

ORBITER™

Orbiting Post to Post



Ring-Toss Game

RINGERS



ORBITER RINGERS

- The Orbiter Ringers post to post, 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.
- 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

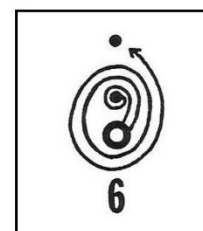
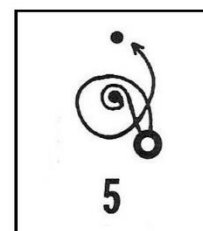
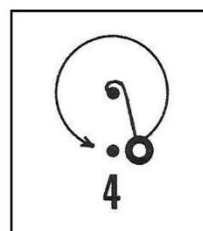
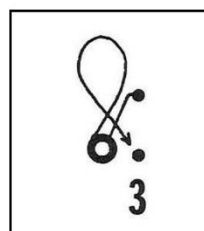
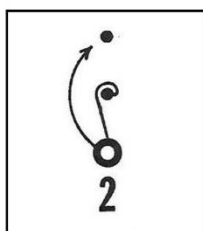
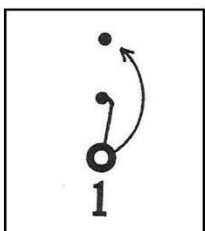


Let Freedom Ring!



Rings for Peace!

“Ringers” - Observe Carefully – Swing Thoughtfully

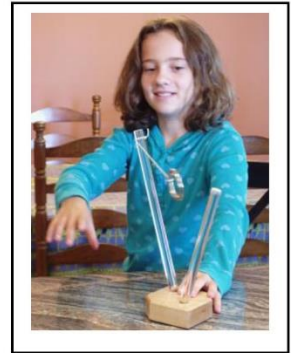




ORBITER



EL TORO



ORBITER™

ORBITING RINGTOSS



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



Orbiter

EL Toro

RINGERS / BULLSHOT

Two Games in One

ORBITER™

Ringers – competition with scorecard

EL TORO™

Bullshot – shot matching elimination

Orbiter is designed to have a sculpture look and to demonstrate the player's gifts, skills, and 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

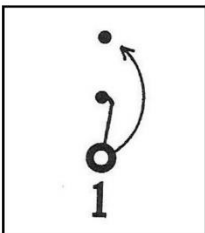
GALILEO

CASSINI

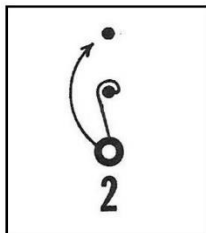
PIONEER

MESSENGER

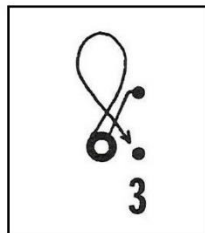
VIKING



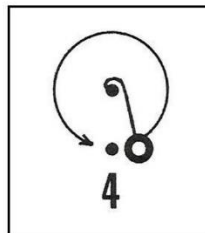
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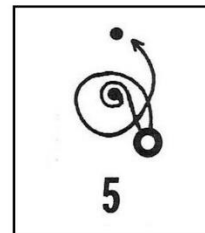
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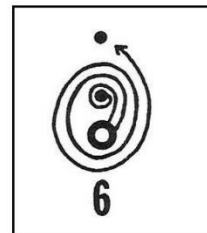
3



4



5



6

MOON

JUPITER

SATURN

VENUS

MERCURY

MARS



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!

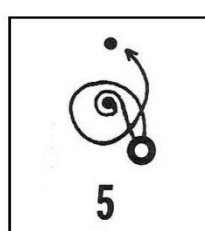
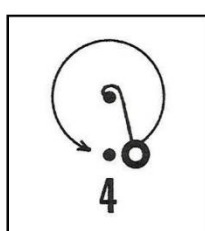
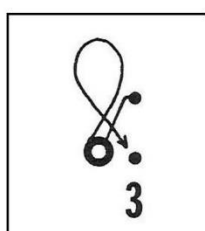
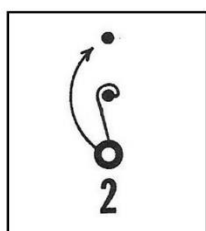
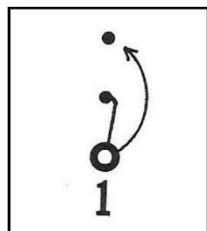
Swing # 2 - Position the base so that the long post is closest to the player. An imaginary line drawn through the tops of the two posts should point just left of the player’s left shoulder. Draw the ring in front of the taller post and back to the left side of that post so that the ring is held between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



Orbiter Ringers Scorecard



- The Ringers post to post, 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.
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Ringers

- Level of expertise – Orbiter Ringers
- Level 1. Expert 72 – 108 ringers / game
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- Level 3. Competent 1 – 35 ringers / game

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

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

TOTAL _____

