COPPLESTONE
To Create To Entertain

Artwork and Innovation



Orbiter Ring Toss

A body of work by David W. Copplestone



My Blue Hat

Copplestone
Images & Ideas



The Bull











COPPLESTONE®

STAY ACTIVE

ORBITER™

Ball Toss



Ring Toss



KEEP MOVING

Six Games / Four Swings

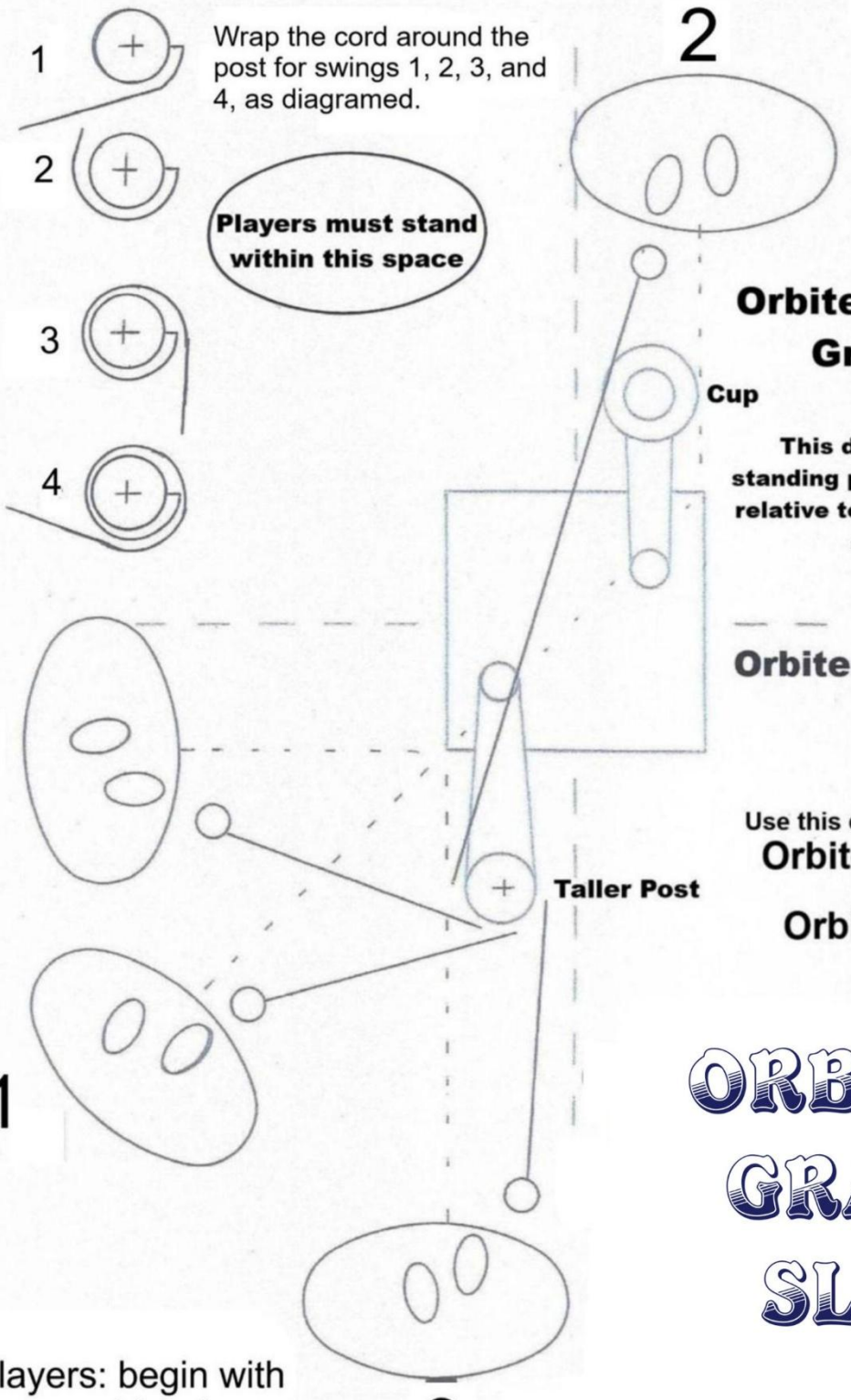
1. Grand-Slam, Most-In-A-Row
2. Best-Of-Ten, Most-In-A-Row
3. High-Point
4. Ball-Toss / Ring Toss
5. 4-Play
6. Game-Set-Match

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2026



Orbiter Super Bowl Grand Slam

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.

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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**

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

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ORBITER by COPPLESTONE®

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

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

Player:	Scores										Points in a row	
	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.

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ORBITER BALL TOSS By COPPLESTONE®

ORBITER RING TOSS By COPPLESTONE®

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 Type 2	Swing Type 3	Swing Type 4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type 3	Swing Type 4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type 2	Swing Type3	Swing Type 4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type 2	Swing Type 3	Swing Type 4	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 Type 2	Swing Type 3	Swing Type 4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type2	Swing Type 3	Swing Type 4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type 2	Swing Type3	Swing Type 4	Swing Type1	
	Scores										
	Swing type	Swing Type1	Swing Type2	Swing Type3	Swing Type4	Swing Type1	Swing Type 2	Swing Type 3	Swing Type 4	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.

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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.)

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KEEP MOVING

STAY ACTIVE

ORBITER RING TOSS

By COPPLESTONE ®

ORBITER BALL TOSS

By COPPLESTONE ®

Brain Teaser

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

Bring the swing, share the fun!

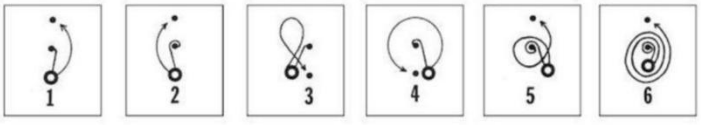






Orbiter - Aspects and Symbols

1. **The Brainteaser aspect of the Orbiter. -** How to swing the ball around one post in order 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 Peace symbol aspect of the Orbiter.** - The Orbiter's two posts design reminds some of the Peace Symbol with a 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 over 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. Out of that base, emerge two posts, one representing the American Declaration of Independence, the other the Constitution. He had learned that these two documents proved to be man's best ideas for cooperating and getting along. In the longer post, a string representing the rule of law is tied, and a ball, representing liberty and freedom, is tied to it. 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*, 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 viability of the string 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, 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, seen as husband and wife, 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 the idea that it's not important that one succeeds with every swing, but that they be the best they can be, and enjoy the experience.
6. **The Spiritual symbol of the Orbiter.** – The many swings of the Orbiter can be seen as reminders of "The Way". To live one's life as a reflection of the way of the Creator's character and heart: acknowledging that there is only one Creator and his character is loving, merciful, just, righteous, and true.



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

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DWC Jan 2026

ORBITERRINGS 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 RINGS

By COPPLESTONE®



Best-of-10

Most-In-A-Row

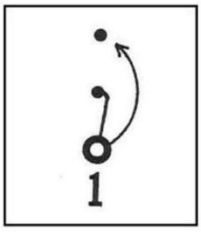
The Orbiting, Post-to-Post, Ring-Toss Game

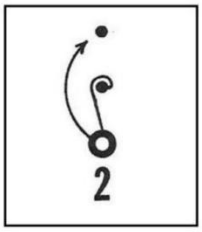
There are ten swings per player per inning.

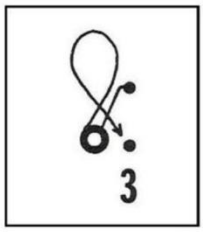
Players decide whether the game is comprised of one, three, or nine innings.
They decide who goes first and which swing type they will use. In any subsequent innings players play in an order from highest scorer to lowest.

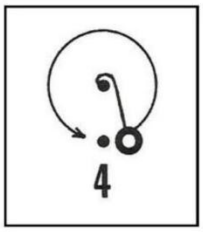
Players score additional points for scoring the most ringers in a row – a minimum of three in a row is required to qualify for these bonus points.

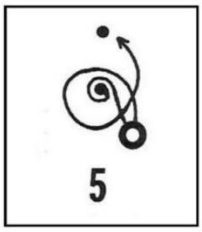
Players take turns and keep their scores.
The player with the most ringers and ringers in a row, wins the game. If a game ends with tie scores, those players play again until a clear winner is determined.













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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 Best-of-10

By COPPLESTONE®

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 position themselves in relation to the base to make their swings.
Players score additional points for having the most points in a row. Score one point for each ringer, 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 ringers, buckets, knock-offs, and points in a row wins.
In the case of a tie score, the players play again to settle the winner.

CopplestoneGames.com

OrbiterBall



OrbiterRings



Scorecard

ORBITER
BEST-OF-10

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

ORBITER-RINGS

By COPPLESTONE™

ORBITER
BEST-OF-10

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

ORBITER-BALL

By COPPLESTONE™

ORBITING RING TOSS



In the Bullpen

ORBITER – RINGTOSS / BASEBALL

Sportsfans! It's the bottom of the ninth, the score is tied, the bases are loaded, and there are two outs. Here's the swing. **It's a hit!**
No, it's not the kind with a bat and a ball. This is **Orbiter Baseball**. You're guaranteed to get more hits, more runs, and fewer errors with this crowd pleaser than did any of the baseball greats at the height of their careers.
Just swing the ring up onto the post. That's a hit! There are three bases to fill; after that, each hit drives in a run. A swing and a miss is an out. There are three innings per team. There are nine innings per game.
Go get 'em, and you will get 'em. More runs scored than in any other baseball game in history.
Anyone with a smooth swing has a big career ahead of them with this one: Orbiter – Ring Toss / Baseball.

Major League: Orbiter – Ring Toss / Baseball is the basis, with the addition of extra bases for more challenging swing types (as diagrammed).

PRO BALL: Major League is the basis, with the addition of defensive fielding to the game. Example: player (A) is up. He swings the ring up and on for a base hit. Player (B) can now field the play by executing the identical swing. If he swings the ring up and on, score it as an out. If he misses, the play remains a base hit. This goes for all swings. **Enjoy your game!**

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 game with the crowd at Admirals Inn.
They were swinging a brass ring tied on a string over onto a large hook anchored in a 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 hook and ring game in a package labeled Orbiter™ by COPPLESTONE®. Brass, wood or acrylic posts are anchored in a wood or plastic base. The ring swings from one taller uniquely angled post up onto a second shorter conversely angled post. (I refer to the posts as piers to recall Orbiter's nautical origin.)

ORBITER RING TOSS
By COPPLESTONE®

ORBITER BALL TOSS
By COPPLESTONE®

OrbiterBaseball

by COPPLESTONE®

	1	2	3	4	5	6	7	8	9
VISITOR									
HOME									

RUNS

V	
H	
V	
H	
V	
H	
V	
H	
V	
H	
V	
H	
V	
H	
V	
H	
V	
H	

OUTS

	1	2	3
V			
H			
V			
H			
V			
H			
V			
H			
V			
H			
V			
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2nd BASE

3rd BASE

1st BASE

HOME BASE





Use coins for base runners.

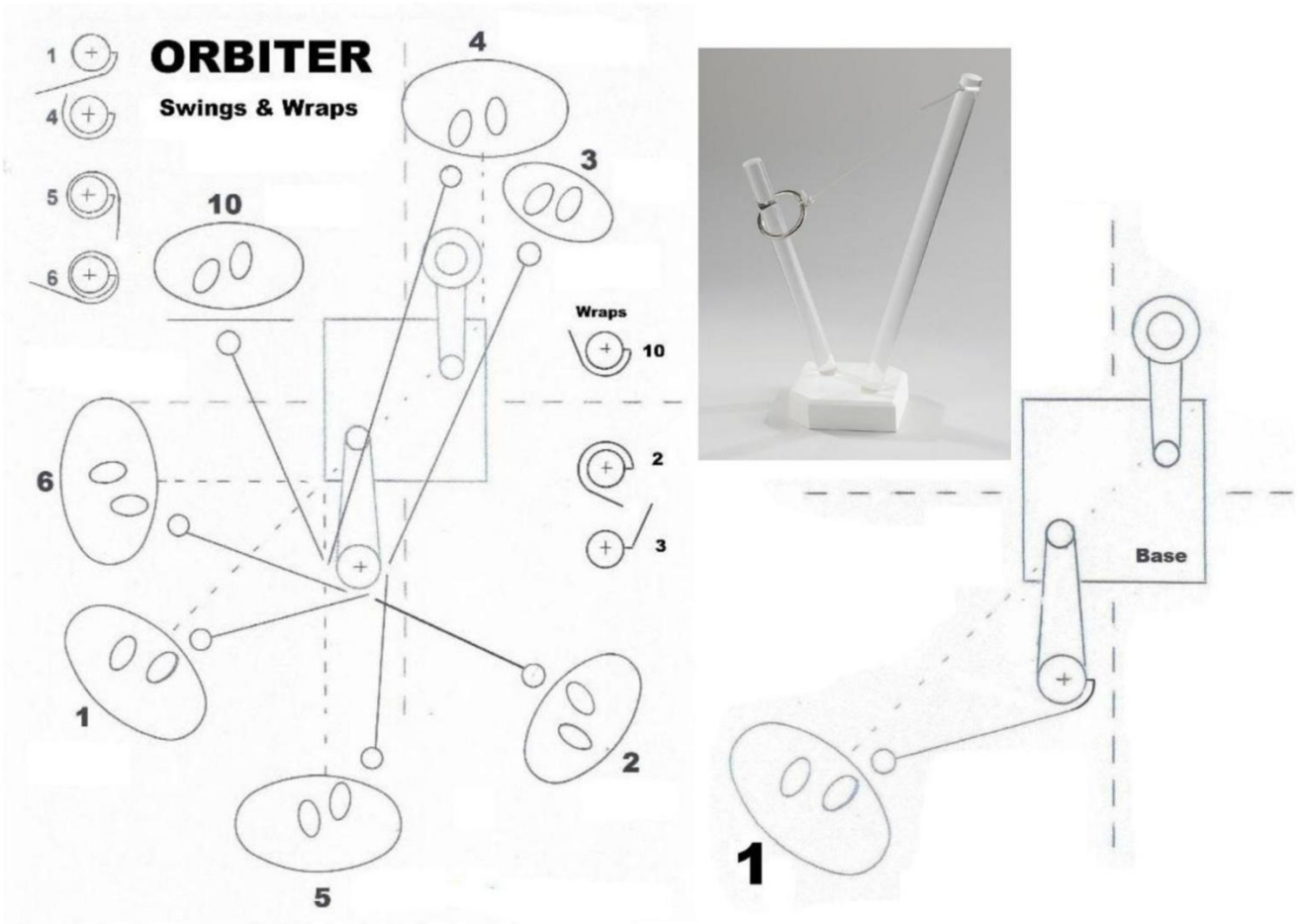
Orbiter Baseball is an orbiting ball-toss / ring-toss game played in a manner similar to professional baseball and where a bucket or ringer made with;
Swing #1 is a single base hit.
Swing #4 is a double.
Swing #5 is a triple.
Swing #6 is a home run.

There are nine innings per game.
There are three outs per team per inning.
A missed swing is an out.
A topped swing is an out.
Batters always choose which swings they attempt to make.
Runners advance ahead of the batter, according to the swing type made.

A GRAND SLAM is scored when all four swing types are successfully made in sequence. It scores four runs plus any runners on base. The Topped Swing rules do not apply while a GRADN SLAM attempt is in progress. Opponents may attempt to top the entire GRAND SLAM sequence once it has been completed.
A player may attempt a Grand Slam at any time in their turn by simply announcing it. The attempt counts as one swing. It is counted as an out if they fail to make all four Swings: #1, #4, #5, and #6 in succession. A Topped Swing - Whenever a player makes a bucket or a ringer, a player on the opposing team must attempt to Top that swing by completing a bucket or a ringer of that same swing type. A successful swing topped by a player on the opposing team is an out to be considered a caught fly ball; base-runners do not advance.
When a player tops a swing, they may attempt to make a double play by completing swing number six; if successful, one additional base runner is also out. Keep track of hits, base-runners, outs, and runs scored.

ORBITER RING TOSS GAME ™

To **score in Orbiter Ring Toss**, follow these rules:
3 points for a ringer made from ring position and swing type **6 or 7**.
2 points for a ringer made from ring position and swing type **3, 4, 5, or 10**.
1 point for a ringer made from ring position and swing type **1 or 2**.
A ringer is a ring thrown in such a way that it comes to rest on the shorter post completely.
The ring must travel **at least seven inches** 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 ringers, 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.



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An Interactive Public Art Display

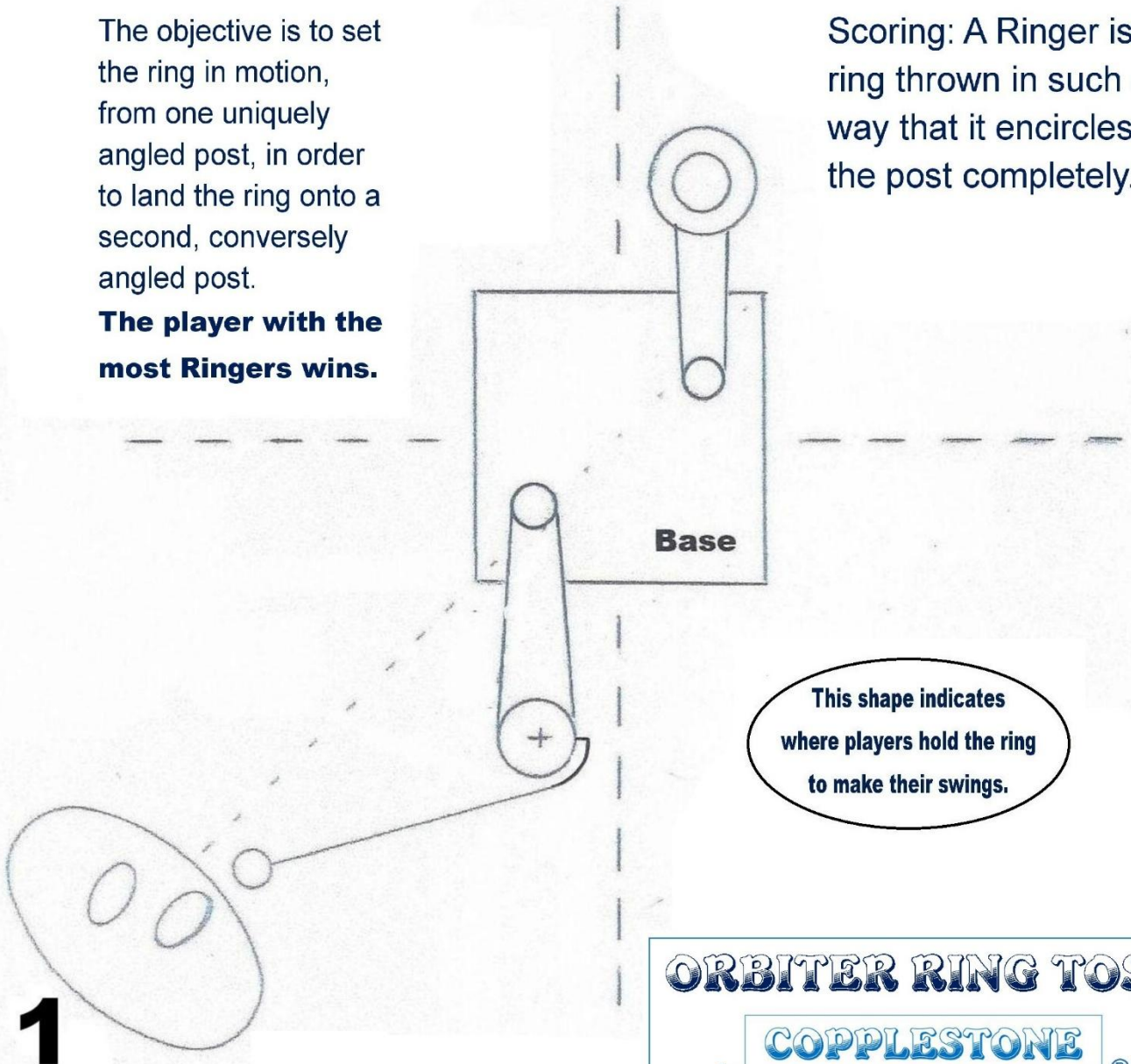
ORBITER RING TOSS™ GAME

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

The objective is to set the ring in motion, from one uniquely angled post, in order to land the ring onto a second, conversely angled post.

The player with the most Ringers wins.

Scoring: A Ringer is a ring thrown in such a way that it encircles the post completely.



ORBITER RING TOSS
By COPPLESTONE®

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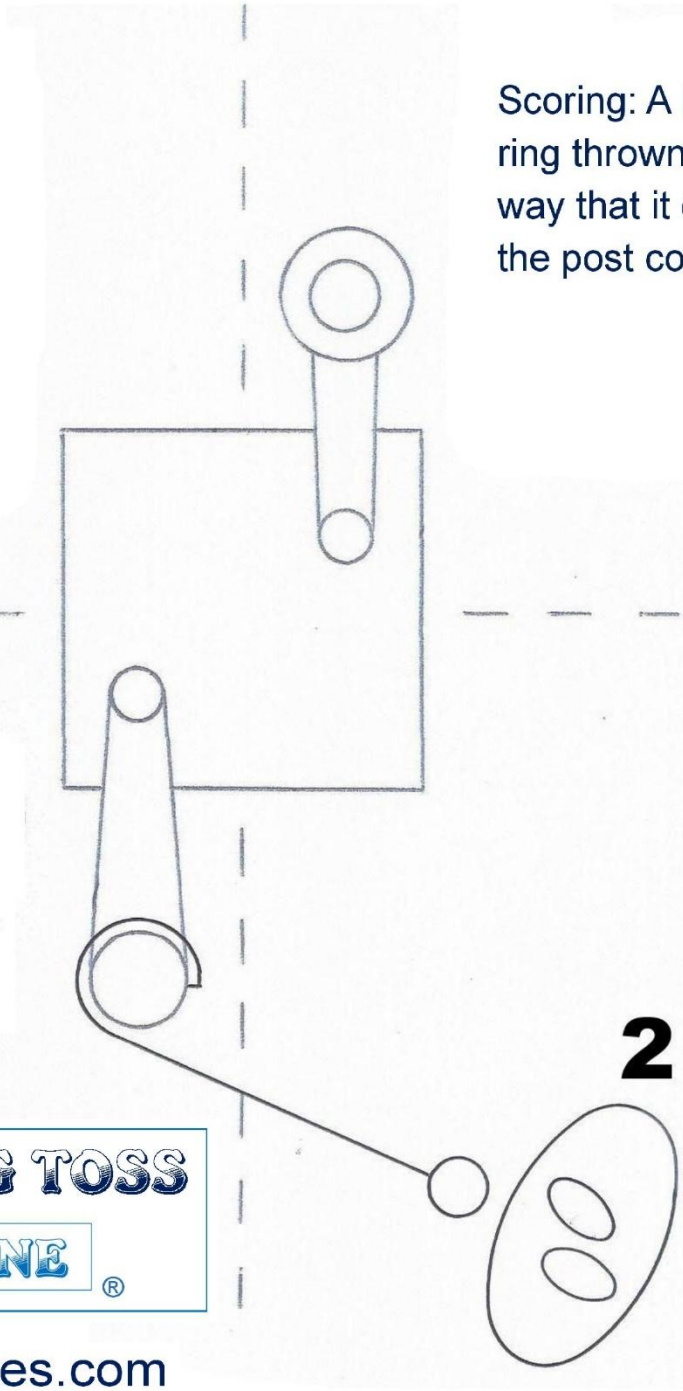
ORBITER RING TOSS™ GAME

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

The objective is to set the ring in motion, from one uniquely angled post, in order to land the ring onto a second, conversely angled post.

The player with the most Ringers wins.

Scoring: A Ringer is a ring thrown in such a way that it encircles the post completely.



This shape indicates where players hold the ring to make their swings.

ORBITER RING TOSS

By COPPLESTONE®

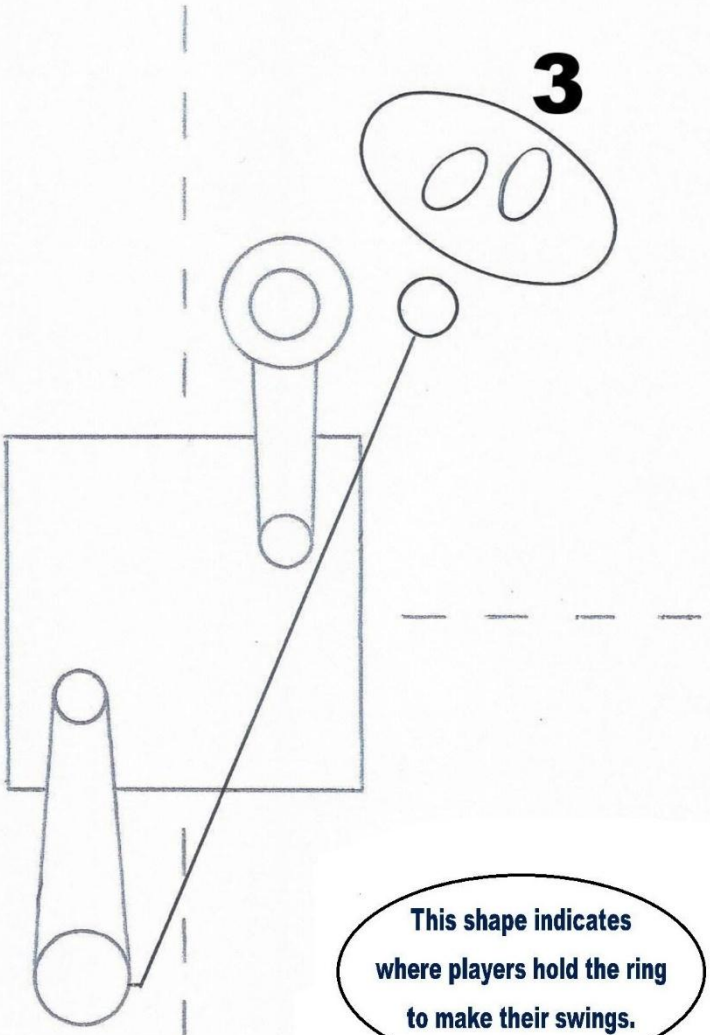
copplestonegames.com

ORBITER RING TOSS™ GAME

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

The objective is to set the ring in motion, from one uniquely angled post, in order to land the ring onto a second, conversely angled post.

The player with the most Ringers wins.



Scoring: A Ringer is a ring thrown in such a way that it encircles the post completely.

copplestonegames.com

ORBITER RING TOSS
By COPPLESTONE®

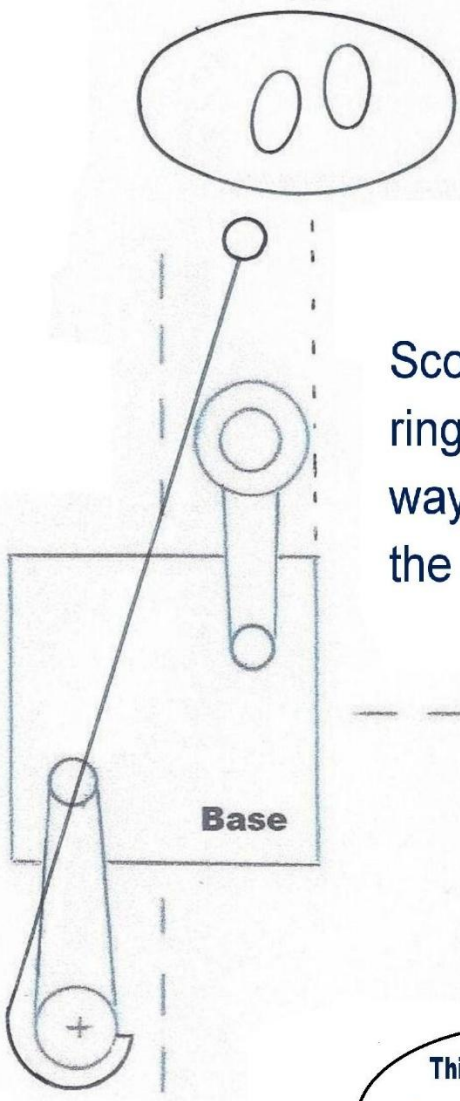
ORBITER RING TOSS™ GAME

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

4.

The objective is to set the ring in motion, from one uniquely angled post, in order to land the ring onto a second, conversely angled post.

The player with the most Ringers wins.



Scoring: A Ringer is a ring thrown in such a way that it encircles the post completely.

This shape indicates where players hold the ring to make their swings.

ORBITER RING TOSS

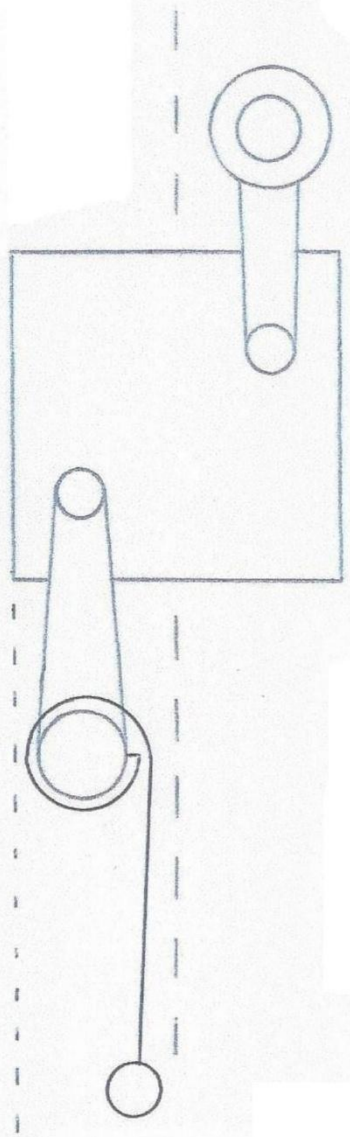
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ORBITER RING TOSS™ GAME

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

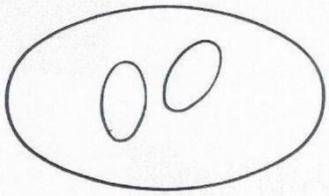
Scoring: A Ringer is a ring thrown in such a way that it encircles the post completely.



This shape indicates where players hold the ring to make their swings.

The objective is to set the ring in motion, from one uniquely angled post, in order to land the ring onto a second, conversely angled post.

The player with the most Ringers wins.



ORBITER RING TOSS By COPPLESTONE®

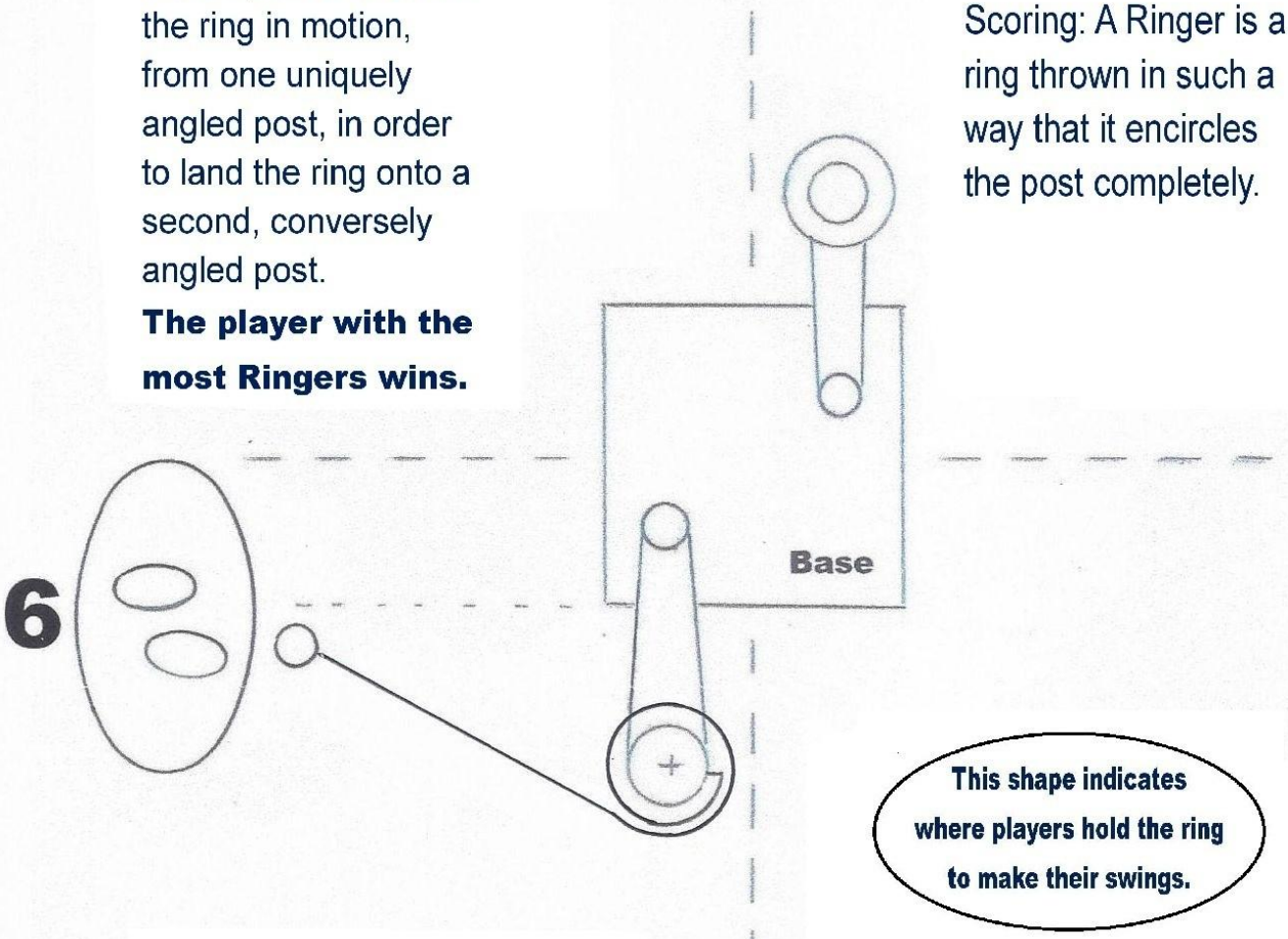
ORBITER RING TOSS™ GAME

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

The objective is to set the ring in motion, from one uniquely angled post, in order to land the ring onto a second, conversely angled post.

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Scoring: A Ringer is a ring thrown in such a way that it encircles the post completely.



This shape indicates where players hold the ring to make their swings.

ORBITER RING TOSS

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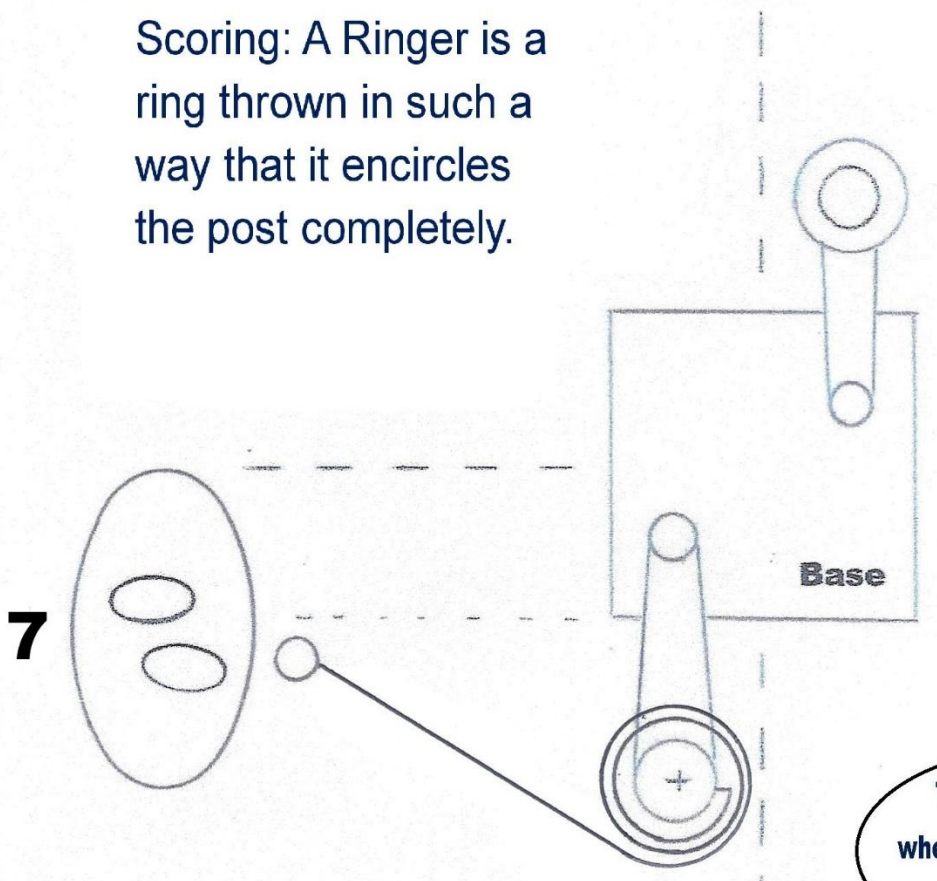
ORBITER RING TOSS™ GAME

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

Scoring: A Ringer is a ring thrown in such a way that it encircles the post completely.

The objective is to set the ring in motion, from one uniquely angled post, in order to land the ring onto a second, conversely angled post.

The player with the most Ringers wins.



This shape indicates where players hold the ring to make their swings.

7

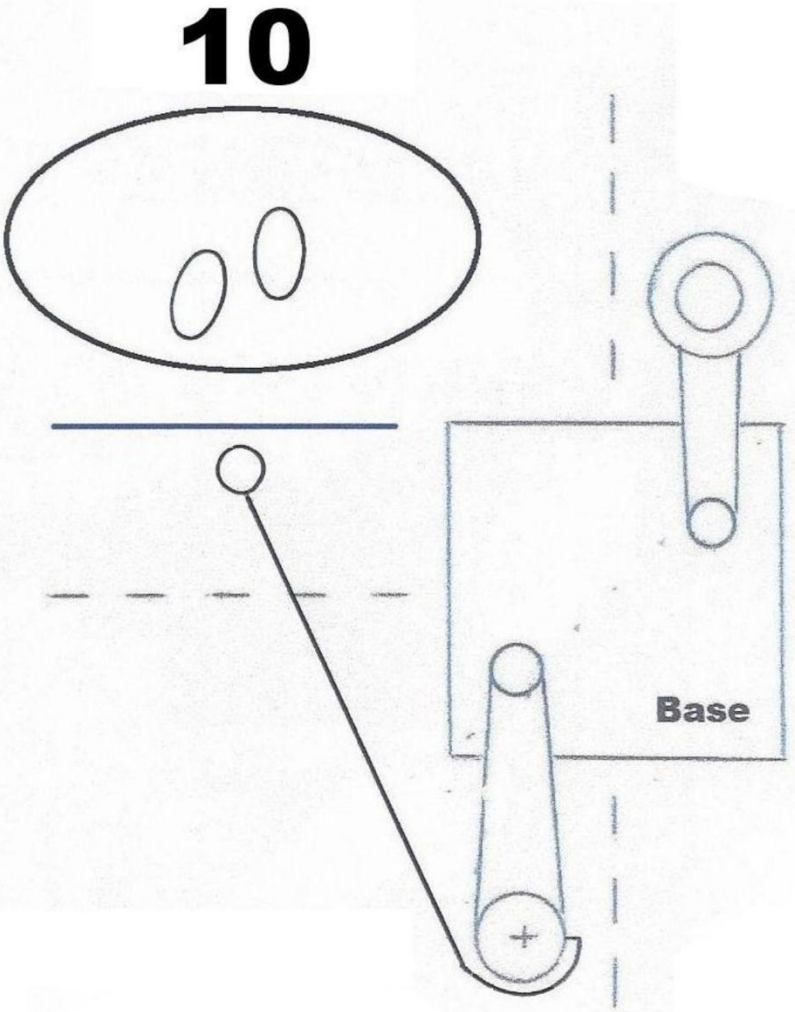
ORBITER RING TOSS

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ORBITER RING TOSS™ GAME

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



Scoring: A Ringer is a ring thrown in such a way that it encircles the post completely.

The objective is to set the ring in motion, from one uniquely angled post, in order to land the ring onto a second, conversely angled post.

The player with the most Ringers wins.

This shape indicates where players hold the ring to make their swings.

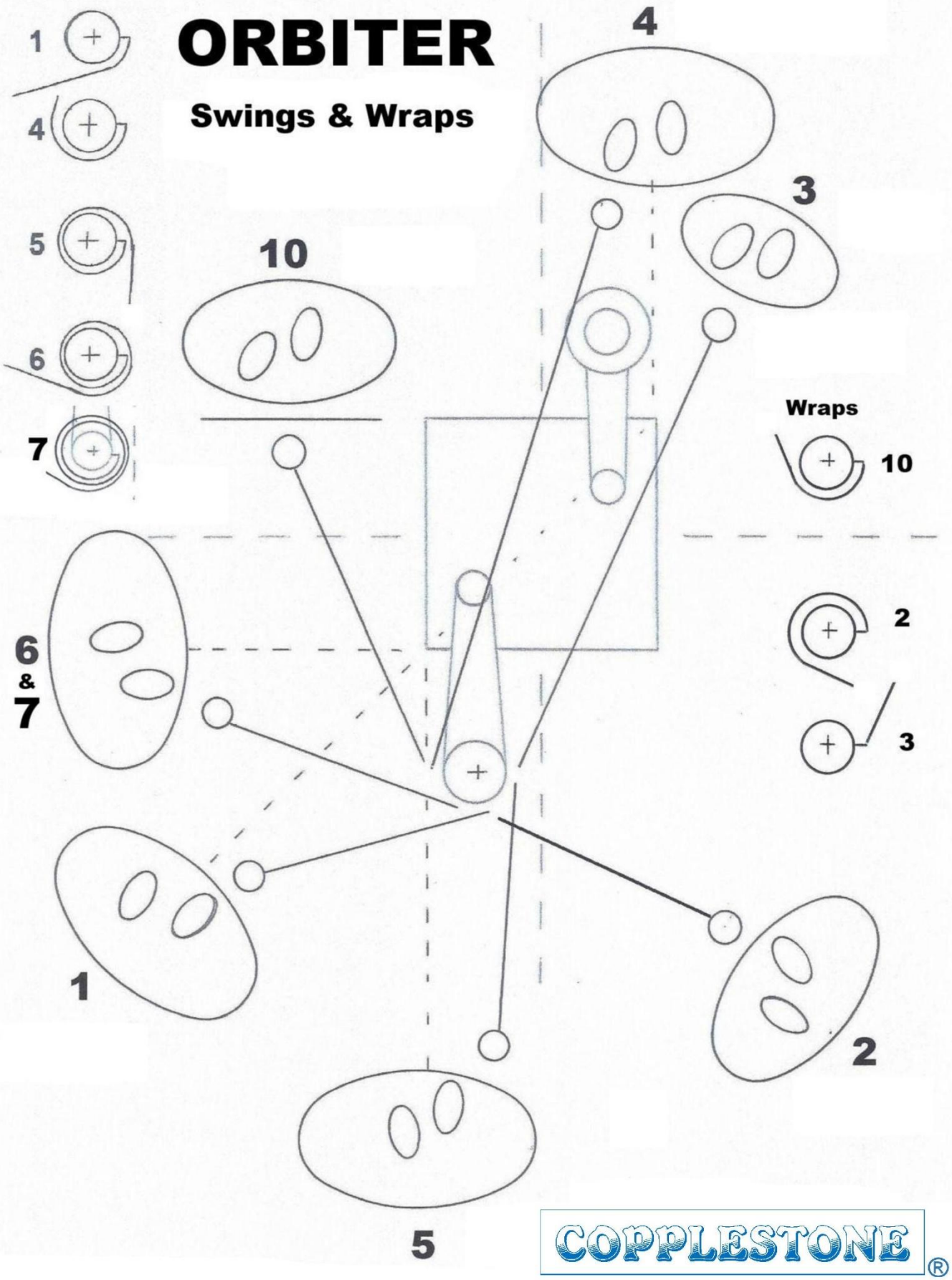
copplestonegames.com

ORBITER RING TOSS

By COPPLESTONE®

ORBITER

Swings & Wraps



COPPLESTONE®

An Interactive Public Art Display

copplestonegames.com

Orbiting, Post to Post, Tabletop, Ring Toss Game

COPPLESTONE
To Create To Entertain

ORBITER RINGS 6.0

By COPPLESTONE TM



ORBITER 12”

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!

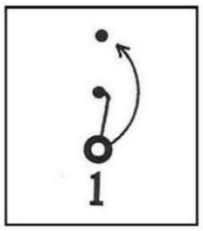
Swing # 2 - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point just left of the player’s left shoulder. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between 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!

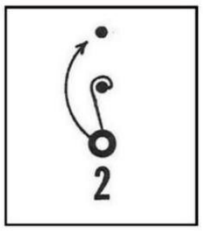
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player’s right shoulder. Draw the ring straight back so that the ring is held between the long post and the player, at about the height of the 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!

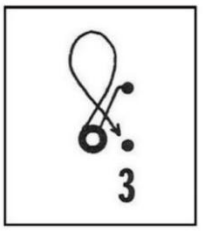
Swing # 4 - 360 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point at the player’s center. Wrap the ring around to the right and in front of the taller post. Draw the ring straight back so that the ring is finally 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!

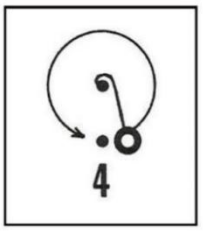
Swing # 5 - Position the base so that the long post is closest to the player. An imaginary line drawn through the base of the two posts should point at the player’s left shoulder. Wrap the ring around to the left and then in front of the taller post. Next, draw the ring back and to the right of the taller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

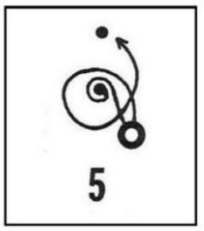
Swing # 6 - Position the base so that the long post is closest to the player. An imaginary line drawn through the base of the two posts should point toward the player’s center. Draw the ring back and wrap it to the left twice around the tall post so that the ring is finally held straight back between the tall post and the player so that the string and the post form a right angle. Swing the ring out to the right and slightly up at about a twenty-degree angle. The ring’s momentum will carry it around the taller post two-and-one-half times and as gravity slowly brings the ring down if your calculations are correct it will catch onto the shorter post. Ringer!













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ORBITER

Every time an Orbiter swings,



A wish for Peace takes wing.

Interactive Public Art Display







ORBITER

OrbitingRingToss **Peace Symbol** Sculpture

Message of Peace:

"Every time an Orbiter Swings, A Wish for Peace Takes Wing."

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

Take a Swing

copplestonegames.com

ORBITER RINGS

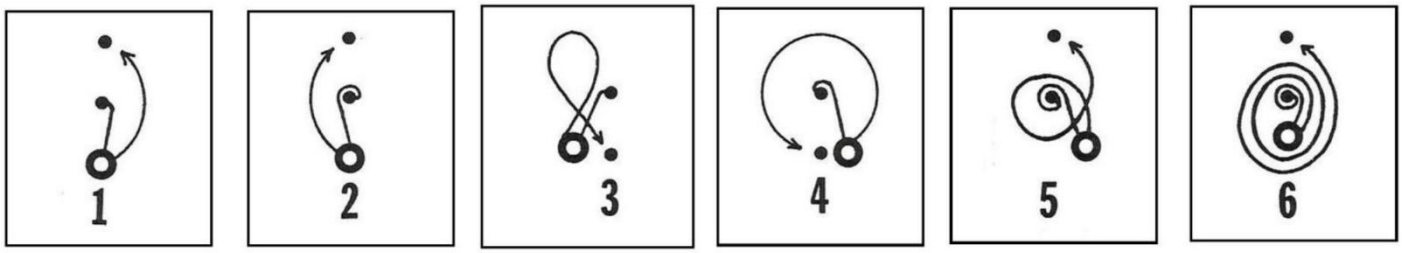
By COPPLESTONE ™







A Shot-Matching - Action Skill Game
Decorative and Portable



TABLETOP, POST TO POST, ORBITING RING TOSS GAME

ORBITER RINGS
AROUND the World

COPPLESTONE
To Create To Entertain

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ORBITER RINGS™

By COPPLESTONE™

Beat the Pro at his own game.

Par 72
Pro 89

or learn how while trying!







Orbiter Ball Toss

ORBITER RINGERS

Orbiter Ring Toss

A TABLETOP, POST TO POST, ORBITING RING TOSS GAME

copplestonegames.com

Made on Osterville on Cape

ORBITER™

The Orbiting Ring Toss Game



The Post-to-Post, Ring-Toss Game

RINGERS

COPPLESTONE
To Create To Entertain







ORBITER RINGERS - PRO AM

- The Orbiter Ringers post-to-post, ring toss game, is a challenging, learn-and-teach, action skill game, to share with friends and family.
- Players take turns playing eighteen holes of six swings each. Each set indicates which one of six different swing types is to be used six times.
- Par indicates how many ringers must be made each hole, in order to make par 72 for the round.
- Use the scorecard below to keep your score, develop a handicap, and track your improvement over time.

- Level of expertise – Orbiter Ringers
- Level 1. Expert 72 – 108 ringers/game
- Level 2. Intermediate 36 – 71 ringers/game
- Level 3. Novice 1 – 35 ringers/game

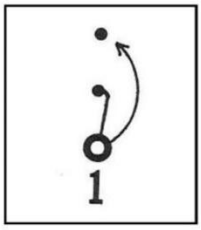


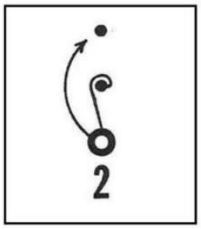
Let Freedom Ring!

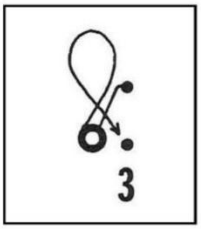


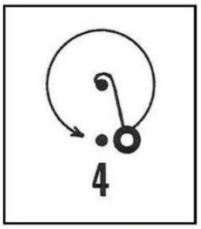
Swings for Peace!

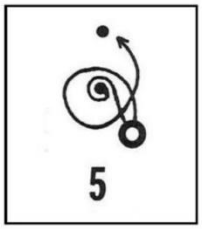
"Ringers" - Observe Carefully – Swing Thoughtfully













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BEAT The PRO

NAME: **The Pro**
CLUB: **Osterville Ringers**
ASSOCIATION: **Uniter States Orbiter Ringers League**
HANDICAP INDEX: **17.26**

USORL

LOW HANDICAP INDEX: **17.26 (11/25/2023)**

USORL NUMBER: **11007001**

Scores Posted (2023): **20**

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

SCORE HISTORY – MOST RECENT FIRST * IF USED **Avg Score 87.40**

Latest Score: **89** Best Score: **95** Adj. Avg. Score: **89.26** Handicap: **17**

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 copplestonegames.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.

CopplestoneGames.com

Orbiter Ringers measure a person's
Concentration, Comprehension, and Coordination.
CQ - Coordination Quotient - Ringers divided by Swings.

Orbiter Ringers Scorecard



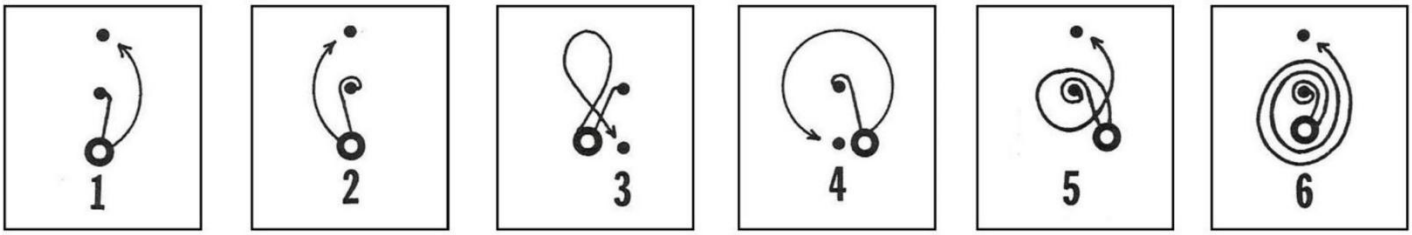
- The Orbiter Ringers post-to-post, ring toss game, is a challenging, learn-and-teach, action skill game, to share with friends and family.
- Players take turns playing eighteen sets of six swings each. Each set indicates which of the six swing types is to be used six times.
- Par indicates how many ringers must be made each hole, to make par 72 for the round. - Expert -
- Use the scorecard below to keep your score, develop a handicap, and track your improvement over time.
- You get a long way with practice the rest is a gift.

Novice	- Average Ringers Score	-	21 or above
Intermediate	- Average Ringers Score	-	36 or above
Advanced	- Average Ringers Score	-	54 or above
Expert	- Average Ringers Score	-	72 or above
Gifted	- Best Ringers Score	-	90 or above
Highly Gifted	- Best Ringers Score	-	100 or above

Orbiter Ringers

Hole			Hole		
1.	Swing #1 Par 5 1, 2, 3, 4, 5, 6,	_____	10.	Swing #4 Par 4 1, 2, 3, 4, 5, 6,	_____
2.	Swing #2 Par 5 1, 2, 3, 4, 5, 6,	_____	11.	Swing #5 Par 3 1, 2, 3, 4, 5, 6,	_____
3.	Swing #3 Par 4 1, 2, 3, 4, 5, 6,	_____	12.	Swing #6 Par 3 1, 2, 3, 4, 5, 6,	_____
4.	Swing #4 Par 4 1, 2, 3, 4, 5, 6,	_____	13.	Swing #1 Par 5 1, 2, 3, 4, 5, 6,	_____
5.	Swing #5 Par 3 1, 2, 3, 4, 5, 6,	_____	14.	Swing #2 Par 5 1, 2, 3, 4, 5, 6,	_____
6.	Swing #6 Par 3 1, 2, 3, 4, 5, 6,	_____	15.	Swing #3 Par 4 1, 2, 3, 4, 5, 6,	_____
7.	Swing #1 Par 5 1, 2, 3, 4, 5, 6,	_____	16.	Swing #4 Par 4 1, 2, 3, 4, 5, 6,	_____
8.	Swing #2 Par 5 1, 2, 3, 4, 5, 6,	_____	17.	Swing #5 Par 3 1, 2, 3, 4, 5, 6,	_____
9.	Swing #3 Par 4 1, 2, 3, 4, 5, 6,	_____	18.	Swing #6 Par 3 1, 2, 3, 4, 5, 6,	_____
		OUT _____			IN _____

Total____+ Hcp____= NET_____ TOTAL _____



Orbiting Ring Toss

[Watch Orbiter Ring Toss Jingle video]

[Watch Six Different Swing Types of videos]

ORBITER

Who Can Do It?





Orbiter swings, and golf swings, are two great ways of showing what 37 trillion coordinated cells can do.

You Can Do It!

The Orbiter is a tabletop, post to post, shot-matching, ring-toss game.

CopplestoneGames.com

ORBITER **RINGERS**

The after Golf game

After the round - meet in the clubhouse for a game of Ringers Golf.



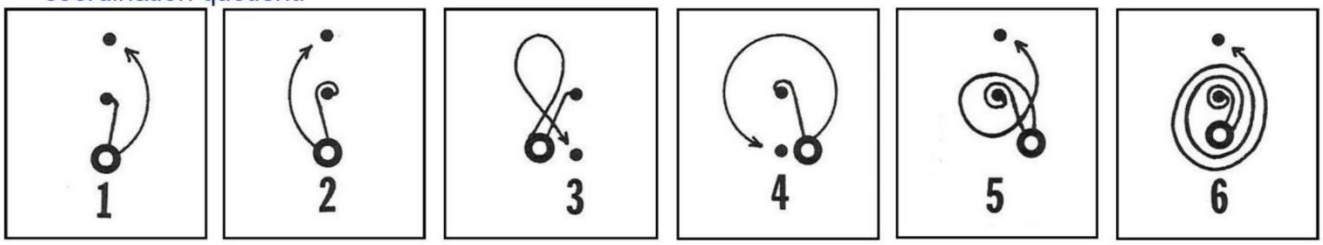




Ringers Golf is a tabletop, post-to-post, orbiting ring toss game, that is played on the Orbiter with a scoring style similar to golf.

Style of play: The game begins with a coin toss to decide who goes first.
Scoring: A ringer is a ring that has been thrown in such a way as to completely encircle the post.

- Players take turns playing eighteen sets of six swings each.
- Each set has a particular swing type that is to be used all six times.
- Par indicates how many ringers must be made in each set to make par 72 for the round. (Expert)
- Use the Orbiter Ringers Scorecard which is similar to the golfer's scorecard to keep your score, develop a handicap, and track your improvement over time.
- Players track the ringers they scored of the one-hundred and eight swings made per game.
- The total ringers scored divided by one hundred and eight equals a player's CQ or eye to hand coordination quotient.



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ORBITER RINGS 60

By COPPLESTONE TM

Orbiter Rings is an Interactive Public Art Display. Featuring a post-to-post, orbiting ring toss game.



OrbiterRings-60 SCORECARD

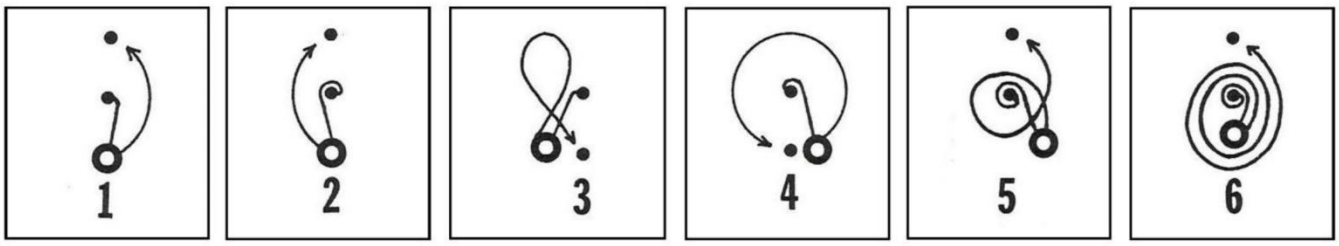
Orbiting Ring Toss Player - Game # Points

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 =

Style of play: The game begins with a coin toss to decide who goes first.
Scoring: A Ringer is a ring that has been thrown in such a way as to encircle the shorter post completely.

- Players take turns playing six sets of ten swings. Each set uses a different one of 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 sometimes choose to play a game where they may choose to use any swing they wish as often as they wish.



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OrbiterRings-60 SCORECARD OrbiterRings.com

Orbiting Ring Toss Player – The Pro Game # Points

Pro's Avg Game Score = 235.66

Set 1 swing#1	X	X	X	X	X	X	X	X	X	X	10
Set 2 swing#2	X	X	X			X		X		X	6
Set 3 swing#3	X	X	X	X	X	X	X		X	X	45
Set 4 swing#4	X		X		X	X		X	X	X	35
Set 5 swing#5	X	X	X	X	X	X	X	X			80
Set 6 swing#6	X		X			X	X	X		X	60

TOTAL POINTS = 236

Orbiting Ball Toss Player - Game # Points

Set 1 swing#1	X	X	X	X	X	X	X	X	X	X	10
Set 2 swing#2	X		X	X	X	X	X		X	X	8
Set 3 swing#3	X	X	X	X	X	X	X	X	X	X	50
Set 4 swing#4	X	X	X		X	X	X		X	X	40
Set 5 swing#5	X	X	X		X	X		X	X		70
Set 6 swing#6	X			X	X		X	X	X		60

TOTAL POINTS = 238

Orbiting Ball Toss Player - Game # Points

Set 1 swing#1	X	X	X	X	X	X		X	X	X	9
Set 2 swing#2	X	X	X		X	X	X	X	X	X	9
Set 3 swing#3	X	X	X	X	X	X	X	X		X	45
Set 4 swing#4	X	X	X		X	X		X	X	X	40
Set 5 swing#5	X	X	X		X	X	X		X		70
Set 6 swing#6		X			X	X		X	X	X	60

TOTAL POINTS = 233





Swing #1
1 Point

Swing #2
1 Point



Swing #3
5 Points

Swing #4
5 Points



Swing #5
10 Points

Swing #6
10 Points



ORBITER RINGS

ORBITER

The Orbiting



Post-to-Post, Ring-Toss Game

RINGS

ORBITER RINGS 60

By COPPLESTONE ™

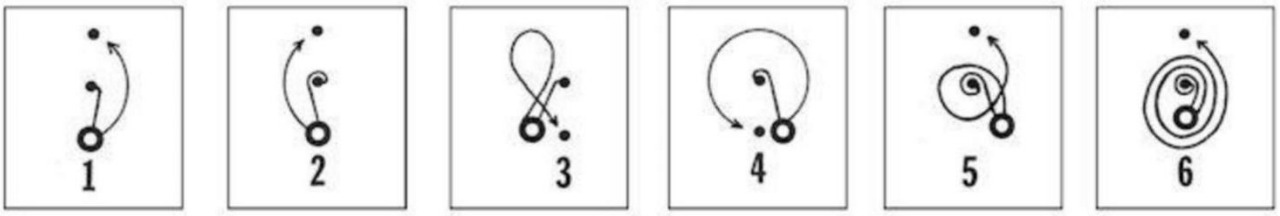




ORBITER RINGS - 60

- The Orbiter Ringers post-to-post, ring toss game, is a challenging, learn-and-teach, action skill game, to share with friends and family.
- Players take turns playing six sets of ten swings each. Using a different swing type for each set.
- There are six original orbiter swing types.
- 200 points is par for a game.
- Use the scorecard below to keep your score, develop a handicap, and track your improvement over time.
- **Level of expertise - Orbiter Rings 60**
- Level 1. Expert 200 – 320 points/game
- Level 2. Intermediate 100 – 199 points/game
- Level 3. Novice 1 – 99 points/game

A Shot Matching – Action Skill Game
Decorative and Portable



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ORBITER RINGS

By COPPLESTONE™







copplestonegames.com

Orbiting Ring Toss 12” Wood

Brand: Orbiter by COPPLESTONE™

Search this page

$39 ~~Reg $59~~

Free Returns

Material	Wood / acrylic
Item Dimensions LxWxH	3.5 x 3.5 x 12 inches
Style	Functional Art
Brand	COPPLESTONE
League	Tabletop Game

About this item

- Orbiter is an orbiting ring toss, tabletop, action skill game.
- Decorative and Portable, Orbiter is a post to post, shot matching, pendulum device that shoe-cases a player’s eye to hand coordination skills.
- Orbiter is a Functional Art Sculpture serving the dual purpose of a challenging game.
- The object is to set the ring in motion, from one uniquely angled post in order to land the ring onto a second conversely angled post.
- Players are challenged to learn six orbiter swings, each one different with increasingly difficult swing paths.
- Once players understand how and why the ring moves through space, they will be able to perform the swings with confidence.
- Orbiter Ring Toss Race to 21: The first player to accumulate ringers with a point total of twenty-one, wins. It can be short and sweet if you know what you are doing or a bit of a struggle while players are learning. Any number can play.
- The Orbiter ring toss story began years ago at the Admirals Inn on the island of Antigua. The games creator David Copplestone 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.”

ORBITER BASEBALL



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

The GRAND SLAM

ORBITER RINGS™

By COPPLESTONE™





ORBITER BASEBALL

Orbiter Baseball is an orbiting ring-toss game played in a manner similar to professional baseball and where a ringer made with;
Swing #1 is a single base hit.
Swing #4 is a double.
Swing #5 is a triple.
Swing #6 is a home run.

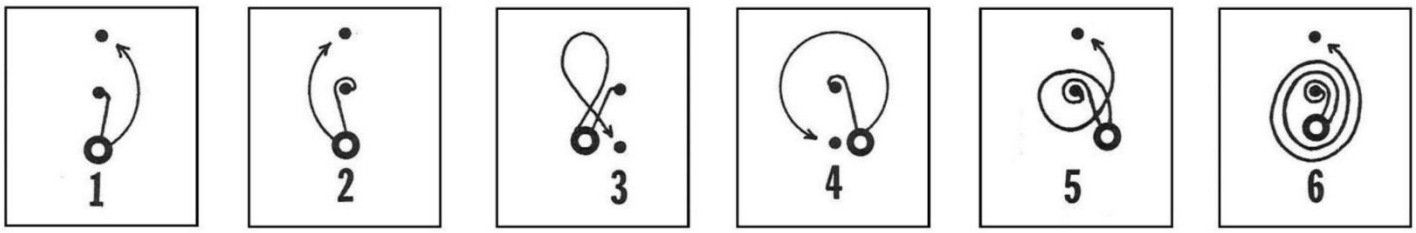
There are nine innings per game.
There are three outs per team per inning.
A missed swing is an out.
A topped swing is an out.

Batters always choose which swings they attempt to make.

A GRAND SLAM is all four swings in a row and scores four runs. A player may attempt a Grand Slam at any time in their turn by simply announcing it. The attempt counts as one swing. It is counted as an out if they fail to make all four Swings: #1, #4, #5, and #6 in a row.

A Topped Swing - Whenever a player makes a ringer a player on the opposing team must attempt to Top that swing by making a ringer of that same swing type. A successful swing topped by a player on the opposing team is an out to be considered a caught fly ball, base-runners do not advance.
When a player Topps a swing, they may make one attempt to make a double play by successfully making swing number six; if successful, one base runner is also out.

Keep track of hits, base-runners, outs, and runs scored.



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BE THE ONE

108 Ringers ÷ 108 Swings = ONE

Orbiter Ringers CQ Aptitude Test



- The Orbiter Ringers post-to-post, ring toss game, is a challenging, learn-and-teach, action skill game, to share with friends and family.
- Players take turns playing eighteen sets of six swings each. Each set has a particular swing type that is to be used all six times.
- Par indicates how many ringers must be made each hole, to make par 72 for the round. - Expert -
- Use the Orbiter Ringers Scorecard to keep your score, develop a handicap, and track your improvement over time.
- What's your CQ / Hcp? You get a long way with practice the rest is a gift.

Ranking		Scores	Aptitude and Suitability – all apply
Novice	- Average Ringers Score -	21 or above	– Visual Artists / Graphic Designers
Intermediate	- Average Ringers Score -	36 or above	– Mechanical Engineers
Advanced	- Average Ringers Score -	54 or above	– Cartographers
Expert	- Average Ringers Score -	72 or above	– Architects / Urban Planners
Gifted	- Best Ringers Score -	90 or above	– Biochemical Engineers / Airline Pilots
Highly Gifted	- Best Ringers Score -	100 or above	– Astronauts / Neurosurgeons

The Orbiter Ringers Game is a great aptitude test to identify potential Astronauts and Neurosurgeons. Using a scorecard, the Orbiter Ringers Game identifies and ranks exceptional players based on their gifts of analytical conceptual thinking and eye to hand coordination skills which are essential requirements for the Orbiter and for these rewarding and challenging careers.

Total ringers made, of 108 swings per game = CQ. - Coordination Quotient (Ringers ÷ 108 = CQ)

The Orbiter - Ringers Scorecard

Hole			Hole		
1.	Swing #1 Par 5 1. 2. 3. 4. 5. 6.		10.	Swing #4 Par 4 1. 2. 3. 4. 5. 6.	
2.	Swing #2 Par 5 1. 2. 3. 4. 5. 6.		11.	Swing #5 Par 3 1. 2. 3. 4. 5. 6.	
3.	Swing #3 Par 4 1. 2. 3. 4. 5. 6.		12.	Swing #6 Par 3 1. 2. 3. 4. 5. 6.	
4.	Swing #4 Par 4 1. 2. 3. 4. 5. 6.		13.	Swing #1 Par 5 1. 2. 3. 4. 5. 6.	
5.	Swing #5 Par 3 1. 2. 3. 4. 5. 6.		14.	Swing #2 Par 5 1. 2. 3. 4. 5. 6.	
6.	Swing #6 Par 3 1. 2. 3. 4. 5. 6.		15.	Swing #3 Par 4 1. 2. 3. 4. 5. 6.	
7.	Swing #1 Par 5 1. 2. 3. 4. 5. 6.		16.	Swing #4 Par 4 1. 2. 3. 4. 5. 6.	
8.	Swing #2 Par 5 1. 2. 3. 4. 5. 6.		17.	Swing #5 Par 3 1. 2. 3. 4. 5. 6.	
9.	Swing #3 Par 4 1. 2. 3. 4. 5. 6.		18.	Swing #6 Par 3 1. 2. 3. 4. 5. 6.	
	OUT			IN	
				TOTAL	

Player: X_____

Six Swing Descriptions

COPPLESTONE To Create To Entertain

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!

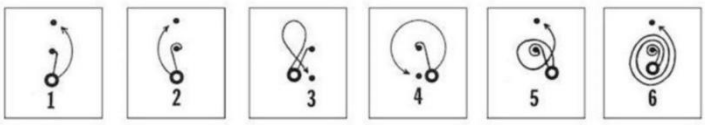
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's right shoulder. Draw the ring straight back so that the ring is held between the long post and the player, at about the height of the 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!

National Orbiter League, Osterville, MA 02655 copplestonegames.com



ORBITER RINGERS

A Targeting Game!







Borrowing from the inspirational John F. Kennedy "We choose to go to the moon" speech in 1962, we say:

We choose to learn the Six Orbiter Swings, "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".

Watch this video link to the Orbiter's Ringers Game.

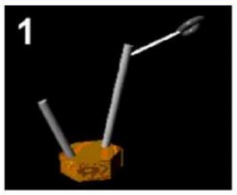


Orbiter – Ringers, the Orbiting Ring Toss Game with a scorecard.
In this video, the player scored 77 ringers of a possible 108 in 12:06 minutes.
Ringers, a tabletop post-to-post ring toss game, is a challenging entertaining activity to share with friends and family. The object is to set the ring in motion from one taller uniquely angled post to ring the second shorter conversely angled post. Players take turns playing eighteen sets of six swings each. There are six different swing types each one different with increasingly difficult swing paths. At the end, players count up the total number of ringers that they scored. Use a scorecard to keep your score, develop a handicap, and track your improvement over time.
Orbiter - Ringers is a tabletop, post-to-post, ring toss game.

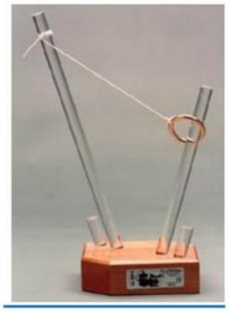
BEAT THE PRO

Made by: Copplestone LLC CopplestoneGames.com

ORBITER'S RINGERS



ORBITER



PUSH

PUSH

PUSH

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 RINGERS

TABLETOP HORSESHOES



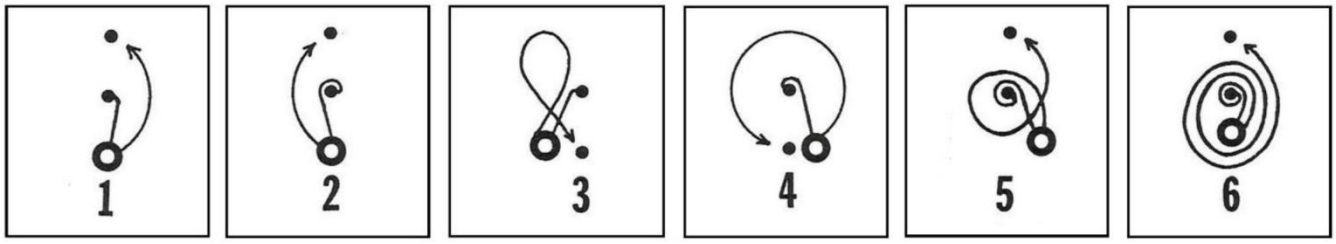




Ringers Horseshoes is a tabletop, post-to-post, orbiting ring toss game, that is played on the Orbiter with a scoring style similar to horseshoes.

Style of play: The game begins with a coin toss to decide who goes first. The winner takes two swings and then the second player takes two swings (always free choice of swing type). After scoring, play continues until one player has at least 21 points at the end of a round, and wins by two. Standard games are generally played to three or seven rounds.

Scoring: A ringer is a ring that has been thrown in such a way to completely encircle the post.
One player takes two swings in succession, followed by the other player. Normally only one swinger can score points per inning, however in some leagues and tournaments play "count all", in which all points are counted. Each swing type has a point value equal to its swing number. If both ringers are of a higher point value than his opponent's then both points are scored. (example: swing #4 and swing #6 total ten points) Any matching swing types in an inning cancel each other out.



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Join the Team.

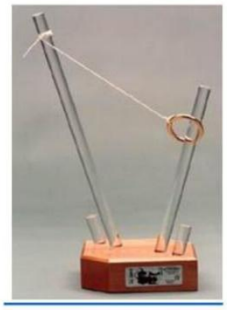
All You Need is an Orbiter.



Make A Wish,

Put a Ringer on It.

ORBITER















ORBITER™ RING TOSS

Make a wish, put a ringer on it!



PEACE





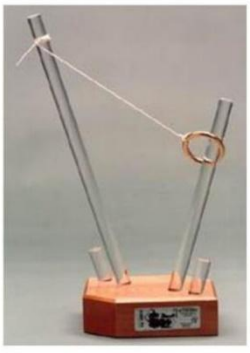
Every time an Orbiter rings, a wish for peace takes wing.

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











THE ORBITER GAME

Shot Matching Ring Toss Game



Orbiter – An Orbiting Tabletop Ring Toss Game



Nickname: The Bull



Swing the ring from post to post.

THE ORBITER GAME is a game for two to six players.
Divide players into two teams. Flip a coin to determine which team goes first. The players who win the toss are known as Team One. To begin - Players of Team One have at most one turn each to make a ringer using any of the six orbiter swing types. If, and as soon as a player from Team One makes a ringer than Team Two must attempt to match that swing type with a ringer of equal or greater difficulty. If all players of Team Two have a turn and none match or better Team one's successful swing than Team One scores a point and begins a new round. However, if a member of Team Two successfully matches or betters Team One's ringer than Team One must match Team Two's ringer with a ringer of a swing type of equal or greater difficulty as the one made by Team Two. If the players of Team One each have a turn and fail to make an appropriate ringer than Team Two scores a point and starts a new round. Alternating play continues in this way until Team One or Team Two score a total of 11 points to win the game. Remember that when beginning any round if all team members fail to make a ringer then play switches to the opposing team and their players may attempt any of the six orbiter swing types.

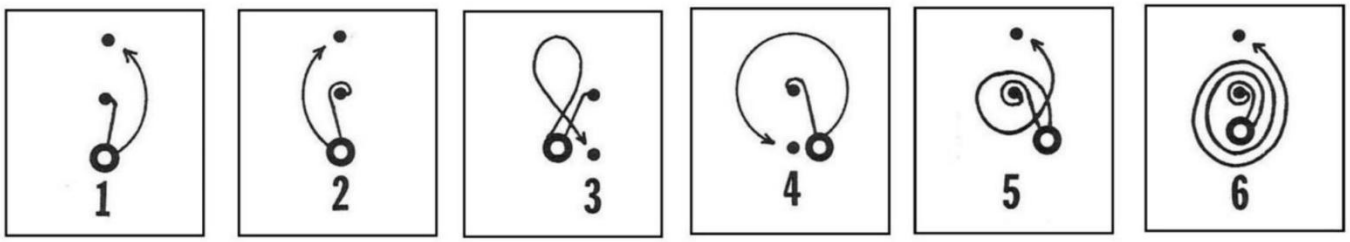
THE ORBITER GAME (for each point scored put a checkmark in the box) Points

Team 1										
Team 2										

Circle the Winner - Team 1 Team 2



copplestonegames.com



Advanced players may choose to use an alternate shot method of play: Only one swing per team per turn.

ORBITER PRO AM

Shot Matching Ring Toss Game







Orbiter – An Orbiting Tabletop Ring Toss Game Nickname: The Bull A game for two to six players.

Each player has ten swings per game. They may choose whichever swings they wish. The goal is to score the most total points possible in ten swings.
For ringers put a checkmark in the box of the swing type used. For misses put a dash.
A player's average score is determined by averaging their last twenty game scores.
A player's Handicap Index is determined by subtracting the average score of their best fifteen scores of their last twenty games from sixty. Example: If your average score is 45 your handicap is 15. (60-15=45)

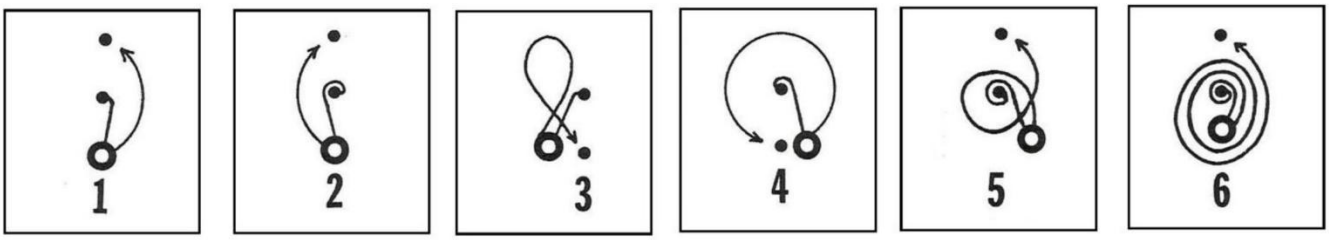
Orbiter Pro Am Player 1 Game 1 Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =



copplestonegames.com



Orbiter Champion's Score 10/15/2023 / Scoring Avg. - 48 / Handicap - 12

ORBITER PRO AM

Orbiter Pro Am Player - Game # Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =

Orbiter Pro Am Player - Game # Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =

Orbiter Pro Am Player - Game # Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =

Orbiter Pro Am Player - Game # Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =

Orbiter Pro Am Player - Game # Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =

Orbiter Pro Am Player - Game # Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =

Orbiter Pro Am Player - Game # Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =

Orbiter Pro Am Player - Game # Points

Swing 1										
Swing 2										
Swing 3										
Swing 4										
Swing 5										
Swing 6										

TOTAL POINTS =

ORBITER THE BULL

Shot Matching Ring Toss Dice Game





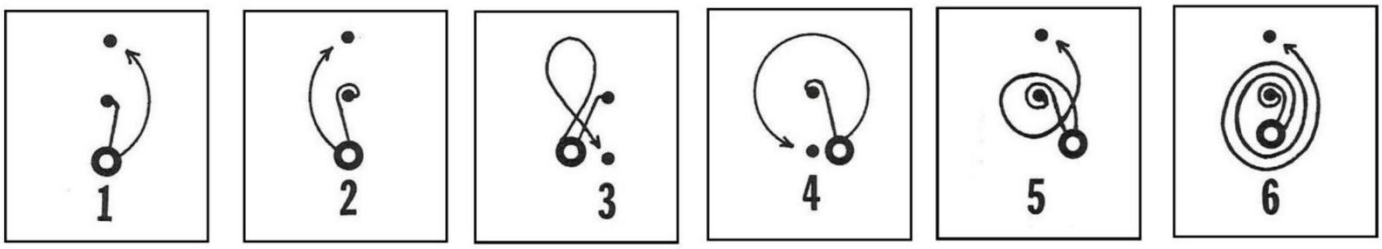


Group and Event Entertainment - The ring that won't swing straight

Orbiter – An Orbiting Tabletop Ring Toss Game – Nickname: The Bull A game for two to six players.

BULL Rules – Each player begins with five markers and chooses a player number from one to six.
To begin - The player whose name begins with the lowest letter in the alphabet throws the die. The player with the player number that matches the number that comes up on the die is the first player. The first player then throws the die to determine which swing type they must attempt and how many tries they have to attempt to make a ringer using that swing type. In their turn each player throws one marker into the hat and then takes their swing or swings. 1. If they make a ringer, they collect any and all markers that have accumulated in the hat and throw the die to determine who the next player will be. (This dice element adds unpredictability to the order of players.) 2. If they fail to make a ringer, they throw the die to determine who the next player will be. 3. Play continues on in this way until someone is out of markers and the game ends.
Options: (1.) The number of markers that each player begins the game with is variable and up to the group.
(2.) If players choose to play longer games, they may allow players to produce more markers when needed.
(3.) If players don't have enough golf-ball markers they may produce something similar to be used as a marker.
(4.) If there are fewer than six players, the group may choose to take turns in a clockwise order around the table rather than using the dice element.
(5.) Players may choose to have only one swing per player per turn rather than using the dice element to determine how many tries they have.

Imagine that it all started when a group sitting around a clubhouse table after their golf game tossed an Orbiter and a Hat on the table. They took turns, throwing ball-markers in the hat, throwing dice, making swings, and collecting all the markers that ended up in the hat.



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!

copplestonegames.com (Search - Orbiter Swings to Ravel's Bolero) Dice and Markers not included

The latest, best, new way to play the Orbiter. 05/14/2023 There's only one way to stay in an Orbiter Ring Toss Game – Make ringers!!!

RING THE BULLS HORN

Bull Race to Twenty-one - Shot Matching Ring Toss Game



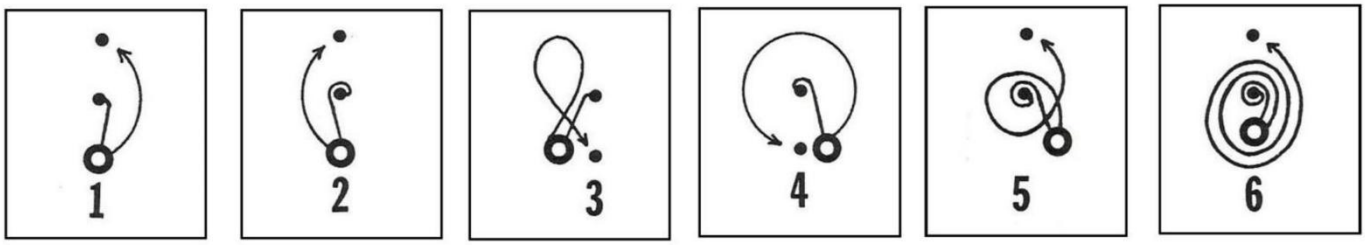




Group and Event Entertainment - The ring that won't swing straight

Bull Race to 21 is a ring toss game played on Orbiter (THE BULL). It is a Race to Twenty-one as the name implies and the first player to accumulate twenty-one points wins. It can be short and sweet if you know what you are doing. Any number can play.

RingTheBullsHorn - Rules - Each player sets up ready to play with one hand on the Orbiter base and one hand on the table. The Orbiter is in position in front of them with the ring on the post. The referee starts the match by saying one, two, three, go. All players begin attempting to make their ringers. The first player to accumulate twenty-one points and put their hands in the air to signify that they have finished wins. The referee must be in a position to call the winner. They may wish to use their phone to video the event and replay the video in case of close calls. Players may choose any numbered swing they wish to use for each swing and add that swing number in points to their total.
A Bull and an Orbiter Ring are wild and unpredictable things.
Whether the bull is bucking or ring is swinging the challenge is the same – **GET ON IT** and **STAY ON IT**.



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!

ORBITER

Shot Matching Ring Toss Game



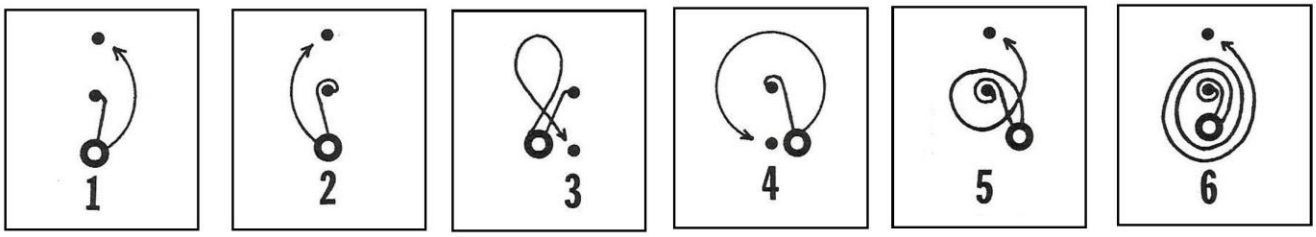




Group and Event Entertainment - The ring that won't swing straight

Picture a group sitting around the clubhouse table relaxing after their golf game. They toss an Orbiter and a Hat on the table. Then they each throw a (ball-marker) into the hat and begin swinging for ringers.

Rules - Each player has one turn. A turn is comprised of three swings. Any player who makes a ringer with their third-swing keeps swinging till they miss. Play continues around the table until everyone has had a turn. The player with the most ringers wins the contents of the hat.
(Tying players play on until a clear winner emerges.) (youtube.com search Orbiter Swings)



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!

ORBITER - TRIPLE SLAM

Orbiting, Post to Post, Tabletop, Ring Toss Game



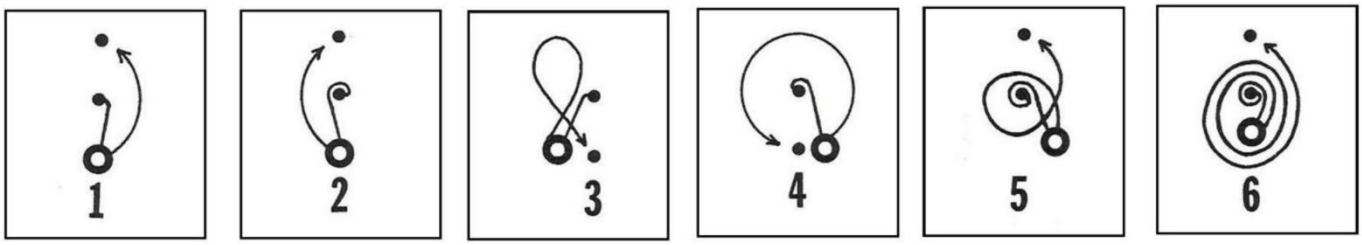




Orbiter - TRIPLE SLAM - 18 Ringers in a Row

Go to youtube.com and search **Orbiter - The Bull Triple Slam (twelve restarts) DWC.**
Watch the current Orbiter Champion make his first videoed attempt at the "Triple Slam" on you tube. It's the first videoed attempt at the triple slam and it has twelve restarts leaving room for improvement to encourage players everywhere to post their own TRIPLE SLAM CHALLENGE video online.
Beat me if you can! Who will post the first successful **ORBITER TRIPLE SLAM** online?

How to play: To make the **Orbiter Grand Slam** players must make all six Orbiter swings in a row.
To make the Orbiter Triple Slam players must make three swings in a row of each of all six orbiter swings resulting in - Eighteen Ringers in a Row the equivalent of three Grand Slams in a row.



Group and Event Entertainment - The ring that won't swing straight

The Orbiter Grand Slam (21 The Hard Way) - all 6 swings in a row.

(youtube.com search Orbiter Swings) Orbiter - The Bull CopplestoneGames.com

ORBITER - Three Rings

Shot Matching Ring Toss Game - Race to Three



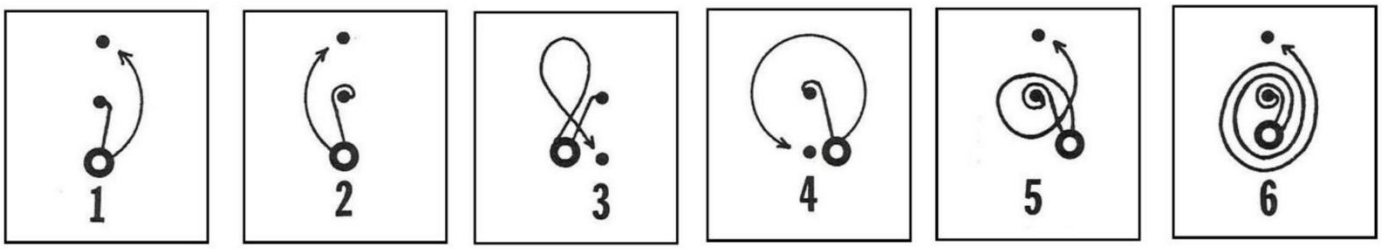




Group and Event Entertainment - The ring that won't swing straight

Three Rings is a ring toss game played on the Orbiter. It is a Race to Three meaning the first player to make three ringers wins. It can be short and sweet if you know what you are doing. Any number can play.

THREE RINGS - Rules - Each player sets up ready to play with one hand on the Orbiter base and one hand on the table. The Orbiter is in position in front of them with the ring on the post. The referee starts the match by saying one, two, three, go. All players begin attempting to make their ringers. The first player to make their third ringer and put their hands in the air to signify that they have finished wins. The referee must be in a position to call the winner. They may wish to use their phone to video the event and replay the video in case of close calls. Players may choose any numbered swing they wish to use for each game.
(youtube.com search Orbiter Swings to learn how)



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!

BucknBull - TRIPLE SLAM

Orbiting, Post to Post, Tabletop, Ring Toss Bar Game



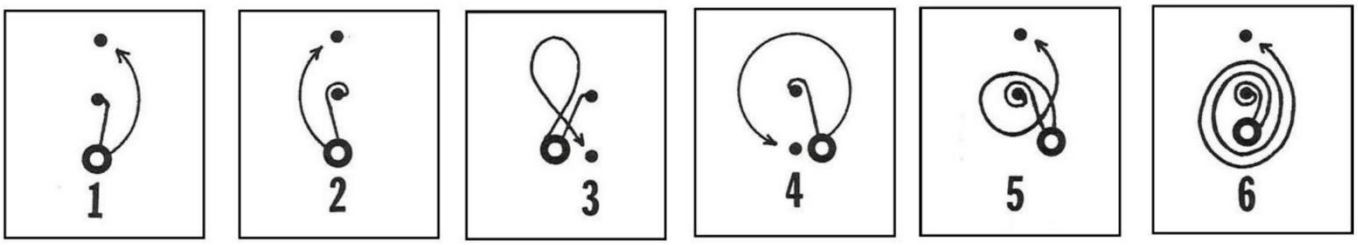




The Orbiter - BUCKNBULL TRIPLE SLAM - 18 Ringers in a Row

Go to youtube.com and search **Orbiter BucknBull Triple Slam (twelve restarts) DWC.**
Watch the current Orbiter Champion make his first videoed attempt at the "Triple Slam" on you tube. It's the first videoed attempt at the triple slam and it has twelve restarts leaving room for improvement to encourage players everywhere to post their own TRIPLE SLAM CHALLENGE video online.
Beat me if you can! Who will post the first successful **ORBITER TRIPLE SLAM** online?

How to play: To make the **Orbiter Grand Slam** players must make all six Orbiter swings in a row.
To make the BucknBull Triple Slam players must make three swings in a row of each of all six orbiter swings resulting in - Eighteen Ringers in a Row the equivalent of three Grand Slams in a row.



Group and Event Entertainment - The ring that won't swing straight

The Orbiter Grand Slam (21 The Hard Way) - all 6 swings in a row.

(youtube.com search Orbiter Swings) Orbiter - The Bull CopplestoneGames.com

COPPLESTONE
To Create To Entertain

Orbiter™



Orbiting Ring Toss - Peace Symbol

You can't control 100% of what happens to you.
You can only control 100% of how you react to it.

ORBITER™ RING TOSS

Make a wish, put a ringer on it!



PEACE





Every time an Orbiter rings, a wish for peace takes wing.

copplestonegames.com

ORBITER

BULLSHOT-SIX

Who Can Do It?





Orbiter swings, and golf swings, are two great ways of showing what 37 trillion coordinated cells can do.

You Can Do It!

The Orbiter is a tabletop, post to post, shot-matching, ring-toss game.

Wouldn't you like to make a Ringer, too?

CopplestoneGames.com





People of the world will be at peace with each other only when they are each at peace with themselves.

copplestonegames.com recommended teaching - Sadhguru / Isha Kriya

INNER PEACE

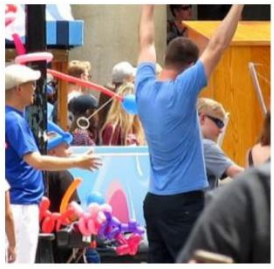
COPPLESTONE
To Create To Entertain

ORBITER

Orbiting Ring Toss



Action Skill Game – Decorative and Portable
Functional Art – Sculpture / Peace Symbol











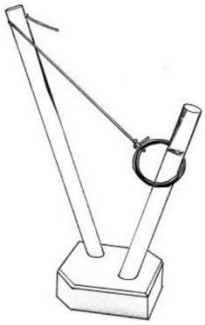
Wouldn't you like to make a ringer, too?
Orbiter - tabletop, post to post, shot-matching, ring-toss game.
copplestonegames.com

A Peaceful Mind

When each of us makes our own mind peaceful, the world will be a peaceful place.

The Orbiter is a peace symbol by design.

Make each swing a swing for peace.



ORBITER BULLRINGS



Wood Base, Acrylic Posts – 12" Tall



Put a ringer on it!



Best of Eleven / Most in a Row

OrbiterSixSwing

Orbiter™
Tabletop post to post ring toss game

Made by David Copplestone

Copplestonegames.com

Challenging Action Skill Game

Brainteaser

Performance Art

An Art in Motion Sculpture

An Interactive Art Display

A Mindfulness Activity

Handcrafted in the USA

| Copplestone's Orbiter is a posts and ring toss game.

| The object is to set the ring in motion, from one taller uniquely angled post in order 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.

| This decorative entertaining toy is a pendulum device to showcase a player's eye to hand coordination skills.

| The Orbiter ring toss story began years ago at the Admirals Inn on the island of Antigua. The games creator David Copplestone 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.

Swing it!
Wing it!
Fling it!
do whatever it takes to
RING IT!

- The Orbiter Ringers ring toss game is a challenging activity to share with friends and family.
- Players take turns playing eighteen sets of six swings each using six different swing types and count up the total number of ringers they score.
- Use a scorecard to keep your score, develop a handicap, and track your improvement over time.

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".

- A portable tabletop game
- Swing learn adjust swing



Let Freedom Ring!



Rings for Peace!

ORBITER™

A Calmness - Peacefulness Exercise



ORBITER

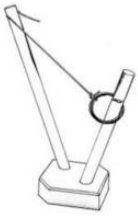


The Orbiter is a * Post to Post * Shot Matching * Ring Toss Game

---

1. Memory is used to learn what swing actions have worked in the past.
2. Imagination is used to apply memory in order to improve your future swings.
3. Motor skills are developed and improved with practice.
4. React with Calmness, Peacefulness, and Joy.
   (Realizing that whether you make a ringer or not, the way you react is 100% up to you.) ----------

Make it Happen!



Orbiter

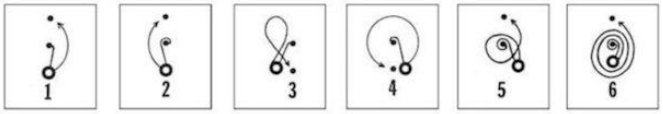
Through this two-step breathing exercise, the Orbiter can be used as a symbol and a device to remind all players of their potential to experience a more profound life.
Breathing is fundamental.

Orbiter Breathing Exercise

1. Inhale as you set up for Orbiter swings 1-3.
2. Exhale as you make the swings 1-3.
3. Inhale and exhale as you set up for swings 4-6.
4. Inhale and exhale as you make the swings 4-6.



Meditation



ORBITER™







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

Orbiter is a ring toss game, sculpture, and interactive public art display.

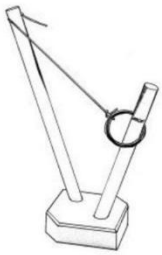
Orbiter's message of Peace was inspired by its dual post design's resemblance to the peace symbol. The games creator thought that his game could remind those who wish to see it that to have peace you need order and with freedom comes responsibility. He imagined that the two posts of the orbiter could represent freedom and liberty, the flexible cord the moral and ethical restraint that provides order and prevents the ring from flying off into space, and the swinging of the ring the effort we make to maintain the peace with ringers being the measure of that

Orbiter Game – Seeking Peace - Appealing to "The Better Angels of Our Nature"

With the headlines full of reports of global conflicts, people are looking for ways to promote peace. In this challenging environment the inventor of the Functional Art Peace Symbol – Orbiter suggests that the words of Abraham Lincoln in his inaugural-address could help us today; "We are not enemies, but friends. We must not be enemies. though passion may have strained, it must not break our bonds of affection. The mystic chords of memory will swell again touched, as surely, they will be, by the better angels of our nature."

For those who grew up in the 60's it may seem only natural to transform the peace symbol into a game and see the game as a peace symbol.







PEACE

ORBITER

Make it happen.

A symbol of peace.

A game of memory and imagination.

Orbiter ring toss, where Orbinots become Orbinauts.

COPPLESTONE
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Through relentless commitment,
all begin as Orbinots and through their effort and a three-stage process, become Orbinauts.

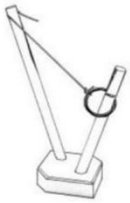
1. **Experimenting** where all the orbiter swings are confusing and confounding.
2. **Learning** where the careful study of instructions and videos occurs.
3. **Mastery** where all swings are understood and confident proficiency is achieved.

Ringers Scorecard

- Level of expertise – Orbiter Ringers
- Level 1. Experimenting 1 – 35 Ringers per game
- Level 2. Learning 36 – 71 Ringers per game
- Level 3. Mastery 72 – 108 Ringers per game

Bullshot-Six Scorecard

- Level of expertise – Bullshot - Six
- Level 1. Experimenting 1 – 11 Bullshot-Six game
- Level 2. Learning 12 – 23 Bullshot-Six game
- Level 3. Mastery 24 – 36 Bullshot-Six game



The swing is the game.

Swing it, wing it, fling it.
Do whatever it takes to ring it!

It is a gift.

Take it, shake it, wake it.
Do whatever it takes to make it!



CopplestoneGames.com

1	2	3	4	5	6
Moon	Jupiter	Saturn	Venus	Mercury	Mars

Two great gifts to enhance the present are memory and Imagination.

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To Create To Entertain

ORBITER

BULLSHOT-SIX

ORBITING RINGTOSS

EL TORO™



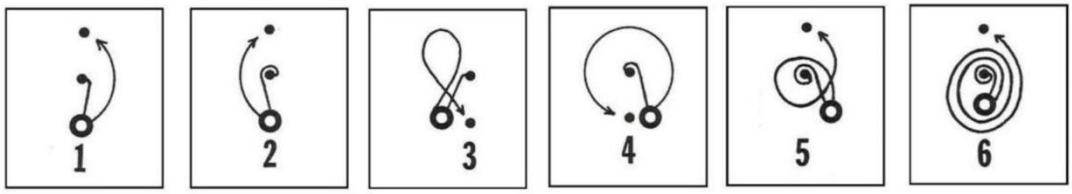
Orbiting * Post to Post * Shot Matching * Ring Toss Game

BULLSHOT-SIX

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



ORBITER™



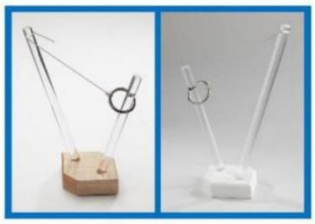
OrbiterSixSwing is the Widget.

BullShot-Six is the game you play on it.

CopplestoneGames.com

ORBITER™ BULLSHOT-SIX

OrbiterSixSwing is the Widget. **BullShot-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						





ORBITER

COPPLESTONE
To Create To Entertain



EL TORO



ORBITER™
ORBITING RINGTOSS







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



Tabletop * Post to Post Shot Matching * Ring Toss Game

Two Games in One:

EL TORO™ BULLSHOT-SIX

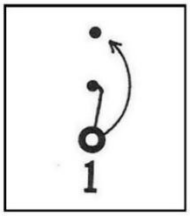
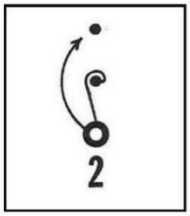
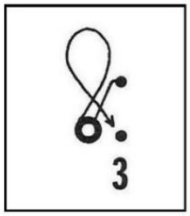
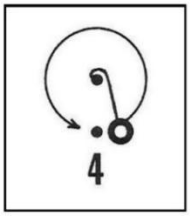
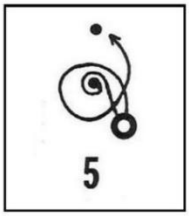
Using the six Orbiter swing paths, each player attempts six swings at each swing type. The most ringers wins.

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.

Challenging / Entertaining.

It ain't gonna ring, If you ain't got that swing!

APPOLO	GALILEO	CASSINI	PIONEER	MESSENGER	VIKING
 1	 2	 3	 4	 5	 6
MOON	JUPITER	SATURN	VENUS	MERCURY	MARS

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copplestonegames.com

ORBITER™ BULLSHOT-SIX

OrbiterSixSwing is the Widget. **BullShot-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**

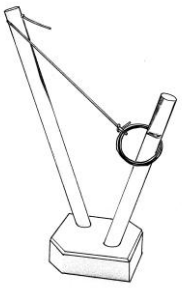
Players						
 1						
 2						
 3						
Total						



A Peaceful Mind

Some see the Orbiter as a peace symbol reminding them to be peaceful people experiencing a peaceful world. (Isha Kriya)

Make each swing a swing for peace.



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

COPPLESTONE
To Create To Entertain

Art in Motion

BULLSHOT™


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.

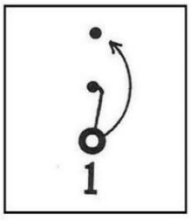
Swing # 2 - Position the base so that the long post is closest to the player. Stand straight in front of the tall post. Draw the ball in front of the taller post and back to the left side of that post so that the ball is held between the post and the player at a height about equal to the short post.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

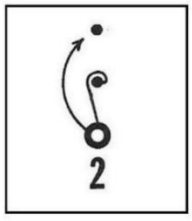
Swing # 3 - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's center. Draw the ball straight back so that the ball is held between the long post and the player, at a height of the short post. Swing 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.

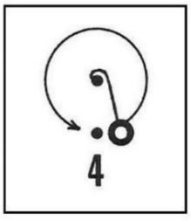
Swing # 5 - Position the base so that the long post is closest to the player. An imaginary line drawn from the cup on the short post through the tall post and would intersect the player's center. Wrap the ball around to the left and then in front of the taller post. Next, draw the ball back to the right 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.

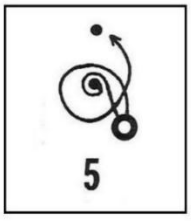
Swing # 6 - Position the base so that the tall post is closest to the player. An imaginary line drawn diagonally across the base should point toward the player's center. Wrap the cord to the left once around the tall post and draw the ball back between the player and the tall post. Swing the ball out 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.













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Finish line

----- Head2Head

3

2

1

----- Start line

1

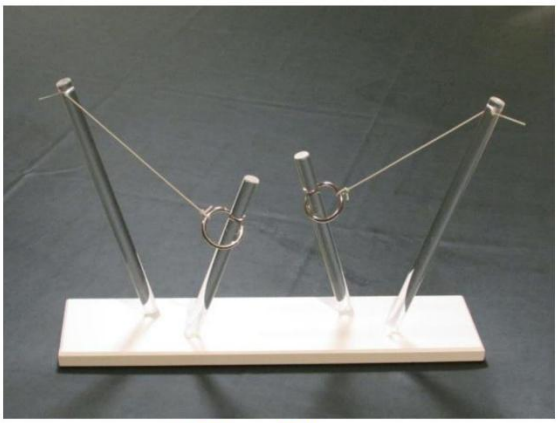
2

3

Finish line

Orbiter™

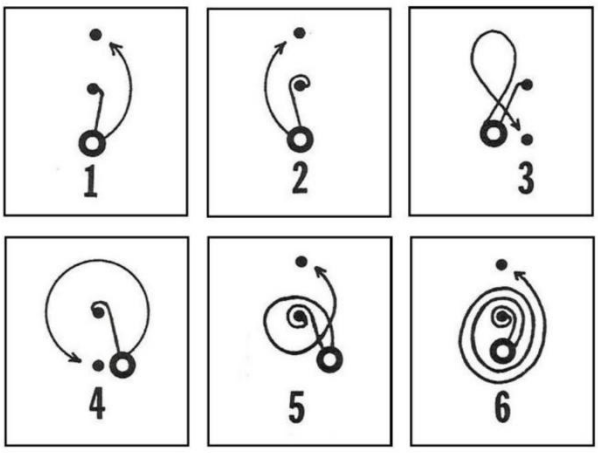
RingToss Head2Head



A Two-Player
post-to-post ring-toss game.
First player over the finish line Wins.



Orbiter ring-toss Head2Head is a Two-Player post-to-post ring-toss game where players begin on the start line and move back and forth with each ringer until someone is able to score four unanswered points to cross the finish line.



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Orbiter - BullShot-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

| Copplestone'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 players 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 Copplestone 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 Copplestone
copplestonegames.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.

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Orbiter's Intelligent Design

Seeking Ballance Finding Peace

Sending Orbiter's ring flying through space has people enjoying a positive experience seeking balance and finding peace – if we learn to use our memory and imagination as tools ringers will come. The Orbiter is itself a tool to explore and understand memory, imagination, momentum, as well as our bodies, thoughts, and emotions. The Orbiter was created not just to score more points and make more ringers than someone else. The Orbiter was created to be a tool for learning and exploration. It was created with the idea that *humans want to know*. They want to know because on an unconscious level they understand that *when they know how to be, they will know what to do*.

In a similar way, I heard Mystic/Sadhguru say we can all be pleasant people enjoying a profound experience – if we learn to use these tools we have - our bodies, thoughts, and emotions.

He went on to explain;
If I ask you, do you want your Body to be pleasant or unpleasant, what would you say?
Pleasant.
If I ask you, do you want your Mind to be pleasant or unpleasant, what would you say?
Pleasant.
If I ask you, do you want your Emotions to be pleasant or unpleasant, what would you say?
Pleasant.
If I ask you, do you want your Life itself to be pleasant or unpleasant, what would you say?
Pleasant.
If I ask you, do you want your Surroundings to be pleasant or unpleasant, what would you say?
Pleasant.
So, if we have a pleasant body, we call it health. If it is very pleasant, we call it pleasure.
If we have a pleasant mind, we call it peace. If it is very pleasant, we call it joy.
If we have pleasant emotions, we call it love. If it is very pleasant, we call it compassion.
If we have a pleasant life, we call it bliss. If it is very pleasant, we call it ecstasy.
If we have pleasant surroundings, we call it success.
All will choose the pleasantness of body, mind, emotions, life, and world.
To make your surroundings pleasant you must have the competence and cooperation of many around you, otherwise, it may become unpleasant.
But to bring pleasantness of body, mind, emotions, and life, is 100% your business. Nobody else is involved.
If you want pleasantness of body, mind, emotions, and energy, you can do this 100%.
If you want to control your surroundings, you cannot do this 100%. It is always a little bit her way, a little bit his way, and a little bit your way.
You have a body, thoughts, and emotions. To make these tools function you have energy. These are the only four realities that are in your experience the rest is in your imagination including the world.
What you see is only in your mind. You only see and experience yourself. So Inner Engineering is to fix yourself so you see things as they are. So, beautiful, or ugly things do not change who you are.

In this mind, there is only addition and multiplication. So, if you do not want to think about something, all you will think about is that. So, stop pursuing things like happiness, be a pleasant person having a pleasant experience, and then you will not be prone to compulsive behaviors and thoughts. Sadhguru










Together Orbiter Ringers and Inner Engineering are seeking balance and finding peace. Yoga/Unity

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1. When I heard the word Imponderables, I knew then the word to describe the questions that I had been seeking the answers to since I was a child.
2. When I watched Sadhgurru's videos, I knew I was hearing answers to those questions;

Who are we? Where do we come from? What are we doing here? Where are we going?
We have evolved to be the most intelligent life on earth. We are tiny pieces of life in the Cosmos We are pleasant people seeking a profound experience. We are in the process of returning to be a tiny bit of what is the Cosmos.

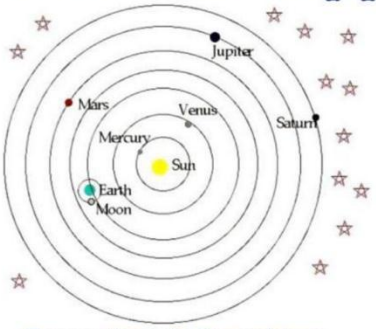
When you know how to be you will know what to do. Please Share this.

Life By Design - CopplestoneArtworks.com Inner Engineering – Isha.Sadhguru.org

Modern Myths - Orbiter and the Apple Tree



Gravity

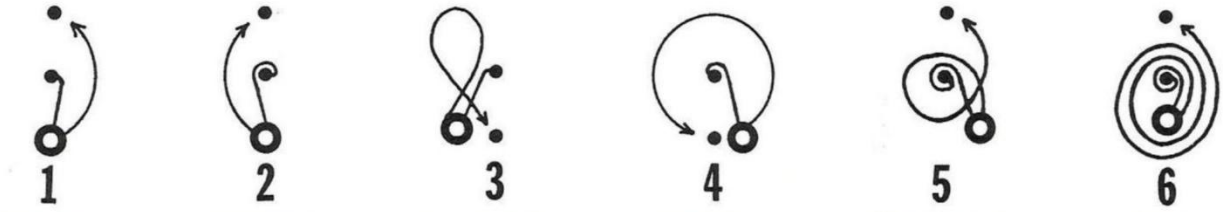


Copernican heliocentrism



Orbiter

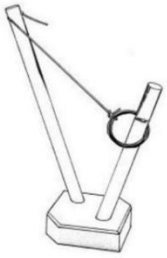
The Story Goes;
One day in the late 1600s an imaginary meeting took place between Sir Isaac Newton the Father of Modern Science and Galileo Galilei the Father of Modern Astronomy. They were resting under an apple tree in a contemplative state when an apple fell and an idea popped into their heads. Both being creative inventors they envisioned an orbiting ring toss device to help explain the theories of gravity and orbiting planets (Copernican heliocentrism).
They called the game Orbiter and the object was to set a ring in motion, from one taller uniquely angled post to ring a second shorter conversely angled post. Players would be challenged to learn six Orbiter swings, each one different with increasingly difficult swing paths.
They laughed as they created the six orbiting swings to correspond to six planets in orbit around the sun. But before they could share their device their defense of Copernican heliocentrism became controversial, and so their game was hidden and lost until it recently mysteriously reappeared swinging from the branches of a descendant of that historical inspirational apple tree.
The modern version of the Orbiter ring toss game is made today by CopplestoneGames.com.



Orbiter – Unconscious Memory – Cosmos
When you sit down to play the Orbiter, we hope that you may use this device to connect to your unconscious memory to give an understanding of the task that you are about to perform. Use your imagination.
Reach into the part of you that was there at the beginning of everything. The part of you that understands that you are but a tiny speck on a planet that is a slightly larger speck in a solar system that is just a slightly larger speck in the cosmos. Now that you realize your relative importance in the cosmos you will realize that there is something much greater than yourself. You will realize that your conscious and unconscious potential to understand how bodies move through space is limitless, and so you will realize that you already know how to do these swings, you just need to tap into your unconscious memory.
Those of us at Copplestone Games who are exploring the Orbiter's expanding educational potential wish to suggest a connection between the Orbiter and Universal Consciousness by positing a connection between the orbiting ring toss swing and the process of life.
We hypothesize that as there are two parts to each orbiter swing, there are two parts to the systems that support life.
Orbiter Examples; (1. the pulling back 2. the moving forward), (1. the storing up of energy 2. the letting go of that energy).
Life Examples; (1. the inhalation of oxygen 2. the exhalation of carbon dioxide), (1. the taking in and 2. the giving out), (1. The taking in of the elements of life, 2. the giving back of those elements).
We offer that the Orbiter is used to connect to a journey toward cooperation by way of a global understanding of consciousness and memory, and to an understanding of the unending process of which we are a part. The borrowing of essential elements of the universe, their temporary use by us, and their inevitable return to an ever-expanding universe.
We like to think that as each instrument adds to, and enhances, an orchestra's sound the Orbiter can facilitate understanding, enhance our human experience, and give us one more instrument to play.
Players may experience some missed swings at first (some sour notes) but if they are motivated and open-minded, they will learn to perform each swing with skill and ease.
We make the Orbiter with the hope that it can be used as a way to begin a conversation and to familiarize us with the concepts that our *Identity* may be a part of a *Universal Identity*, our *Mind* may be a part of a *Universal Mind* so that as our education and particularly our knowledge of science and technology grows, this knowledge will be safe with us, and we will use our education wisely.

Written by; David W. Copplestone with reference to; The Legend of Newton's Apple Tree

Orbiter - Cosmic Connection



Orbiter

Accepting the idea that *the purpose of life is to experience it*, the orbiter was invented, developed, and used, as a motivation for its inventor to explore and become more knowledgeable of the potential to experience life profoundly.
Through this two-step breathing exercise, the Orbiter can be used as a symbol and a device to remind all players of their potential to experience a more profound life. Breathing is fundamental.

Orbiter Breathing Exercise

1. Inhale as you set up for Orbiter swings 1-3.
2. Exhale as you make the swings 1-3.
3. Inhale and exhale as you set up for swings 4-6.
4. Inhale and exhale as you make the swings 4-6.

Yoga



Meditation

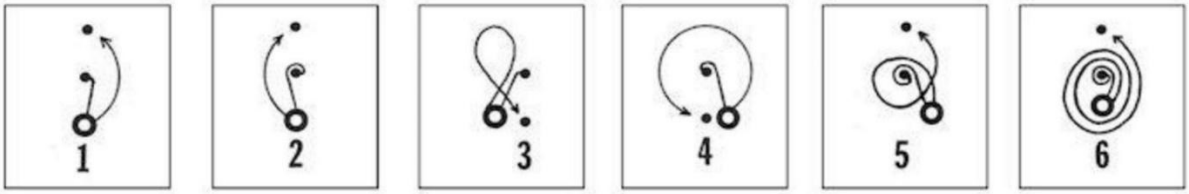
Orbiter aspires to be a symbol of Peace Higher Consciousness.

Part of the Orbiter experience is to explore the idea that you will be a more pleasant person once you, recognize, respect, and appreciate, every life as a piece of life and every inanimate object as a piece of creation. You may then be able to separate from your mind and body and see yourself as a piece of creation blessed with the awesome potential to experience life profoundly. We are all orbiters riding on planet earth in orbit around the sun. Using your memory and imagination you can realize your potential to make any Orbiter swing if you wish and to enjoy a bliss-filled life. Look inward.

Orbiter's Cosmic Connection

We posit that a connection is made between the force that holds the Orbiter ring in orbit around the post with the force that holds the moon in orbit around the earth and the earth and the other planets in orbit around the sun. This connection invites us to see the Orbiter as a symbol, to explore, experience, ponder, and meditate on, the fundamental questions of universal intelligence.

Orbiter Lesson #1: Whether you ring it or not, is a little bit memory, a little bit imagination, and a little bit motor skill. Whether you react with calmness and peacefulness is 100% up to you.
There is always room for improvement in all these aspects of the game.



ORBITER

Every time
an Orbiter
swings,



A wish for
Peace
takes wing.

Interactive Public Art Display



OrbitingRingToss



Peace Symbol



ORBITER

Sculpture

Message of Peace
You can't control what happens to you, 100%.
But you can control how you react to it, 100%.

Take a Swing - all free

copplestonegames.com



Liberty Bell



American Flag



A wish for peace takes wing!



El Toro – Bullshot



Orbiter 12"



Orbiter 6'



Peace

Orbiter – A Symbol for Conservative Ideas

How did you come to see the Orbiter game as a symbol for Conservative Ideas?

Two things in particular have occupied my thinking over a considerable time - the evolution of ideas through the study of world history - and the Orbiter, my orbiting post to post ring toss game.
I think it was inevitable that I would eventually conflate the two.
When I look at the Orbiter, I see the base as a symbol for the history and philosophy of ideas on Earth, and out of that base, emerges two posts representing the Declaration of Independence and the Constitution. I've learned that these two documents have proved to be man's best ideas to guide individuals in ways to cooperate and get along with each other.
From the longer post, a string representing the rule of law is tied, and tied to the string is a ring representing liberty and freedom.
A republic and the orbiter ring flying around can both seem frustrating uncontrolled and messy at times, but they represent man's best chance to chart his own course, his individual *pursuit of happiness*, his search for The Good, The True, and The Beautiful.
The string is there to hold the rule of law in place to ensure that we don't blunder our way back into the law of the jungle and chaos.
To protect the viability of the string and the ability of the ring to swing freely, the population must be educated, moral, and ethical.
To trust each other, the participants must be logical, consistent, and empathetic, and for the systems to be successful, the participants must have access to, and be motivated to seek the truth always.
Under this system of government individuals are free to choose their own path, take their swing. Risk is rewarded, and if they fail, they have the opportunity and are encouraged to KEEP SWINGING!!!

copplestonegames.com myringtossgame.com by: David W. Copplestone 05/29/2022

Orbiter – A challenging game, a decorative symbol of conservative ideas.

I’ve Been Thinking
Volume 2

To Create to Entertain
A lifetime of art, concepts, dreams, and ideas,
page by page.

Dedicated to Wesley, Elizabeth, Margaret, Hannah, and Sarah.

With special thanks and appreciation to all family members, friends, and those in the art, manufacturing, and business communities for their help and support.

This is America, make something…

What do you do with an idea?
Love it.
Nurture it,
Help it develop and grow,
Believe in it, and share it with the world so that it can realize its potential.
Enjoy it as it takes on a life of its own, as others learn to enjoy, love, and appreciate it too.
This book follows these ideas and innovations as they evolved and shows their development page by page.

I am grateful and appreciative for the time and freedom I’ve had to see what my imagination could produce. If viewing EBOOK 2023 can be as fulfilling and pleasant an experience for others as creating and sharing it was for me then it’s a dream come true.

A body of work by; David Copplestone
A book of Ideas, Invention, and Imagination.

01/03/2023

By COPPLESTONE™

Artwork and Innovation



Orbiter Ring Toss

A body of work by David W. Copplestone