

QUICK START GUIDE: NEW BALL MACHINE

“SILENT PARTNER, RIVAL”

For more details, please refer to the OWNER’S MANUAL.

Please fill out the Ball Machine Log sheet every time you use this machine.

1. Preparation - in the clubhouse

- a. Disconnect the unit from the wall outlet.
- b. Turn the Battery switch: “ON” (Fig. 1).
- c. Check the battery level by pressing the Battery Level Indicator (Fig. 2).
 - * 3 lights = full, **no lights = DO NOT ATTEMPT TO USE**. Needs charging (see APPENDIX).
 - * Check the level from time to time during the use. Power needs to be off in order to check the battery level.
 - * For AC power use, see APPENDIX.
- d. Make sure the hopper is secure and the pin is in place (Fig. 3).
- e. Make sure balls are not jammed. Remove balls that may have been stuck inside the unit.
- f. Make sure balls in the hopper are not wet or dirty.

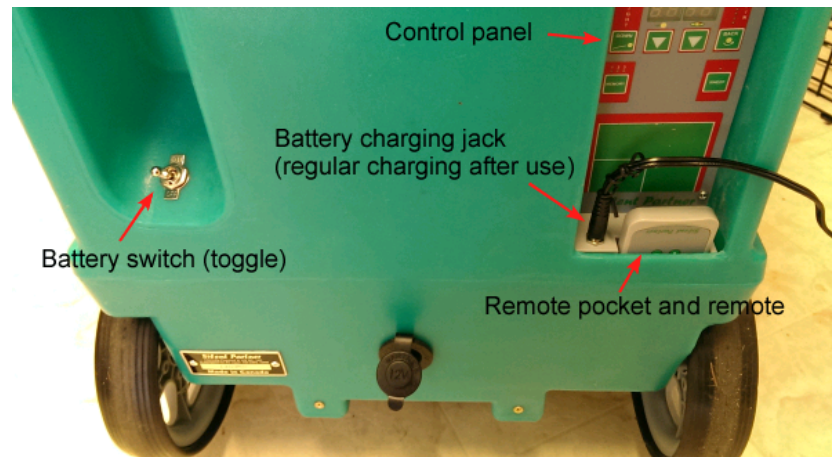


Fig. 1 Back of the unit.



Fig.2 Checking the battery level by pressing the indicator button (Power: off, Battery switch: ON)



Fig. 3 Ball hopper pin

2. Preparation – move it to the court

- Extend the handle from inside the hopper (Fig. 4).
- Tilt the unit toward back until the wheels are fully engaged and roll it to the court.
* **DO NOT LIFT THE MACHINE BY THE HANDLE.** Use the lifting holes in the front and back.
- Set the unit at the centre of the baseline, align the unit with the baseline by the alignment fin which is part of the stationary platter (Fig. 5, 6).
- Make sure the grounding chain is touching the court surface (Fig. 6).
- Do not forget to lower the handle all the way down before play.



Fig. 4 Handle extended
(lower it before play!)

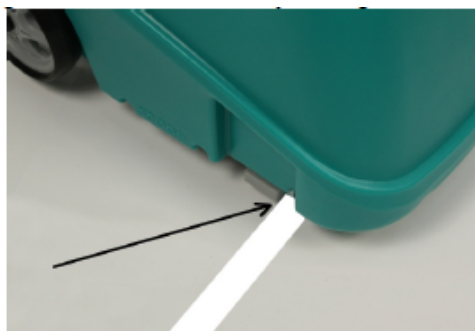


Fig. 5 Alignment fin and baseline

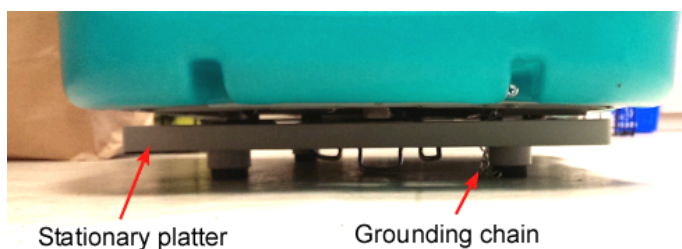


Fig. 6 Grounding chain

3. Operation

- Turn the unit on by pressing the **Power Button** on the unit's back panel (Fig. 2 and 6), or use the remote (press **Power Button** for 2 seconds, Fig. 7). → The unit goes into the **Pause** mode automatically (light flashes slowly).
- Adjust the **Speed**, **Spin**, and **Feed** rate, or use one of the three **Memory** settings (press Memory button until desired memory number is lit, long press to reset memory).
- Press the **Pause Button** once to start feeding immediately. Or press and hold it for 2 seconds to delay the feeding by 15 seconds (fast flashing light and beeps).
- Adjust the **Height** as necessary.
- This machine has random horizontal **Sweep** function as well. See Owner's Manual for details.
- You can use the Metal Foot (Fig. 8) to add inclination for lob.
- From time to time, turn off the unit and check the battery level.

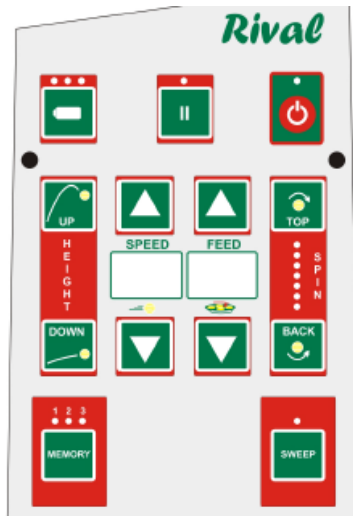


Fig. 6 Control panel (back of the unit)

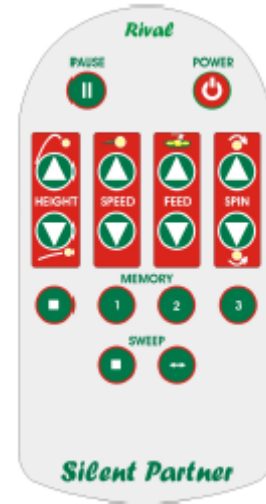


Fig. 7 Remote

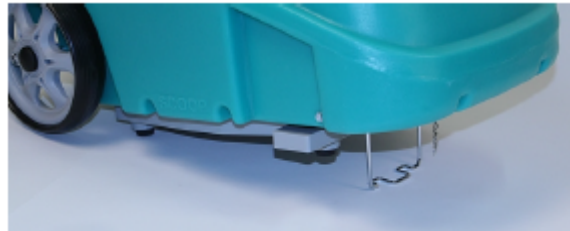


Fig. 8 Metal foot (for lobs)

4. Finishing = Charging!

- a. When finished, turn the unit off.
- b. Before putting the balls in, remove leaves/debris, etc. from the hopper.
- c. Use the handle to roll it back to the clubhouse.
- d. **PUT THE REMOTE INTO THE SLOT** in the back of the unit.
- e. **CHARGE THE MACHINE AFTER EVERY USE** by connecting to the wall outlet using the [Smart AC adapter](#) and [Battery Charger Jack](#) (Fig. 9). Make sure the battery switch is "ON" (otherwise it won't charge). Make sure the charger's LED is red (this means charging).
 - * Keep it fully charged. This unit uses a sealed lead-acid battery (VRLA). Leaving it partially charged may cause damage.
- f. **Fill out the Ball Machine Log Book.**
- g. It takes 10 hours to charge from empty to full. You can leave the unit being charged and after being fully charged for up to a week.
- h. After charging, disconnect the unit from the wall and turn the Battery switch to "OFF".
- i. A full charge of new batteries is supposed to provide up to 8 hours of play.

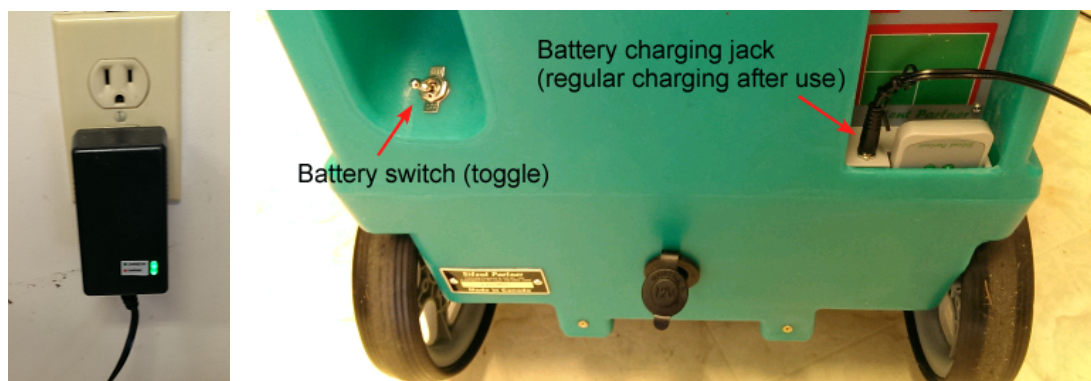


Fig. 9 Smart AC adapter and Battery charging jack (Battery switch “ON” to charge)

5. Troubleshooting

* Please refer to the Owner’s Manual.

If you have any problems with the machine, please contact:

Jim Howie

jgshowie@telus.net

Phone: (250) 721-0045

APPENDIX:

If it is necessary to use the ball machine but the battery is drained, use the [Fast AC/DC Charger](#) which is to be connected to the “12V” connector (Fig. 10). This will allow fast charging in about 3 hours. Use this only in case of emergency as it will shorten the battery life.

Also, you can use this unit with AC power using the [Fast AC/DC Charger](#) but the battery needs to be charged at least to the 2 lights in the Battery Level Indicator.

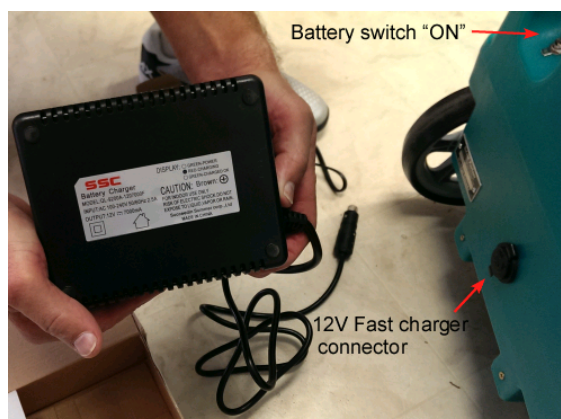
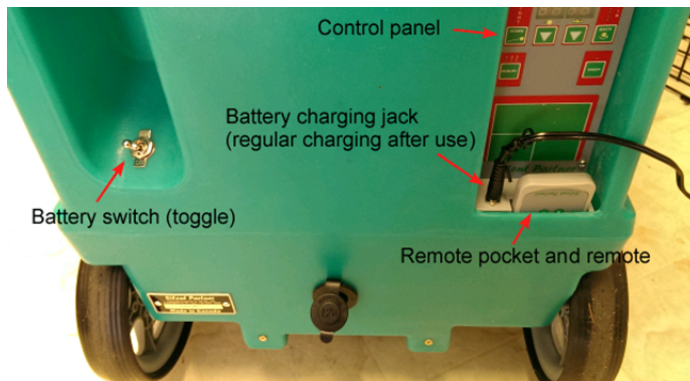


Fig. 10 Fast AC/DC Charger and 12V connector

BALL MACHINE CHECK LIST

BEFORE USE

1. Disconnect from charger.
2. Make sure **Battery Switch** is ON.
3. Check battery level (press **Battery Level Indicator** while power is off)
4. Use the handle to roll it to the court.
5. Lower the handle before use.



Battery Switch (left)



Battery Level Checking

AFTER USE

1. Connect to the charger (**ALWAYS charge after use**).
2. Make sure **Battery Switch** is ON.
3. Make sure charger's LED is red (this means it is charging).
4. Fill out the Ball Machine Log.



Charger (red: charging,
green: fully charged)

Tips for use:

- a. Place the machine at the centre of the baseline and turn the **Power** on.
- b. Press the **Pause Button** once to start feeding immediately. Or press and hold it for 2 seconds to delay the feeding by 15 seconds (fast flashing light and beeps).
- c. **Speed**, **Spin**, and **Feed rate** can be set to **Memory** (press Memory button until desired memory number is lit, long press to reset memory). **Height** is manual only.
- d. **Sweep** for random horizontal sweep (side to side, full width of the court).
- e. Use **Metal Foot** to add inclination for lobs.