

Finish line



Head2Head

3

2

1



Start line

1

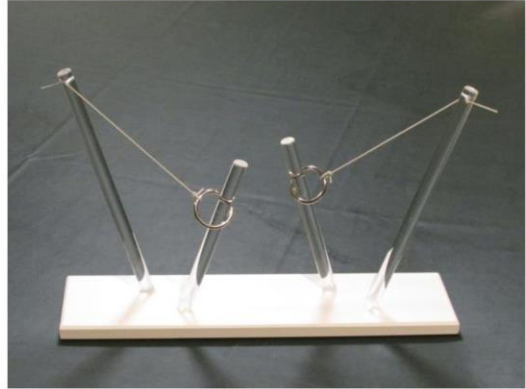
2

3



Finish line

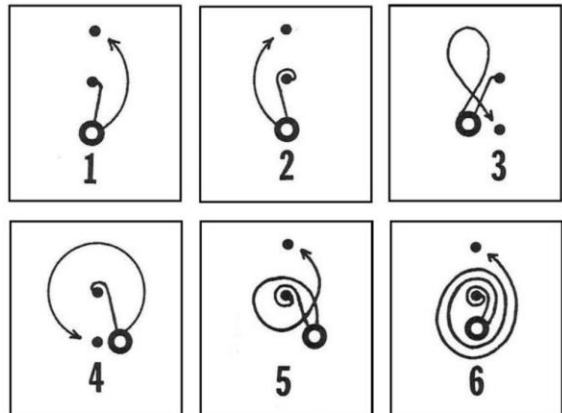
Orbiter™  
RingToss  
Head2Head



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

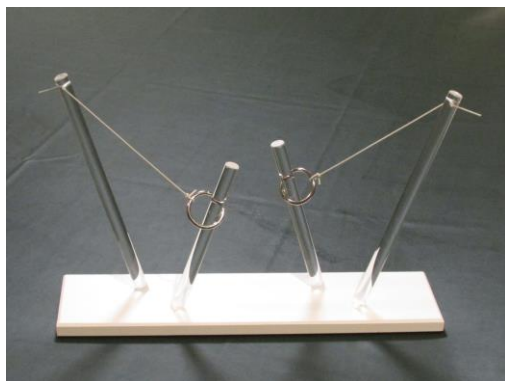


Orbiter ring-toss Head2Head is a Two-Player  
post-to-post ring-toss game where players begin  
on the start line and move back and forth with  
each ringer until someone is able to score four  
unanswered points to cross the finish line.





# Orbiter Ringers



Wood Base, Acrylic Posts –  
12” Tall



Put a ringer on it!



Best of Eleven / Most in a Row

**Mfg. Specs.**

**More Games and Info.**

## Orbiter™ Tabletop post to post ring toss game

Made by David Coplestone

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!**

- Ringers - 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 Ringers ring toss game is an entertaining activity to share with friends and family.

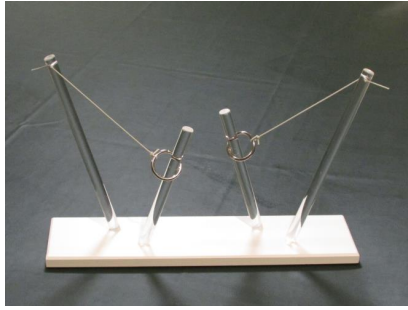
The Orbiter is similar to the executive gift Newton’s Cradle in that they are both pendulum devices, used to demonstrate the laws of motion, and to serve a decorative function for the home and office. Newton’s Cradle and the Orbiter are part of a group of toys known as “art in motion toys”.

- A portable tabletop game
- Swing learn adjust swing



Let Freedom Ring! Rings for Peace!

# Orbiter Ringers



The Ringers ring toss game is an entertaining 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.

## Ringers

Hole	Swing #	Par	1.	2.	3.	4.	5.	6.	
1.	Swing #1	Par 5	1.	2.	3.	4.	5.	6.	_____
2.	Swing #2	Par 5	1.	2.	3.	4.	5.	6.	_____
3.	Swing #3	Par 4	1.	2.	3.	4.	5.	6.	_____
4.	Swing #4	Par 4	1.	2.	3.	4.	5.	6.	_____
5.	Swing #5	Par 3	1.	2.	3.	4.	5.	6.	_____
6.	Swing #6	Par 3	1.	2.	3.	4.	5.	6.	_____
7.	Swing #1	Par 5	1.	2.	3.	4.	5.	6.	_____
8.	Swing #2	Par 5	1.	2.	3.	4.	5.	6.	_____
9.	Swing #3	Par 4	1.	2.	3.	4.	5.	6.	_____

**OUT** \_\_\_\_\_

Hole	Swing #	Par	1.	2.	3.	4.	5.	6.	
10.	Swing #4	Par 4	1.	2.	3.	4.	5.	6.	_____
11.	Swing #5	Par 3	1.	2.	3.	4.	5.	6.	_____
12.	Swing #6	Par 3	1.	2.	3.	4.	5.	6.	_____
13.	Swing #1	Par 5	1.	2.	3.	4.	5.	6.	_____
14.	Swing #2	Par 5	1.	2.	3.	4.	5.	6.	_____
15.	Swing #3	Par 4	1.	2.	3.	4.	5.	6.	_____
16.	Swing #4	Par 4	1.	2.	3.	4.	5.	6.	_____
17.	Swing #5	Par 3	1.	2.	3.	4.	5.	6.	_____
18.	Swing #6	Par 3	1.	2.	3.	4.	5.	6.	_____

**IN** \_\_\_\_\_

Player: X \_\_\_\_\_

Attest: X \_\_\_\_\_

**TOTAL** \_\_\_\_\_

**Hcp** \_\_\_\_\_

**Net** \_\_\_\_\_

Your HCP is equal to the average of your last 20 scores minus 72.



## ART IN MOTION

## 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!

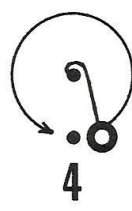
**Swing # 2** - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point just left of the player's left shoulder. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between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

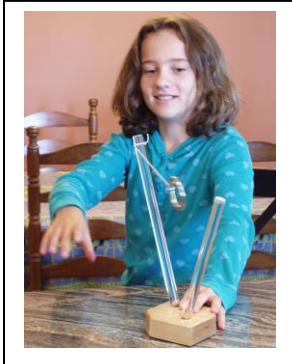
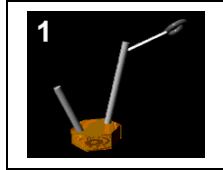
**Swing # 3** - Position the base so that the shorter post is closer to the player. An imaginary line drawn through the base of the two posts should point to the player's right shoulder. Draw the ring straight back so that the ring is held between the long post and the player, at about the height of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



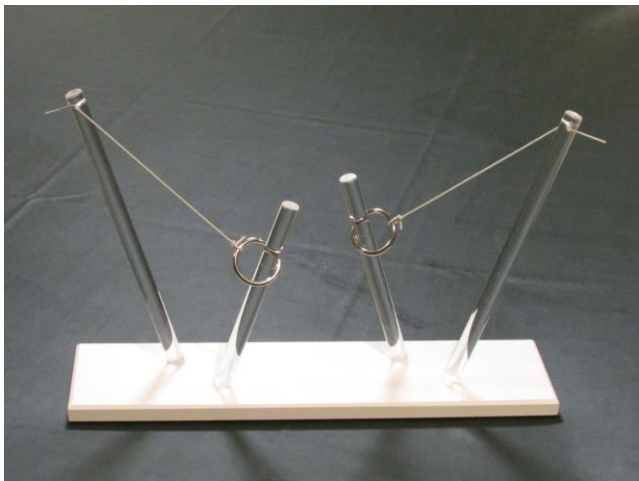


# ORBITER RINGERS

## An Interactive Art in Motion Game



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



# Take a Swing!

### Put a ringer on it!

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

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

The Orbiter was designed to have the sculptural look of a work of art with the function of a dynamic and challenging game. Orbiter helps to develop a player's eye hand coordination, persistence and conceptual thinking abilities.

#### Think Outside the Box

Put away the rules and instructions and discover what this science toy can do. Do it your way.

- Use your imagination
- Experiment
- Observe how objects move through space – physics

Each time you change the base position or wrap the cord around the post you have to change the swing to compensate for those changes. The variations are limitless and the solutions are as varied and creative as you can envision.

The Orbiter is playful, fun and entertaining.

APPOLO

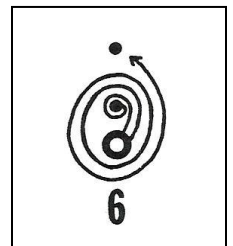
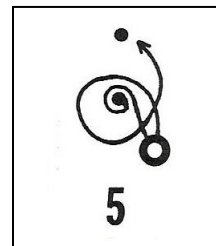
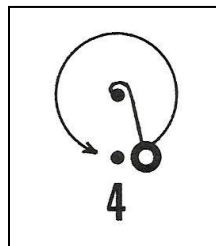
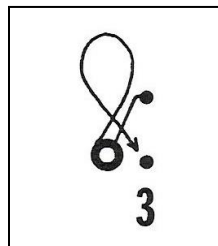
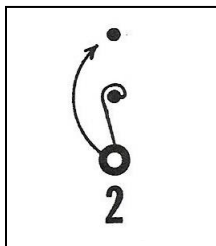
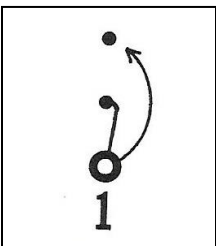
GALILEO

CASSINI

PIONEER

MESSENGER

VIKING



MOON

JUPITER

SATURN

VENUS

MERCURY

MARS