

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 six 6' tall Orbiters, each dedicated to one swing type. Players would rotate through the course, taking turns and making swings. When players approach each Orbiter, they give their scorecard to the scorekeeper assigned to that orbiter, take their ten swings, and move on to the next one. After the first round, players will reorganize and line up for 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 determines 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 there would be four rounds of play, with sixty swings for each player. A leaderboard will display the order of the players' scores 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 commit to donating a certain amount for each OrbiterBall Swing #4 that their player succeeds at making. Sponsors can designate their players' minimum and maximum donation amounts. For example, they might donate \$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 10 for 5 Carnival / Fundraising Format

Players donate \$5 for five swings. Using Swing #5, if they make three, they make back \$3; four, make back \$5; five, make back \$10.