

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.

