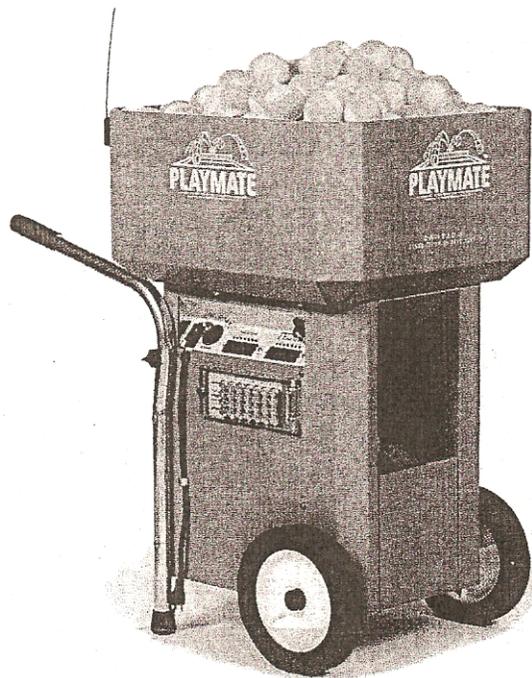


OWNER'S MANUAL/OPERATING INSTRUCTIONS

ACE GENIE V



OPERATING INSTRUCTIONS – ACE GENIE V

The control box on the **GENIE V** is located on the right side of the Playmate cabinet. The control box on the **GENIE V REMOTE BOX** is located on the back of the ball machine hopper.

1. **POWER**- This switch controls the power to the machine. When it is illuminated, power is being supplied.
2. **MASTER INTERVAL** – This knob sets the interval at which balls are pitched. Turning the knob clockwise increases the number of balls pitched to a maximum of approximately one ball per second. Turning the knob counterclockwise decreases the number of balls per minute.
3. **REMOTE** – This machine is equipped with a radio remote control system. By selecting the ON position of the REMOTE toggle switch, the hand held remote becomes activated. By selecting the OFF position of the REMOTE toggle switch, the hand held remote becomes deactivated. For more information on the radio remote control system please see below.

SHOT SEQUENCE AND DIRECTION CONTROLS

The SHOT SEQUENCE and DIRECTION controls work together to program the direction and which shot leaves the ball machine. The DIRECTION control determines the horizontal placement of the ball across the width of the tennis court. The SHOT SEQUENCE control allows you to select shots from the SHOT SELECTION MEMORY and place them in the order in which they are to be thrown. Using these controls in combination, the machine can be programmed to do everything from pitch the same exact shot repeatedly, to produce infinite variations and game like conditions.

4. **SHOT SEQUENCE** – This control features seven thumb wheels. Each thumb wheel is numbered “1” through “7”, with thumb wheels “2” through “7” having an extra letter “A” after the last number. Once the letter ‘A’ is selected, it will limit the shots to those set to the left of it. These thumb wheels correspond to the shots programmed using the SHOT SELECTION MEMORY control panel located directly below the main control panel. All seven different programmed shots can be selected, or any combination of them.
5. **SHOT SELECTION – MEMORY** – The shot selection panel features seven shot selection memories, each utilizing four different control knobs. These knobs can be used to set the HEIGHT, SPEED, SPIN, and DELAY of each shot.

HEIGHT: This knob controls the overall height of the ball being pitched. Turning this knob to the right increases the height of the ball. Turning it to the left decreases it.

SPEED: This knob controls the speed of the ball being pitched. Turning this knob clockwise will increase the speed of the ball being pitched, turning it counterclockwise will decrease it.

SPIN: This knob controls the TOP and BACKSPIN of the ball being pitched. Turning this knob clockwise will give TOPSPIN, counterclockwise BACKSPIN, if this knob is at 12:00 o'clock it will be a flat ball.

DELAY: This knob allows you time to return to the baseline. The delayed shot should only be used once in a drill to achieve correct drill rhythm.

Note: For an example of the various SHOT SELECTION controls, please see the section entitled "GETTING TO KNOW YOUR ACE GENIE V".

6. **SHOT SEQUENCE – RANDOM ON/OFF** – Once all the shot selection memories have been programmed and the shot sequence thumb wheels have been set, the order in which they are pitched by the ball machine can be selected with the RANDOM ON/OFF mode toggle switch. If this toggle switch is placed on RANDOM OFF, the shots will be pitched in the exact order in which they have been selected on the SHOT SEQUENCE thumb wheels. If the RANDOM ON mode is selected, the machine will produce the selected shots in a completely random order, automatically producing up to 800,000 possible combinations. To increase the probability of a specific shot, set at least two of the shot selection memory controls to that shot. To triple the probability, set at least three of the shot selection memory controls to that shot.
7. **DIRECTION PROGRAM** – The DIRECTION control features seven built-in directions. The seven numbers across a base line graphically represent the direction of each of the shots from left to right on a standard double's court. There are seven thumb wheels, labeled "1" through "7" which recall the seven specific directions in any order, producing different patterns. Each thumb wheel switch features any of the seven directions for your selection.

To set a pattern of shots, turn each of the thumb wheel switches up or down to the number of the corresponding shot you desire. Thumb wheel switches "2" through "7" feature the extra letter 'A'. If this letter is selected, it will limit the shots to those set to the left of it.

Example: To select a left and right shot only, set the first thumb wheel switch on the left to 3. Then set the second thumb wheel switch to shot 5. Then select the letter 'A' on the third thumb wheel switch in order to limit the sequence to 3 and 5.

8. **SPREAD ANGLE** – The lateral distance, or SPREAD ANGLE, between the seven different shots can be adjusted with the SPREAD ANGLE knob. In order to increase the lateral distance between the shots, turn the SPREAD ANGLE knob clockwise. To decrease the lateral distance between shots, turn the SPREAD ANGLE knob counterclockwise. Direction "4" will always remain at the center position while the others change accordingly. The difference between the maximum and minimum spread angle is approximately 50 percent.

OTHER CONTROLS

RADIO REMOTE CONTROL – The hand held remote control unit activates and deactivates the ball delivery system of the Playmate tennis machine. Push the button once to activate the delivery system, and once more to deactivate it. On ACE GENIE series or any directional machines if you hold the button down for 3 seconds it will reset the machine. The remote control is only active when the POWER switch is illuminated, and the REMOTE toggle switch is in the ON position. The radio antenna is located in the back of the ball hopper. Make sure this antenna is pointing upward in order to increase the range of the remote control system.

SAFETY PRECAUTION: If the machine is turned ON and the REMOTE ON/OFF switch is in the OFF position the machine will begin to pitch balls.

NOTE: Any control adjustments can be made while the machine is running, provided the safety precautions are being followed.

GETTING TO KNOW YOUR ACE GENIE V

If you have never used a Playmate Tennis Ball Machine, or are unfamiliar with the programmable possibilities of the ACE GENIE V, please take a moment to follow these few easy steps to better comprehend the features of your new ball machine.

1. Place the machine at the center of the base line.
2. Check to make sure that the machine is plugged into a electrical outlet of the proper specifications (120 V AC 50/60 Hz, or 230 V AC 50/60 Hz for overseas machines equipped with transformers).
3. Load the hopper with tennis balls, making sure to stay clear of the ball exit in the front of the machine.
4. Now program the SHOT SELECTION MEMORY in accordance with the GENIE V SET-UP located on the next page.
5. Go to the back of this manual and follow directions to **DRILL #1**. It will throw a Flat Groundstroke or Volley to your Forehand/Backhand.
6. Now move on to **DRILL #2** which will allow you to incorporate the DELAY feature, allowing you to return to the baseline following a short ball.

GENIE V SET-UP

Developed by Stan Oley

SHOT	FLAT GROUNDSTROKE OR VOLLEY	MOONBALL OR OFFENSIVE LOB	HIGH APPROACH SHOT	LOW APPROACH SHOT OR HALF VOLLEY	HIGH LOB OR DEFENSIVE LOB	TOPSPIN GROUNDSTROKE OR VOLLEY	BACKSPIN GROUNDSTROKE OR VOLLEY
HEIGHT	3	7	6	4	10	4	3
SPEED	6	5	4	5	4	5	5
SPIN	0	0	0	0	0	4T	4B

T – topspin

B- backspin

GENIE V DRILL

Developed by Stan Oley

Drill #1

Flat Groundstroke or Volley to Forehand/Backhand

Set *Remote* switch to ON
Push *Red On/Off Switch* on Ball Machine to ON
Set *Random Direction* to OFF
Set *Random Sequence* to OFF
Set *Shot Sequence* first and second thumbwheels to 1,1,A
Set *Direction* thumbwheels to 3, 5, A
Set *Ball Frequency* to 40

Now walk to the other side of the court and use your remote control to start your drill. When balls are depleted or you tire, turn machine feeder off with remote before loading balls.

As a variation, switch *Random Direction* to ON to receive forehand/backhand in *Random*.

TIP

REMEMBER TO PLACE THE MACHINE WHERE THE BALL WOULD COME FROM IN A MATCH, DOUBLES PLAYERS SHOULD PLACE MACHINE IN AD OR DEUCE COURT AND PLAY OPPOSITE OF MACHINE. GOOD LUCK!

GENIE V DRILL

Developed by Stan Oley

Drill #2

Flat Groundstroke followed by a High Approach Shot
to Forehand/Backhand

Set *Remote* switch to ON
Push *Red On/Off Switch* on Ball Machine to ON
Set *Random Direction* to OFF
Set *Random Sequence* to OFF
Set *Shot Sequence* first and second thumbwheels to 1,3,A
Set *Direction* thumbwheels to 3, 5, A
Set *Delay* knob on *Shot Selection Memory* Shot #3 to 6
Set *Ball Frequency* to 40

Now walk to the other side of the court and use your remote control to start your drill. After hitting your approach the machine will *Delay* and allow you to return to the baseline. When balls are depleted or you tire, turn machine feeder off with remote before loading balls.

As a variation, switch *Random Direction* to ON to receive forehand/backhand in *Random*, or reverse *Direction* to 5,3, A.

TIP

REMEMBER TO ALWAYS USE TARGETS WHEN TRAINING WITH THE BALL MACHINE. AN AREA OF FOUR 8" CONES IS GOOD. YOU SHOULD COMFORTABLY HIT YOUR TARGET AREA 70% OR THE TIME. GOOD LUCK!