate swings

Player	Set	Set	Set	Set	Score
1.	___	___	___	___	
Points	___	___	___	___	
2.	___	___	___	___	
Points	___	___	___	___	
1.	___	___	___	___	
Points	___	___	___	___	
2.	___	___	___	___	
Points	___	___	___	___	
1.	___	___	___	___	
Points	___	___	___	___	
2.	___	___	___	___	
Points	___	___	___	___	

**1. Player Score** \_\_\_\_\_ **2. Player Score** \_\_\_\_\_

# ORBITER 4 PLAY - 2026

Box # 1 2 3 4 5 6 7 8 9 Out

Players	Number→ of Swings	5	4	4	3	5	4	4	3	4	Points
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	
	Scores										

Box # 10 11 12 13 14 15 16 17 18 In

Players	Number→ of Swings	4	4	3	4	5	4	4	3	5	Points
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	
	Scores										

Tournament A – Use Swing One for all 18 boxes.

Use brackets and a Leaderboard.

Tournament B – Choose any one of the seven swing types and use it for all 18 boxes.

Tournament C – Use the Swing Types designated in the boxes above.

When possible, play two games. One using a Pro Bowl – Knock-It-Off Orbiter and one using a Super Bowl – Swing-It-In version.



# COPPLESTONE

®



## ORBITER™

### Ball Toss

### Ring Toss



## ORBITER-3-Swings

### Game-Set-Match

Number of players: Two.

Alternate turns: Three swings per turn.

Game: The player with the most successful swings of three tries wins the game. (no score for ties)

Set: The first to win three games wins a Set.

Match: The winner of three sets wins the Match.

(Use the upper cords on the post to keep Game Scores.)

(Use the lower cords on the post to keep Set Scores.)

[coppystonegames.com](http://coppystonegames.com)

W  
A  
R  
M  
O  
N  
I  
N  
G

E  
V  
E  
N  
A  
C  
T  
I  
V  
E  
S  
S  
T  
A  
I  
N



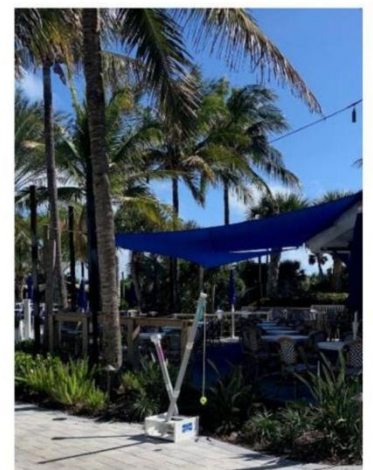
COPPLESTONE®



# ORBITER BALL & RING TOSS GAMES.

## Outdoor Recreation - Activity

Summer Camps \* Tiki Bars \* Retirement Communities \* Poolside \*  
Public Spaces \* Corporate Spaces \* Schools \* Town Recreation \*



### Testimonials:

On behalf of Camp Farley, I would like to extend our sincere gratitude for your generous donation of two Interactive Orbiter Ball Displays to our camp community. Your thoughtful contribution provides our campers with unique opportunities to learn, play, and connect in meaningful ways. These interactive installations encourage creativity and problem-solving, while also offering a source of joy and competition. For many of our campers, experiences like these become lasting memories that enrich their time at camp and foster a deeper sense of engagement. Your support enhances our mission to provide a safe, welcoming, and inspiring environment for every child who comes through our gates. We are truly grateful for your generosity and for the lasting impact your gift will have on our campers for many summers to come.

Inventor's note to Ocean Village: Thank you for welcoming the Orbiters to the Ocean Village community and for installing them at our beautiful new pool. As I watched owners and guests interact with the Orbiters throughout the season, I was gratified to see the games make themselves at home here. What I heard from folks poolside was that, based on what they saw, everyone wants to try it, not just the young ones. As the game's inventor, I can't think of a response I'd rather have heard. If I were to sum up the role the Orbiters play at Ocean Village, I would say they provide a fun social activity, entertainment for players and onlookers, and a conversation piece.

Ocean Village: Thank you so much for sharing your ingenious game with Ocean Village. It's been a joy to see how the Orbiters have resonated with everyone. That kind of universal appeal is a testament to your creativity. We appreciate you and look forward to seeing you back in December.

[coplestonegames.com](http://coplestonegames.com)



# ORBITER RING TOSS

COPPLESTONE®

By

# ORBITER BALL TOSS

COPPLESTONE®

By

## Skill – Game / Brain Teaser

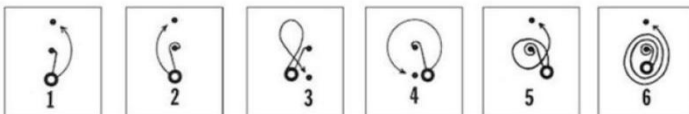
Featuring a post-to-post, orbiting ball toss game.

Bring the swing, share the fun!



### Orbiter - Aspects and Symbols

1. The Brainteaser aspect of the Orbiter. - How to swing the ball around one post to sink it into the cup on the second post.
2. The Physical Science aspect of the Orbiter. - A study of Newton's laws, gravity, and centripetal forces, which make the game work.
3. The Orbiter's Peace Symbol aspect. - The Orbiter's two-post design reminds some of the Peace Symbol, with the message "Every time an Orbiter swings, a wish for peace takes wing!" Orbiter's Wish for Peace: A wish for a better world with less suffering, less injustice, and more truth.
4. The American Historical aspect of the Orbiter. - Two things in particular have occupied the Orbiter inventors' thinking for a considerable time. First, the evolution of ideas through the study of science, history, philosophy, and theology. Second, the Orbiter: his orbiting post-to-post ball-toss game. It was inevitable that he would eventually conflate the two. When he looked at the Orbiter, he saw the base as a symbol of stored history and philosophy. From that base, two posts emerge, one representing the American Declaration of Independence and the other the Constitution. He had learned that these two documents embodied man's best ideas for cooperating and getting along. On the longer post, a string representing the rule of law is tied to a ball representing liberty and freedom. He understood that a Republic and a Ball flying around in a game can both seem frustrating, messy, and uncontrolled at times, but that they could also represent man's best chance to chart his own course, his individual pursuit of happiness, and his search for the Good, the True, and the Beautiful. He thought that, symbolically, the string holds the rule of law in place, ensuring that citizens don't blunder back into the law of the jungle and chaos. To protect the string's viability and the ball's ability to swing freely, the population must be educated, moral, and ethical. To trust one another, the participants must be logical, consistent, and empathetic. For the systems to succeed, participants must have access to the truth and be motivated to seek it at all times. Under this system of government, individuals are free to choose their own path and take their swing. Risk is rewarded, and if they fail, they have the opportunity to KEEP SWINGING!!!
5. The Orbiter, seen as a symbol of the Family. - The two posts and a ball, representing husband and wife, are secure in their home base, with their children playing joyfully around them. Parents teach patience and understanding as the children explore their physical environment and discover the many possibilities ahead. The Orbiter emphasizes that it's not important to succeed on every swing, but to be the best one can be and to enjoy the experience.
6. Spiritual symbol. The many swings of the Orbiter can be seen as reminders of "The Way." To live one's life as a reflection of the Creator's character and heart: acknowledging that there is only one Creator and that his character is loving, merciful, just, righteous, and true.



Best-of-Ten / Most-In-A-Row

[coppystonegames.com](http://coppystonegames.com)

**COPPLESTONE**®

# ORBITER BALL & RING TOSS GAMES.

## Outdoor Recreation - Activity



### ORBITER BALL & RING TOSS™

What is it?

A big, beautiful brain-teaser.

What do you do with it?

Swing the ball up into the cup.

Where does it go?

Summer Camps \* Tiki Bars \* Retirement Communities \* Poolside \*

#### ORBITER & ARTEMIS

Creating Space-Travel Games & Exploring Space

COPPLESTONE & NASA - Joint Venture Idea

Dream Big: Science Is Fun (1,000,000 Orbiter Ball + 5,000,000 Orbiter Ring units = \$500,000,000)

As millions of space exploration fans around the world watched Artemis 11 splash down off the coast of California, Orbiter Ball & Ring Toss Game enthusiasts couldn't help but notice a striking connection: the flight path of Artemis 11 mirrored that of the Orbiter Ball & Ring Toss Game. In that moment, a vision took shape – what if NASA and COPPLESTONE collaborated to advance their respective goals: exploring space for humanity and creating space travel-inspired games that educate and entertain? We all can dream. While NASA uses the planet's gravity to slingshot through space, Orbiter uses centripetal force to loop around one post and land on another.

Combine the genius of an astral physicist with the coordination and skill of an elite athlete, and what do you get? An Orbiter Superstar! Plan and execute space missions by playing Orbiter Ball & Ring Toss Games. The future is now; it's time to develop your space travel skills. Focus. Be patient. Experience the joy of flight. Example 1: Orbiter Ball Toss - Pro Bowl / Knock-It-Off, simulating NASA's Artemis 11 flight path. Watch the Orbiter Ball by Coplestone loop around the Orbiter's tall post on its way to knock off the egg on the insert in the cup on the shorter post, simulating Artemis 11 orbiting Earth on its way to land on the Moon, Mars, and Beyond. Example 2: Orbiter Ball Toss – Super Bowl / Land-It-In, simulating NASA's Artemis 11 flight path. Watch the Orbiter Ball Orbit the Orbiter's tall post on its way to land in the bowl on the shorter post, simulating Artemis 11 orbiting Earth on its way to land on the Moon, Mars, and Beyond.

[coplestonegames.com](http://coplestonegames.com)

# What do you do with an idea? Share It.



## COPPLESTONE / NASA - Joint Venture Idea

Dream Big: Science Is Fun (1,000,000 Orbiter Ball + 5,000,000 Orbiter Ring units = \$500,000,000)

As David Coplestone, owner of COPPLESTONE, watched Artemis 11 splash down off the coast of California, he couldn't help but notice a striking connection: the flight path of Artemis 11 mirrored that of his Orbiter Ball & Ring-toss games. In that moment, a vision took shape – What if NASA and COPPLESTONE collaborated to advance their respective goals: exploring space for humanity and creating games that educate and entertain. We can dream. [coplestonegames.com](http://coplestonegames.com)



**COPPLESTONE**®



**ORBITER**  
Ring & Ball Toss  
Flight Path

# ORBITER & ARTEMIS

## Creating Space-Travel Games & Exploring Space

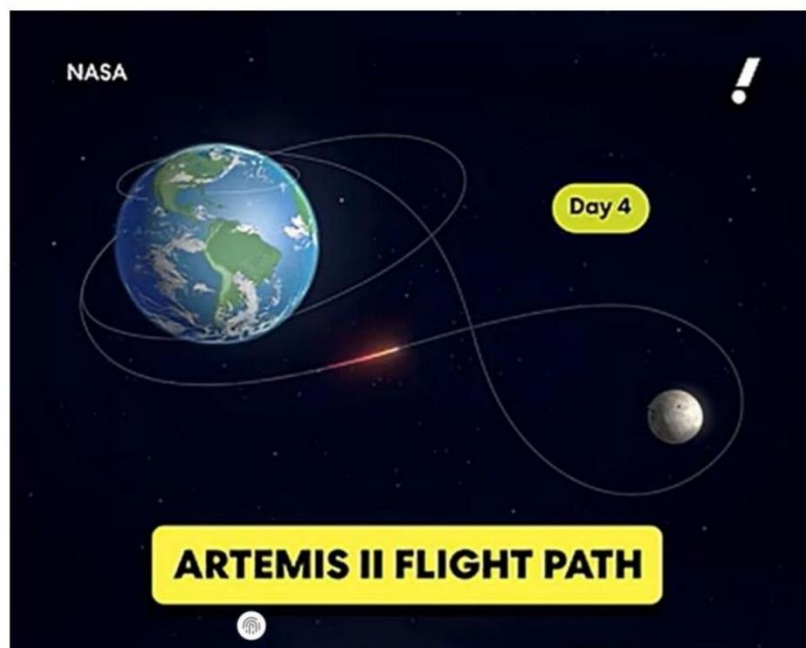
COPPLESTONE & NASA - Joint Venture Idea



Dream Big: Science Is Fun (1,000,000 Orbiter Ball + 5,000,000 Orbiter Ring units = \$500,000,000)

As millions of space exploration fans around the world watched Artemis 11 splash down off the coast of California, Orbiter Ball & Ring Toss Game enthusiasts couldn't help but notice a striking connection: the flight path of Artemis 11 mirrored that of the Orbiter Ball & Ring Toss Game. In that moment, a vision took shape – what if NASA and COPPLESTONE collaborated to advance their respective goals: exploring space for humanity and creating space travel-inspired games that educate and entertain? We all can dream. While NASA uses the planet's gravity to slingshot through space, Orbiter uses centripetal force to loop around one post and land on another.

Combine the genius of an astral physicist with the coordination and skill of an elite athlete, and what do you get? An Orbiter Superstar! Plan and execute space missions by playing Orbiter Ball & Ring Toss Games. The future is now; it's time to develop your space travel skills. Focus. Be patient. Experience the joy of flight. Example 1: Orbiter Ball Toss - Pro Bowl / Knock-It-Off, simulating NASA's Artemis 11 flight path. Watch the Orbiter Ball by Coplestone loop around the Orbiter's tall post on its way to knock off the egg on the insert in the cup on the shorter post, simulating Artemis 11 orbiting Earth on its way to land on the Moon, Mars, and Beyond. Example 2: Orbiter Ball Toss – Super Bowl / Land-It-In, simulating NASA's Artemis 11 flight path. Watch the Orbiter Ball Orbit the Orbiter's tall post on its way to land in the bowl on the shorter post, simulating Artemis 11 orbiting Earth on its way to land on the Moon, Mars, and Beyond.



**ORBITER**  
**Ball & Ring Toss**  
**Flight Plan**

[coplestonegames.com](http://coplestonegames.com)



# COPPLESTONE



## Where do ideas come from?

How does a sea turtle instinctively know it must race to the sea right after hatching?

Is there such a thing as the Universal Mind?

The story goes that the Orbiter Brain Teaser was created way back in the Age of Enlightenment when an imaginary meeting of the minds was held between Sir Isaac Newton, Galileo, Copernicus, and Leonardo da Vinci. They met to celebrate Newton's discovery of gravity and Copernicus's revelation that the planets revolve around the sun. What a gathering of intellects. As the meeting progressed, they devised an idea for a game that would celebrate and demonstrate the Laws of motion, gravity, and the Copernican Theory of Heliocentrism all in one. Newton, the Father of Modern Science, conceptualized the idea; Galileo Galilei, the Father of Modern Astronomy, developed the swings inspired by Copernicus's heliocentric theory; and Leonardo da Vinci, the artist and engineer, joyfully designed the prototype. They named the game Orbiter Ring Toss, and the goal was to set a ring in motion from one taller, uniquely angled post to ring a second, shorter, and inversely angled post. Players would be challenged to learn seven Orbiter swings, each different, with increasingly challenging swing paths.

They laughed as they built the seven orbiting swings to match the seven planets orbiting the sun. However, before sharing their invention, their defense of Copernican heliocentrism became a controversial topic in their time. So, their game was hidden and lost until it recently reappeared mysteriously in public places, such as Boston's Faneuil Hall and Mashpee Commons, family-friendly breweries, and summer camps on Cape Cod. Perhaps Max Planck's Universal Mind Theory can explain how David was brought into the experience of that meeting of the minds, but what we do know is that David Coplestone created the Orbiter Ring Toss games and the accompanying story for your entertainment.

Orbiter games are available on our websites:

[CoplestoneGames.com](http://CoplestoneGames.com)

[NewtonsBrainTeaser.com](http://NewtonsBrainTeaser.com)

[OrbiterRings.com](http://OrbiterRings.com)

[OrbiterBall.com](http://OrbiterBall.com)

Sir Isaac Newton, 1642 – 1727, Galileo Galilei, 1564 – 1642, Nicolaus Copernicus, 1473 – 1543, Leonardo da Vinci, 1452 – 1519.

Good

True

Beautiful

The Orbiter was designed to be a good idea, structured on the laws of physics, where the movement of the objects through space is beautiful.



**COPPLESTONE**

**ORBITER™**



CoplestoneArtworks.com CoplestoneGames.com

## Creation / Journey / Truth / by David Coplestone

For its creator, the Orbiter is an example of functional art and exploration. The games design with the two posts reminds him of the peace sign popular in the 1960s, and the four Orbiter swings represent a searching dynamic that, for David, became a link between his game and a search for the origin, meaning, and purpose of life.

He designed four swings and eventually arrived at the idea of metaphorically connecting them to the three major religions and a fourth concept, which he encountered more recently in Stephen Meyer's Intelligent Design and Max Planck's Universal Mind. He saw that the Jewish, Christian, and Muslim faiths all believe in the God of Abraham. They all believe in one God who created everything, as do the adherents of Intelligent Design / Universal Mind. So, in this way of thinking, it follows that, since all four groups have so much in common, they should all be getting along very well together.

The connection David draws between the four swings and the four groups is that each group shares a common objective. Each swing aims to get the ring or the ball to the intended destination. They each begin at different points but converge on the same path just before landing. Though they hold different places in history, each faith group seeks to understand the force that was the origin of everything, that connects and coordinates everything, past, present, and future, and how, where, when, and why we fit into this existence.

Wondering what God looks like is part of this search, but it's like trying to see what your own mind looks like. Some have imagined that when they stared into the eyes of a bird or a rabbit, and the bird or rabbit stared back into theirs, their minds were communicating as parts of the same mind, sharing a kind of knowing. For those who believe that God created everything, there is no reason not to believe he could create an image of himself that we can easily relate to, living among us. But because that is easy to believe and difficult to prove, people wonder and debate.

So, for David, by its design, the Orbiter is a symbol of Peace and by the searching nature of its swings, a symbol for "The Believers" – People who believe in One God and live Righteous lives. "The Believers" can be found anywhere. In a Synagogue, a Church, a Mosque, or out in Nature. The evidence for their belief is all around them, evident in the awe-inspiring power and beauty of creation, and by the nature and character of its Creator, who is merciful and gracious, slow to anger, abounding in steadfast love, truth, and faithfulness.

Orbiter – Orbiting Ball & Ring Toss Game - Interactive Functional Art Sculpture – Conversation Piece – Public Art Display



**CREATION**

**LIFE**

**ETERNITY**

**ORBITER BALL & RING TOSS GAMES. Outdoor Recreation - Activity**

A Wish for Peace - "Every time an Orbiter Swings, A Wish for Peace Takes Wing."  
A wish for a better world, one with less suffering, less injustice, and more truth.

**COPPLESTONE**®

# ORBITER BALL & RING TOSS GAMES.

## Outdoor Recreation - Activity

Summer Camps \* Tiki Bars \* Retirement Communities \* Poolside \*  
Public Spaces \* Corporate Spaces \* Schools \* Town Recreation \*



### CREATION

How do I relate my understanding of the universe to the creation of my brain-teaser Orbiter Ball & Ring Toss? I would say the idea for the physical product arose from a connection to universal consciousness.

### **What am I? Where do good ideas come from? Take a swing. Make the connection**

I am a physical and spiritual part of the universe.

I am a physical part of the universe, composed of trillions of connected and cooperating cells.

I have a physical brain that houses my mind, and my mind connects to the universal mind that connects and coordinates everything.

My current, ever-evolving concept is that when I die, the switch in my brain will be turned off. My physical self will be disconnected from the universal consciousness. My brain will stop coordinating the trillions of living cells that make me up; they will die, return to their elemental basis: protons, neutrons, and electrons, and fall to earth. They will then be transformed and become a tiny part of the physical universe. The consciousness of my life will forever take its place in the universal consciousness of the universal mind. Because the universal mind, many know it as, The One, the creator of everything, is always moving toward the good, our consciousness will be divided into two stories. One made up of all that can be used for good. This one is bright, strongly connected, and easily accessible to future generations for good. The other is made up of the less good stories. These are less bright, less easily connected to, and therefore more likely to fade into the distant past. This is, in a sense, our salvation, initiated by The One, because he is just and forgiving. The good part of our story, in a sense, goes to a heaven of universal consciousness. The less good, in a sense, goes to a hell of universal consciousness. In this way of understanding, there is a Spiritual Heaven and Hell of universal consciousness, and a Physical Heaven of good and a Physical Hell of evil here on earth. So, I see that it is in our interest to have a profound experience during our time here on Earth, and to have great and good stories that will continue as bright and happy ones in the eternal Spiritual Heaven of universal consciousness. Free of our physical mind, we will experience the Universal Mind totally, seeing that it connects and coordinates everything, and is always moving toward a good and just future. So, I am striving to have a profound experience here on earth, to make the Orbiter a good story, and anticipate a mysterious, profound experience in eternity.

**COPPLESTONE**

By

TM

Artwork and Innovation



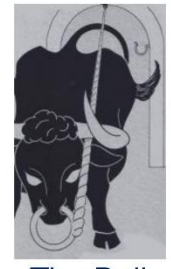
## Orbiter Ball Toss

A body of work by David W. Coplestone



My Blue Hat

# Copplestone Images & Ideas



The Bull



# Exercise Activity

## ORBITERBALL

### BEST-OF-10

### Most-In-A-Row



### Use Your Imagination

Every time you change your position relative to the base or wrap the cord around the post, you must use your imagination to form a new swing.

(Legal Swing - Ball must travel at least five feet.)

(Swing Option – Use the original six Orbiter swing positions.)

## ORBITER BALL TOSS

By **COPPLESTONE**®

### Brain Teaser



## Best-of-10

### Most-In-A-Row

The Orbiting, Post-to-Post, Ball -Toss Game

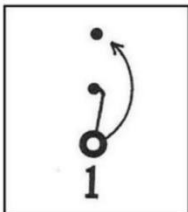
There are ten swings per player per inning.

Players decide whether the game is comprised of one, three, or nine innings.

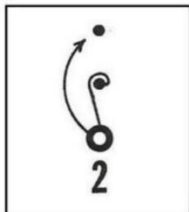
They decide who goes first and which swing type they will use. In any subsequent innings players play in an order from highest scorer to lowest.

Players score additional points for scoring the most buckets in a row – a minimum of three in a row is required to qualify for these bonus points.

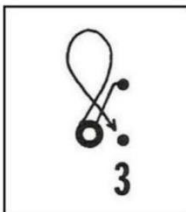
Players take turns and keep their scores. The player with the most buckets and buckets in a row, wins the game. If a game ends with tie scores, those players play again until a clear winner is determined.



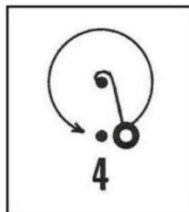
1



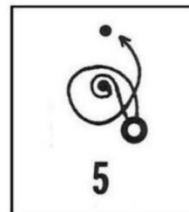
2



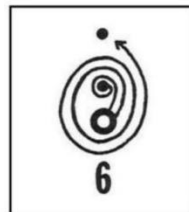
3



4



5



6

## How do you play Orbiter Ball Toss? Text

- Swing the ball down around the post and up into the cup.
- Orbiter Ball Toss by Copplestone is an engaging, orbiting, post-to-post cup and ball game that features a unique Knock-It-Off insert to boost the fun. Launch the ball from one strategically angled post to land it in the cup on the second, shorter, inversely angled post. Alternatively, swing the ball through the air to knock the egg off the included insert. See how many buckets you can make in ten tries. Try to see how many you can make in a row.
- Indoor & Outdoor Recreation - Wherever people gather to relax and have fun.
- Physics Game
- Brain Teaser
- Portable Action Skill Game
- Interactive - Functional Art Sculpture
- Pendulum game, showcasing the player's eye-to-hand coordination skills.
- Set the ball in motion from one uniquely angled post to land the ball into the cup on the second shorter, inversely angled post.
- Every time you change your position relative to the base or wrap the cord around the post, it's a whole new ball game.
- Learn six orbiter swings, each one different, with increasingly challenging swing paths.



## How do you play Orbiter Ring Toss? Text

- Swing the ring down around the post and up onto the target post.
- Orbiter Ring Toss by Copplestone is an enjoyable, orbiting, post-to-post ring toss game. Two angled posts on a base with a string and a ring create a world of swinging challenges and solutions. See how many ringers you can make in ten tries. Try to see how many you can make in a row.
- A portable desktop game for home and office, perfect for gatherings to relax and enjoy.
- Physics Game
- Brain Teaser
- Portable Action Skill Game
- Interactive - Functional Art Sculpture
- Pendulum game, showcasing the player's eye-to-hand coordination skills.
- Set the ring in motion from one uniquely angled post to land onto the second, shorter, inversely angled post.
- Every time you change your position relative to the base or wrap the cord around the post, it's a whole new game.
- Learn six orbiter swings, each one different, with increasingly challenging swing paths.



# ORBITER BALL TOSS GAME™

To score in **Orbiter Ball Toss**, follow these rules:

**3 points** for a bucket or knock-off made from position and swing type **6 or 7**.

**2 points** for a bucket or knock-off made from position and swing type **3, 4, 5, or 10**.

**1 point** for a bucket or knock-off made from position and swing type **1 or 2**.

A **bucket** is a ball thrown in such a way that it comes to rest inside the Orbiter Bowl.

A **knock-off** is a ball thrown in such a way that it knocks the egg off the insert completely.

The ball must travel **at least five feet** from any swing position.

Coin Toss to start.

There are three swings per player per set.

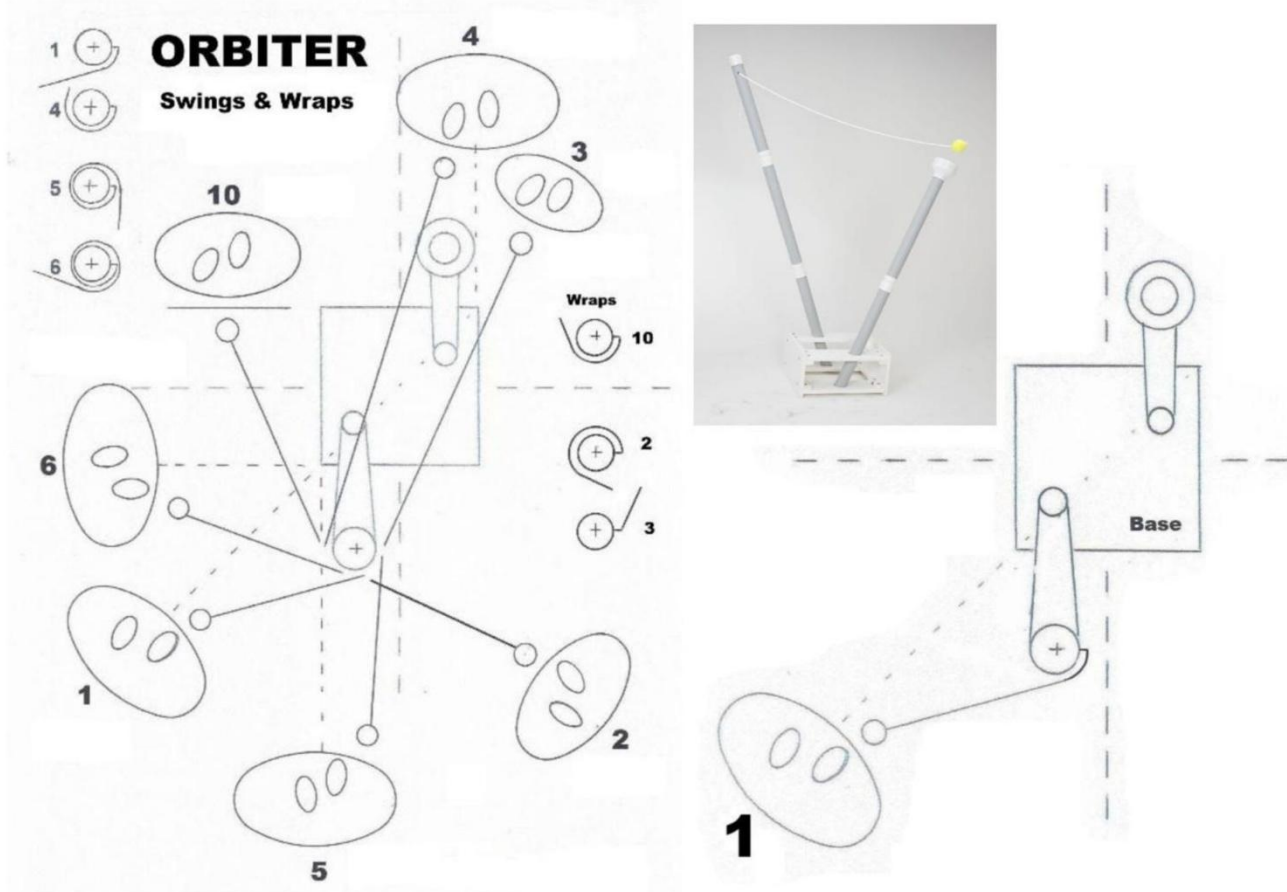
Players alternate swings.

Each player chooses which of the seven positions and related swing types they wish to use for each of their swings.

**Cancellation scoring:** In any set, if both players make buckets, only the difference in points is counted towards the score. So, only one player scores points in a set and they begin the next set.

The first player or team to reach **21 points** wins the game.

**Variation:** The first player or team to reach 21 points exactly wins the game. If they exceed 21 points, they must return to 15 points and continue the game.



by **COPPLESTONE**®

[coppystonegames.com](http://coppystonegames.com)

**An Interactive Public Art Display**

# ORBITER BALL TOSS™

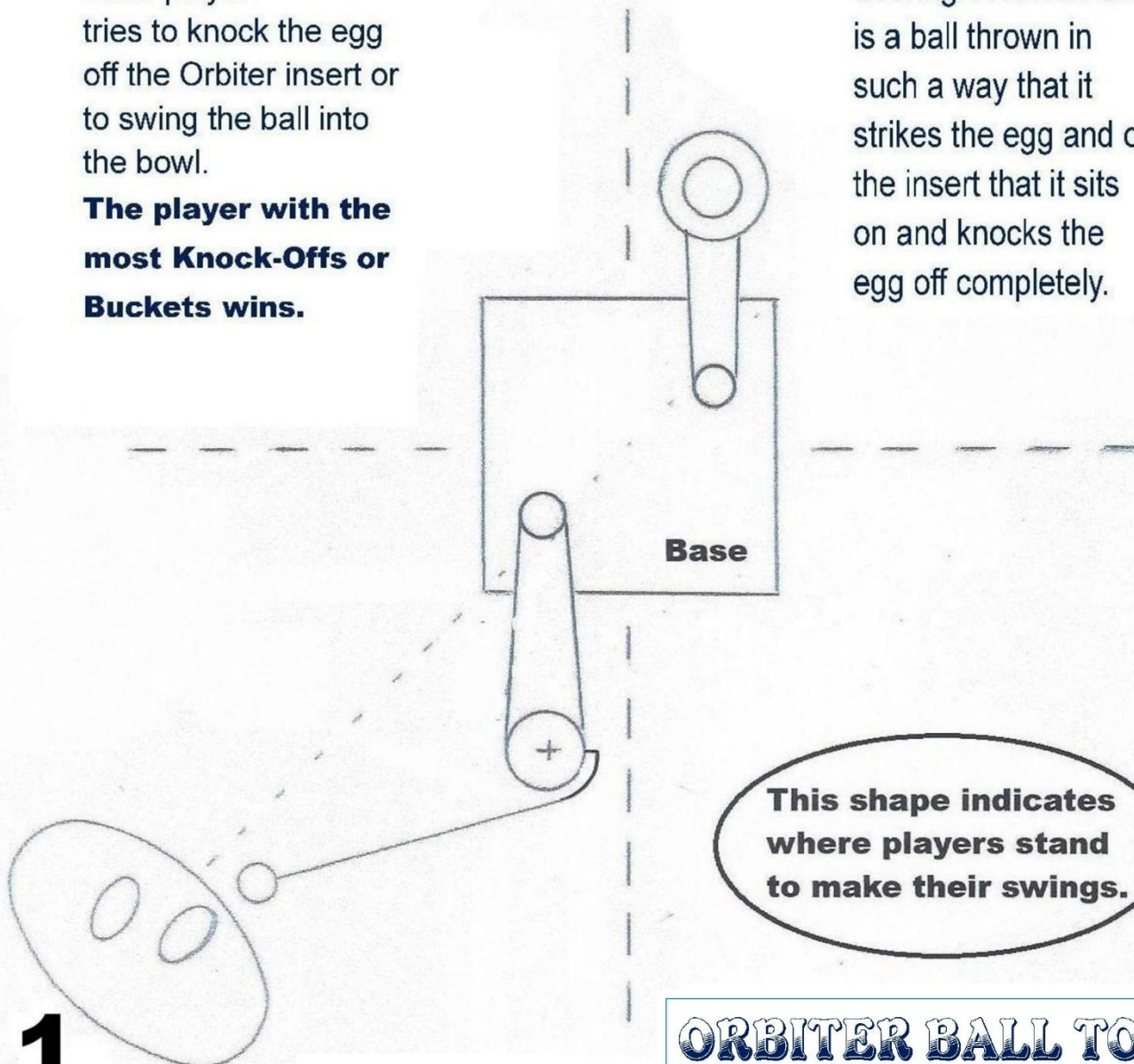
## GAME

### Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In

Each player tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**

Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.



**1**

[coppystonegames.com](http://coppystonegames.com)

ORBITER BALL TOSS

COPPLESTONE®

By

# ORBITER BALL TOSS™

## GAME

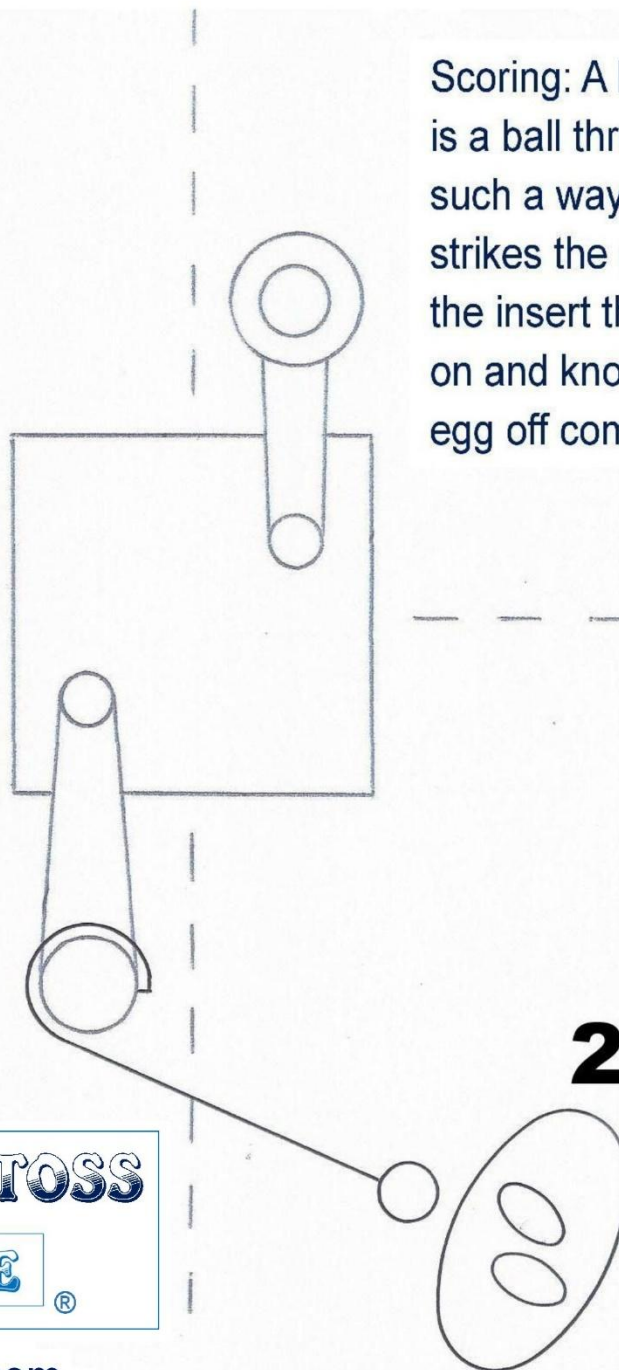
**Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In**

Each player tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**

Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.

This shape indicates where players stand to make their swings.



**ORBITER BALL TOSS**

**COPPLESTONE®**

By

[coppystonegames.com](http://coppystonegames.com)

# ORBITER BALL TOSS™

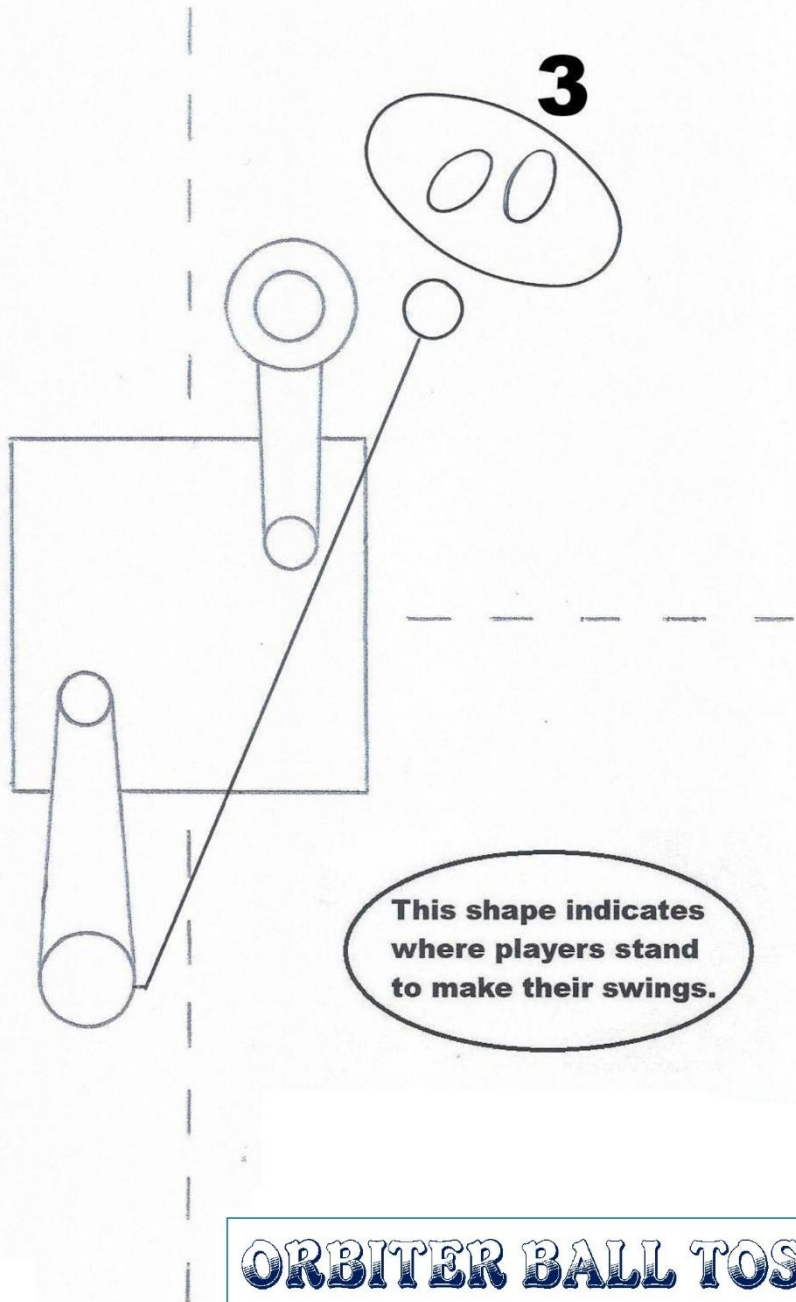
## GAME

**Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In**

Each player tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**

Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.



[coppystonegames.com](http://coppystonegames.com)

**ORBITER BALL TOSS**

**COPPLESTONE**

By

®

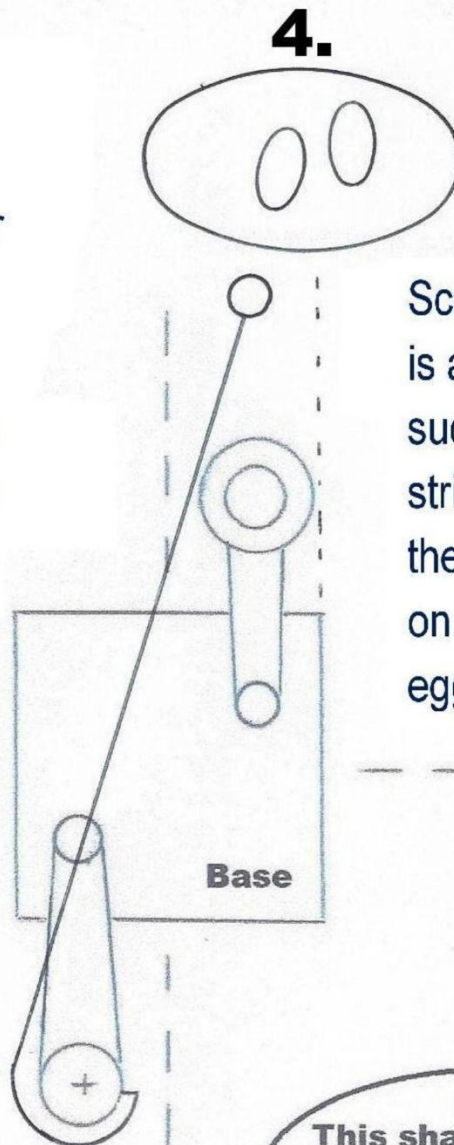
# ORBITER BALL TOSS™

## GAME

**Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In**

Each player tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**



Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.

**This shape indicates where players stand to make their swings.**

**ORBITER BALL TOSS**

**COPPLESTONE**

By

®

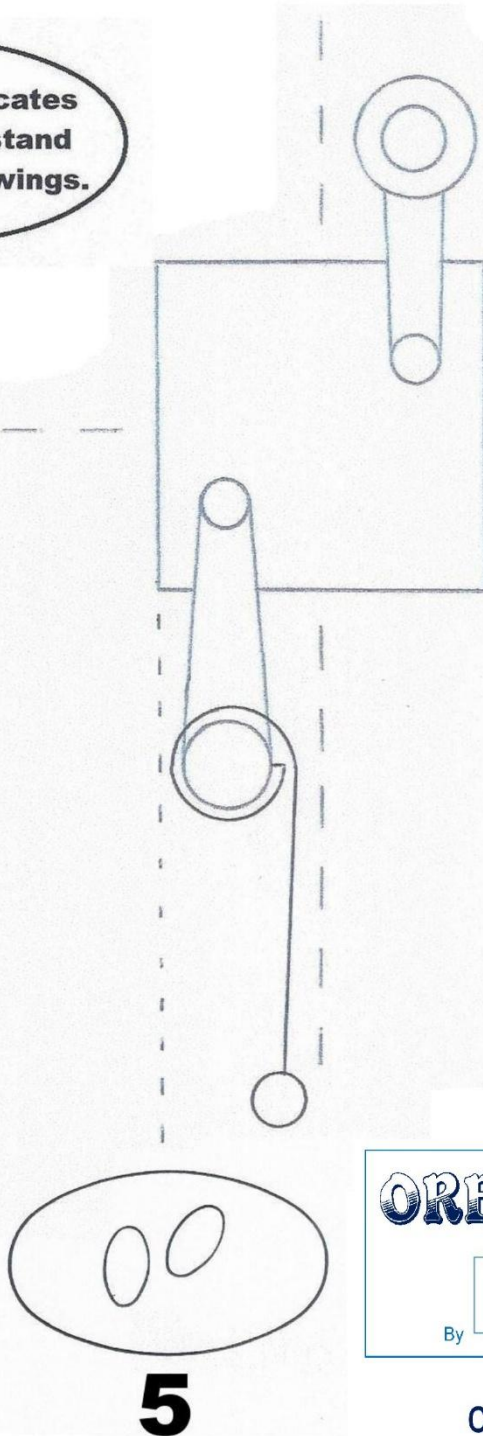
[coppystonegames.com](http://coppystonegames.com)

# ORBITER BALL TOSS™

## GAME

**Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In**

This shape indicates where players stand to make their swings.



Each player tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**

Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.

**ORBITER BALL TOSS**

By **COPPLESTONE**®

[coppystonegames.com](http://coppystonegames.com)

# ORBITER BALL TOSS™

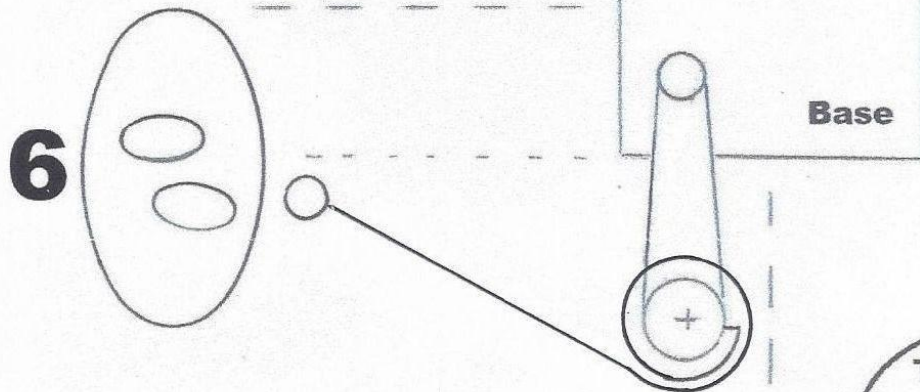
## GAME

### Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In

Each player tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**

Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.



**This shape indicates where players stand to make their swings.**

ORBITER BALL TOSS

COPPLESTONE®

By

®

[coppystonegames.com](http://coppystonegames.com)

# ORBITER BALL TOSS™

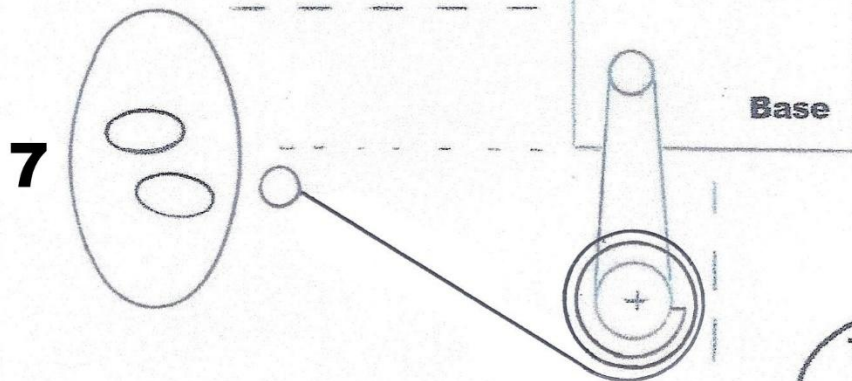
## GAME

### Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In

Each player tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**

Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.



ORBITER BALL TOSS

By COPPLESTONE®

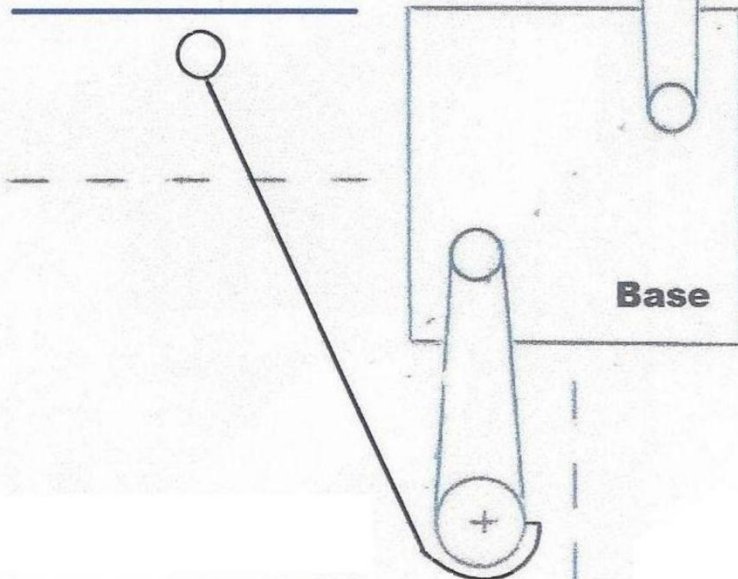
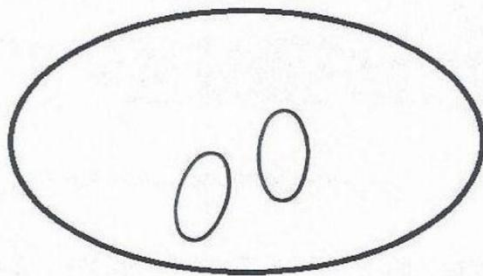
[coppystonegames.com](http://coppystonegames.com)

# ORBITER BALL TOSS™

## GAME

**Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In**

# 10



This shape indicates where players stand to make their swings.

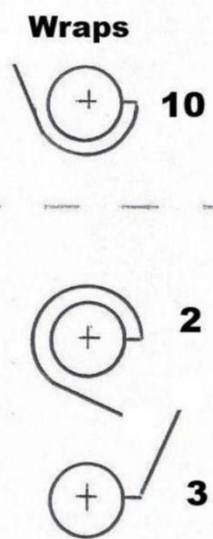
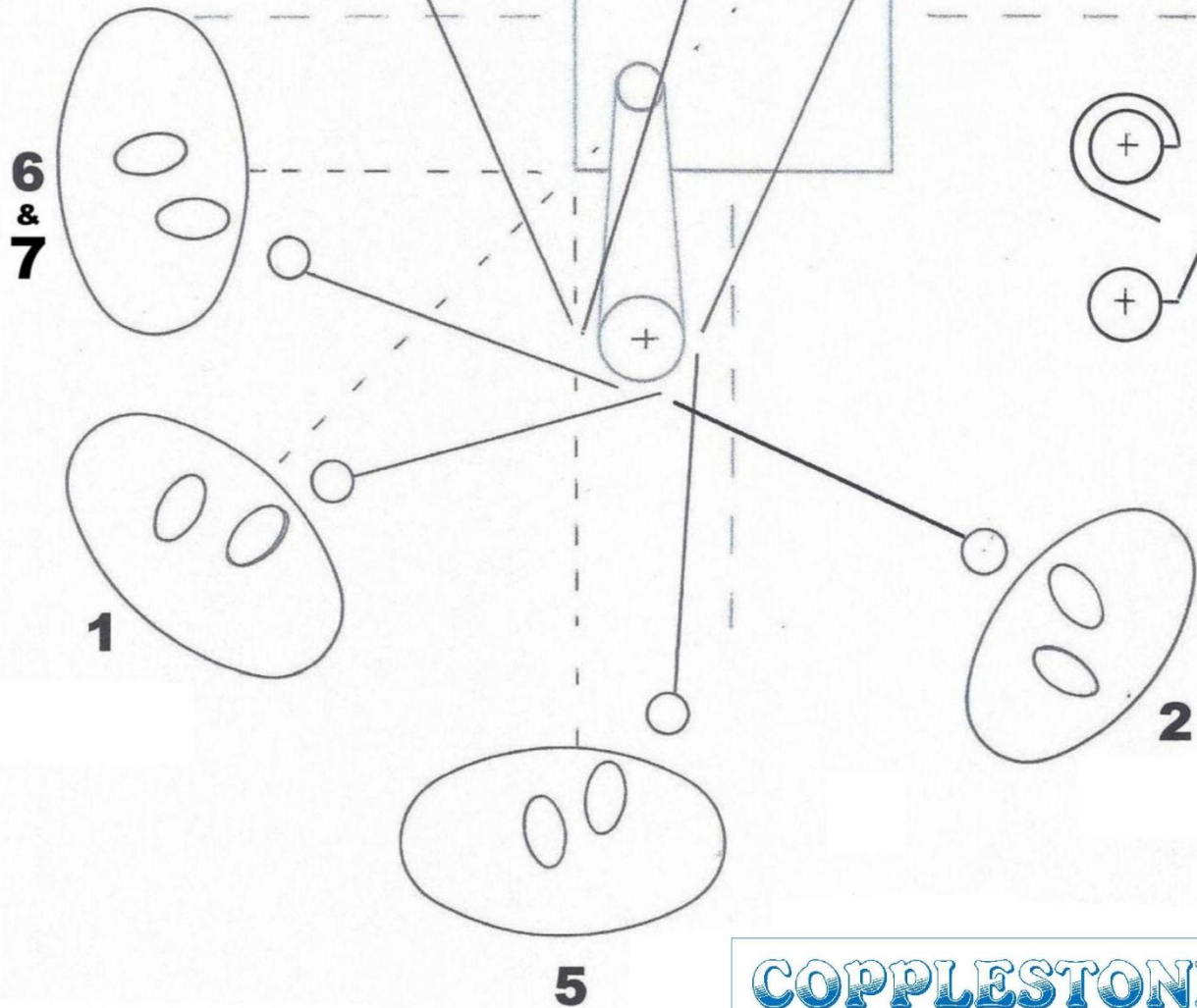
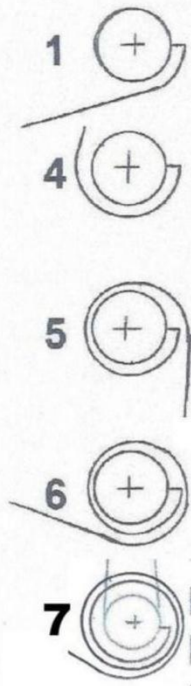
Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.

Each player tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**

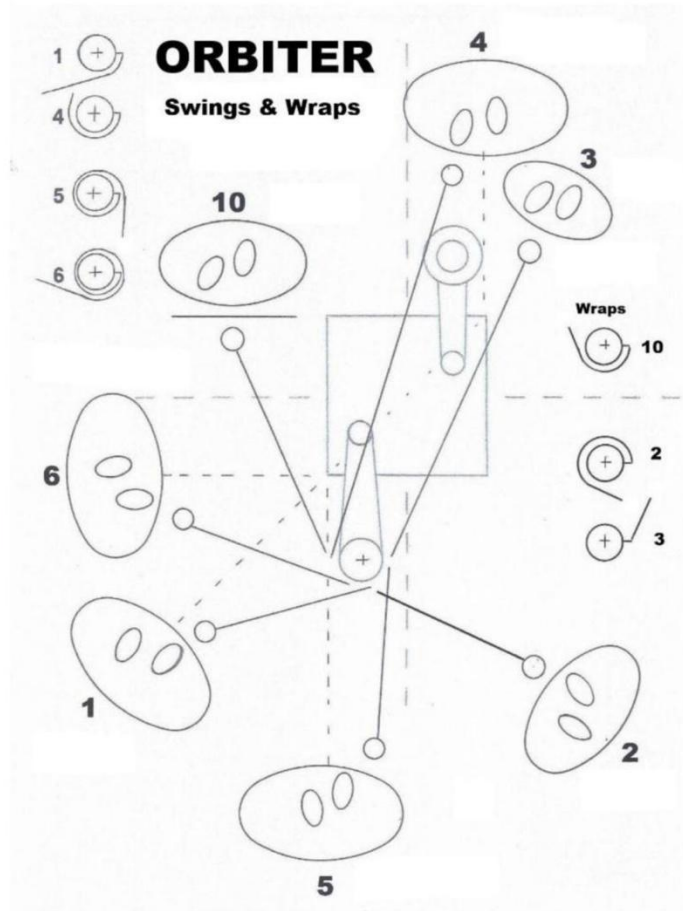
# ORBITER

## Swings & Wraps



# ORBITER BALL-TOSS TOURNAMENT

Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In



Demonstrate that you possess the exceptional skills required to have fun in any and every imaginable way.

Begin with Swing One and add longer swings to your tournaments when you're ready.



CopplestoneGames.com

# ORBITER BALL-TOSS TOURNAMENT

## Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In

Team #      Box #    1    2    3    4    5    6    7    8    9    Out

Players	Number→ of Swings	4	5	4	4	3	5	3	4	4	Points
	-	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type5	Swing Type6	Swing Type10	Swing Type1	
	-	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type5	Swing Type6	Swing Type10	Swing Type1	
	-	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type5	Swing Type6	Swing Type10	Swing Type1	
	-	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type5	Swing Type6	Swing Type10	Swing Type1	

Box #    10   11   12   13   14   15   16   17   18   In

Players	Number→ of Swings	4	4	3	4	5	4	4	3	5	Points
	-	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type5	Swing Type6	Swing Type10	Swing Type1	
	-	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type5	Swing Type6	Swing Type10	Swing Type1	
	-	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type5	Swing Type6	Swing Type10	Swing Type1	
	-	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type5	Swing Type6	Swing Type10	Swing Type1	

Players form teams of two or four. Teams may share Orbiters.

[CobblestoneGames.com](http://CobblestoneGames.com)

Tournament A - Use Swing One for all the boxes.

Tournament B – Choose any one of the seven swing types and use it for all the boxes.

**Pebble Beach**

Tournament C – Use the Swing Types designated in the boxes above.

When possible, play two games. One using a Pro Bowl – Knock-It-Off and one using a Super Bowl – Swing-It-In.

# Events & Festivals

## ORBITER SUPER BOWL

Best-Of-Ten / Most-In-A-Row



## A Crowd Pleaser

Bring the swing. Share the fun!

For some, the Orbiter is; (baffling, confusing, and frustrating);

For others, it is interesting, challenging, and fun!

For most, it's all of the above.

An Interactive Public Art Display.

[coppystonegames.com](http://coppystonegames.com)

# ORBITER

by **COPPLESTONE**™

## Interactive Public Art Display

### Bring the Swing / Share the Fun

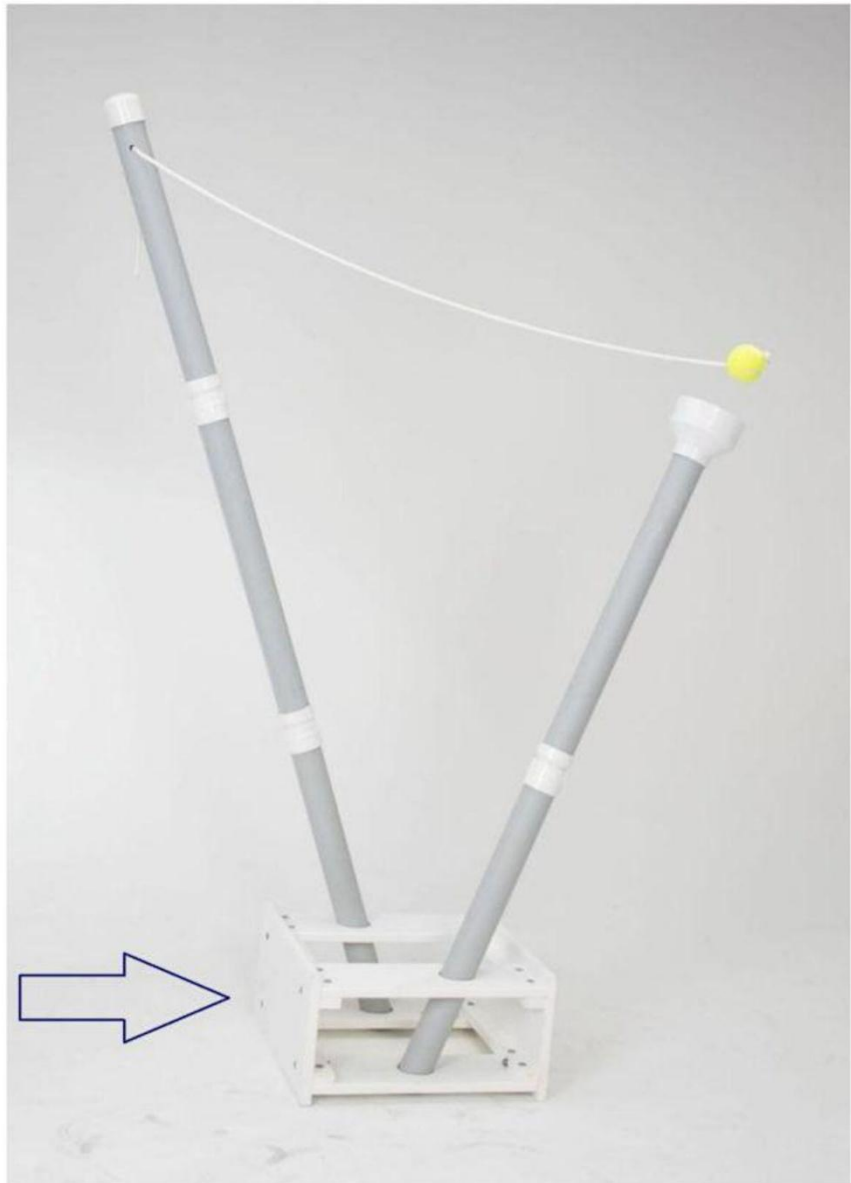
Add Your Personalized Message.



**HOW TO BUY**  
**ORBITER BALL TOSS**

Events  
Schools  
Businesses  
Fund Raisers  
Political Rallies  
Restaurants  
Recreation  
Parties

**Your**  
**Message**  
**Here**



**Gift, Orbiters to your favorite group or organization.**

# Orbiter's Lineup for 2025

by **COPPLESTONE**™

An Interactive Public Art Display – Bring the swing, share the fun.



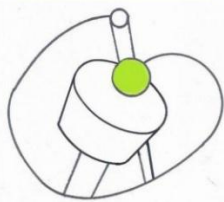
Orbiter Pro Bowl / Orbiter Knock It Off / Orbiter Super Bowl

## ORBITER PRO

PRO BOWL

KNOCK IT OFF

SUPER BOWL



## ORBITER SUPERBOWL TOURNAMENT

Three Swings Per Turn / Alternate Turns

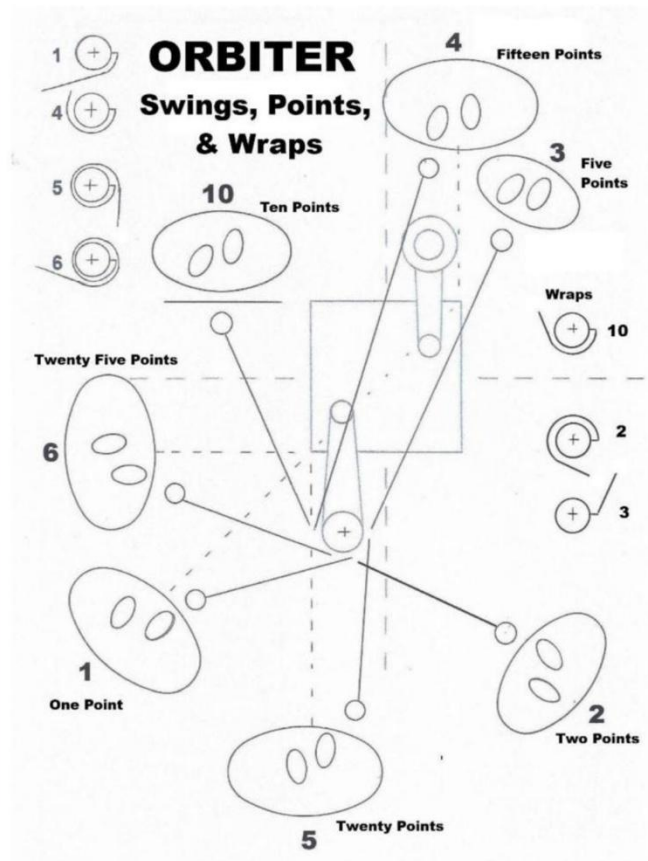
Player	Swing #6	Swing #5	Swing #4	Swing #1	Score
1.	SuperBowl	SuperBowl	SuperBowl	SuperBowl	
2.	SuperBowl	SuperBowl	SuperBowl	SuperBowl	

# ORBITER TOURNAMENT

## BEST-OF-TEN

Pro Bowl – Knock-It-Off or Super Bowl – Swing-It-In

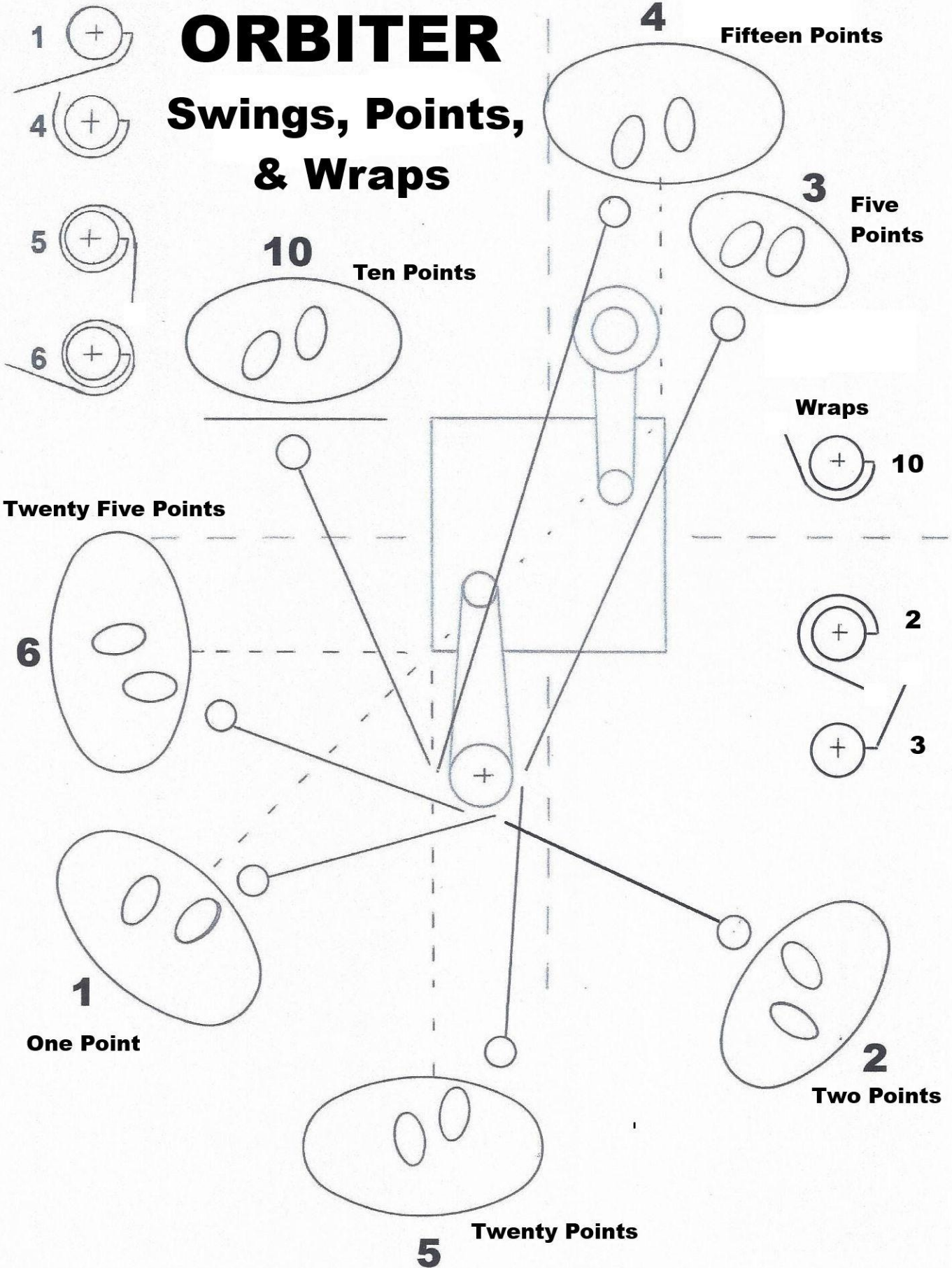
Play and demonstrate that you possess the exceptional skills necessary to have fun in any and every imaginable way.



Begin with Swing One and add more complicated swings to your tournaments when you're ready.

# ORBITER

## Swings, Points, & Wraps



# Orbiter Tournament

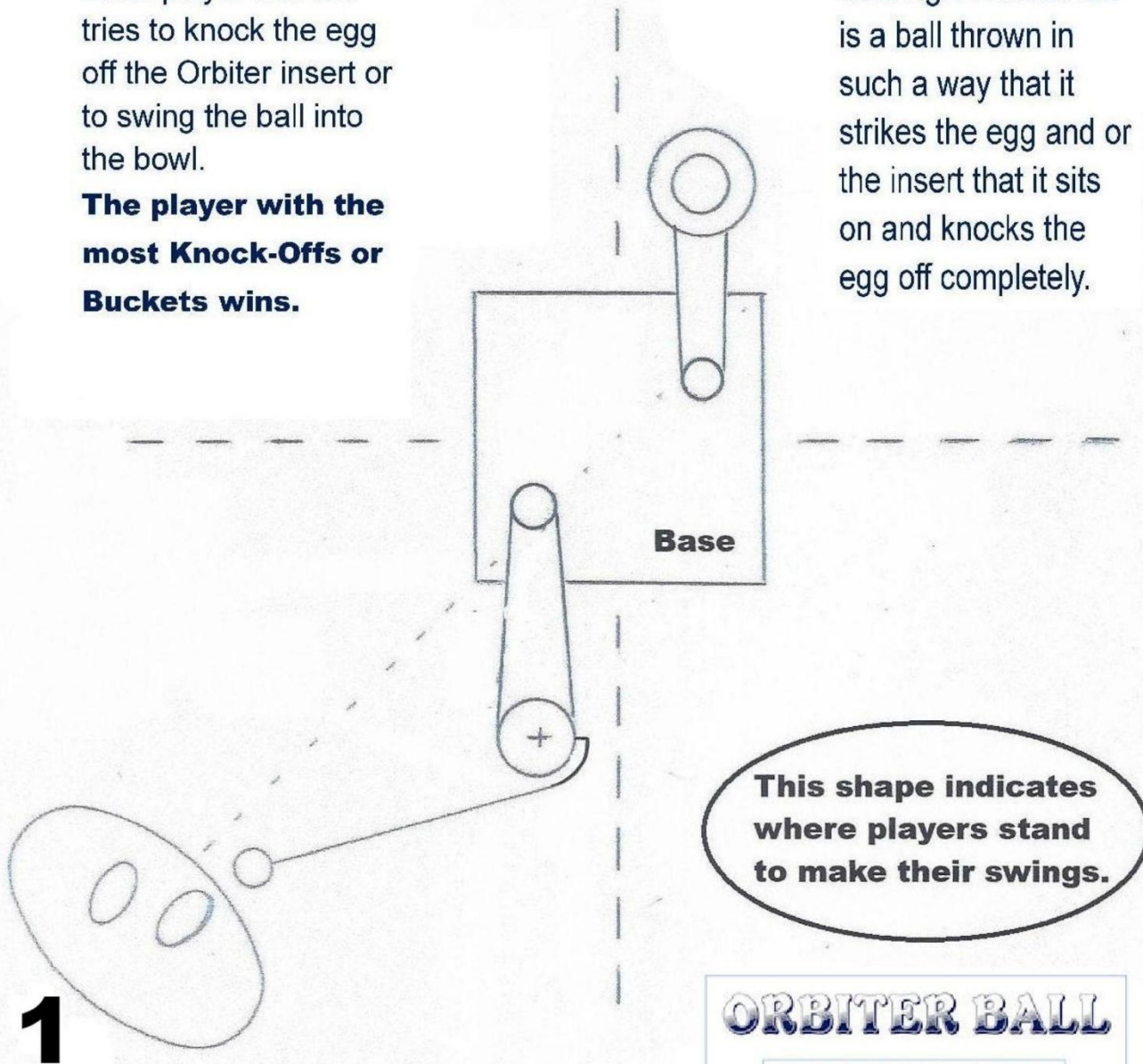
## BEST-OF-TEN

**Pro Bowl - Knock-It-Off or Super Bowl - Swing-It-In**

Each player has ten tries to knock the egg off the Orbiter insert or to swing the ball into the bowl.

**The player with the most Knock-Offs or Buckets wins.**

Scoring: A Knock-Off is a ball thrown in such a way that it strikes the egg and or the insert that it sits on and knocks the egg off completely.



**ORBITER BALL**

By **COPPLESTONE**™

# A Wish for Peace

## A Global Art Display

Events & Festivals - ORBITER SUPER BOWL  
Orbiting Ball Toss / Best-Of-Ten / Most-In-A-Row



Seeking a Global Sales, Marketing, Manufacturing,  
and Distribution team.

Orbiter Ball / Orbiter Rings – Functional Art

The idea is to bring more and more Orbiters to the public through more and more entrepreneurs who see and appreciate the value and opportunity of sharing the Orbiter experience with their valued customers and clients at various venues, events, public and private spaces, museums, catalogs, fundraisers, recreation areas, rentals, etc.

A Wish for Peace

**“Every time an Orbiter Swings, A Wish for Peace Takes Wing.”**

A wish for a better world, one with less suffering, less injustice, and more truth.

An Interactive Public Art Display  
[coppystonegames.com](http://coppystonegames.com)

By

**COPPLESTONE**

TM

**A Wish for Peace**

# **Orbiter Peace Makers**

**Share the dream / Join the team**



**People see the Orbiter, and they want to swing the ball  
because people know fun when they see it!**

## **Share the Orbiter Experience**

**Orbiter Ball / Orbiter Rings – Functional Art**

The idea is to bring more and more Orbiters to the public through more and more entrepreneurs who see and appreciate the value and opportunity of sharing the Orbiter experience with their valued customers and clients at various venues, events, public and private spaces, museums, catalogs, fundraisers, recreation areas, rentals, etc.

**A Wish for Peace**

**“Every time an Orbiter Swings, A Wish for Peace Takes Wing.”**

**A wish for a better world, one with less suffering, less injustice, and more truth.**

An Interactive Public Art Display  
[coppystonegames.com](http://coppystonegames.com)

By

**COPPLESTONE**

TM

# OrbiterBall<sup>™</sup> by COPPLESTONE<sup>™</sup>

How many buckets or knock-offs  
can you make in ten tries?

How many in a row?



Make 5 Buckets in a row – Orbiter Pro!

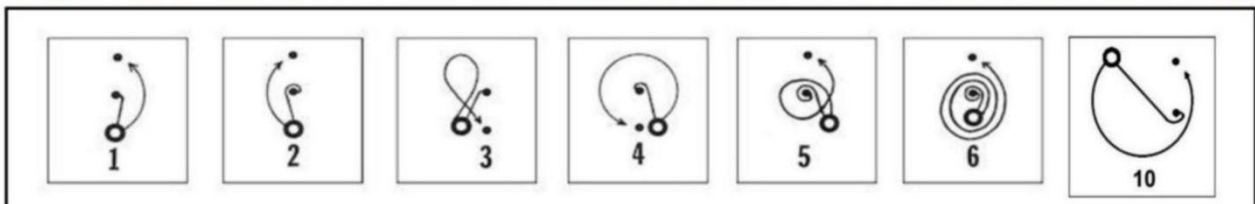
Make 5 Knock-Offs in a row – Orbiter All-Star!



THE  
BULL

Using Swing 1 - Swing the ball down and to the right. Watch it go up and into the cup.

Using Swing 10 – Swing the ball out and to the right. Watch it go around the post and knock-off the egg.



# ORBITER

by

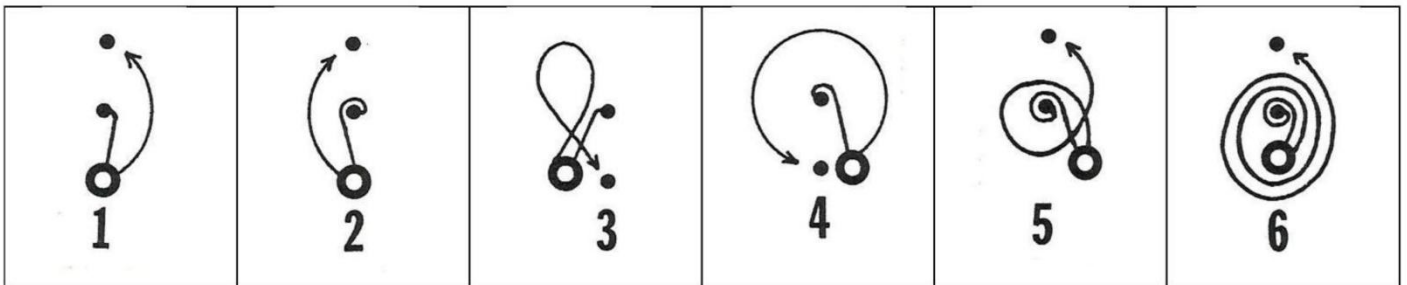
# COPPLESTONE

TM



Orbiter Swings 1–6:

## Best of Ten. Most in a Row!



Essential Components and Specifications - Base, Posts, Cord, Ball or Ring, 18-degree conversely angled posts.

Name	Type	Nickname	Height	Ring Size	Bring the swing, and share the fun!		
Orbiter	Rings	Little Bull	10"	1.25" ID	<div style="border: 1px solid blue; padding: 10px; text-align: center;"> <h3>Events &amp; Festivals</h3> <h3>A Crowd Pleaser.</h3> </div>		
Orbiter	Rings	The Bull	12"	1.5" ID			
Orbiter	Rings	The Bull	14"	1.5" ID			
Orbiter	Rings	The Bull	36"	2.5" ID			
Name	Type	Nick Name	Height	Ball Size			Cup Size
Orbiter	Ball	Cap&Ball	14"	Super Ball (2")			Cap (2")
Orbiter	Ball	Big Bull	6'	Tennis Ball	Pro Bowl (4")		
Orbiter	Ball	Big Bull	6'	Tennis Ball	Super Bowl (8")		
Orbiter	Ball	Great Bull	10'	Large Tennis Ball	Super Bowl (8")		

Interactive Public Art Display – Portable Entertainment – Ball Toss / Ring Toss

# ORBITER'S BEST SCORES

Orbiter Ball (4" Bowl)

**Most-In-A-Row  
Grand Slam**

**Pro Bowl – best scores**

Swing #1 - Score: 25  
Swing #4 - Score: 1  
Swing #5 - Score: 1  
Swing #6 - Score: 1

Orbiter Ball (6" Bowl)

**Most-In-A-Row  
Grand Slam**

**Great Bowl – best scores**

Swing #1 - Score: 172  
Swing #4 - Score: 2  
Swing #5 - Score: 6  
Swing #6 - Score: 2

Orbiter Ball (8" Bowl)

**Most-In-A-Row  
Grand Slam**

**Super Bowl – best scores**

Swing #1 - Score: 8  
Swing #4 - Score: 4  
Swing #5 - Score: 3  
Swing #6 - Score: 1

Orbiter Ball (4" Bowl)

**Most-In-A-Row  
Knock-It-Off Grand Slam**

**Pro Bowl - Best Scores**

Swing #1 - Score: 10  
Swing #4 - Score: 14  
Swing #5 - Score: 4  
Swing #6 - Score: 3

Orbiter Ball (6" Bowl)

**Most-In-A-Row  
Knock-It-Off Grand Slam  
Great Bowl - Best Scores**

Swing #1 - Score: 9  
Swing #4 - Score: 7  
Swing #5 - Score: 11  
Swing #6 - Score: 5

Orbiter Ball (8" Bowl)

**Most-In-A-Row  
Knock-It-Off Grand Slam  
Super Bowl - Best Scores**

Swing #1 - Score: -  
Swing #4 - Score: -  
Swing #5 - Score: -  
Swing #6 - Score: -

**Today's Orbiter  
Most-In-A-Row  
Score to Beat**

**7**

**Orbiter Rings  
Most-In-A-Row  
Grand Slam**

**Ring Toss - Best Scores**

Swing #1 - Score: 100  
Swing #4 - Score: 6  
Swing #5 - Score: 8  
Swing #6 - Score: 6

# Orbiter Ball by COPPLESTONE™

How many buckets or knock-offs  
can you make in ten tries?

How many in a row?

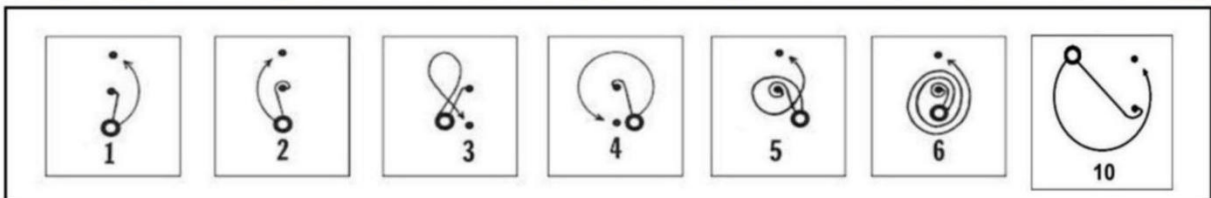


Make 5 Buckets in a row – Orbiter Pro!  
Make 5 Knock-Offs in a row – Orbiter All-Star!



THE  
BULL

Using Swing 1 - Swing the ball down and to the right. Watch it go up and into the cup.  
Using Swing 10 – Swing the ball out and to the right. Watch it go around the post and knock-off the egg.



# ORBITERBALL

## BEST-OF-10

### \*Tournament\*

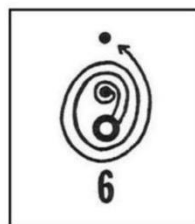
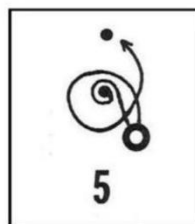
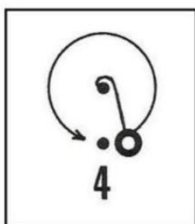
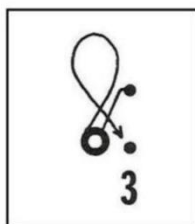
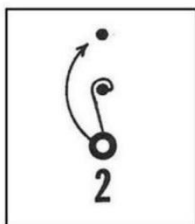
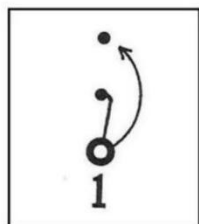


### Use Your Imagination

Every time you change your position relative to the base or wrap the cord around the post, you must use your imagination to form a new swing.

(Legal Swing - Ball must travel at least five feet.)

(Swing Option - Use the original six Orbiter swing positions.)



# ORBITER BALL

By **COPPLESTONE**™



## Best-of-10

### Most-In-a-Row

The Orbiting, Post-to-Post, Ball-Toss Game

There are ten swings per player per inning.

Players decide whether the game is comprised of one inning, three innings, or nine innings. They also decide who goes first and where they will stand in relation to the OrbiterBall base to make their swings. In any subsequent innings, the players play in order from highest to lowest.

Players score additional points for having the most points in a row. (Score one point for each bucket or knock-off in a row – a minimum of three in a row is required to qualify for these bonus points.)

Players take turns and keep their scores.

The player with the most buckets, knock-offs, and points in a row, wins the game. If a game ends with tie scores, those players play again until a clear winner is determined.

CopplestoneGames.com

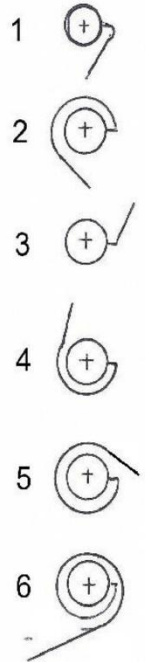
# ORBITER BALL

COPPLESTONE

By

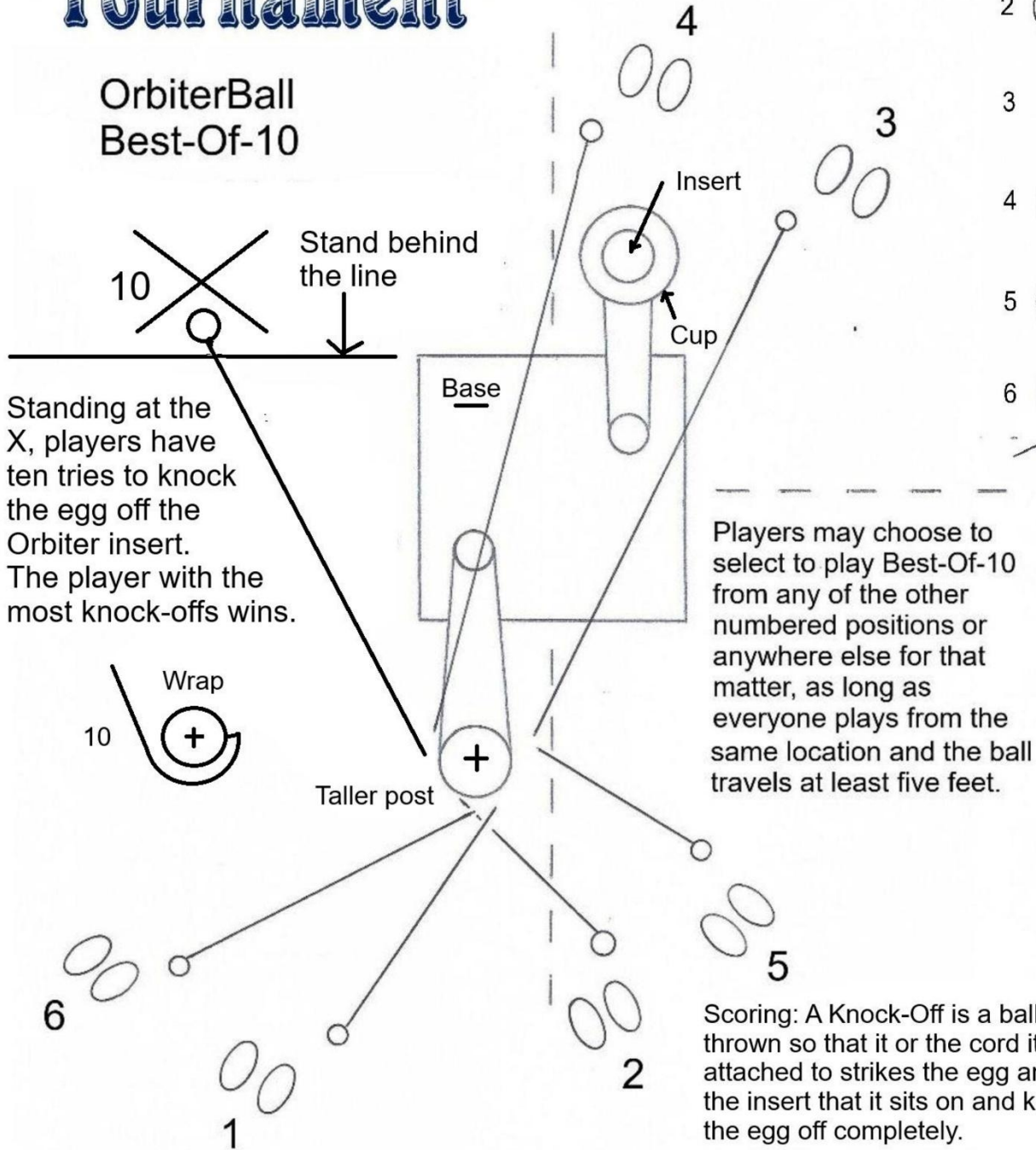
TM

## Wraps



## \*Tournament\*

OrbiterBall  
Best-Of-10



Stand behind the line

Standing at the X, players have ten tries to knock the egg off the Orbiter insert. The player with the most knock-offs wins.

Players may choose to select to play Best-Of-10 from any of the other numbered positions or anywhere else for that matter, as long as everyone plays from the same location and the ball travels at least five feet.

Scoring: A Knock-Off is a ball thrown so that it or the cord it is attached to strikes the egg and/or the insert that it sits on and knocks the egg off completely.

# ORBITER Best-of-10

**COPPLESTONE**

By TM

The Orbiting Post-to-Post  
Ball-Toss / Ring Toss Game

## Best-of-10

### Most-In-a-Row

There are ten swings per player per turn.  
The players decide who goes first and where they will stand in relation to the base to make their swings.  
Players score additional points for having three or more points in a row. Score one bonus point for each bucket or knock-off in a row. A minimum of three in a row is required to qualify for these bonus points.  
Players take turns and keep their scores.  
The player with the most buckets, knock-offs, and points in a row, wins.  
In the case of tie scores, those players play again to settle on a winner.

CopplestoneGames.com

### Scorecard

## ORBITER BEST-OF-10

Player / Team	Scores	Total
Example 1	1,-,1,-,1,1,1,1,-,- +4	10

## ORBITER-RINGS

**COPPLESTONE**

By TM

# OrbiterBall



# OrbiterRings



## ORBITER BEST-OF-10

Player / Team	Scores	Total
Example 1	1,1,1,-,-,1,-,1,1,- +3	9

## ORBITER-BALL

**COPPLESTONE**

By TM

## Orbiter seven swings. 72" Edition - Video



# ORBITER BALL<sub>60</sub>

## COPPLESTONE

By

TM



## Orbiter Ball “**KNOCK-IT-OFF**” is an interactive performance and public art display featuring a post-to-post, orbiting, and ball-toss game.

**Swing # 1** – Position the base so the long post is closest to the player. An imaginary line drawn through the middle height of the two posts should point to the player’s center. 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 ball down and out to the right. The ball’s momentum should carry the ball up, and the string 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 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 ball’s momentum 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.

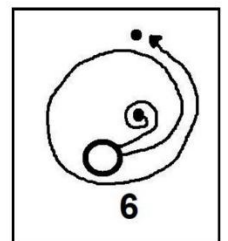
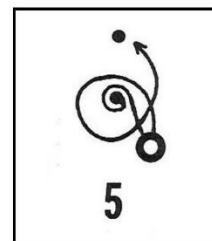
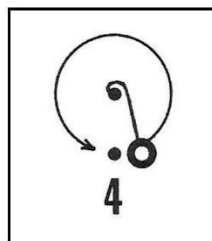
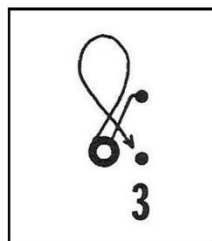
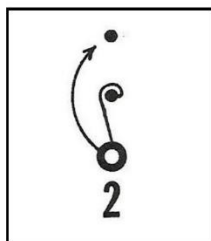
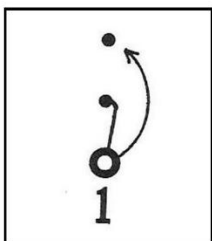
**Swing # 3** - Position the base so the shorter post is closer to the player. An imaginary line drawn through the base of the two posts where the posts first enter the base should point to the player’s center. Draw the ball straight back so that the ball is held between the long post and the player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

**Swing # 4** - Position the base so the shorter post is closer to the player. Stand where 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 to knock the egg off the insert in the cup on the short post.

**Swing # 5** - Position the base so the long post is closest to the player. Stand facing and in line with the short post and cup. Wrap the ball once around the tall post in a clockwise direction and hold the ball between the post and the player at about the height of the short post. Toss the ball 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 back to knock the egg off the insert in the cup on the short post.

**Swing # 6** - Position the base so the tall post is closest to the player. Stand so that when you aim at the cup the two posts cross and form an X in the middle of your sight line. 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 one and one-half times as gravity slowly brings the ball down so that it knocks the egg off the insert in the cup on the short post.

**Swing # 7** - Position the base so the tall post is closest to the player. Stand so that when you aim at the cup the two posts cross and form an X in the middle of your sight line. Wrap the cord to the left twice around the tall post and draw the ball back between the player and the tall post. Swing the ball out to the right and down at about a 20-degree angle. The ball’s momentum should carry the ball over the short post and around the tall post two and one-half times as gravity slowly brings the ball down so that it knocks the egg off the insert in the cup on the short post.



**BRING THE SWING and share THE FUN!  
To Fairs, Events, and Public Spaces everywhere.**

# ORBITER BALL

By **COPPLESTONE**™

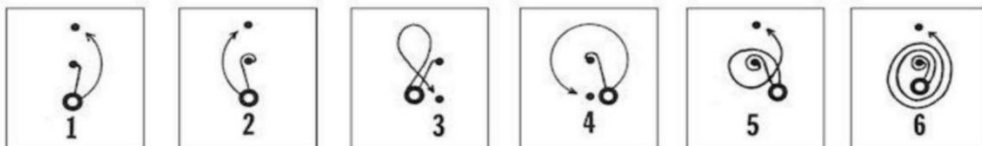
Orbiter Ball is an Interactive Public Art Display.  
Featuring a Post-to-Post, Orbiting Ball Toss Game.



Stand two steps to the left of the center front of the base.  
**Swing the ball down and to the right.**

**Watch it go up and into the cup.**

See many more creative swings at [CobblestoneGames.com](http://CobblestoneGames.com)



# ORBITERBALL

## BEST-OF-3

### Most-In-A-Row

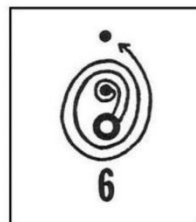
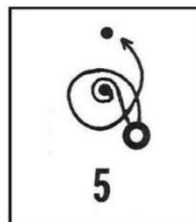
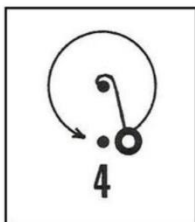
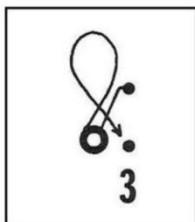
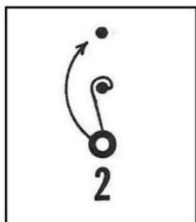
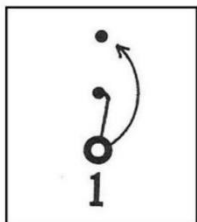


### Use Your Imagination

Every time you change your position relative to the base or wrap the cord around the post, you must use your imagination to form a new swing.

(Legal Swing - Ball must travel at least five feet.)

(Swing Option – Use the original six Orbiter swing positions.)



# ORBITER BALL<sup>co</sup>

By COPPLESTONE<sup>TM</sup>



## ORBITER-BALL

### Best-of-3

### Most Points In a Row

**\*SINGLES\*** (two players)

The Orbiting, Post-to-Post, Ball-Toss Game

Three misses per player per inning. Players decide if the game is comprised of one inning, three innings, or nine innings.

In the first inning, the two players decide who swings first and the location at which they will stand in relation to the base. In each subsequent inning, players alternate turns and keep their scores, and the lead player in each inning decides where both players will stand in relation to the base to make their swings.

Example: Player A, the lead player, scores three buckets or knock-it-offs in a row using a chosen base position and then misses. Then he misses again, then makes four in a row before missing for the third time. Player B then scores two buckets in a row from the same location and then misses. Then misses. Then scores two knock-it-offs before his third miss. So, Player A scores seven points, and Player B scores four.

Player A scores an additional 5 points for having the Most Points in a Row with four (must be three or more buckets or knock-it-offs in a row), and so scores a total of twelve points in inning one.

Player B starts the next inning.

# ORBITERBALL

## BEST-OF-3

### Most-In-A-Row

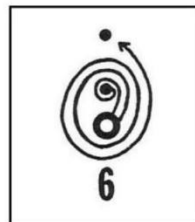
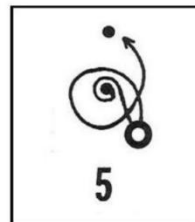
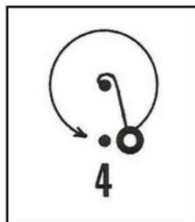
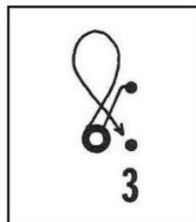
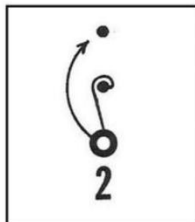
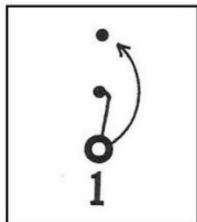


### Use Your Imagination

Every time you change your position relative to the base or wrap the cord around the post, you must use your imagination to form a new swing.

(Legal Swing - Ball must travel at least five feet.)

(Swing Option - Use the original six Orbiter swing positions.)



# ORBITER BALL<sup>co</sup>

By COPPLESTONE<sup>TM</sup>



## ORBITER-BALL

### Best-of-3

### Most Points In a Row

**\*TEAMS\*** (four players)

The Orbiting, Post-to-Post, Ball-Toss Game

Three misses per player per inning. Players decide if the game is comprised of one inning, three innings, or nine innings.

In the first inning, players decide which team swings first and the location at which they will stand in relation to the base. In each subsequent inning the teams alternate turns and keep their scores. The lead team in each inning decides where all players will stand in relation to the base to make their swings.

Example: Team A has two players and goes first. Player 1 scores three points, then misses. He then misses and then misses again. Player 2 scores two points, then misses. Then he scores one point and misses and then misses again. Team A scored six points. Team B has two players and swings next. Player 3 scores three points, then misses. He then scores one point, then misses, and then misses again. Player 4 scores seven points and then misses three times in a row. Team B scores eleven points.

Team B scores an additional five points for having the Most Points in a Row (must be three or more buckets or knock-it-offs in a row), with seven, and so scores a total of sixteen points in inning one.

Team B starts the next inning.

# ORBITERBALL

## BEST-OF-3



**Bring the Swing**  
**Share the Fun!**  
**Shot Matching Action**

# ORBITER BALL<sup>co</sup>

By **COPPLESTONE™**



## ORBITERBALL Best-of-3

The Orbiting  
 Post-to-Post, Ball-Toss Game

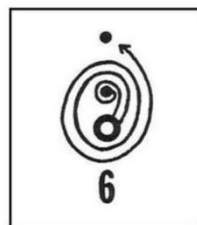
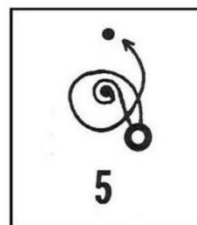
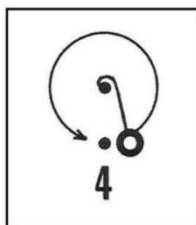
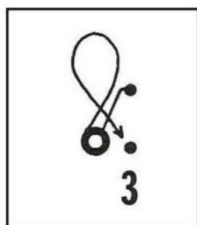
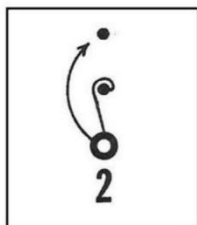
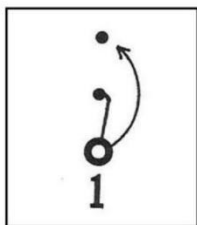
## Best-of-3

**\*Standard\*** – 3 Swings

Players decide what swing type they will attempt. There are three swings per player per turn. Players decide whether to play one turn, a race to 7, or a race to 11.

The player who last scored points becomes the lead player and swings first.  
 Example: The current lead player scores three buckets using swing # 1 and player 2 scores two buckets using the same swing, so the lead player scores one point and holds the lead position in the next turn.

In a race to 11, the first player to reach 11 or more wins.



# ORBITERBALL

## BEST-OF-10

### \*Tournament\*



### Use Your Imagination

Every time you change your position relative to the base or wrap the cord around the post, you must use your imagination to form a new swing.

(Legal Swing - Ball must travel at least five feet.)

(Swing Option - Use the original six Orbiter swing positions.)

# ORBITER BALL

By **COPPLESTONE**™



## Best-of-10

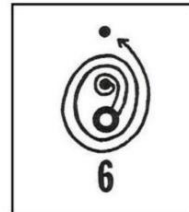
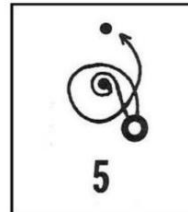
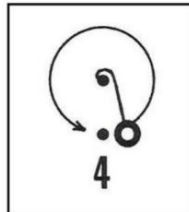
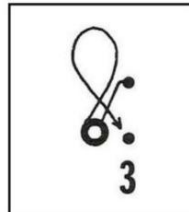
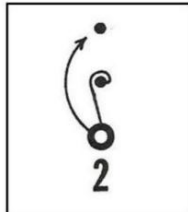
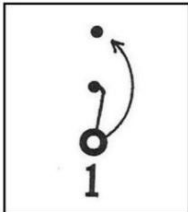
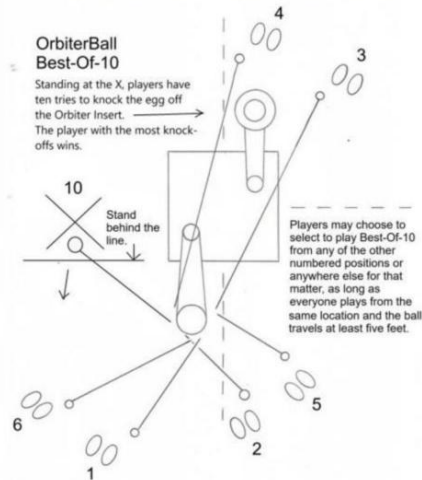
Ten or More Players







The Orbiting, Post-to-Post, Ball-Toss Game

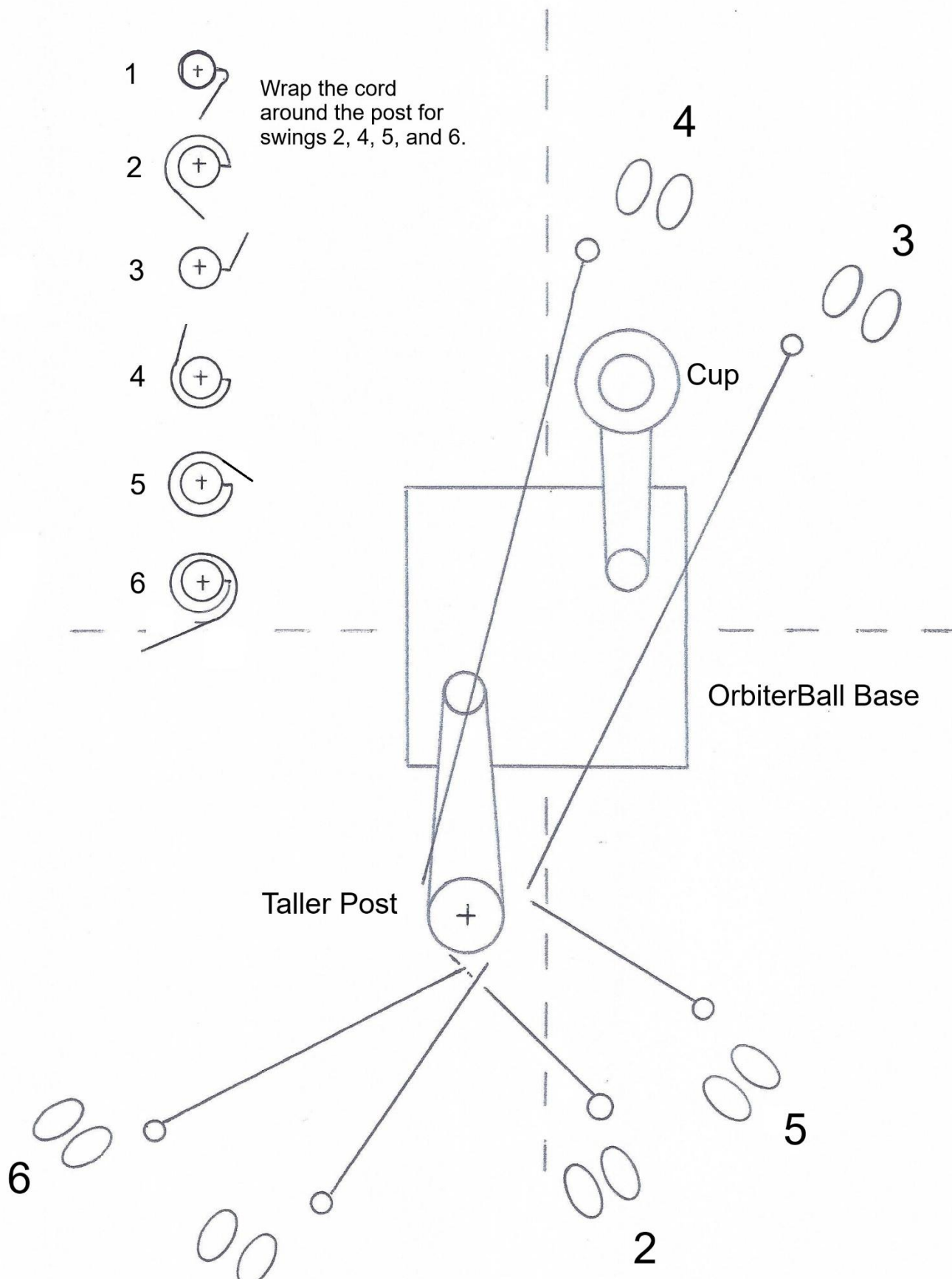
Ten swings per player per game.

The players decide who swings first and where they will stand in relation to the base. They take turns and keep their scores.

The player with the most buckets or knock-offs wins. In the case of tie scores, those players play again to settle on a winner.



- 1  Wrap the cord around the post for swings 2, 4, 5, and 6.
- 2 
- 3 
- 4 
- 5 
- 6 



OrbiterBall by Coplestone  
 6 Swings Diagram to show the standing position of the player relative to the Orbiter Base. (for a right handed player)

# OrbiterBall<sup>60</sup>

## COPPLESTONE

SWING-IT-IN – Swings 1-3

KNOCK-IT-OFF – Swings 4-6



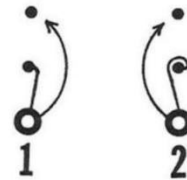
Swing.1  
Swing-It-In



Swing.2  
Swing-It-In

**10 points**

1. Swing down to the right.



2. Swing down to the left.



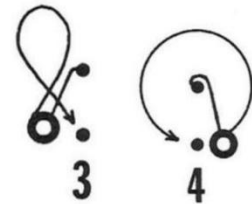
Swing.3  
Swing-It-In



Swing.4  
Knock-It-Off

**50 points**

3. Swing down to the right.



4. Swing up to the right.



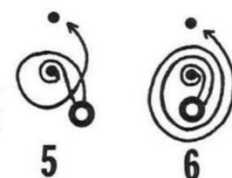
Swing.5 Knock-It-Off



Swing.6 Knock-It-Off

**100 points**

5. Swing down through the middle, between the posts.



6. Swing up to the right.

# ORBITER BALL<sup>60</sup>

COPPLESTONE

By

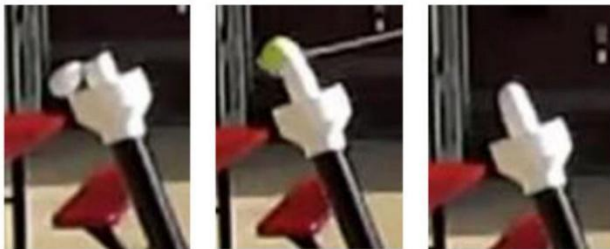
TM

Orbiter / Knock-It-Off

SCORECARD

OrbitingBall	Player -	Game #	Points
Set 1 swing#1			
Set 2 swing#2			
Set 3 swing#3			
Set 4 swing#4			
Set 5 swing#5			
Set 6 swing#6			
TOTAL POINTS =			

Bring the swing.

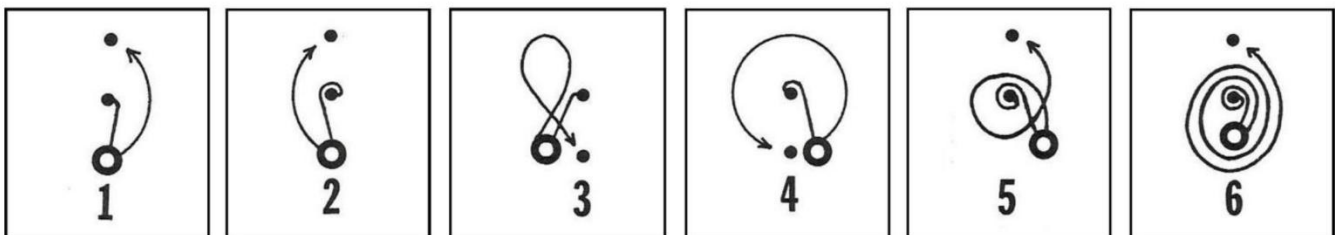


Orbiter Ball “**KNOCK-IT-OFF**” is an interactive performance and public art display featuring a post-to-post, orbiting ball toss game. This engaging activity brings throw-your-hands-in-the-air fun entertainment to all who compete, watch, or play it.

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

**Scoring:** A Knockoff is a ball that has been thrown in such a way as to knock the egg off the post completely.

- Players take turns playing six sets of ten swings, each using all six original orbiter swing types.
- Each swing type has a specific point value.
- Swings #5 and #6 – 100 points, Swings #3 and #4 – 50 points, Swings #1 and #2 – 10 points.
- Use the Orbiter Scorecard to keep your score and track your improvement over time.
- Players may choose to play a game where they may choose to use any swing they wish as often as they wish. We recommend that players remove the insert and toss the ball directly into the cup for the first three swings.



# ORBITER BALL

# KNOCK-IT-OFF

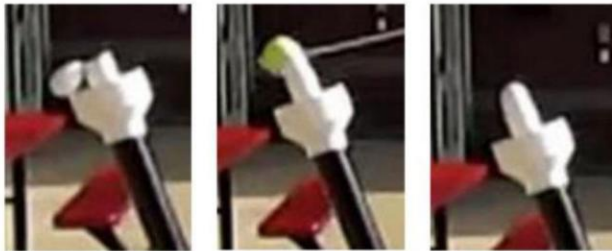
Orbiter / Knock-It-Off

SCORECARD

Orbiting Ball Toss Player - Game # Points

Set 1 #1										
Set #2										
Set 3 #3										
Set 4 #4										
Set 5 #5										
Set 6 #6										
TOTAL POINTS =										

## ORBITING BALL-TOSS

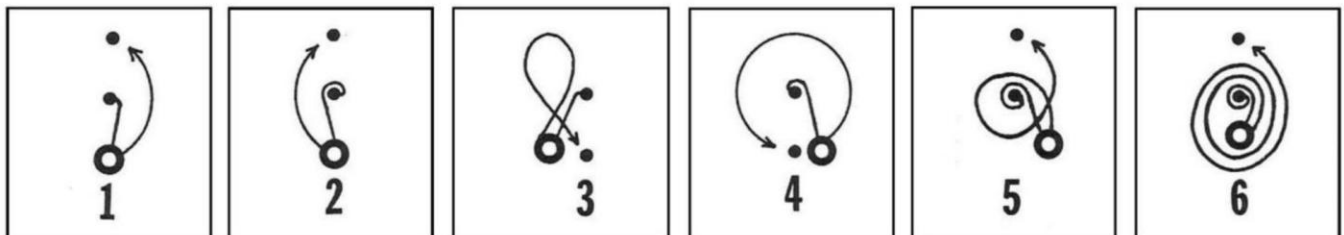


Orbiter **"KNOCK-IT-OFF"** is an interactive, performance, and public art display - featuring a post-to-post, orbiting, ball toss game.

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

**Scoring:** A Knockoff is a ball that has been thrown in such a way as to completely knock the egg off the post.

- Players take turns playing six sets of ten swings each using all six original orbiter swing types.
- Each swing type has a specific point value.
- Swings #5 and #6 – 100 points, Swings #3 and #4 – 50 points, Swings #1 and #2 – 10 points.
- Use the Orbiter Scorecard to keep your score and track your improvement over time.
- Players may choose to play a game where they may choose to use any swing they wish as often as they wish.
- (It is recommended that players remove the insert and sink the ball into the cup for swings #1, #2, and #3.)



Orbiter / Knock-It-Off SCORECARD

Orbiting Ball Toss Player - Pro Game # 1 Points

Set 1 #1	X	X	X	X	X	X	X	X	X	X	100
Set #2		X		X		X	X			X	50
Set 3 #3										X	50
Set 4 #4					X						50
Set 5 #5					X						100
Set 6 #6		X			X					X	300

TOTAL POINTS = 650

Pros Avg Game Score = 606.66



Orbiting Ball Toss Player - Pro Game # 2 Points

Set 1 #1	X	X	X		X			X	X		60
Set #2		X	X	X		X			X		50
Set 3 #3	X						X		X		150
Set 4 #4								X	X		100
Set 5 #5					X						100
Set 6 #6											0

TOTAL POINTS = 460

Orbiting Ball Toss Player - Pro Game # 3 Points

Set 1 #1		X		X	X	X	X	X	X		70
Set #2		X		X	X			X			40
Set 3 #3				X		X				X	150
Set 4 #4				X				X	X		150
Set 5 #5					X			X			200
Set 6 #6			X								100

TOTAL POINTS = 710



Orbiter / Knock-It-Off

SCORECARD

Orbiting Ball Toss      Player -      Game #      Points

Set 1 #1										
Set #2										
Set 3 #3										
Set 4 #4										
Set 5 #5										
Set 6 #6										

TOTAL POINTS =



Orbiting Ball Toss      Player -      Game #      Points

Set 1 #1										
Set #2										
Set 3 #3										
Set 4 #4										
Set 5 #5										
Set 6 #6										

TOTAL POINTS =

Orbiting Ball Toss      Player -      Game #      Points

Set 1 #1										
Set #2										
Set 3 #3										
Set 4 #4										
Set 5 #5										
Set 6 #6										

TOTAL POINTS =



# ORBITER BALL | TOURNAMENT



## Fundraiser / Tournament Format

OrbiterBall “**KNOCK-IT-OFF**” is an interactive, performance and public art display - featuring a post-to-post, orbiting, ball toss game.

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

**Scoring:** A Knockoff is a ball that has been thrown in such a way as to completely knock the egg off the post.

- Players take turns playing six sets of ten swings each using all six original orbiter swing types.
- Each swing type has a specific point value.
- Swings #5 and #6 – 100 points, Swings #3 and #4 – 50 points, Swings #1 and #2 – 10 points.
- Use the Orbiter Scorecard to keep your score and track your improvement over time.
- Players may sometimes choose to play a game where they may choose to use any swing they wish as often as they wish.
- We recommend that players remove the insert and toss the ball directly into the cup for the first three swings.

How would the tournament work?

Players who sign up for an OrbiterBall-60 Tournament will pay a nominal entrance fee to compete in the tournament. The ideal setup would be to have six, 6' tall Orbiters each one dedicated to one swing type. Players would rotate through the course taking turns and making swings. When players approach each Orbiter, they will give their scorecard to the scorekeeper that is assigned to that orbiter, take their ten swings, and move on to the next one. After the first round, players will reorganize and begin the next round according to their score, with the lowest-scoring player playing first and the highest-scoring player playing last. Continue through the four rounds. Each player's score for each round is added and averaged with their previous round's scores. That average round score is used to determine each player's position on the leaderboard. The highest scorer wins.

A tournament is comprised of varying numbers of competitors eighty on average. We imagine that there would be four rounds of play. Sixty swings for each player each round. A leaderboard will be kept to display the order of the player's scores in order from highest to lowest throughout the match. The top four players will be awarded prizes at the finish.

OrbiterBall / Fundraising Format

Players can reach out to sponsors who would commit to donating a certain amount for each OrbiterBall Swing #4 that their player succeeds at making. Sponsors are allowed to designate to their players what their minimum and maximum donation amount is. For example, they might commit to donating \$5 per knock-it-Off Swing #4 with a minimum of \$20 and a maximum of \$100. Sponsors may wish to add a second Swing # and donation amount.

OrbiterBall 15 for 5 Carnival / Fundraising Format

Players donate \$5 for five swings. Using Swing #5, if they make one knockoff they make back \$1, make two make back \$2, make three make back \$3, make four make back \$4, make five make back \$5 for a make back total of \$15.  
(\$1+\$2+\$3+\$4+\$5=\$15)

# ORBITER BALL KNOCK-IT-OFF



**Orbiter Ball** is an engaging activity that brings throw-your-hands-in-the-air-fun-entertainment to all who compete, watch, or play it.



Orbiter Ball “**KNOCK-IT-OFF**” is an interactive, performance, and public art display - featuring a post-to-post, orbiting, ball toss game.



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

**Scoring:** A Knockoff is a ball that has been thrown in such a way as to completely knock the egg off the post.

- Players take turns playing six sets of ten swings each using all six original orbiter swing types.
- Each swing type has a specific point value.
- Swings #5 and #6 – 10 points, Swings #3 and #4 – 5 points, Swings #1 and #2 – 1 point.
- Use the Orbiter Scorecard to keep your score and track your improvement over time.
- Players may choose to play a game where they may choose to use any swing they wish as often as they wish. We recommend that players remove the insert and toss the ball directly into the cup for the first three swings.



# ORBITER- BOBBLEBALL

## ORBITING BALLTOSS

### EL TORO™



Orbiting \* Post to Post \* Shot Matching \* Ball Toss Game

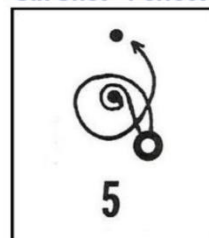
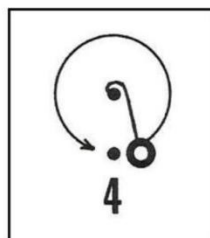
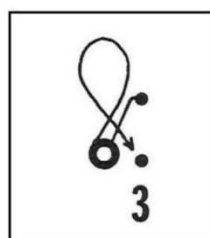
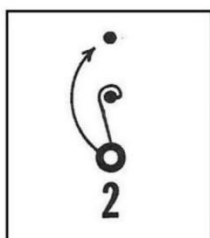
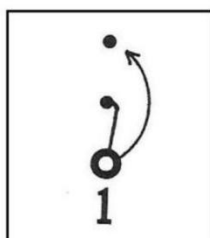
## ORBITER-SIX

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



ORBITER™

Six Shot - Perfect score 6 x 6 = 36



# ORBITER-SIX

## ORBITING BALLTOSS

### EL TORO™



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

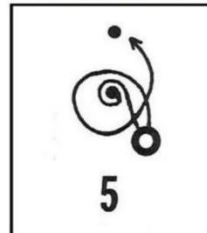
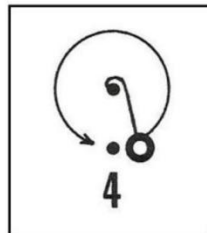
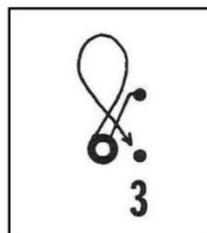
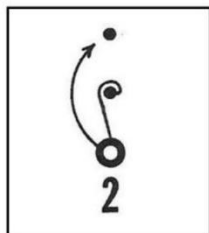
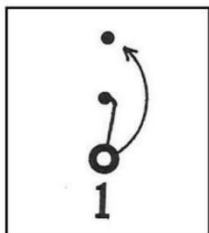
## ORBITER-SIX

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



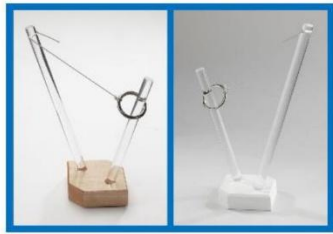
ORBITER™

Six Shot - Perfect score  $6 \times 6 = 36$



# ORBITER-SIX

OrbiterSixSwing is the Widget. **ORBITER-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 x 6 = 36**

Players						
1						
2						
3						
4						
5						
6						
Total						

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



Art in Motion

ORBITER™



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.

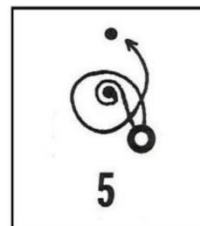
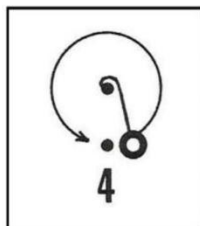
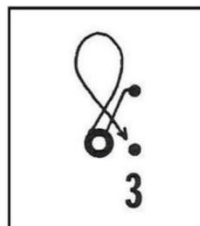
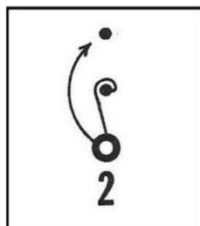
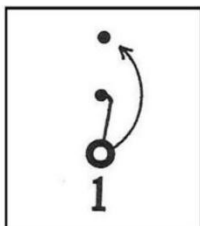
**Swing # 2** - Position the base so that the long post is closest to the player. Stand straight in front of the tall post. Draw the ball in front of the taller post and back to the left side of that post so that the ball is held between the post and the player at a height about equal to the short post.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

| Coplestone'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 Coplestone 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 Coplestone  
[coplestonegames.com](http://coplestonegames.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.