

TENNIS TOWER SAFETY WARNINGS - READ BEFORE USING

- 1) **WARNING** - eye or body hazard when fired from the machine at up to 72 mph initial speed. The ball machine is usually located behind the centre of the baseline and the player the other side of the tennis net. Do not allow a player to be located on the same side of the tennis net as the machine. Restrict the machine operator (if not operated by the player) and any other persons from standing in front of the machine. Restrict the access of children, other vulnerable persons and animals from the tennis court.
- 2) **WARNING** – the ball hopper rotating rotor presents a finger/hair/loose clothing trapping hazard. Restrict access to ball hopper and do not fill or re-fill whilst the machine is firing tennis balls. The machine should be turned off (or the feed button disabled where fitted) when filling the hopper.
- 3) **WARNING** – the contra rotating throwing wheels at the front of the machine present an injury hazard to fingers/hand/face. When operating the machine do not stand the machine operator (if not operated by the player) and any other persons from standing in front of the machine. Restrict the location of children, other vulnerable persons and animals away from the tennis court.
- 4) **WARNING** – a ball jam in any part of the ball delivery system presents a finger/hand/arm injury hazard if a person tries to remove the ball whilst the machine is turned on. Restrict the operation of the ball machine to one person at a time who must turn the machine off and disconnect the battery charger (if connected) before attempting to remove the ball.
- 5) **WARNING** – be aware that any foreign object introduced into the ball hopper could cause a ball jam or a throwing motor to overheat and catch fire. Check before first use each day that there is no foreign object in the ball hopper or any item blocking the ball passage to the throwing wheels.
- 6) **WARNING** – The machine should not be used in wet conditions due to risk of electrocution. If used on an outdoor tennis court the ball machine should be turned off immediately and placed under cover if it rains as wet balls may jam in the ball hopper. The mains lead to the battery charger must also be turned off and disconnected from the AC mains point. The mains lead should be connected only to a water-proof 13A socket which is fitted with an RCD connection.

How to Book the Ball-Machine

You need to complete the google form to get the combination code to unlock the ball-machine.

You must book and pay for using the ball-machine, this is an issue of trust and as members we rely on each other to observe this rule. The funds generated by the hiring of this machine will go towards its maintenance and the provision of new balls throughout the year.

1. Ensure you have enough credit on your MyCourts account
2. Using the MyCourts booking system, book court **7** for the desired period
3. Follow the instructions through to adding an opponent, you will see an option to add the 'Ball-Machine' listed at the top of this section, confirm the 'ball-machine' as your opponent and a £5 charge will be applied to your account for each ½ hour booked

Operational Procedure

- 1) The ball-machine is located on court 7 at the far end nearest to the car park
- 2) **DO NOT OPERATE IN THE WET AS THERE IS A DANGER OF ELECTROCUTION AND DAMAGE TO THE MACHINE**
- 3) Using the combination supplied, unlock the machine and wheel it to the end nearest to the power supply provided and position it on the baseline with the aperture facing the court (positional adjustments can be made along the centreline if needs be).
- 4) There are two locks on the wheels to stop it moving, apply both of these to avoid movement
- 5) Ensure you have the remote control with you
- 6) Fill the machine with balls whilst power is OFF
- 7) Plug in the dedicated extension lead to the power supply and the machine
- 8) **DO NOT STAND IN FRONT OF THE APERTURE WHEN THE POWER IS ON**
- 9) Turn the machine ON and set the controls to produce the desired ball throws – please **ensure ELEVATION starts LOW** to avoid balls going over the fence – (or choose the BEGINNER/INTERMEDIATE/ADVANCED play options).
- 10) Press 'START/STOP' button to pause the machine if it starts throwing balls.
- 11) Walk to your start position on the opposite baseline and using the remote 'START/STOP' button start the session
- 12) Adjust ball speed/elevation/interval/spin/oscillator via the remote
- 13) When session is over – please press the **CENTRE OFF** button and the machine will reset to 'square' with the base so it can be stored.
- 14) Switch off the machine and unplug the extension lead
- 15) Refill machine with balls and use the basket for any excess balls
- 16) Unlock the wheel clamps and return machine to storage unit
- 17) Checklist to finish
 - i) Machine into storage unit, locked using combination lock looped through handle
 - ii) Remote returned to pouch provided
 - iii) Extension lead returned to storage unit
 - iv) Basket and balls into storage unit
 - v) Instructions returned to pouch provided
 - vi) Replace the cover provided over the machine to keep it dry
 - vii) Latch the lid of the storage unit

If a ball gets stuck turn OFF the power and unplug the machine before attempting to fix the issue, else please contact Giles Cowdell on 07870 644454 and he will deal with this asap BUT please do not disturb him during coaching sessions or matches. Reporting the issue immediately is imperative.

Player Model Control Panel

- 1) **POWER SWITCH** - Pushing to the ON position begins a **start-up time delay period of about 10 seconds** before tennis balls are thrown.
- 2) **BALL SPEED** - Pushing the UP arrow increases speed. Pushing the DOWN arrow decreases speed. Changing the SPIN control will also effect the ball speed. Increasing spin will decrease ball speed.
- 3) **ELEVATION** - Pushing the UP arrow raises the ball trajectory, and pushing the DOWN arrow lowers the trajectory. The elevation control automatically stops at both the highest and lowest possible trajectories. It is best to move UP to the desired trajectory.
- 4) **INTERVAL** - Pushing the UP arrow increases the frequency of ball throws from one ball every 10 seconds to one ball every 1-1/2 seconds. Pushing the DOWN arrow decreases the frequency. The START/STOP button alternately starts and stops the balls from shooting.
- 5) **SPIN** - Pushing the UP arrow increases topspin (or decreases underspin). Pushing the DOWN arrow increases underspin. Two bars lit in the display indicates a flat shot.
- 6) **OSCILLATOR** - First, push the OFF/[CENTER] button. This will set the oscillator to the center position. Then physically align the machine at the baseline to throw balls up the center of the court. Then push the button for the type of oscillation you desire: RANDOM, 2-LINE NARROW, or 2-LINE WIDE.
- 7) **REMOTE** - Push the button so the light above it is lit to allow the machine to receive signals from the handheld remote unit. See the section 'Remote Control'.
- 8) **RESET BUTTON** - See the section 'Reset Button' in the main Owner's Manual.
- 9) **MATCH PLAY MODE** - See the section 'MATCH PLAY MODE™' following.



MATCH PLAY MODE™



Match Play Mode Instructions

Set the Tennis Tower at the center of the baseline. Before initiating MATCH PLAY MODE™ it is best to stop shooting balls by pressing the START/STOP button of the INTERVAL control.

Make sure the machine is set to move evenly to both the forehand and backhand sides. Push the OFF/[CENTER] button. This will set the oscillator to the center position. Then physically align the front edge of the machine parallel to the baseline.

Push either the BEGINNER, INTERMEDIATE, or ADVANCED buttons, and MATCH PLAY MODE™ automatically picks an appropriate interval, elevation, speed, and spin, then changes both the side-to-side position and the depth of shots just like you were playing someone of that ability. Restart ball throws by pushing the START/STOP button or by pressing the BALL FEED button on the Remote Control.

The first ball thrown after pushing a MATCH PLAY MODE™ button will be up the middle and to the deepest position. Use the first throw as a reference for making any changes you desire in the elevation, speed, or spin settings. Any changes you make will be saved even if you turn the Tennis Tutor off, so the next time you practice you can resume with the same settings. Any time you press a MATCH PLAY MODE™ button it will delete any changes and revert to the default settings.

The side-to-side position and depth of each shot are computer-programmed to simulate the shot patterns of real players. The BEGINNER setting will not shoot any balls wide to the corners, but will vary the depth of shot more than will the INTERMEDIATE and ADVANCED settings. The INTERMEDIATE and ADVANCED settings will throw balls across the entire width of the court, but more balls will be toward the center just like in a real match. The ADVANCED setting has the most side-to-side variation, but the least variation in depth.

MATCH PLAY MODE™ is a trademark of Sports Tutor, Inc.

Remote Control (Club, Professional, and Player Models)

Tennis Tower will only accept commands from the remote transmitter when the Remote Switch on the control panel is ON. Tennis Tower will beep each time it receives a command from the remote transmitter. The remote transmitter controls two functions:

Ball Feed - Press the ball feed switch to alternately start and stop the ball feed.

Oscillator - Press the oscillator switch to alternately start and stop the oscillator. The oscillator switch must be in the 'ON' position for the oscillator to be commanded from the remote transmitter.

Remote Control for 2-line - To stop and start ball throws in 2-line mode push the ball feed button of the remote when Tennis Tower is moving between the two throwing positions.

The remote transmitter unit uses a single 12 volt battery. The battery is included with your remote transmitter.

Maintenance and Cleaning

Tennis Tower should be cleaned at least once a month (for commercial use twice a month). Clean Tennis Tower only when it is off. Use a vacuum cleaner to clean dirt from the inside of the machine through the ball ejection opening. *Do not use compressed air.* To clean the case use a slightly damp cloth. Do not use chemicals or abrasive cleansers.

Dirt build-up inside the rim of the throwing wheels can cause them to become unbalanced and noisy. Hook your finger underneath the rim of the wheel and slowly spin the wheel by hand to clean out the dirt.

To maintain like-new performance we recommend that you clean the ball throwing wheels every 200 hours of use to prevent inconsistent ball throws caused by excessive dirt and ink build-up on the wheels. Clean the ball throwing wheels only when Tennis Tower is off. Firmly rub coarse-grit (40 to 60 grade) 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. Use enough pressure so that you actually 'rough-up' the rubber surface of the wheels. The wheels should feel rough after being properly sanded.

Service or Questions

If your Tennis Tower should ever need service, or if you have any questions regarding your Tennis Tower, please call Sports Tutor, Inc. toll free at 800-448-8867. Our fax number is 818-972-9651.