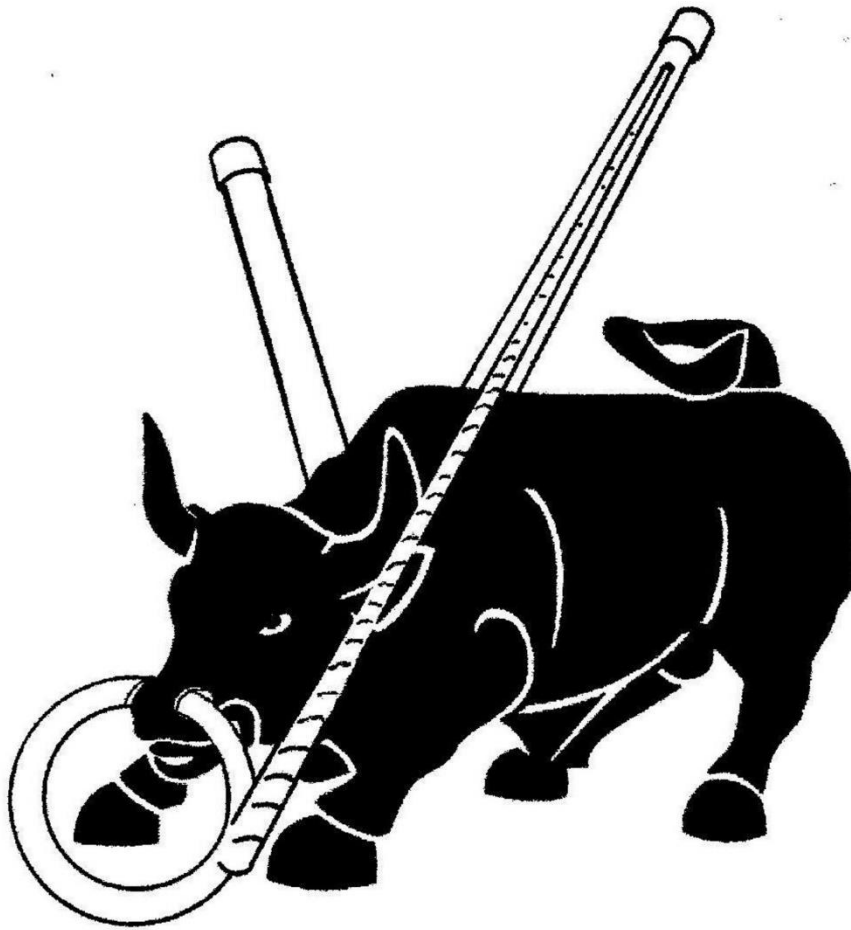


ORBITER™

ORBITING RINGTOSS

EL TORO™



Orbiting * Post to Post * Shot Matching * Ring Toss

BULLSHOT

The player who makes shots that the opponents do not duplicate, wins the game.



BULLSHOT



ORBITER



EL TORO



ORBITER™ ORBITING RINGOSS



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



Orbiter

El Toro

RINGERS / BULLSHOT

Two Games in One:

EL TORO™ BULLSHOT

Bullshot is a ring toss shot matching game where players take turns shooting at the post from different locations. If someone makes a shot but everyone else misses, those people get a letter toward the word bullshot. The last person left with letters wins!

ORBITER™ RINGERS

Ringers is a competitive orbiting ring toss game where players take turns playing eighteen sets of six swings each using six different swing types. Count up the total number of ringers scored. Use a scorecard to keep the score, develop a handicap, and track your improvement over time.

The Orbiter is challenging and entertaining.

APPOLO

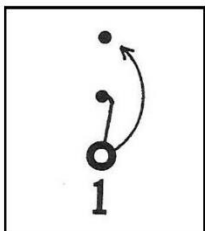
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CASSINI

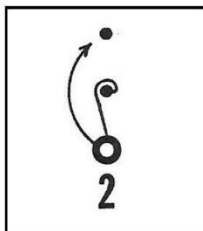
PIONEER

MESSENGER

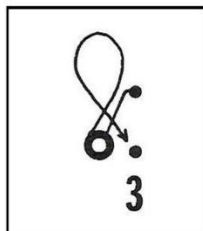
VIKING



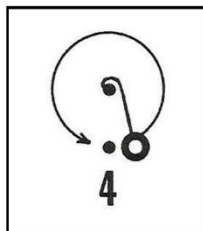
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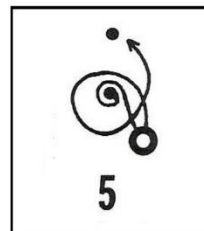
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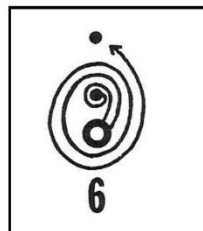
3



4



5



6

MOON

JUPITER

SATURN

VENUS

MERCURY

MARS



ORBITER™

ORBITING RINGTOSS

EL TORO™

A Post to Post
Learning, Action Skill Game

BULLSHOT or **BULL** is for fun! Swing it, wing it, fling it, do whatever it takes to Ring It!

How to Play **BULLSHOT**

BULLSHOT is a challenging game that every ring toss player or kid with an Orbiter can enjoy. Bullshot is a ring toss shooting game where players take turns shooting at the post from different locations. If someone makes a shot but everyone else misses, those people get a letter toward the word bullshot. The last person left with letters wins! Get your best trick shots ready because bullshot is a great chance to show them off! You'll need at least two players, but there's no limit to the number of players who can join in. Co-authored by [wikiHow Staff](#)

Beginners, start with a game of **BULL**.

As explained in the cartoon *The Neuroscience of Learning*, by Halo Sport, this Orbiting Ring toss Game exercises the players neuro plasticity, your brain's innate ability to create and strengthen, connections between neurons.

Use the Orbiter to create and strengthen neural pathways in your brain. Muscle memory lives in the brain. As you learn the mechanics of each Orbiter swing you create a pathway in your brain. In order to improve the path-way you need to refine and strengthen the path by practice. Now the path turns into a paved road and then with more reps what started as a pathway becomes a highway. Now you're a master making almost every swing.

Orbiter has a strong constitution, a Peace Symbol in its design, and it rings like the Liberty Bell. Its first three swings are thought of by some to remind players of the Rights of: 1. Life 2. Liberty 3.the Pursuit of happiness, and its next three swings the Ideals of: 4. Truth 5. Justice and 6. Freedom for all.

The orbiter game has developed with the idea that its most effective players aspire to be, ethical and educated, logical and reasonable, empathetic and consistent, and possess the traits of persistence and perseverance.

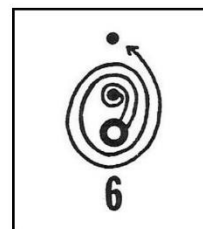
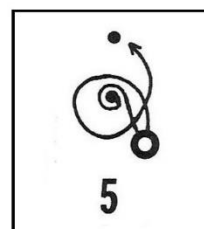
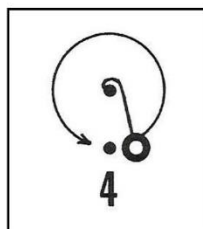
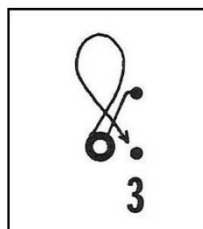
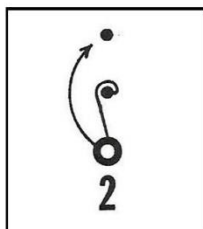
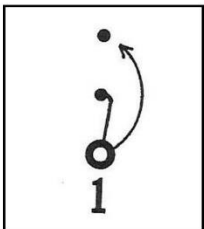


Let's have a game of

BULLSHOT

- RINGTOSS or RINGS is a knockout game designed to take tabletop ring toss to a higher level of skill allowing the player to go as far as they are motivated to go.
- Players may make up their own shots or use the six original default Orbiter swings.
- The Orbiter is a show and tell, learn and teach, challenging activity to share with friends and family.

Orbiting * Post to Post * Shot Matching * Ring Toss





ORBITER™

ORBITING RINGTOSS



ORBITER

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

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

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

Swing # 4 - 360 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point at the player’s center. Wrap the ring around to the right and in front of the taller post. Draw the ring straight back so that the ring is finally held directly over the short post. Swing the ring out to the right and slightly up. Momentum should carry the ring once around the tall post, then down, then up, and back onto the short post. Ringer!

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

Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn through the base of the two posts should point toward the player’s left shoulder. Draw the ring back and wrap it to the left twice around the tall post so that the ring is held between the post and the player at about the height of the short post. Swing the ring out to the right and up at about a twenty-degree angle. The ring’s momentum should carry it around the tall post two-and-one-half times as gravity slowly brings the ring down so that it catches onto the short post. Ringer!

