

HOW TO USE THE BALL MACHINE—ONLY FOR USE BY MEMBERS OVER THE AGE OF 16

Position Tennis Tutor along the centerline of the court. Place it at the baseline for throwing faster shots, and nearer the service line for slower shots. Turn the machine 'ON' and set the controls to produce the desired ball throws. When using the oscillator, point Tennis Tutor so that the oscillator sweeps the right and left sides of the court equally. Turn the machine 'OFF' and wait for five seconds to allow the 10 second start-up time delay to reset. Turn the machine 'ON' (and Oscillator 'ON' if desired) and walk to your playing position.

Helpful Tip: 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.

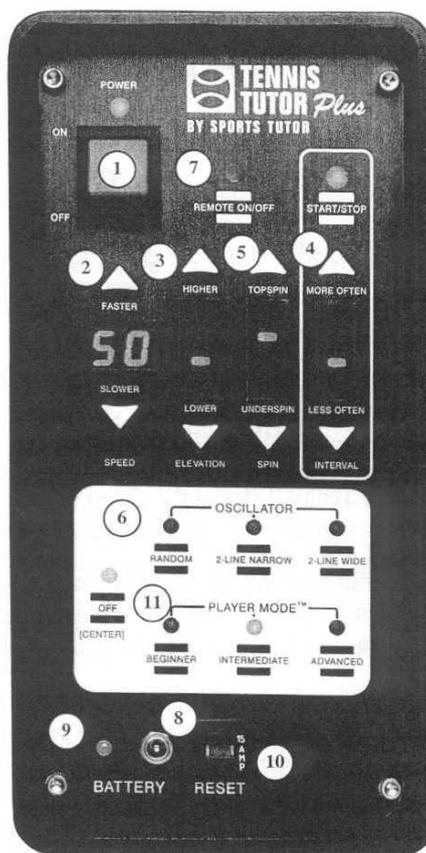
Reset Button

The Reset Button may pop out for the following reasons:

- 1) **A ball is stuck in the machine.** Remove the ball before resetting the button. If you don't see the ball between the throwing wheels, look in the front corners of the machine.
- 2) **The ball throwing wheels are excessively dirty or slick.** This prevents the wheels from properly grabbing the ball. Cleaning the ball throwing wheels as described in the section 'Maintenance and Cleaning' will restore proper performance.
- 3) **The machine may need service.** Do not repeatedly push the button if it continues to pop out.

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 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) **BATTERY CHARGE JACK** - Plug the battery charger into this jack and a live AC outlet.
- 9) **BATTERY INDICATOR** - This will illuminate when the battery charger is plugged into the Battery Charge Jack. It will change in color from red when the battery is discharged, to green when the battery is fully charged.
- 10) **RESET BUTTON** - See the section 'Reset Button'.
- 10) **PLAYER MODE** - See the section 'PLAYER MODE' following.



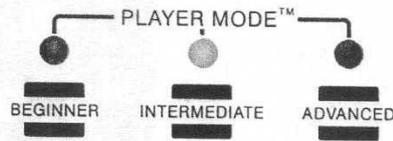
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PLAYER MODE™



Player Mode Instructions

Set the Tennis Tutor at the center of the baseline. Before initiating PLAYER 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 PLAYER 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 PLAYER 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 PLAYER 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.

PLAYER MODE™ is a trademark of Sports Tutor, Inc.

IMPORTANT WARNINGS

DO NOT STAND IN FRONT OF BALL EJECTION OPENING.

DO NOT INSERT HANDS OR FOREIGN OBJECTS INTO THE MACHINE.

**DO NOT OPERATE TENNIS TUTOR WHEN WET.
Never put wet tennis balls in Tennis Tutor.**

STATIC ELECTRICITY

In dry climates the action of the tennis balls rubbing against the throwing wheels may cause a small static electricity shock when you touch the control panel. To eliminate this connect a wire from the control panel to the court surface.