

SPINSHOT *pro* USER MANUAL



Section-1: Before Using Machine

Introduction

Thank you for purchasing SPINSHOT tennis ball machine. This manual contains important information concerning the proper use and care of your ball machine. Please read owner's manual completely before operating your machine.

Tennis Balls To Be Used

Please take note that brand new tennis balls are not recommended to be used especially during first ten hours of break-in period. The ink and waxy coating on brand new tennis balls can leave a slick coating on the new ball throwing wheels, resulting in inconsistent ball throws. It is best to use balls that are slightly used to reduce the potential for developing the slick coating on the wheels.

The consistency of ball throws will depend on the consistency of the tennis balls being used. A mixture of new and old balls will produce inconsistent throws. Inconsistent ball throws may also be caused by excess dirt and ink build up on throwing wheels. Cleaning the ball throwing wheels as described in the section "Maintenance and Cleaning" will restore consistent performance.

Important Warnings

WARNING: Do not reach or look into the ball exit hole without turning the main power off and only after both wheels come to a complete stop.

WARNING: Do not stand closer than 10 meters in front of the ball machine when the power is on.

WARNING: Do not place hands or foreign objects into the ball hopper while the power is on.

WARNING: The overloading of balls into the ball hopper may result in a jam of the feeder. It is suggested that no more than 100 balls be put inside the ball hopper.

WARNING: Do not use machine while it is raining or in water. Do not use wet tennis balls.

Section-2: Operating Machine

Control Panel

POWER: The power switch can be used to turn on the unit and enable the other functions. Pushing the switch to “I” position begins a start-up time delay period of about 10 seconds before tennis balls are thrown. The 10 seconds delay will give you time to walk to your playing position. Pushing the switch to “O” position will turn off the machine.

OSCILLATOR: The OSCILLATOR switch controls the unit’s oscillation function to throw the ball from side to side. When using this function, point the SPINSHOT machine properly so that the machine can sweep the right and left sides of the court equally. Pushing the switch to “O” position will turn off the OSCILLATOR function.



HEIGHT: Pushing 'HEIGHT' upward will raise the ball trajectory, and pushing downward lowers the trajectory. The elevation control automatically stops at both the highest and lowest possible trajectories.

SPEED: The speed control knob regulates the ball velocity from 15km/hr to 120km/hr

FEED: The feed control knob regulates the frequency of balls throws.

SPIN: The feed control knob regulates the type and level of spin applied to balls throws. The machine can be adjusted to throw balls from back spin to top spin.

RESET: The reset switch protects the electronics and motors. When activated, this switch pops out approximately 6mm. In the event when reset is activated, turn off the main power, depress the reset switch, check for balls jammed inside machine and then turn on the main power to normal operation status. The “reset” can be caused by excessively dirty or slick ball throwing wheels which prevent the wheels

from properly grabbing the ball. Cleaning the ball throwing wheels as described in the section “Maintenance and Cleaning” will restore proper performance.

BATT JACK: Plug the battery charger into this jack and a live AC outlet to charge the battery.

Remote Control (Optional)

The “FEED” button on the remote control is used to turn on/off the feeding of the balls. Press the button will alternatively start and stop the ball feed. If you want to turn off the machine, you need to push the POWER switch on control panel. The “OSC” button on the remote control is used to turn on/off the oscillation feature of the machine. Press the button will alternatively start and stop the oscillation. When the remote control appears to not work correctly, all functions can be used from the control panel on the main machine. It is then suggested to replace the battery within the remote control.

Battery Charging (for Battery Model)

You need to first connect the battery charger to a live electrical outlet and then insert battery charger into the receptacle labeled as “BATT” on the control panel.

The battery will be fully charged in 8 to 12 hours. The LED light on the charger pack will be green when the machine is fully charged. If LED stays red, the charging process is still continuing. A fully charged battery will provide approximately 2 to 3 hours of elapsed practice time. Higher ball speed requires more power and therefore will drain the battery faster.

It is very important to **CHARGE THE BATTERY IMMEDIATELY AFTER EACH USE.**

Battery Cage

The battery cage enables the user to easily install and replace the battery or an AC module. Disassemble the wheel first before opening the battery cage door. If wheel was installed too tight, screw it down. After opening the



cage, you will find 2 wires which should be connected to the battery terminals. The red wire should be connected to the red terminal and black wire to the black terminal. Care must be taken to ensure you put the battery terminals to the top left side when you insert the battery into the cage

Static Electricity

It is possible that the action of the tennis balls rubbing against the throwing wheels will cause a small static electric shock when you touch the control panel. To eliminate this connect a wire from the control panel to the court surface.

Section-3: Maintenance

Transporting and Storage

Remove all the tennis balls and close the ball hopper before transporting your SPINSHOT ball machine.

Store the machine in a clean, dry location. Never store the machine in a closed trunk where temperatures can be very high. Extreme temperatures and conditions can affect the machine's electronic board and battery. Never store the machine outside. Exposure to rain and snow will shorten the life of the machine.

Maintenance and Cleaning

It is suggested that you clean the ball throwing wheels every year or after 150 hours of use especially when the machine can not throw the ball consistently. Clean the ball throwing wheels only when the machine is off. Firmly rub coarse sandpaper across the throwing wheels through the ball ejection opening to remove the dirt and ink build-up. Sand the entire circumference of each wheel and use enough pressure to rough-up the rubber surface of the wheels.

To clean the case, use a slightly damp cloth. Do not use chemicals or abrasive cleansers. Use a vacuum cleaner to clean dirt from the inside of the machine. The use of compressed air for cleaning is not recommended.

Section-4: Helpful Tips

Ball Jam in Feeder

The ball feeding mechanism will operate best if you move the balls toward the front of the machine so they are not stacked up directly over the ball feeding mechanism.

Towing

The SPINSHOT machine provides a pull-out handle to transport the machine. The machine can be easily towed in a leaned angle **at about 45 degree**. It can also be carried by the handle at front of machine.

Battery Charger

The SPINSHOT machine will be provided with a smart battery charger. The smart charger will automatically shut off when charging is complete, therefore allowing charging of the battery without the possibility of overcharging.

Battery Installation/Replacement

The battery used in machine is a standard 12V 7AH rechargeable lead-acid battery. You need to uninstall the wheel first before opening the battery cage door. Use caution when reconnecting the battery terminals and put the battery back into the cage in the right direction. After battery replaced, fasten the wheel back.

Section-5: Warranty

Warranty Period

The warranty service is free for materials and workmanship for a period of one year from date of original purchase except for the battery, which is warranted for three months.

Scope of Warranty

This warranty covers all defects in material and workmanship. The following are not covered by the warranty:

- ✧ Units damaged by accident, misuse, abuse, neglect,
- ✧ Units modified by unauthorized personnel
- ✧ Units damaged during shipment
- ✧ Battery damage