

PLAYMATE

Tennis Machines by METALTEK

www.PlaymateTennis.com

Portable



Owner's Manual: Playmate Portable Series

PLAYMATE PORTABLE SERIES

HALF VOLLEY & VOLLEY Owner's Manual



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Serial#: _____

Rev. D 10/2007
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PLAYMATE PORTABLE SERIES

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Dear Valued Customer,

Congratulations on the purchase of your new PLA YMA TE Tennis Ball Machine. We have packed over 34 years of experience and dedication into the production of each and every ball machine that leaves our high-tech facility in Raleigh, North Carolina.

It is our mission to build the most durable, dependable, and player-friendly ball machines in the world. Quality is assured from the gear-motors and pitching wheels, to the fully programmable control boxes and handheld remote controls.

We hope that you enjoy your new ball machine as much as we enjoyed building it. We encourage your comments and suggestions on how we could better serve you in the future. Please feel free to contact us on our Consumer Connection Line at 1-800-776-6770.

Sincerely,

*Alfred F. Yarur
President and CEO*

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Introduction

The best way to improve your tennis game is to practice. That may sound like simple advice, but it's advice we take very seriously here at PLAYMATE. We believe that the best way to practice your game is to spend some quality time on the court with a ball machine. Only by utilizing a ball machine as a constant partner will you be able to repeatedly challenge yourself, whether that means learning new strokes or perfecting your footwork. A ball machine is your best choice or hitting partner when it comes to developing an allcourt game.

The PLAYMATE PORTABLE SERIES comes in 2 exciting models:

THE PLAYMATE HALF VOLLEY

The PLAYMATE HALF VOLLEY is an upgradeable model with a 3-hour battery-pack. It supports the following upgrades:

- Optional 2-Line Oscillation
- Optional Handheld Remote Control
- Optional 6-hour battery-pack

THE PLAYMATE VOLLEY

The PLAYMATE VOLLEY is a fully loaded model with a built-in 2-Line Oscillator, handheld remote control system, and 6-hour battery-pack.

Visit www.PlaymateTennis.com for more information about HALF VOLLEY upgrades.

Safety Instructions

WARNING! To reduce the risk of electrical shock, fire, injury to persons, and other damage when using this product, please follow these basic safety precautions.

1. Read all instructions carefully before operating this machine.
2. To protect against the risk of electrical shock, never immerse any part of this machine in water or any other liquid.
3. Close supervision is necessary when operating this machine near children.
4. Never walk in front of this machine when it is on. Tennis balls leave the machine at high speeds and could cause serious injury.
5. Always stand to the side or behind the machine when attempting to alter the settings of the various controls.
6. If it is necessary to free a jammed tennis ball, make sure that the machine is turned OFF, the pitching wheels have stopped turning, and the battery-pack has been removed.
7. Always wear protective eyewear when attempting any repairs or adjustments to this machine.

Safety Instructions ...

8. Never attempt any repair or adjustment on this machine when it is turned ON or while the battery-pack is installed. Always turn the machine OFF and remove the battery-pack.
9. This machine is intended for pitching tennis balls only. Never attempt to use this machine with any other type of ball, or any foreign objects whatsoever.
10. Always make sure to turn this machine OFF when it is not in use or while picking up tennis balls.
11. NEVER place hands or any other body part near moving parts, including but not limited to the feeding disk and pitching wheels. Pitching wheels can cause severe burns.

Getting Started

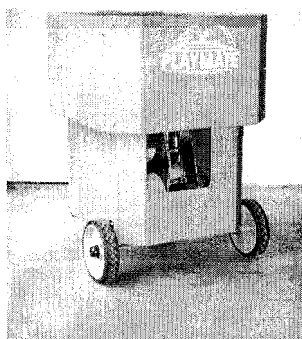
Your new PLAYMATE should have arrived securely packed. Inspect the ball machine for any damages that could have occurred during shipment. If the machine is damaged please save box and all packing for inspection purposes. Inside the packing box, you should have found the owner's manual, warranty card, battery charger, and battery pack. The VOLLEY also comes with a handheld remote control. If any of these are missing, please notify us immediately. Please read the instructions carefully.

The Hopper

The hopper is the top of the ball machine where tennis balls are placed so that the ball machine has balls to feed. The hopper is raised up in order to hold tennis balls or is lowered in order to make the machine more compact for storage and transportation.



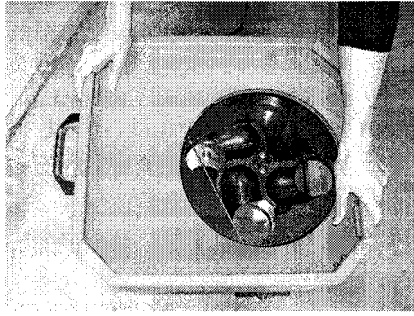
Hopper Raised
(Play Position)



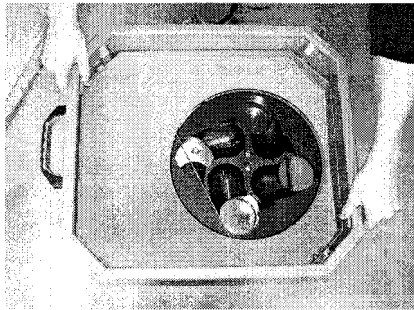
Hopper Lowered
(Storage Position)

Raising The Hopper

1. Pull up on the hopper release levers.

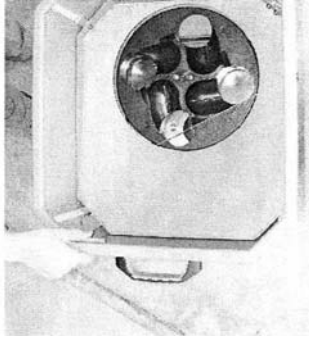


2. Pull the hopper up while continuing to depress the hopper release levers.



Raising The Hopper...

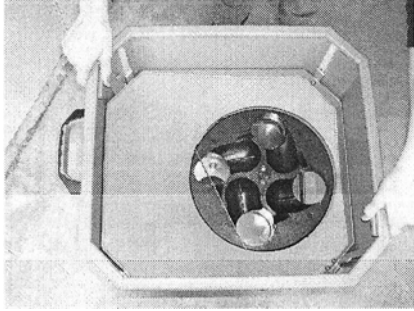
3. Release the hopper release levers.



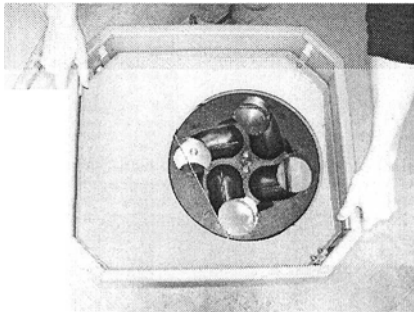
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Lowering The Hopper

1. Pull up on the hopper release levers.

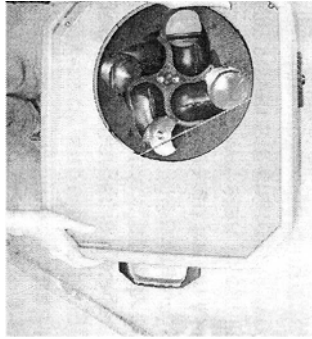


2. Push the hopper down while continuing to depress the hopper release levers.



Lowering the Hopper...

3. Release the hopper release levers.



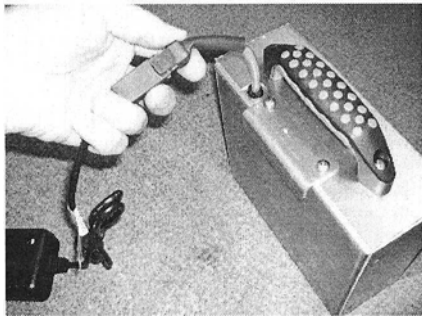
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Charging The Battery-Pack

ALWAYS CHARGE THE BATTERY-PACK!

We recommend that you charge your battery-pack for up to 6 hours before the first use. **Anytime the ball machine is not in use, the battery-pack should be plugged into the charger and charged.** The charger is designed to maintain the proper health of the battery-pack by only charging it as needed and never overcharging. If a battery-pack is left sitting without the charger connected for an extended period of time, the overall battery-life will start to diminish. There is a light on the charger. When the charger is properly plugged in, the light will turn orange while charging and green when a battery-pack is fully charged or no battery is connected.

1. Plug the battery-pack into the charger.



Charging The Battery-Pack ...

2. **Plug** the power cord into the charger.



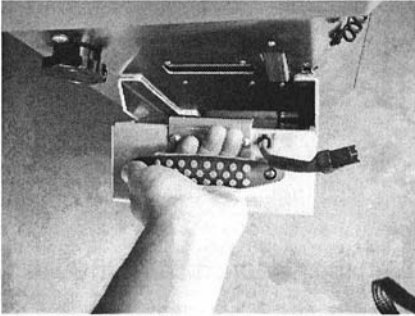
3. **Plug** the power cord into the wall outlet.



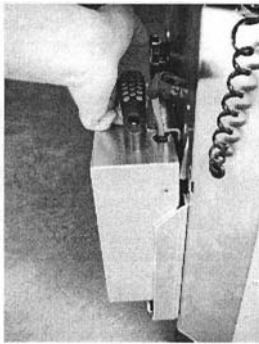
How To Mount The Battery-Pack

The ball machine will not operate or turn ON without the battery-pack properly mounted.

1. Grab the battery-pack by the handle and line it up with the guides on the bottom back of the ball machine.

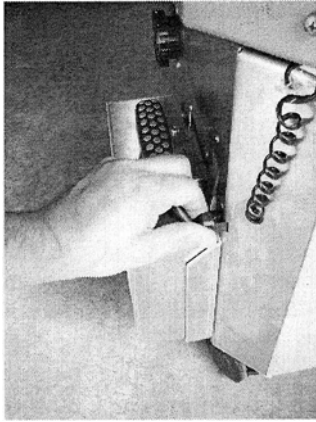


2. Line up the hasp with the slide in hole while lining up the tabs on the bottom and slide the battery-pack downward until it "clicks".



How To Mount The Battery-Pack ...

3. Plug in the battery-pack with the black connector.

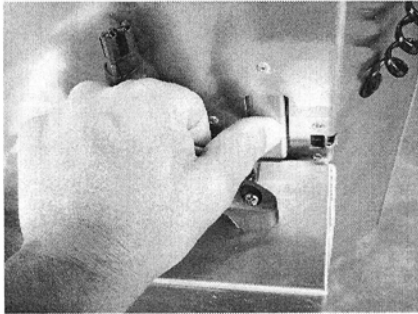


How To Remove The Battery-Pack

1. Squeeze the black connector and pull it straight out.

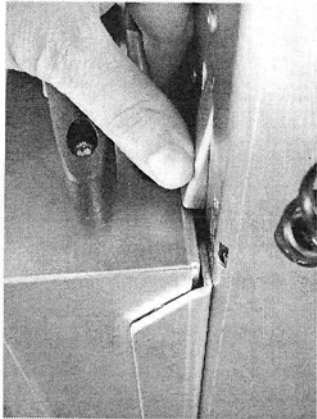


2. Grab the battery-pack by the handle.

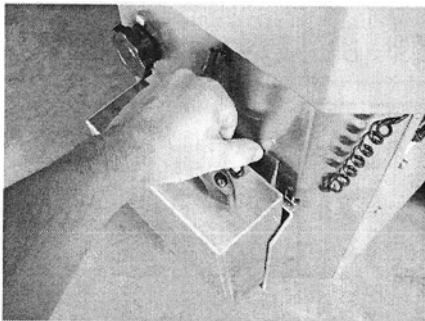


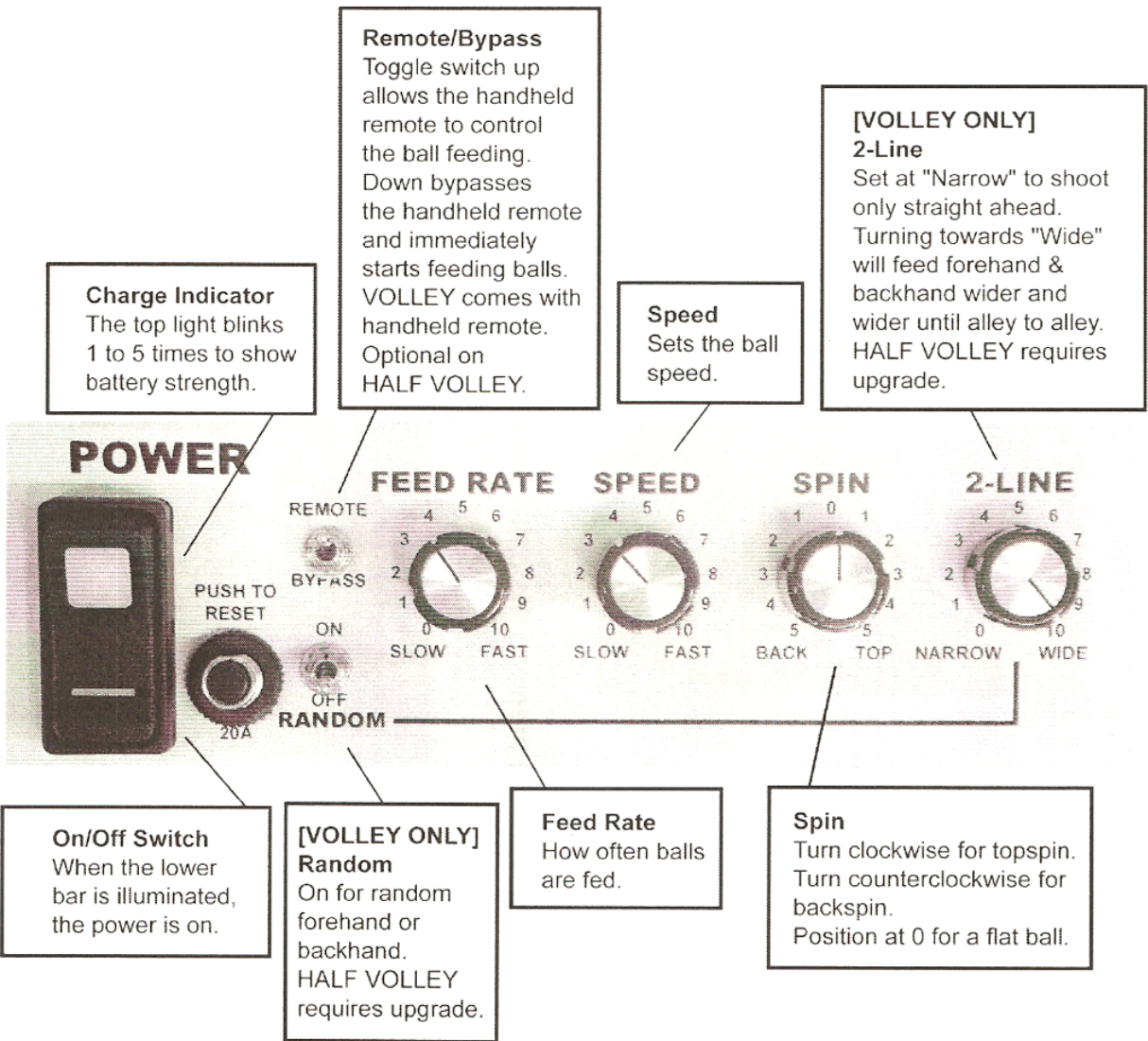
How To Remove The Battery-Pack ...

3. Press the battery-pack lock button.



4. While pressing the battery-pack lock button, pull the battery-pack up and out.





Controls For The HALF VOLLEY

1. **POWER** - Flip the switch up to turn on the machine.
When the bottom light is lit, the power is on. The top light blinks 1 to 5 times to indicate the strength of the battery-pack. Blinking 5 times is full power. Blinking 2 times or less means that the battery-pack needs to be recharged soon. When the battery-pack runs out, the machine will stop itself and beep once every second.
2. **PUSH TO RESET** - This is an electronic safety feature.
If the switch pops out wait at least 5 minutes before pushing it back in. Check for jammed tennis balls and then continue.
3. **FEED RATE** - This knob determines how often balls are fed. Turning the knob clockwise will feed balls more often, up to 1 ball per second. Turning the knob counterclockwise decreases how often balls are fed to about 1 ball every 20 seconds. At position 0 the machine will completely stop feeding balls.
4. **SPEED** - The speed knob controls how hard the balls are being pitched. Turning the knob towards "FAST" will increase the speed to pitch up to about 70 MPH. Turning the knob counterclockwise towards "SLOW" will slow to a soft toss.
5. **SPIN** - Turning the spin knob clockwise will increase the topspin on the ball. Turning the knob counterclockwise will increase the amount of backspin. At position 0 the ball machine will pitch a flat ball or a ball without any topspin or backspin.

Controls For The HALF VOLLEY ...

6. **2-L1NE** - The 2-Line knob is only a feature of the VOLLEY. The HALF VOLLEY can be upgraded with an optional 2-Line Oscillator Upgrade Module to make this feature work. Details about this feature can be found in the **Controls For the VOLLEY** section.
7. **RANDOM** - The Random toggle switch is only a feature of the VOLLEY. The HALF VOLLEY can be upgraded with an optional 2-Line Oscillator Upgrade Module to make this feature work. Details about this feature can be found in the **Controls For the VOLLEY** section.
8. **REMOTE/BYPASS** - If the switch is set to REMOTE, the HALF VOLLEY will not feed balls. When the switch is toggled towards BYPASS, the HALF VOLLEY will wait 10 seconds and then start feeding balls until the switch is set back to REMOTE. This switch is used on the VOLLEY to enable the remote control system. The HALF VOLLEY can be upgraded with an optional Remote Control Upgrade Module. Details about this upgraded feature can be found in the **Controls For the VOLLEY** section.
9. **ELEVATION** - There is a large hand-crank-wheel located on the back of the ball machine. Turning the hand-crank-wheel clockwise will cause the machine to feed balls lower. Turning the hand-crank-wheel counterclockwise causes the machine to feed balls higher.

Controls For The VOLLEY

1. **POWER** - Flip the switch up to turn on the machine.
When the bottom light is lit, the power is on. The top light blinks 1 to 5 times to indicate the strength of the battery-pack. Blinking 5 times is full power. Blinking 2 times or less means that the battery-pack needs to be recharged soon. When the battery-pack runs out, the machine will stop itself and beep once every second.
2. **PUSH TO RESET** - This is an electronic safety feature.
If the switch pops out wait at least 5 minutes before pushing it back in. Check for jammed tennis balls and then continue.
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5. **SPIN** - Turning the spin knob clockwise will increase the topspin on the ball. Turning the knob counterclockwise will increase the amount of backspin. At position 0 the ball machine will pitch a flat ball or a ball without any topspin or backspin.

Controls For The VOLLEY...

6. **2-L1NE** - The 2-L1NE knob controls how far you have to reach or move between shots left and right. Turning the knob clockwise towards "WIDE" will make the ball machine shoot balls from doubles sideline to sideline. When the knob is anywhere in between on its way towards "NARROW", the distance between the left and right shots will gradually narrow until only shooting straight ahead.
7. **RANDOM** - The Random toggle switch is toggled up towards "ON" in order to make the 2-Line feature feed a random left or right shot depending on how the 2-Line knob is set. If the 2-Line knob is set all the way "NARROW" the machine only shoots straight ahead. Toggling the switch down towards "OFF" allows the machine to feed alternating shots left and right.
8. **REMOTE/BYPASS** - When the Remote/Bypass toggle switch is toggled up for Remote operation it enables the handheld remote control to be used to control starting and stopping the ball feed. When toggled down for Bypass, the ball machine will bypass the handheld remote control and start feeding tennis balls after 10 seconds.
9. **ELEVATION** - There is a large hand-crank-wheel located on the back of the ball machine. Turning the hand-crank-wheel clockwise will cause the machine to feed balls lower. Turning the hand-crank-wheel counterclockwise causes the machine to feed balls higher.

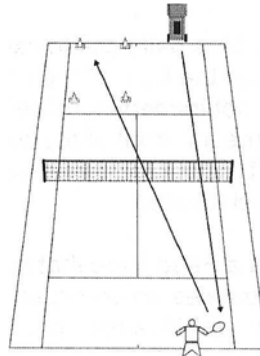
Ball Machines 101

Even experienced ball machine users are often surprised by the following basic advice when using a ball machine:

TARGETS

When training with a ball machine it is critical to first decide where you are going to hit the ball to and setup a target that you can see on the opposite side of the court. This target should be an area blocked off with cones or markers or something that shows you an area large enough that you can reasonably hit the ball there 6 out of 10 times.

For example, the picture to the right shows a player receiving a down-the-line shot and hitting a cross-court forehand drive to an area marked off with cones. As a player you should be able to hit this area 6 out of 10 times. As you get more comfortable, you can reduce the area size and aim more towards the doubles alley to challenge yourself. You can also increase how hard you hit the ball while keeping your shot in the target area.



Ball Machines 101 ...

INTERVAL

Interval, also known as Feed Rate, refers to how often a ball is fed from the ball machine. The **FEED RATE** should always be set so that the ball machine feeds the next ball at the same time as the ball that you hit back towards the ball machine crosses the front of the ball machine.

If you hit a ball back towards the ball machine and your ball has not crossed the front of the ball machine, but the ball machine has fed the next ball, you need to reduce the **FEED RATE**. Reduce the **FEED RATE** by turning the knob counterclockwise.

If you hit a ball back towards the ball machine and your ball crosses the front of the ball machine but the ball machine does not immediately fire the next ball when your ball crosses the front of the ball machine, you need to increase the **FEED RATE**. Increase the **FEED RATE** by turning the knob clockwise.

Using a Feed Rate that is too fast or too slow is bad because it introduces an unnatural rhythm that will lead to long-term mistakes with stroke production and footwork.

POSITION

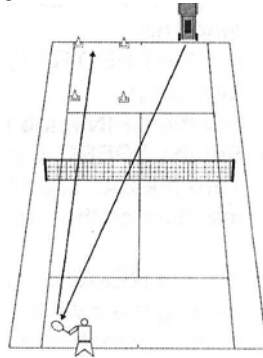
(position of the ball machine on the court)

New and experienced ball machine owners often place the ball machine at the center mark on the baseline when setting up the ball machine for a drill. This is a common mistake that misleads many players.

Ball Machines 101 ...

Hitting a cross-court forehand drive from a down-the-line shot feels very different from hitting a cross-court forehand drive from a ball that comes from the center of the court. This is true of every stroke in the game. If practicing overheads, it is best to place the ball machine at either of the corners of the singles court.

If practicing a down-the-line backhand drive, it is best to place the ball machine so that it provides a cross-court shot as shown to the right.



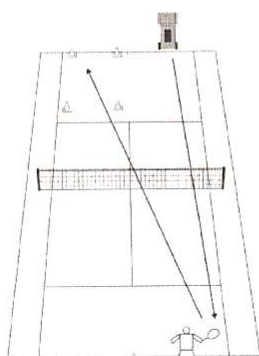
Following this advice will make the difference between small improvements and huge improvements in your game.

PLAYMATE HALF VOLLEY Drill #1

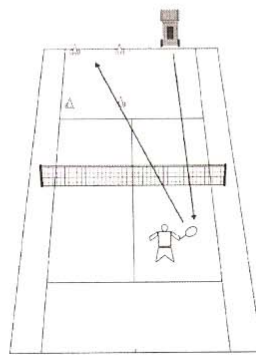
Flat cross-court groundstroke or volley to the Deuce Court.

1. Position the ball machine as shown below.
2. Set REMOTE/BYPASS toggle switch to REMOTE.
3. Push the POWER Switch up to turn on the ball machine.
4. Set the FEED RATE knob to 4 for groundstrokes or 6 for volleys.
5. Set the SPIN knob to 0 for flat balls.
6. Set the SPEED knob to 6.
7. Turn the Elevation hand-crank-wheel in the back of the machine all the way clockwise until it stops.

Now, flip the REMOTE/BYPASS toggle switch to BYPASS to start feeding balls while turning the Elevation hand-crank-wheel counterclockwise until the ball is high enough to suit your needs. Walk to the other side of the court and practice until the balls are depleted.



Groundstroke



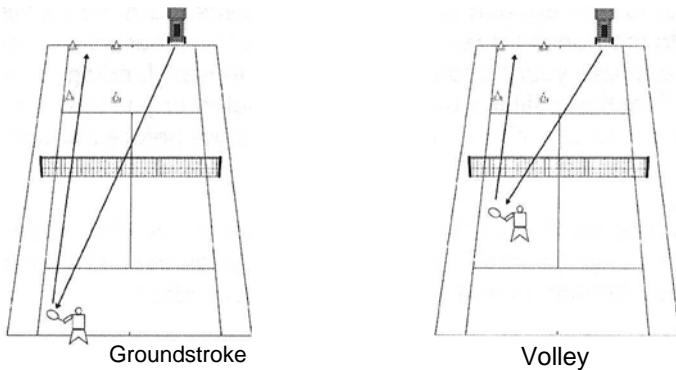
Volley

PLAYMATE HALF VOLLEY Drill #2

Flat down-the-line ground stroke or volley to the Ad Court.

1. Position the ball machine as shown below.
2. Set REMOTE/BYPASS toggle switch to REMOTE.
3. Push the POWER Switch up to turn on the ball machine.
4. Set the FEED RATE knob to 4 for groundstrokes or 6 for volleys.
5. Set the SPIN knob to 0 for flat balls.
6. Set the SPEED knob to 6.
7. Turn the Elevation hand-crank-wheel in the back of the machine all the way clockwise until it stops.

Now, flip the REMOTE/BYPASS toggle switch to BYPASS to start feeding balls while turning the Elevation hand-crankwheel counterclockwise until the ball is high enough to suit your needs. Walk to the other side of the court and practice until the balls are depleted.



PLAYMATE VOLLEY Drill

Flat ground stroke or volley to the Deuce Court then Ad Court.

1. Place the ball machine on the center mark on the opposite baseline pointing down the center of the court.
2. Set REMOTE/BYPASS toggle switch to REMOTE.
3. Push the POWER Switch up to turn on the ball machine.
4. Set the FEED RATE knob to 4 for groundstrokes or 6 for volleys.
5. Set the SPIN knob to 0 for flat balls.
6. Set the SPEED knob to 6.
7. Set the 2-L1NE knob to 5.
8. Set the RANDOM toggle to OFF.
9. Turn the Elevation hand-crank-wheel in the back of the machine all the way clockwise until it stops.

Now, using your handheld remote, turn the ball feed on and turn the Elevation hand-crank-wheel counterclockwise until the ball is high enough to suit your needs. Turn the ball feed off with the handheld remote. Walk to the other side of the court and use your handheld remote to start feeding tennis balls. Practice until the balls are depleted or you tire. Turn the ball feed off with the handheld remote before reloading balls.

Try turning the RANDOM toggle switch to the ON position and challenge yourself by having to switch back and forth between forehands and backhands at random.

Care and Maintenance

With proper care and maintenance, your PLAYMATE tennis ball machine should last for years and years of effortless operation. These few basic steps will help you keep your machine in great shape, and deter any future mechanical problems. **NEVER lubricate any part of the ball machine.**

1. **PERIODIC CLEANING** - Over a period of use, various debris, and ball fuzz or felt will begin to build up on the interior of the ball machine. This should be cleared away periodically to avoid excessive build-up that could clog mechanical parts. Use a common leaf blower to blow debris out of the inside. Very gently use a dull object to help break away large clumps of debris. **NEVER** scrape at the surface of your PLAYMATE ball machine with a sharp object, or use any harsh abrasives or solvents. **NEVER** use a garden hose to clean the interior or exterior of the machine with water.
2. **STORING** - When the machine is not in use, it should be stored in a proper and secure fashion. Ideally, it should be placed in a dry and clean area that offers shelter from the elements. Even though the ball machine is constructed from anti-rust aluminum, excessive exposure to wind, rain, sunlight, etc., can often interfere with the operation of the sensitive electrical components, and cause fading and/or other damage to the finish.

Troubleshooting

| PROBLEM | POSSIBLE CAUSE | APPROPRIATE ACTION |
|----------------------------|--|---|
| Inconsistent ball speed | <ul style="list-style-type: none"> -Pitching wheels are heavily worn. -Tennis balls are of varying quality, pressure, or design. | <ul style="list-style-type: none"> -Wheels need to be replaced. -Replace all of the tennis balls with new ones or with tennis balls that are all the same. |
| Ball is not pitched | <ul style="list-style-type: none"> -Tennis balls <i>and/or</i> pitching wheels are wet. -A ball has jammed. | <ul style="list-style-type: none"> -Wheels and or tennis balls required drying. Remove any wet balls from the hopper. -Turn off power and remove any jammed balls. |
| Feeding disk does not turn | <ul style="list-style-type: none"> -Loose electrical connection. -Remote control malfunction. -A ball has jammed. | <ul style="list-style-type: none"> -Turn the machine upside down and check the connection of cable #3 at the side of the control box. -Turn the Remote/Bypass switch to Bypass. If the feeding disk works properly, check the handheld remote. -Check to see if a tennis ball has jammed underneath the feed disk. |
| Balls repeatedly jam | <ul style="list-style-type: none"> -The ball feed wire is damaged or missing. | <ul style="list-style-type: none"> -Inspect the position of the feed wire over the feed disk. Make sure it allows only one ball enter each slot in the feed disk at a time. If it is missing, call us for a replacement. |

Troubleshooting ...

| | | |
|--|---|---|
| <p>Handheld remote control does not function properly</p> | <p>-Battery is dead.</p> <p>-Remote/Bypass switch is set to Bypass.</p> | <p>-Replace the battery in the handheld remote.</p> <p>-Set the Remote/Bypass switch to Remote.</p> |
| <p>Pitching motors and/or feeding motor do not operate properly</p> | <p>-Loose electrical connection.</p> | <p>-Turn the machine upside down and check the connection of the cables at the side of the control box.</p> |
| <p>Ball machine only shoots straight ahead</p> | <p>-Loose electrical connection.</p> <p>-2-L1NE knob is set all the way to "NARROW"</p> <p>-Machine does not have a 2-Line Oscillator</p> | <p>-Turn the machine upside down and check the connection of the cable for the 2-Line oscillator at the motor and at the control box.</p> <p>-Turn the 2-L1NE knob on the control panel further towards "WIDE"</p> <p>-Upgrade the HALF VOLLEY with a 2-Line Oscillation Upgrade Module in order to use the 2-Line feature.</p> |

PLAYMATE Consumer Connection

We are here during business hours to help provide technical assistance to our customers.

Hours of Operation:

Monday - Friday 8:00am
- 4:30pm (EST)

If you experience difficulty with your **PLAYMATE** product please feel free to contact us as follows:

| | |
|-----------------------|----------------------------|
| METALTEK | Phone: (919) 544-0344 Toll |
| 455 Kitty Hawk Drive | Free: 1-800-776-6770 Fax: |
| Morrisville, NC 27560 | (919) 544-1430 |
| USA | |

www.PlaymateTennis.com

For Parts & Accessories:
anna@metaltek.net

For Technical Support:
fred@metaltek.net

Authorized Sales & Service Center

Warranty

WARRANTY AND LIMITATION OF LIABILITY

LIMITED TWO-YEAR WARRANTY - The PLAYMATE PORTABLE Series tennis ball machines are warranted against defects in material and workmanship for two (2) years from the date of delivery. During the warranty period, METAL TEK will repair or, at its option, replace at no charge components that prove to be defective, provided the parts are returned, shipping prepaid, to METAL TEK.

THE PLAYMATE PORTABLE SERIES ball machines are not designed for commercial use. Commercial Use is defined as the rental or use of the same ball machine by a group of 6 or more people. This warranty does not apply to the normal wear and tear of the machine or its components as received from proper use.

Neither does the warranty apply to damaged machines during shipment - (all claims must be presented to the shipper within seven (7) days of receipt of merchandise). Nor does this warranty apply to any damage to the machine or handheld remote control, or to any other components caused by accident or misuse or as a result of service or modification by any persons other than those certified by METAL TEK. No other express warranty is given by METALTEK.

METAL TEK SHALL NOT BE LIABLE FOR CONSEQUENTIAL DAMAGES.

Warranty...

OBLIGATION TO MAKE CHANGES - Products are sold on the basis of specifications applicable at the time of sale. METAL TEK shall have no obligation to modify or update products once sold.

METAL TEK'S PLANT:
455 Kitty Hawk Drive
Morrisville, NC 27560 USA
1-800-776-6770

REPAIR TIME - Parts are normally repaired and returned within five (5) working days once received at METAL TEK'S plant.

SHIPPING INSTRUCTIONS - Parts should be return in a protective package to avoid in-transit damage. Such damage is not covered by warranty. Shipments should always be insured!

SHIPPING CHARGES - Whether the machine is in warranty or out of warranty, the customer should prepay shipment to METALTEK.

FURTHER INFORMATION - Service contracts are not available. Machine control circuitry and design are proprietary to METAL TEK and service manuals are not available to customers. Should other problems or questions arise regarding repairs, please call METAL TEK.

1-800-776-6770
www.PlaymateTennis.com

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