

OWNERS MANUAL



Spinshot Player - Pickleball

SPINSHOT

Free Warranty Extension or Pickle Balls Offer

Thank you for choosing a Spinshot Pickleball machine. We love hearing and seeing our ball machines in action so if you would like to share with us your review or video we can offer a free warranty extension or free bag of pickle balls.

Please email us for more information and terms and conditions:

contact@spinshotsports.com



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Section 1: Before Using Your Pickleball Machine

Thank you for purchasing a SPINSHOT Player Pickleball machine. This manual contains important information concerning the proper use and care of your ball machine. Please read the owners manual completely before operating your machine.

Important Warnings

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.

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

Do not place balls or foreign objects into the ball hopper while the feeder tray is moving. It could cause jam and damage the feeder motor.

Overloading of balls into the ball hopper may result in a jam of the feeder. No more than 120 balls should be put inside the ball hopper.

Do not use your machine while it is raining. Do not use wet pickle balls.

Section 2: Operating Your Pickleball Machine

Your pickleball machine can be operated via the machine's Control Panel, the Drill Maker App on your phone, the Spinshot Remote Watch (sold separately).

Control Panel

POWER SWITCH

The power switch is used to turn the machine on and off. After the machine is powered on, both horizontal and vertical motors will perform a functional initialization for proper function of the machine.

Put the machine at the center of the baseline and adjust to face the center of the court to ensure the machine sweeps the balls evenly across the court.

The machine will default to the last mode set. To start the ball feed, press the button of the chosen program and push the START button. To stop the ball feed press the STOP button again.

If at anytime the machine malfunctions, turn off the power switch to reset the machine's control logic. In most circumstances, the improper working of the machine is caused by low battery voltage. In this case, please recharge your battery to resume normal operation.

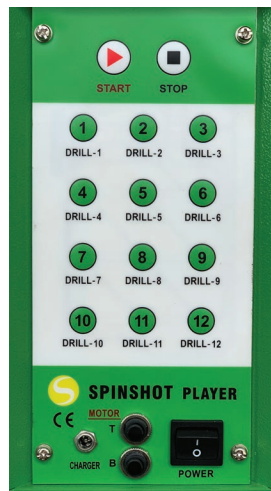
CHARGER JACK

To charge your machine plug the charger cable into the charging jack and the other end into a power outlet.

Please read the Battery Charging section for full instructions on charging your machine.

MOTOR T and B TRIP SWITCHES

The MOTOR switches protect the electronics and motors. When activated, the switch pops out approximately 6 mm. In the event the switch is activated, turn off the power and push the switch back in. Once the



throwing wheels have stopped moving, check for any balls jammed inside the machine and remove them. Turn the power back on to resume normal operation.

The activation of the motor switch can be caused by excessively dirty or slick ball throwing wheels, which can prevent the wheels from properly gripping the balls. Cleaning the ball throwing wheels as described in the Maintenance and Cleaning section will restore proper performance.

START BUTTON

The START button will set the machine to begin the ball feed. Every time you switch the machine power ON, and once the initialization is completed, you need to press the START button to start the machine. Your machine will not accept any setting changes after powering it on until you have pressed the START button.

STOP BUTTON

The STOP button will trigger the machine to pause. This process will only halt the feeding of the balls but not the running of central service motors. To completely turn off the machine switch the POWER switch to OFF. You do not have to stop the machine to switch between drills.

DRILL BUTTONS 1-12

Press buttons 1 - 12 to select the machine's preprogrammed drills. You can either use the factory set programmed drills, or customize new drills using the Drill Maker App on your phone. Please refer to the Drill Maker App section for how to use the App.

Spinshot Remote Watch

The remote watch can be used to start and stop the ball feed and select drills. A long click (over two seconds) will start and stop the ball feed. A short click of the button selects the drill number equivalent to the number of clicks. ie, 2 clicks = Drill #2, 12 clicks = Drill #12.

The remote watch will enter sleep mode after 30 seconds of inactivity. When the machine power is on, pressing the remote watch button to wake it up. If the LED is not lit up on the remote please move closer to the machine and check again.

Battery Charging

To extend the life of your battery please follow these guidelines.

- **Charge the battery immediately after each use. Don't leave your battery in a flat state for extended periods.**
- **Don't leave the battery plugged into the charger too long after it is fully charged.**

Your battery will take 8 to 15 hours to be fully charged. The LED light on the charger pack will turn green when the battery is fully charged. If LED stays red, the charging process is still continuing. A fully charged battery will provide approximately 2-3 hours of use. Higher ball speed requires more power and therefore will drain the battery faster.

Battery Model

Plug the battery charger to a electrical outlet and then insert battery charger cable into the socket labeled CHARGER on the control panel.

Hybrid Power / External Battery Kit

Plug the battery charger into an electrical outlet and then connect the battery charger cable to the battery cable port (as pictured).



Installing or Replacing the Battery

If you need to install or replace your battery you can do so by opening the battery cage. To access the battery cage please follow these steps:

1. Remove wheel that covers the access panel to the battery cage.
2. Unscrew the four screws of the access panel.
3. Connect the battery to the terminals inside the battery cage - connect the red wire to the red terminal and the black wire to the black terminal
4. Insert the battery into the battery cage. 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 pickle balls rubbing against the throwing wheels will cause a small static electric shock when you touch the control panel. Some machines have been fitted with a small chain on the underside of the base to ground the machine and eliminate this issue.

Transporting and Storage

Remove all balls and close the ball hopper flaps before transporting your pickleball machine. Store the machine in a clean, dry location. Never store the machine in a vehicle where temperatures can be very high. Extreme temperatures and conditions can affect the machine's electronic board and battery. Never store the machine outside in cold or wet weather. Exposure to rain and snow will shorten the life of the machine.

Maintenance and Cleaning

Use a vacuum cleaner to clean dirt and debris from the inside of the machine and in and around the black hopper tray. The build up of debris in the hopper can cause excess wear on the feeder motor which powers the spinning of the hopper tray. Shake off excess sand and dirt from the pickle balls before putting them into the hopper.

To clean the exterior case, use a damp cloth. Do not use chemicals or abrasive cleansers.

The use of compressed air for cleaning is not recommended.

Section 3: Drill Maker App

The Player can be controlled via the Drill Maker app on Android and iPhones.

Android Phones

Download the Drill Maker (2019) app from Google Play.

iPhones

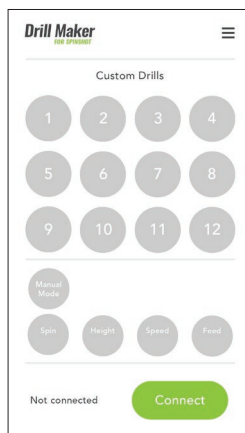
Download the Drill Maker (2019) app from the App Store and choose the model Player.

Using the Drill Maker App

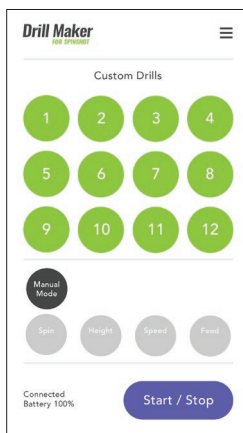
Power on your machine and open the Drill Maker app on your phone. Connect your phone to your machine's WiFi network. Select and connect to USB- xxx in WiFi settings before using the remote app.

Before you can use the Drill Maker you need to wait for the machine to finish the start up calibration, and then press the PLAY button on your machine's control panel to start the machine. You can now press the CONNECT button on the Drill Maker App.

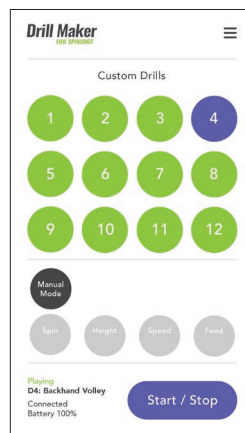
Once you are connected you can start using the app to control your machine.



Power on machine and press PLAY on control panel before pressing Connect on app.



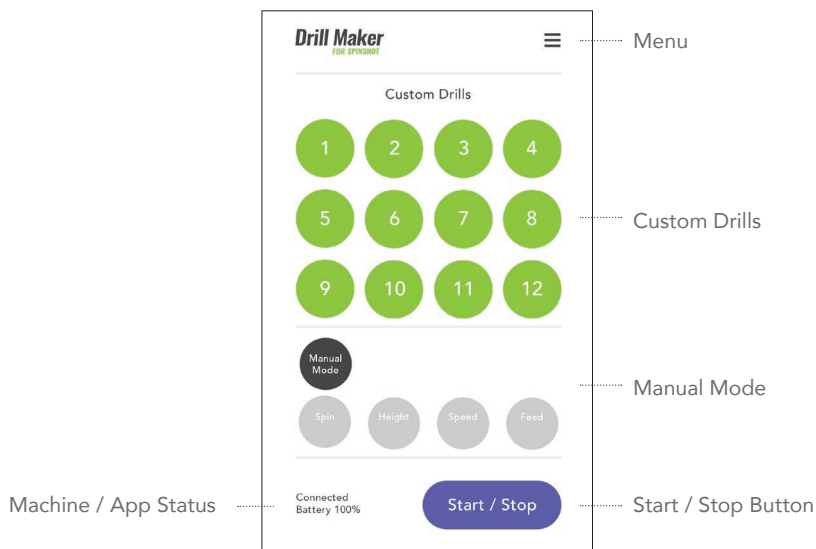
Machine connected and ready for Drill selection.



Drill 4 (Backhand Volley) selected. Press Start to begin ball feed.

At the bottom of the screen the selected drill, connection status and battery voltage are displayed.

If you lose WiFi connection to the machine you should check that you are still connected to the machines WiFi network in your phone settings. Press the Connect button to re-establish your connection.



Custom Drills

There are 12 drills available. You can use the factory settings or customize each drill with your own preferred settings and drill name.

To select a drill press the Drill number and then press Start.

To edit a drill's settings or name, long press on the drill number. This will open the drill edit screen where you can change the drill settings. Please read the Editing Custom Drills section for more details.

The factory drill settings are:

1. Flat
2. Top Spin
3. Back Spin
4. Backhand
5. Forehand
6. Narrow 2-Line
7. Wide 2-Line

8. Lob
9. Net to Baseline
10. Random Horizontal
11. Random Height
12. Full Random

Editing Custom Drills

To edit a custom drill long press on the drill number you want to edit. The drill edit screen will open and the settings for the corresponding drill will be displayed.

You can edit the name (i.e Backhand Volley) at the top of the screen.

The custom drills play six sequential shots which you can adjust the settings for horizontal placement, speed, spin, height and feed rate.

Horz

Set the ball's horizontal angle from 1 to 20, 1 being a far left backhand and a 20 being a far right forehand for a right handed player. When you set Horz value to 'R', the machine will throw balls in a random horizontal direction.

Spin

Set a negative value to produce backspin or slice, or a positive value to create topspin. A setting of 0 will serve a flat shot. Spin ranges from -9 (max backspin) to 9 (max topspin).

A high level of either topspin or backspin will slow the ball speed. To increase ball speed reduce the amount of spin on the ball.

Height

Set the ball height from the lowest position of 1 to the highest position of 50. If you set Height value to "R", the machine will throw balls in a random vertical angle and also random speed. The feed rate will be set to 6 at the random vertical mode.

Ball	Horz	Speed	Spin	Hght	Feed
1	13	18	0	0	7
2	15	18	3	3	7
3	14	18	-3	5	7
4	16	18	0	1	7
5	13	18	5	5	7
6	13	18	-4	4	7
ALL		18			7

Ball	Horz	Speed	Spin	Hght	Feed
1	13	18	0	0	7
2	15	18	3	3	7
3	14	18	-3	5	7
4	16	18	0	1	7
5	13	18	5	5	7
6	13	18	-4	4	7
ALL		18			7

Speed

Set the ball speed value from 1 to 20.

Feed

Feed rate ranges from 1 to 10. At the rate of 10 a ball will be fed at a rate of one ball per two seconds.

Save

After selecting the desired values, press the Save button on the top right corner of the display. The machine will save the settings on the phone and also download settings to the connected machine. The machine will switch to the new saved settings directly after the user has pressed the Save button.

Restore Default Settings

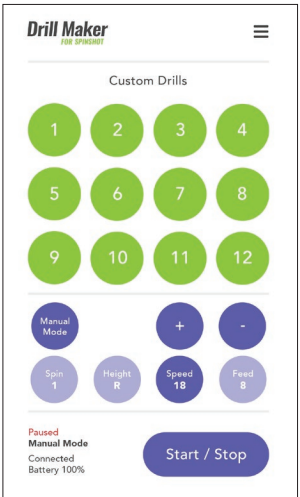
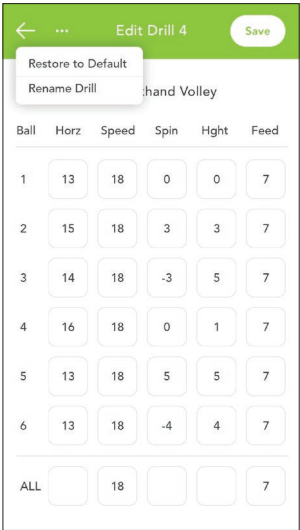
To restore a custom drill back to factory default settings, go to the drill edit screen and select Restore to Default Settings from the drop down menu (as pictured above).

Manual Mode

Press the Manual Mode button to manually control the horizontal placement, spin, height, speed and feed rate of the balls.

Once Manual Mode is selected the values can be edited using the respective buttons.

For full details on settings for Horz, Spin Height, Speed and Feed - see Editing Custom Drills section above.



Warranty Period

The warranty service is free for materials and workmanship for a period of two years from date of original purchase, except for the battery warranty which is 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

Ball Speed

Topspin and Backspin

A high level of either topspin or backspin will slow the ball speed. To increase ball speed reduce the amount of spin on the ball. A default speed setting of 20 will be set for spin levels higher than 7.

Alternating Fast and Slow Shots

The serving wheels can speed up faster than they can slow down. If you want to set quick shots followed by slow shots, please set long feed intervals between shots to give the machine time to slow down, or add a mid speed shot in between.

For example, if you want

Ball #1 speed = 19 (fast)

Ball #2 speed = 12 (medium)

Then set feed rate to around 4 which will take 6 seconds for the machine to slow down and allow for slower second ball.

Or set ball #2 to speed = 1, which will then make the ball machine slow down quicker.

My machine is battery powered. Can I upgrade it to support mains power?

Yes, you can change the battery to main's power module. See <http://www.spinshotsports.com/power.html> for more options.

After creating a new drill, will it be exactly the same next time I use the same drill?

Yes, every time you use the drill you will get a consistent result if you use the same batch of balls. Please don't forget to charge the battery after each use. A flat battery can make the ball machine less powerful and impact the consistency of balls thrown.

Why does the machine move on the court in use?

This could happen on some slippery courts when the external battery option is used. When the battery is taken out of the machine, the machine may be too light to be stable. It could move a little bit due to recoil when the machine shoots out the balls. To keep it stable, it is suggested the user either puts a weight in the battery cage, or hangs the battery or other weight on towing handle to increase its weight.

What about the pre-programmed drills for the machine?

The SPINSHOT player machine comes with all drill buttons programmed in the factory. The setting values are similar to the default values shown in the phone remote app.

We do not publish the detailed setting values for default drills, as it is strongly suggested that the user edit the drill settings and download them to the ball machines to try out, and then create their own preferences. This is most the important feature that the player machine has. Once the favorite drill is created, the user can save it on the machine or on the phone for future use.

Can two or more phones set up different drills to be used on the same machine?

Yes, the user can edit and save favorite drills on different mobile phones and download them to the SPINSHOT player machine when using the machine. The machine will save the downloaded drill data to its memory and shoot the balls accordingly. The user needs to manually download each drill as required.

The Spinshot Network

Spinshot is a global business bringing affordable and high quality ball machines to customers across the world. It is our goal to provide the best equipment to players of all abilities. Improve your game at any time without the limitation of training partners or coaches.

Spinshot aims to produce the highest quality ball machines and uses cutting edge technology to bring your game to the next level.

Our Global Network of Distributors

USA: www.spinshotsports.com

UK: www.spinshot.co.uk

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