



Orbiter History / Product Development / Artwork

The Orbiter - Brainteaser / Copplestone's Putting Rail – Golf Aid

What do you do with an idea? Share it!

My name is David Copplestone and I have an idea that I would love to share with you.



It's called the Orbiter and it is a sculpture, a brainteaser, and an example of functional art.

Orbiter Ball Toss Brainteaser

It has been a lifelong goal of mine to create to entertain and with the creation of the Orbiter Ball Toss and Ring Toss games, I feel my goal is accomplished. The games that I created have provided the hoped-for entertainment to crowds of thousands at **Faneuil Hall** and **Copley Square** in Boston.

Orbiter Ball Toss Brainteaser

Now I hope to see that as many people as possible enjoy these games.

This is happening as the Orbiter is publicly presented and word spreads. Orbiters have been selling on Amazon over the years and have entertained in homes, offices, schools, parks, parties, restaurants, marketplaces, amusement parks, colleges, corporations, and all the places where crowds gather with time on their hands, looking for challenging entertainment and **with your help I'd like to expand Orbiter sales using Online Marketing, catalogs, stores, and major trade shows.**

"To help get the word out, you can share [the link to this page](#) to your Facebook Timeline!"

"To show your support you can go to the [Orbiter order page on Amazon!](#)"

copplestonegames.com

I've been working on this posts and ring toss concept for years and now I feel the creative part of the project is complete, the Orbiter is finished. It's time to focus on the entertainment goal and **build up the marketing and sales phase of the project**. I've loved every minute of this creative process and I look forward to sharing this idea with those who would like to help me see that as many people as possible get a chance to experience Orbiter magic.



The Orbiter is a pendulum device/brainteaser to showcase a player's eye-to-hand coordination skills.

I appreciate your support and will continue to do all I can to see that the Orbiter rocks and orbits the world.

This entertaining toy is a pendulum device/brainteaser to showcase a player's eye-to-hand coordination skills. The object is to set the ring in motion, from one taller uniquely angled post to ring the second shorter conversely angled post.

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

Orbiter History / Development

When David Copplestone the creator of the Orbiter was 17, he recalls walking on a beach in Georgia during the April vacation, wondering, "What will I do with my life?" He says that he felt that he was a creative person at heart so he thought that he should follow that path and create - a life goal of sorts.



David went to The Art Institute of Boston and when he finished he divided his time between fine art, functional art and house painting. Starbucks 24" x 36" Oil



Following a dream to the Caribbean
Ring Toss History

Copplestone: tabletop posts and ring toss games
Orbiter History - Following a Dream
Ring-toss Evolution and Innovation by: David Copplestone



In 1980 Five years after completing his studies at the Art Institute of Boston, David Copplestone was taking a sailing trip in the islands when he saw something that he immediately thought would fulfill that teenage dream he had of creating something interesting and hopefully cool and clever. He was watching people **playing a version of the Ring the Bulls Nose game at Admirals Inn in Antigua**. They had a brass ring hanging from the ceiling, and they were swinging it over onto a large hook anchored on a wall beam about eight feet away. The smiles on everyone's faces and the wear on that hook indicated this pastime's popularity. As he played, it occurred to him that if there was a portable desktop version of this game, millions of people could enjoy it at home or in their offices.

As soon as he got back home from that trip he began creating versions of the ring toss game. The first was a 12" upside-down L-shaped ring-toss game followed in 1984 by a ring-toss game installed in any doorway. He kept making new versions and new games to go with them to recreate the same feeling, focus, and excitement that he had felt when he played that game on the islands. David says that the realization of that goal the **"Ahha moment"**, came finally to him one sleepless, conceptual thought-filled night in 1988, after years of trying, when he visualized the game, but instead of a ring and hook, he thought **"POSTS!!! What if I used a ring and posts? Eureka! That's it"**. I will hang the ring from one post and swing it up onto another post, perfect.

The Orbiter was created that morning. He had the plans in his head he just had to go down to the workshop and make the prototype. **FUN!!!** The original Orbiter had a 14-inch tall post, a 10-inch tall post, a 2-inch ring, and a 6-inch square base.

The project continued to evolve and as the product developed so did David's engineering skills and conceptual thinking capabilities. He created many sizes and versions but the converse posts idea, that conceptual thought, was the key to all of them.

The posts at various angles and differing heights created challenging swing possibilities that demanded concentration from the players and produced the same level of excitement that he had experienced when he played that island ring game. That was the feeling that he had been looking for.

Orbiter Six Swing. The fact that **each time you change the position of the base you have to create a whole new swing path** to get the ring back to the ring zone, adds so much to the challenge of the game. **That feature of the design transforms the game and takes it in a new direction** that is different from the original goal of the single swing, ring and hook, ring toss game, and challenging in many creative new ways. The limitless number of swing paths that a player can use makes the Orbiter **a fun way to explore and understand physics**. There is a lot to figure out. A lot is going on. How and why does an object move through space and how do you work with momentum, the pendulum effect, and gravity to get the ring to go where you want it to go?

The Orbiter was the fulfillment of David's goal of creating to entertain.

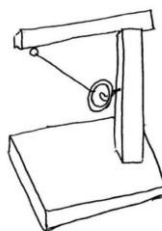
Copplestone took the Orbiter (He called it El Toro at that time) to the **Boston Gift Show** in 1990 and because of the attention it attracted there it was pictured in the What's New in Gifts section of the trade magazine **Giftware News** by its editor and a distributor Channel Craft who saw the Orbiter at the show took it on and sold it at tradeshows around the country for the next two years. When it was time to invest in some marketing work for El Toro, packaging and messaging sorts of things, they asked David if he would like them to take over the project and make the investment or did he want to do the work himself. He elected to take it back and do it himself.

Over the next years he worked on the Orbiter, showed his products on his website, and sometimes advertised in Souvenirs & Novelties.

Major Ring-toss Innovations:

1. Tabletop ring-to-hook ring-toss 1981
2. Tabletop ring-to-post ring-toss 1988
3. Tabletop two player ring-to-post ring-toss 2021

1981



1988



2021

[Manufacturing Specs](#)

Orbiter

Beat The Pro

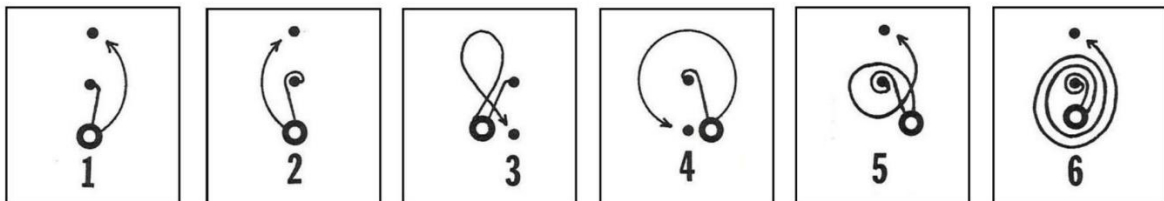


The Orbiting, Post to Post, Shot Matching, Ring-Toss Game.



A summary of the four-part, back burner, Orbiter ring-toss project, that began in November of 1980.

1. It started with a goal to develop an idea for a product or service in response to two inspirational speeches by two presidents. President Kennedy and President Reagan. That goal eventually resulted in a plan to make a one-foot, fun-loving, desktop ring toss game, possessing an equal or greater degree of difficulty as observed in the play of an eight-foot, ring and hook, ring-toss game, seen in the Caribbean.
2. The Orbiter dual-posted working model was completed in 1988. That's when the effort turned to answer the question;
3. What do you do with it? From the start, audiences appreciated and found the Orbiter fascinating to watch. But the project didn't feel complete until that game-play question was finally answered when the Orbiter Ringers Game - Beat the Pro was settled in November 2023.
4. So that's where the Orbiter project is now. The search is widening to find as many players as possible who appreciate the creative effort, see Orbiter's value, and wish to enjoy its challenges.



BEAT The PRO

NAME: **The Pro**
CLUB: **Osterville Ringers**
ASSOCIATION: **Uniter States Orbiter Ringers League**
HANDICAP INDEX: **18.7**

USORL

LOW HANDICAP INDEX: **18.7 (11/25/2023)**

USORL NUMBER: **11007001**

Scores Posted (2023): **20**

CURRENT DATE: **11/25/2023**

SCORE HISTORY – MOST RECENT FIRST * IF USED

Latest Score: 89			Best Score: 95			Avg. Score: 87.4			Handicap: 18.7		
11/23	89	12"	11/23	92	12"	11/23	87	12"	11/23	82*	12"
11/23	91	12"	11/23	88	12"	11/23	86	12"	11/23	95	12"
11/23	85	12"	11/23	81*	12"	11/23	92	12"	11/23	88	12"
11/23	88	12"	11/23	90	12"	11/23	90	12"	11/23	81*	12"
10/23	84*	12"	10/23	81*	12"	10/23	88	12"	10/23	90	12"

The Orbiter - Ringers Challenge - With Scorecard

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

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

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

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

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

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

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

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

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

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

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

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

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

ORBITER'S RINGERS

Start A Team.

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

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

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

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

CopplestoneGames.com



ORBITER



PUSH

PUSH

PUSH



JFK President Kennedy delivered his speech at [Rice University's Rice Stadium](#)

“If art is to nourish the roots of our culture, society must set the artist free to follow his vision wherever it takes him. We must never forget that art is not a form of propaganda; it is a form of truth

We choose to go to the Moon! We choose to go to the Moon...We choose to go to the Moon in this decade and do the other things, not because they are easy, but because they are hard; because that goal will serve to organize and measure the best of our energies and skills because that challenge is one that we are willing to accept, one we are unwilling to postpone, and one we intend to win, and the others, too.^[11]

RR President Ronald Reagan

To young Americans wondering tonight, where will I go, what will I do with my future, I have a suggestion: Why not set out with your friends on the path of adventure and try to start up your own business? Follow in the footsteps of those two college students who launched one of America's great computer firms from the garage behind their house. You, too, can help us unlock the doors to a golden future. You, too, can become leaders in this great new era of progress—the age of the entrepreneur.

JFK

On September 12, 1962, a warm and sunny day, President Kennedy delivered his speech before a crowd of about 40,000 people, at [Rice University's Rice Stadium](#). Many individuals in the crowd were Rice University students.^{[8][10]} The middle portion of the speech has been widely quoted, and reads as follows:

We set sail on this new sea because there is new knowledge to be gained and new rights to be won, and they must be won and used for the progress of all people. For space science, like nuclear science and all technology, has no conscience of its own. Whether it will become a force for good or ill depends on man, and only if the United States occupies a position of pre-eminence can we help decide whether this new ocean will be a sea of peace or a new terrifying theater of war. I do not say that we should or will go unprotected against the hostile misuse of space any more than we go unprotected against the hostile use of land or sea, but I do say that space can be explored and mastered without feeding the fires of war, without repeating the mistakes that man has made in extending his writ around this globe of ours.

There is no strife, no prejudice, no national conflict in outer space as yet. Its hazards are hostile to us all. Its conquest deserves the best of all mankind, and its opportunity for peaceful cooperation may never come again. But why, some say, the Moon? Why choose this as our goal? And they may well ask, why [climb the highest mountain](#)? Why, 35 years ago, [fly the Atlantic](#)? Why does [Rice play Texas](#)?

We choose to go to the Moon! We choose to go to the Moon...We choose to go to the Moon in this decade and do the other things, not because they are easy, but because they are hard; because that goal will serve to organize and measure the best of our energies and skills, because that challenge is one that we are willing to accept, one we are unwilling to postpone, and one we intend to win, and the others, too.^[11]



In 2017 he took the Orbiter directly to the people at Faneuil Hall in Boston to see if his efforts to add to the Orbiter's appeal had worked.

As he watched he realized that the Orbiter and the people playing it there were making his dream **“to create to entertain”** come true. He just put the Orbiters that he had created over the years out there and the crowds reacted to them and just naturally began to play and enjoy the game's mystique.



To show that life is a circle, **David recently went back to the High School** that he had been attending when he had that original life goal setting moment **and together they installed an Orbiter in the courtyard there**. That Orbiter is six feet tall, has a ball instead of a ring, a cup instead of a hook and is complete with the school colors. David says that seeing the Orbiter at his high school after all these years left him with a warm feeling of completion. After all he relates, this is where I was when I went on that April vacation and had that life goal setting moment on a beach at seventeen.

The Straight Putt

Copplestone's Putting Rail

Another of David's many creations - Copplestone's Putting Rail - will be a strong part of this marketing campaign along with the Orbiter.



It is an incredibly difficult, almost impossible putt to make. It's like hitting a hole in one on a 375 yard par four. To be successful you need to address the ball with confidence, feel good about the shot, have the wind at your back, and have a little luck and some good old fashioned golf magic working for you. Offer it up as a work place activity or for any kind of gathering. The Million Dollar Putt is the description of the feeling you get when you sink it, it's not the prize. Unless of course you want to run a national competition.




Congratulations! You Did It.
This putt takes great skill and determination to make. Challenge your golf buddies, friends and family to a Million Dollar Putt Championship.





EAGLES - Convex Rail Golf Game 48" Rail

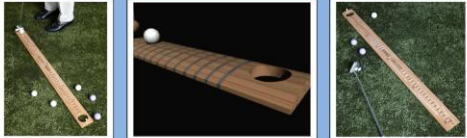
OK here's what you do. Put the rail down on the floor with a wall or some object behind it to stop the golf ball when you miss and I am afraid to say you will miss. The rail is just four feet long. However, because of its convex top surface the rail simulates much longer putts. The 6 inch mark simulates a one foot putt, the 12 inch mark simulates a two foot putt, the 18 inch mark simulates a six foot putt, the 24 inch mark simulates a 12 foot putt, the 36 inch mark simulates a 24 foot putt, and the 48 inch mark simulates an almost impossible 50 foot putt. When you are playing a par five and you are putting from the 48 inch mark you are putting for a triple eagle. If you are putting from the 36 inch mark, you are putting for a double eagle. If you are putting from the 24 inch mark you are putting for an eagle, if you are putting from the 18 inch mark you are putting for a birdie, if you are putting from the 12 inch mark you are putting for a par and when you are putting from the six inch mark you are putting for a bogey.

EAGLES: 48" rail - Four chances to sink The Million Dollar Putt

To set the record for the least number of strokes needed to complete 18 holes of play, tee it up 18 times - four times from the spot on the rail marked Par 5 (48), four times from the spot marked Par 3 (24), and ten times from the spot on the rail marked Par 4 (36). Count the number of strokes that it takes you to work your way from the tee down the rail and into the cup. There is a process to follow.

Let's have the first hole be the very challenging Par 5 (48). Grip it and rip it. This is your shot at the rare triple eagle. For your second shot and your attempt at the coveted albatross, pick up the ball and place it back on the rail at the Par 4 (36) tee spot and go for it. Your third stroke (eagle) if needed, will be from the Par 3 tee spot (24). Your fourth stroke (birdie), if needed, would be from the spot on the rail marked (18). Your fifth stroke (par) will be from the spot marked (12), any remaining putts that you may need to complete this hole will be taken from the spot marked (6). Keep your score and take your turns just as you would at your favorite golf course. You might use their score card or download one from the internet. Play each of the 18 holes in any order you wish, but we suggest: par 5, 4, 3, 4, 4, 4, 3, 5 and repeat.

In the case of a tie, play a three hole playoff (par 5, par 4, and par 3). If there are still players tied, play par 5s in sudden death until a winner emerges.





Start a TOURNAMENT!!

American made from genuine oak.
Putter and ball not included.
48" x 3 1/2" x 3/4"



The Putting Rail HOTSHOTS

This game allows you to show off your shot making skills as well as your ability to make good strategic shot selections. Each player has nine shots (eighteen shots in tournament play) to make as many points as he needs to be the player with the greatest point total. He may choose to attempt each of his nine putts from any of the forty-eight rail locations. In the numbered box record the rail location that you will be attempting and then give it a try. If you sink the putt record the location number on the point's scored line next to the box. If you miss, put a zero on the line and move on to the next hole. When you have completed all nine holes add up your points. The player with the highest point total wins. We suggest that players take turns, three putts at a time, until all players have taken their nine strokes. You may choose to acknowledge 1", 2", and 3" place finishers.

THE PUTTING RAIL

Want to shave points off your golf score? Use the Putting Rail. The idea behind this golf aid is that the more time a golfer spends with a putter in his hand making smooth and consistent strokes, the more his putting game and golf score will improve. So, choose between five engaging games that you can play on the Putting Rail, and enjoy.



Copplestone's Putting Rail – 48 inch

Want to shave points off your golf score? Use the Putting Rail. The idea behind this golf aid is that the more time a golfer spends with a putter in his hand making smooth and consistent strokes, the more his putting game and golf score will improve. So, choose between five engaging games that you can play on the Putting Rail, and enjoy.

Copplestones Putting Rail

You know what they say: the putt is **the toughest four feet in golf**. Here's a fun – and effective – way to practice the trickiest part of the game. Set your ball at the end of this handsome wooden rail, then tap it with your club as if you are on a green. If you've performed perfectly, the ball will roll straight down the length of this slightly convex surface and you'll make a hole in one. But, if you don't properly address the ball, have your club head aligned and execute a smooth back and through swing, the ball will roll off the side. And it's time to try again. You'll enjoy the challenge, and develop a consistent stroke sure to help you shoot par on the course. Entertaining even for those who don't venture out on the links.

- American made from genuine oak.
- Putter and ball not included.
- 48" x 3 1/2" x 3/4"

I finally did it! and saved it on a Selfie Video to share.

I set out to sink the million dollar put on Copplestone's Putting Rail at copplestonegames.com. I decided to set up my phone and video myself doing five sets of five puts four times a day for a total of 100 tries per day until I got it. I figured I'd help my putting game and get a neat video that I could share as well. I surprised myself and got it in the first 100 tries. Amazing! Here's the video. Now I'm going for more.

[Watch The Million Dollar Putt on Copplestone's Putting Rail](#) - It is an incredibly difficult, almost impossible putt to make.

[EAGLES is a game played on the 48 Inch Putting Rail simulating 18 holes of golf with four chances to sink The Million Dollar Putt.](#)

Set the record for the least number of strokes needed to complete 18 holes of play. Tee it up 18 times - four times from the spot on the rail marked Par 5 (at the 48), four times from the spot marked Par 3 (at the 24), and ten times from the spot on the rail marked Par 4 (at the 36).

Count the number of strokes that it takes you to work your way from the tee down the rail and into the cup. There is a process to follow.

Let's have the first hole be the very challenging Par 5 (at the 48). Grip it and rip it. **This is your shot at the rare triple eagle.** For your second shot and your attempt at the coveted albatross, pick up the ball and place it back on the rail at the Par 4 (at the 36) tee spot and go for it. Your third stroke (eagle), if needed, will be from the Par 3 tee spot (at the 24). Your fourth stroke (birdie), if needed, would be from the spot on the rail marked (18). Your fifth stroke (par) will be from the spot marked (12), any remaining putts that you may need to complete this hole will be taken from the spot marked (6). Keep your score and take your turns just as you would at your favorite golf course. You might use their score card or download one from the internet. Play each of the 18 holes in any order you wish, but we suggest: par 5,4,4,3,4,4,4,3,5 and repeat.

My idea, my dream, is to see the Orbiter and Putting Rail adding good times and fun Selfie opportunities every day at thousands of events, festivals, and parties around the world.

"To help get the word out, you can share the link to your Facebook Timeline!"

"To show your support you can go to the Orbiter page on Amazon!"

CopplestoneGames.com

CopplestoneArtworks.com



6 foot Orbiter



16 foot Orbiter



12 inch Orbiter



10 foot Orbiter



6 foot Orbiter

Orbiter™

Cape Cod's Classic Ring Toss Game

You have to be a magician to perform the many swings of the Orbiter!
It's Art In Motion



6' Orbiter



12' Orbiter

Every time an Orbiter rings
a wish for peace takes wing!



APPOLO

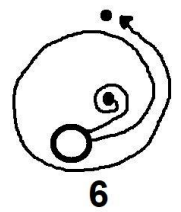
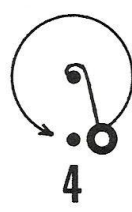
GALILEO

CASSINI

PIONEER

MESSANGER

VIKING



MOON

JUPITER

SATURN

VENUS

MERCURY

MARS



5' Orbiter Ball Toss 2013



8' Stainless Steel Orbiter 2011



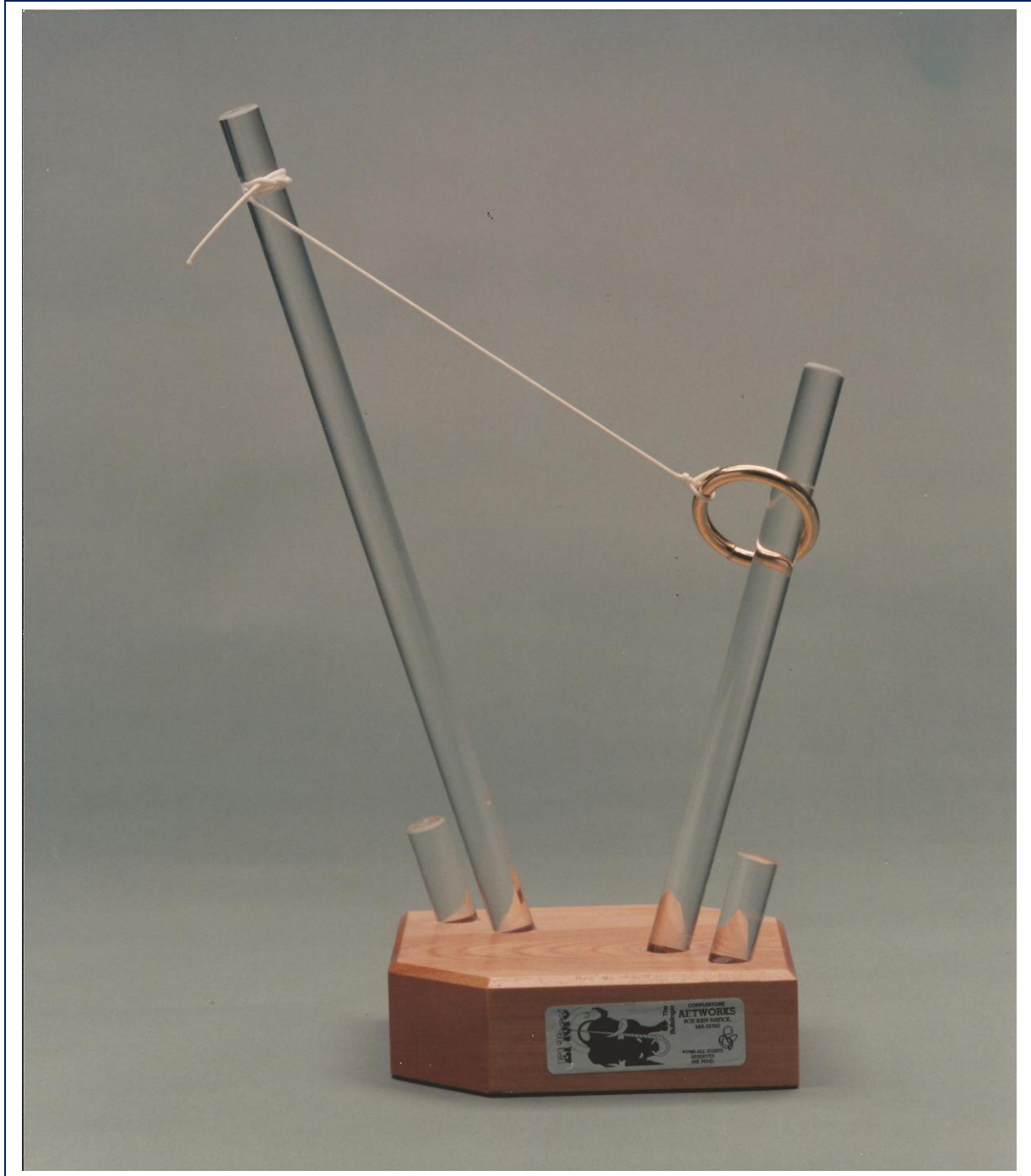
5' White Orbiter 2012



14" Tall Orbiter

10" Tall Orbiter 2011

El Toro™ / Orbiter™



Classic Ring Toss
Interactive Art In Motion Game

ORBITER™ Ring Toss Game Made by: COPPLESTONE

A LITTLE ABOUT THE ORBITER™

Origin: Anchored at English Harbor in Antigua, while on an extended cruise of the Caribbean, we were swept into a nightly activity of playing a ring game with the crowd at Admirals Inn. They would swing a brass ring tied to a string hanging from the ceiling over to a large hook anchored in a wall beam about eight feet away. The smiles on the faces and the wear on that hook showed this pastime's popularity. I thought to myself, this game could be enjoyed in every home, office, and club if it were packaged and offered there. I saw this as an opportunity and committed myself to that task.

It took some time to design, but here it is, all the entertainment of that ring game in a package labeled ORBITER™. Brass, wood, or acrylic posts are anchored in a wood base. The ring swings from one post up onto the other.

THE ORBITER™ HAS BEEN INVENTED IN WELLESLEY, MA.

In David W. Copplestone the inventor of the Orbiter's words "The ORBITER was inspired by and is the offspring and direct descendent of the ancient ring toss game which became widely known as Ringing the Bull or Ring the Bulls Nose going back to the middle ages in Pubs in England such as Ye Olde Trip To Jerusalem known as the oldest pub in England dating back to 1189 AD."



I took my experience with that simple yet captivating ancient ring toss game. I built a sculpture, a game consisting of a base, two uniquely angled posts, a string, and a ring, and with that, I believe I transformed the ancient game and LAUNCHED the Orbiter into the Twenty-First Century of Space Age Interplanetary Exploration.

The limitless and intricate swing paths that can be performed on the Orbiter bring to mind planets, asteroids, or spaceships hurtling through space, and as such, are described as space missions. In each mission, the ring starts from the home post – Earth- and follows its precise path to its outpost, the destination planet. If you send the ring on the correct swing path, taking into account the effects of speed and gravity, then you will enjoy a mission-safe landing every time. (Trajectory + Speed + Gravity = Mission Safe Landing) (T+S+G=MSL) I try to pay tribute to our NASA space program by naming each mission after a NASA space program, mission, or project. Through this relationship, I hope to inspire kids to become future astrophysicists and share my fascination with our universe and all its mysteries.

The ORBITER was conceived of in the Pub at the Admirals Inn at English Harbor, Antigua in 1980. After an eight-year gestation period of trial and error, it was born/invented in Wellesley, MA, USA in 1988 to artist/inventor David W. Copplestone.

The young game has grown from 7" to 9", 14", 36", 4', and as of Nov. 2010 – EIGHT FEET TALL. Who knows to what size the Orbiter's post heights will grow before they are overwhelmed by its giant ring's size and weight? The 12', 18', and 24' models are currently on the drawing board. Perhaps a 36-foot pole-sized Orbiter, made of wood, metal, or acrylic, will soon be seen piercing the skies over Disney World.

After a recent trip to Disney World, I envisioned Orbiters on posts along the line where people were waiting to enter the Space Exhibit at Epcot Center. The Orbiters could progress in size along that line until finally people would have a chance to send the giant ring of a 36-foot-tall Orbiter soaring across the crater-like pit before them to the outpost MARS. If any of you reading this happen to know someone at Disney, please pass the concept along to them. Walt Disney, as an artist, inventor, and creative genius, has always been a great inspiration to me.

1. 1980 sailing trip to the Caribbean where I saw a version of the Ring the Bulls Nose ring toss game at the Admirals Inn in Antigua.



Ring the Bulls Nose 1980

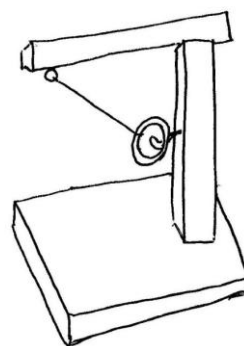
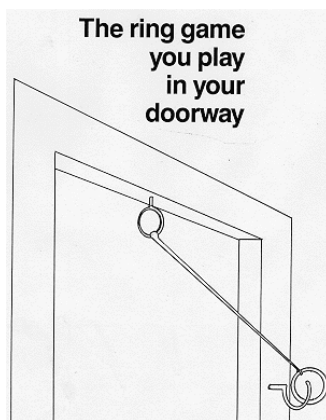


8' Stainless Steel Orbiter 2011

2. 1981 I return home with the goal to make a portable, desk top version of the ring toss game. I made a ring toss game for any doorway titled El Toro and a 12" upside down L shaped version are made that year.



1981



1981

3. 1988 "POSTS" the ah ha moment when the idea of using angled posts, string, and a ring instead of an eye hook, string, ring and a hook occurred. The first posts model took form using a six-inch base with a 14-inch post a 10-inch post and a 2" ring and I called it The Pier.



The Pier 1988



7" Orbiter



sold as El Toro at Boston Gift Show 1990



9" Orbiter



9" Hockey Puck Orbiter



10" Bell & Ball Orbiter



14" Orbiter



36" Orbiter 1991



14" Orbiter Ball



Basketball



Football



Hockey



Baseball 1992



Golf 1992



Beer Bottle 1992 Promotion



The Original 14" Orbiter

1988 By David Copplestone