



OWNER'S MANUAL

Introduction

This manual contains important information concerning the proper use and care of your Shotmaker Mini. Please read completely before operating your Shotmaker Mini.

Check for shipping damage

Even though your machine may appear undamaged, it is possible for internal parts to be damaged even if the external case is undamaged. If your machine is damaged, contact your distributor or Sports Tutor immediately.

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IMPORTANT WARNINGS

DO NOT STAND IN FRONT OF BALL EJECTION OPENING.

DO NOT INSERT HANDS OR FOREIGN OBJECTS INTO THE MACHINE.

DO NOT OPERATE WHEN WET.

Break-in Period

It is best not to use brand new tennis balls during the first ten hours of use. The ink and waxy coating on brand new tennis balls can leave a slick coating on the new ball throwing wheels, causing inconsistent ball throws until it wears off. New tennis balls can be used after this initial break-in period, although it is best to use balls that are slightly used to reduce the potential for developing the slick coating on the wheels.

Operating Shotmaker Mini

To run Shotmaker Mini off of direct AC power, connect the enclosed AC power cord to the receptacle on the case below the control panel and then to an extension cord. **NOTE:** Make certain the enclosed power cord is **firmly inserted into the receptacle** on the machine before using.

Shotmaker Mini may be positioned anywhere on the court for shooting to a single target. It is best to place Shotmaker Mini along the centerline of the court if you plan to use either the random or programmed oscillator functions. Place Shotmaker Mini at the baseline for throwing faster shots, and nearer the service line for slower shots. Point Shotmaker Mini to the center of the court if you want the oscillator to sweep the right and left sides of the court equally.

Use only a three prong grounded extension cord which is 18 gauge or heavier for distances up to 100 feet. Use heavier duty cords for longer distances. *Do not attempt to defeat the grounding feature of the power cord by using a two prong extension cord.*

External Battery Pack Option

If you purchased the External Battery Pack option, set the pack on the ground behind the machine. Plug the connector cord from the pack into the jack on the Shotmaker Mini. (See additional instructions included with the External Battery Pack).

Battery Charging

The battery will be charged any time the AC power cord is plugged into the machine and the battery can **not** be overcharged. Charging time will range from 12-18 hours. The battery LED on the control panel will slowly change from red to green when fully charged.

If you are using the **optional External Battery Pack** you can charge the battery from its built-in charger, or by connecting the External Battery Pack to the battery jack on the Shotmaker Mini and plugging in the AC power cord to the receptacle on the machine.

Lifting and Transporting the Shotmaker Mini

USE CAUTION WHEN LIFTING. The Shotmaker Mini weighs 62 lbs with the internal battery, or 49 lbs. with the External Battery Option. We recommend two people lift if possible. For a single person lift, place one hand on the tow/carry handle and the other hand on the opposite end under the ledge below the control panel.

If you purchased the Shotmaker Mini with the internal battery but find that it is too heavy to lift, you may send it back to us for a FREE conversion to the External Battery. You pay only for shipping.

To pull the Shotmaker Mini, set it so it rests on the four towing casters. Use the towing handle to either pull on all four caster wheels, or lift with the handle to pull on only two wheels.

Consistency of Ball Throws

The consistency of ball throws is dependent on the consistency of the tennis balls you use. Shotmaker Mini will throw slightly used tennis balls faster than it will throw older or worn tennis balls. Consistent balls will produce consistent ball throws. A mixture of new and old balls will produce inconsistent ball throws.

Inconsistent ball throws may also be caused by excess dirt and ink build-up on the ball throwing wheels. To clean the surface of the wheels, firmly rub coarse-grit (40 to 60 grade) sandpaper, or use a rough wood rasp, until the wheels feel rough.

Maintenance and Cleaning

Shotmaker Mini should be cleaned once a month (for commercial use twice a month). **Clean Shotmaker Mini only when it is off.** To clean the case use a slightly damp cloth. Do not use chemicals or abrasive cleansers. Do not use compressed air.

To maintain like-new performance we recommend that you clean the ball throwing wheels every 200 hours of use. Dirt build-up in the sides of the throwing wheels can cause them to become unbalanced and noisy. Clean the sides of the wheels with a vacuum, or remove the dirt with your finger or a screwdriver.

Storage

Store the Shotmaker Mini in a clean dry place. Keep the power cord connected to the machine and to AC power to maintain a charge on the battery during long periods of inactivity.

Service or Questions

If your Shotmaker Mini should ever need service, or if you have any questions about it, please call Sports Tutor, Inc. toll free at 1-800-448-8867.



Shotmaker Mini Standard Model Control Panel

STANDARD MODEL PROGRAM CONTROLS

The Standard model can be programmed to shoot balls to any or all of the three positions (A, B, C) shown on the tennis court diagram above the corresponding switches.

Example #1: If you want Shotmaker Mini to shoot balls only down the center of the court, then push the position 'B' switch 'ON', and leave the position 'A' and position 'C' switches 'OFF'.

Example #2: If you want Shotmaker Mini to shoot to positions 'A' and 'C' only, push the position 'A' and position 'C' switches 'ON', and leave the position 'B' switch 'OFF'.

Example #3: To shoot balls randomly across the court turn all three position switches 'OFF'.

STANDARD MODEL BALL CONTROLS

- 1) **POWER** - Pushing to the 'ON' position begins a **start-up time delay period of about 10 seconds** before tennis balls are thrown. When you turn the machine 'OFF' it may take the the time delay up to 20 seconds to reset.
- 2) **ELEVATION** - Pushing 'HIGHER' raises the ball trajectory, and pushing 'LOWER' lowers the trajectory. The elevation control automatically stops at both the highest and lowest possible trajectories.
- 3) **REMOTE** - Shotmaker Mini will only accept commands from the remote transmitter when the Remote Switch on the control panel is 'ON'. Shotmaker Mini will 'beep' each time it receives a command from the remote transmitter. See the section 'Remote Control for Standard Model' below for more information.
- 4) **SPEED** - Turning clockwise, from '1' to '9', increases the speed at which balls are thrown.
- 5) **SPIN** - Turning clockwise from 'flat' increases the amount of topspin, turning counter-clockwise from 'flat' increases the amount of underspin.
- 6) **INTERVAL** - The ball feed will be stopped in the most counter-clockwise position. Turning clockwise increases the frequency of ball throws from approximately one ball every 6 seconds, to one ball every one second in the most clockwise position.
- 7) **BATTERY LIGHT** - When recharging the battery, the LED light will show a red or yellow color (depending on how discharged the battery is). The light will progress to a solid green as the battery charges.

Remote Control (2-Button) for Standard Model (Optional)

The Standard Model remote control transmitter has two functions:

BALL FEED - Pressing the BALL FEED button alternately starts and stops the ball delivery.

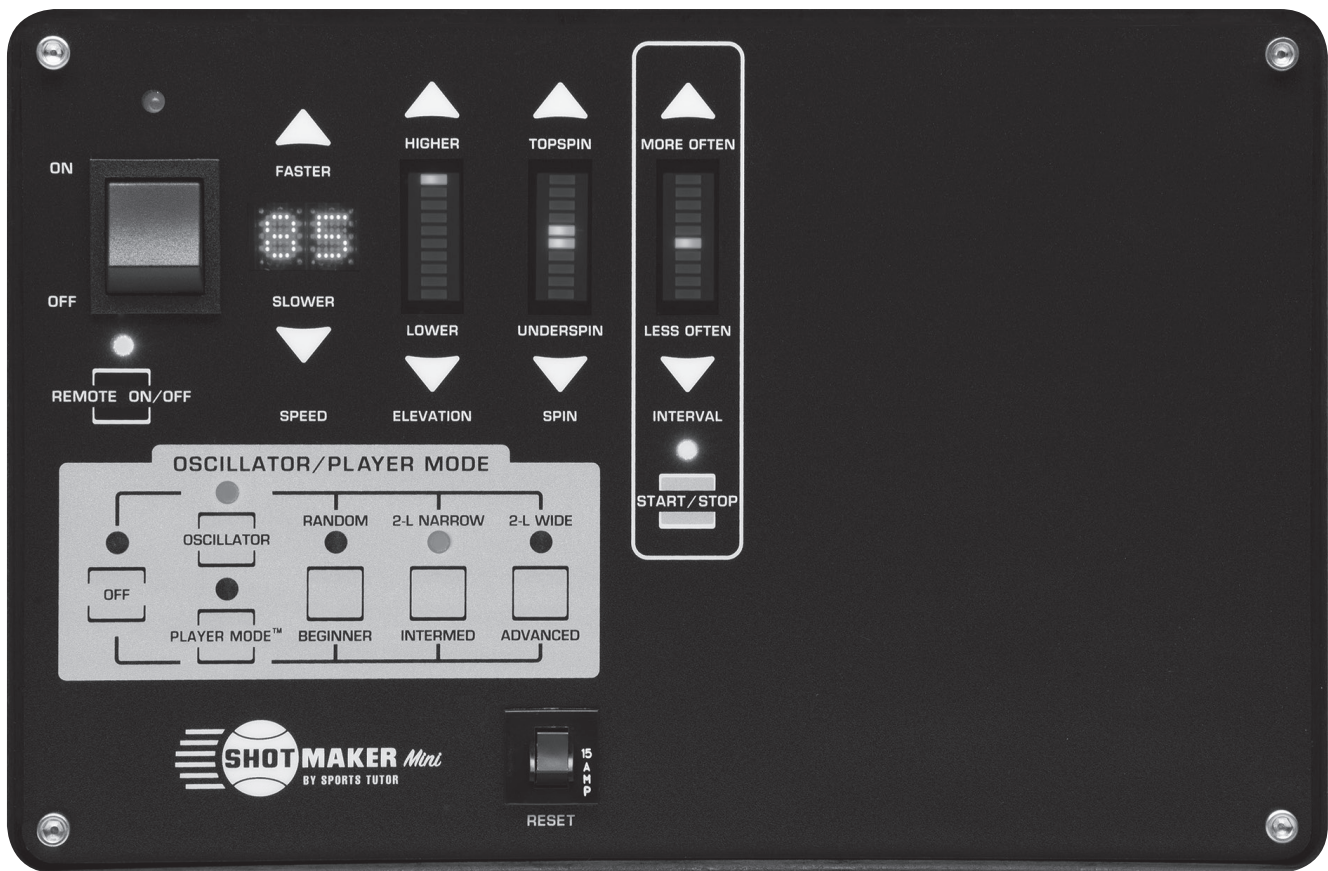
OSCILLATOR - Pressing the OSCILLATOR button causes Shotmaker Mini to pause the oscillation and shoot balls to only one position. When the oscillator button is pushed again, The Shotmaker Mini will resume oscillating. NOTE: To control the oscillation with the remote, all three position switches must be in the 'OFF' position.

The radio remote transmitter unit uses a single #23A 12-volt battery, which is included.

Reset Button (for all models)

The Reset Button may pop out for the following reasons:

- 1) **A ball is stuck in the ball throwing wheels.** Remove the ball before resetting the button.
- 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 reset button if it continues to pop out.



Shotmaker Mini Player Model Control Panel

Player Mode™ (Player and Deluxe Models)

Set the Tower IO at the center of the baseline. Make sure it is aligned to move evenly to both the forehand and backhand sides. Initiate **PLAYER MODE™** by pushing the **PLAYER MODE™** button. The **BEGINNER**, **INTERMED** and **ADVANCED** buttons will flash.

Push either the **BEGINNER**, **INTERMED**, or **ADVANCED** buttons, and **PLAYER MODE™** automatically picks an appropriate interval, 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. Balls will begin shooting after a 5-7 second delay.

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 Tower IO 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.

BALL CONTROLS for Player and Deluxe models

- 1) **POWER** - Pushing to the 'ON' position begins a **start-up time delay period of about 10 seconds** before tennis balls are thrown. When you turn the machine 'OFF' it may take the the time delay up to 20 seconds to reset.
- 2) **ELEVATION** - Pushing the 'HIGHER' arrow raises the ball trajectory, and pushing 'LOWER' arrow lowers the trajectory. The elevation control automatically stops at both the highest and lowest possible trajectories.
- 3) **REMOTE** - Shotmaker Mini will only accept commands from the remote transmitter when the Remote Switch on the control panel is 'ON'. Push the REMOTE ON/OFF button to alternately turn the remote on and off. The green light above the button will be lit when the remote is enabled. Shotmaker Mini will 'beep' each time it receives a command from the remote transmitter. See the section 'Remote Control for Deluxe Model' for more information.
- 4) **SPEED** - Push the arrow above 'FASTER' for faster ball speeds, and the arrow below 'SLOWER' for slower ball speeds.
- 5) **SPIN** - Push the arrow above 'TOPSPIN' for more topspin, and the arrow below 'UNDERSPIN' for more underspin. When you see two bars on the display it indicates the neutral position with no topspin or underspin.
- 6) **INTERVAL** - Push the arrow above 'MORE OFTEN' for shorter time intervals between shots, and the arrow below 'LESS OFTEN' for longer time intervals between shots. Push the 'START/STOP' button to alternately start and stop the ball feed.
- 7) **BATTERY LIGHT** - When recharging the battery, the LED light will show a red or yellow color (depending on how discharged the battery is). The light will progress to a solid green as the battery charges.

Remote Controls for Player and Deluxe models (Optional)

The Player Model offers two remote control options: **2-Function and Multi-Function.**

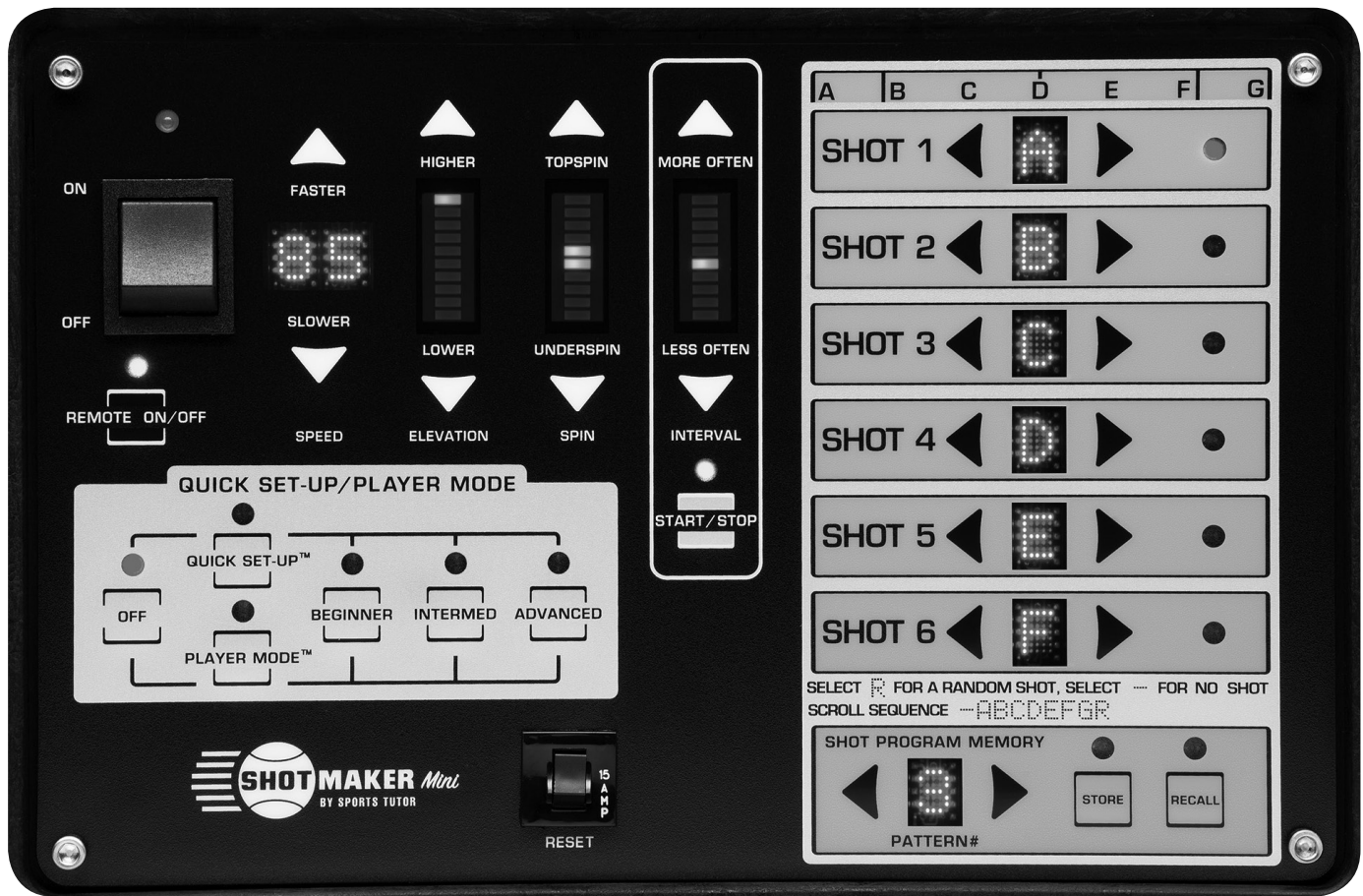
2-Function Remote:

Ball Feed - Pressing the 'Ball Feed' button alternately starts and stops the ball delivery.

Oscillator - Pressing the 'Oscillator' button causes the Shotmaker Mini to return to the position of the last shot, and shoot balls only to that position. When the 'Oscillator' button is pushed again, the program will continue from that position.

Multi-Function Remote:

The Multi-Function remote transmitter controls all ball control functions. Press the appropriate button on the transmitter to adjust the various settings, just as you would on the control panel of the machine. The machine will "beep" to confirm each stage of adjustment.



Shotmaker Mini Deluxe Model Control Panel

Shot Program Memory

The Shot Program Memory lets you store up to nine shot patterns for your favorite workouts or drills. It remembers every setting on the control panel including Speed, Elevation, Spin, Interval, and Shot Selector. (1-9)

To store a Shot Pattern first push the right arrow to the desired Pattern # (1-9). The first Pattern # you scroll to with nothing programmed will blink. You can store a new pattern at a Pattern # that is not blinking, but it will replace the previously stored pattern. Second, set the controls to get the desired shot characteristics and placements. Then push STORE to memorize the pattern, and push START/STOP INTERVAL to begin throwing balls.

To recall a Pattern#, scroll through the available Pattern #'s. The Pattern settings will show on the display for each Pattern#. When you reach the desired pattern push RECALL. Then push START/STOP INTERVAL to begin throwing balls.

DELUXE MODEL PROGRAM CONTROLS

The Deluxe model can be programmed to shoot balls in a pattern of up to six shots (SHOT 1 thru SHOT 6), with each shot directed to any of five different court positions (A, B, C, D, E) shown on the tennis court diagram above the switches, or to a random position.

If a Shot Selector Switch is set to 'OFF' it will not be included in the shot pattern. It will be skipped over without causing a delay between shots. If all Shot Selector Switches are set to 'OFF', then no balls will be thrown.

If a Shot Selector Switch is set to 'RANDOM', Shotmaker Mini will pick one of the five shot positions (A, B, C, D, E) at random.

Example #1: If you want Shotmaker Mini to shoot balls only to position 'B', then set Shot 1 to 'B', and set the rest of the Shot Selector Switches to 'OFF'.

Example #2: If you want Shotmaker Mini to shoot balls randomly, set Shot 1 to 'RANDOM' ("R") and set the rest of the Shot Selector Switches (Shots 2 thru 6) to 'OFF'.

Example #3: If you want Shotmaker Mini to shoot balls randomly, but you never want to move more than half the court's width between any two shots, set the switches as follows: SHOT 1 to 'RANDOM', SHOT 2 to 'C', and set the rest of the Shot Selector Switches to 'OFF'.

Example #4: If you want to select a four-shot pattern with the first two shots going to position 'A', the third shot to position 'E', and the fourth shot to position 'C', then set the six switches as follows: SHOT 1 to 'A', SHOT 2 to 'A', SHOT 3 to 'E', SHOT 4 to 'C', SHOT 5 to 'OFF' and SHOT 6 to 'OFF'.

Example #5: If you want to practice mostly wide forehand shots, but with a few random shots thrown in for variety, you might set a program as follows (if you are right-handed): Shot 1 thru Shot 4 to Position 'A', Shot 5 and Shot 6 to 'RANDOM'.

Quick Set-up™ (Deluxe Model)

To use the Quick Set-up feature push the QUICK SET-UP™ button. The BEGINNER, INTERMED and ADVANCED buttons will flash. Push the desired button, and the QUICK SET-UP™ feature automatically adjusts to shoot an appropriate shot to the middle position (D) at an suitable interval. Balls will begin shooting after a 5-7 second delay. If you want something other than the pre-programmed shots, adjust the shot characteristics and/or shot positions as usual.

Player Mode™ (Player and Deluxe Models)

See Player Mode™ under Player Model.

Practice Drills Using Shotmaker Mini

FOREHAND AND BACKHAND GROUNDSTROKES

- 1) Aim Shotmaker Mini to throw balls to either the forehand or backhand court.
- 2) Hit 20 balls crosscourt, then 10 balls down the line. Repeat.

To enhance this drill place targets near the corners and count only hits on the targets.

FOREHAND AND BACKHAND VOLLEYS

- 1) Aim Shotmaker Mini to throw balls down the middle of the court.
- 2) Hit 10 forehand volleys to the deuce court, then 10 forehand volleys to the ad court. Repeat.
When half of the ball supply has been used, switch to backhand volleys.

To enhance this drill place two targets on the service line just inside each sideline and two targets near the corners. Count only hits on the targets.

GROUNDSTROKES AND VOLLEYS WITH RANDOM OSCILLATOR

- 1) Set Shotmaker Mini so that the oscillator covers the court from sideline to sideline. Slow down the ball feed rate slightly from the setting you use for stationary practice.
- 2a) Pick a corner and aim all shots for that corner. Every 20 shots switch to the opposite corner, or
- 2b) Hit 20 balls crosscourt, then 10 balls down the line. Repeat.

OVERHEADS

- 1) Aim Shotmaker Mini to throw balls down the middle of the court. Adjust the controls for a lob. Set the ball feed control to give you more time for lobs.
- 2) Start by hitting 10 to 20 balls down the middle of the court, then hit 10 balls to each corner. Repeat.

APPROACH SHOT AND VOLLEY COMBINATION

- 1) Aim Shotmaker Mini to throw balls to the middle of the court which land near the service line.
- 2) Start near the baseline and hit 10 slice forehand, then 10 slice backhand approach shots. Then move to the net for 10 volleys.

To enhance this drill hit an approach shot and move to the net to volley the next ball. Of course, after the volley you will have to hurry back for the next approach shot.

Shotmaker Mini Limited Warranty

Warranty period

Sports Tutor, Inc. warrants Shotmaker Mini for a period of three years from the date of original purchase.

Scope of warranty

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

1. Units on which the serial number has been deleted, modified or removed.
2. Units damaged by accident, misuse, abuse, neglect, unauthorized product modification or failure to follow instructions contained in the owner's manual.
3. Units damaged by repair by anyone not authorized by Sports Tutor.
4. Units damaged during shipment (claims must be presented to shipper).

Who is protected

This warranty is valid only within the United States. This warranty protects the original purchaser and any subsequent owner(s) during the warranty period, so long as the Shotmaker Mini was purchased in the United States and a copy of the original bill of sale is submitted whenever warranty service is required.

What Sports Tutor will pay for

Sports Tutor will pay for all labor and materials to repair a warrantable defect. Sports Tutor will also pay for shipping charges to return your Shotmaker Mini to you within the United States.

How to obtain warranty service

Call or write Sports Tutor, Inc. or the Distributor from whom you purchased your Shotmaker Mini. Do not send your Shotmaker Mini to either Sports Tutor or a Distributor without first getting authorization for the return.

Limitation of implied warranties

All implied warranties, including fitness for a particular purpose and merchantability are limited in duration to the length of this warranty. We neither assume nor authorize any representative or other person to assume for us any other liability in connection with the sale or shipment of our products.

Limitation of incidental or consequential damages

Sports Tutor is not responsible for any incidental or consequential damages of any kind. Our liability is limited to the repair or replacement, at our option, of a defective product. Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusion of incidental or consequential damages so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Sports Tutor, Inc.
3300 Winona Ave.
Burbank, CA 91504

SHOTMAKER MINI 2-YEAR EXTENDED WARRANTY

What it covers

The SHOTMAKER MINI extended warranty covers parts only under the same terms as the original Shotmaker Mini warranty.

Length of Extended Warranty

The extended warranty will cover the SHOTMAKER MINI for an **additional two years** at a cost of \$150.00.

How to purchase

- 1) The extended warranty must be purchased within 30 days of the purchase of your SHOTMAKER MINI ball machine.
- 2) Detach and mail the coupon below with your check or money order for \$150.00, and a copy of the original bill of sale to:

Attn: Warranty
Sports Tutor
3300 Winona Ave.
Burbank, CA 91504

- 3) Sports Tutor will send you a receipt for your extended warranty coverage.

SHOTMAKER MINI EXTENDED WARRANTY COUPON

Name _____

Address _____

City _____ State _____ Zip _____

SHOTMAKER MINI Serial Number _____

IMPORTANT: Be sure to include a copy of your original bill of sale.