

Siboasi

K2-8

Ball machine

English version: 2.1

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Introduction

Dear customer:

Thanks for using SIBOASI series products.

Please read this manual carefully before using the machine.

Only when you are familiar with the machine and you understand the correct usage can you use the machine on the tennis court. Avoid misoperation which could result in damaging the tennis ball machine or other accidents.

Attention:

Because the machines are regularly improved, in the manual some changes are explained. Sometimes the latest changes are not mentioned in the manual, we apologize that there is no notice for these changes then.

Warning▲

Do not allow the minors to play with the machine.

Do not stand in front of the machine during working status to prevent people from getting hurt.

Attention:

Please observe the following items strictly.

Warning signal▲

The next items of the manual with warning signal should be abided strictly, otherwise there will be danger of the personal safety or could lead to a significant accident.

Forbidding signal●

The next items of the manual with forbidden signal should be abided strictly, otherwise there will be danger of the personal safety or could lead to damage of the machine.

▲ Do not disassemble or change the machine voluntarily.

▲ Do not break or move the power equipment of the machine

▲ Do not let the children or the minors play with the machine or power equipment.

▲ Do not control the power or machine switch with barefoot or wet hands.

▲ Do not use the machine in the rainy and stormy weather.

▲ Do not use the machine close to volatile or flammable gas.

▲ This machine sets the time delay function: 3 seconds after starting the machine can serve ball automatically, any time do not stretch out your face in front of the ball window to look at, otherwise it can result in a personal accident.

- ▲ Do not touch the inner parts of the machine during working .
 - ▲ If the machine has an unusual situation, for example: big noise, strong smog and leakage, please immediately cut the power, then contact with local service provider or manufacturer.
 - ▲ When cleaning up interior of the machine, do not let the minors operate the machine, in order to avoid damaging the machine or causing any danger.
- No moving during working.
 - No operating when the state of the battery is insufficient when in the direct-current power supply condition.
 - Don't put other objects than tennis balls onto or into the tennis ball machine.
 - No laying aside in moist or other bad environment.
 - No cleaning the surface of the machine with volatile wet cloth.

Warning ▲

SIBOASI products are the professional sports-goods equipment. We are not responsible for any legal responsibility if any other people change the products for other purpose and cause damage.

Functions

SS-K2-8 Flagship Series

Micro-computer smart tennis ball machine

Hand-making Full-function First-design Pretty fashion

◆ There are several programs in random mode (different combinations of ball speed ,fixed point, flat stroke, horizontal, vertical, lob, topspin, backspin, wide/middle/narrow line). Every program is changed automatically (30 seconds/program). The ball speed can be fully random adjusted, which makes the machine more human oriented.

◆ There are 16 kinds of program in the state of random mode (**SS-K2-8**).

◆ (**SS-K2-8**) Six-line function:Forehand (wide, among, narrow line) 2-line shooting.
Backhand (wide, among, narrow) 2-line shooting.

◆ It is convenient for trainers by single or two persons to train forehand and backhand by small step(narrow line), super-big step(wide line).

◆ Panel control and remote control (LCD display).

◆ Double power, AC, DC available.

◆ Battery power warning display.

◆ Over-current protection.

◆ Reset and pause function.

◆ Remote control: ball speed, feed frequency ,work/pause, fixed point/flat stroke,

horizontal/vertical, lob,random, top spin, back spin, forehand or backhand 2-line function(wide, narrow).

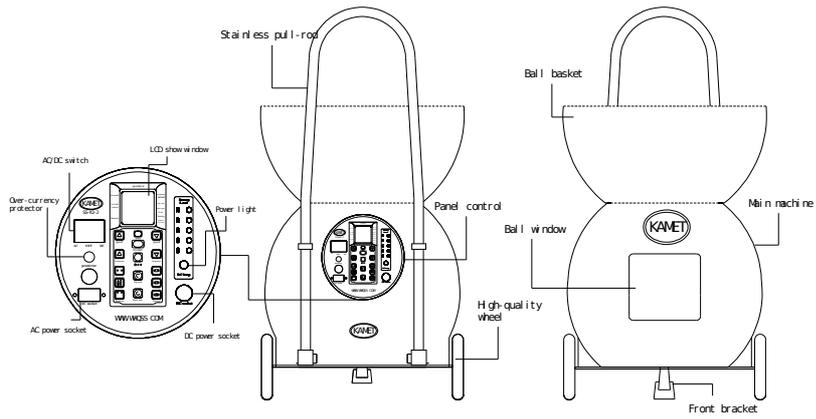
- ◆ Ball speed : 30-150 km/hr (remote control speed adjustment).
- ◆ Feed frequency: 2-12 (this is about 2-8 seconds pause between 2 consecutive balls), infinitely variable adjustment (remote control frequency adjustment). NOTE: the frequency (2-12) doesn't mean exactly seconds. The 2-12 numbers are just imaginary numbers and don't mean the pause in seconds!
- ◆ Ball capacity:230 balls.
- ◆ Ball direction control: built-in.
- ◆ Battery working hour: 3-4 hrs
- ◆ Put in the suitcase of the car and carry very conveniently.
- ◆ Colour: golden,silver, green.
- ◆ Suitable for: Junior player to senior player.
- ◆ Weight : 28KG
- ◆ Size : three packages: 1.main machine: 58*58*69(cm)
2.Portable battery box: 32.5*21.3*18.3(cm)
3.Pull- rod: 92.5*31*3.3(cm)

Warning ▲

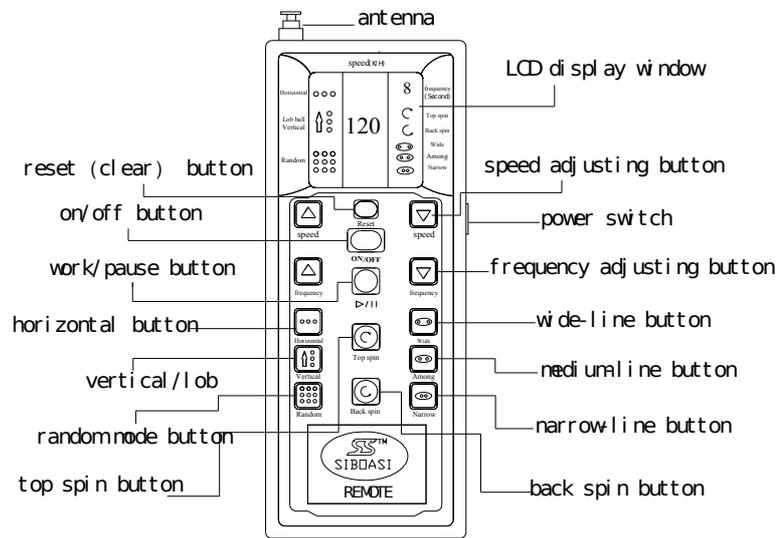
Do not allow minors to play with the machine. Do not stand in front of the machine during working status to prevent people from getting hurt.

Parts

Main machine :

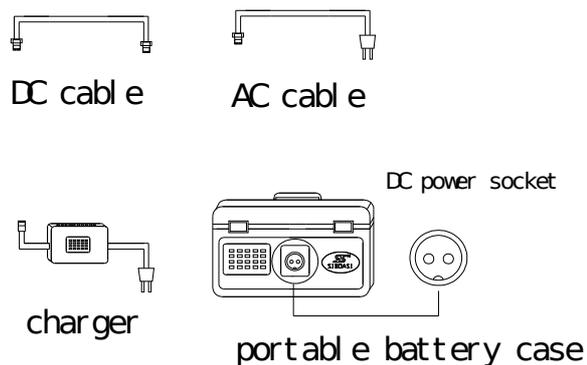


Remote control :



Accessory: pull-rod, portable battery, charger, power cable, battery cable

Portable Battery Case and the Charger



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Installation Instruction

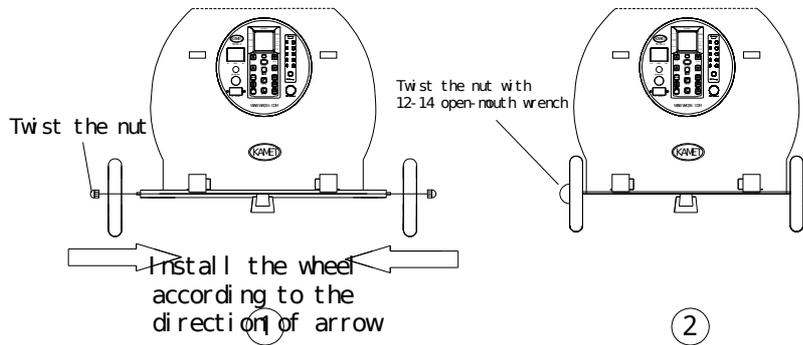
Packing list

Description	Quantity	Description	Quantity
Main machine parts	one	portable battery case	one
Pull-rod	one	charger	one
Ball basket	one	Ac power cable	one
Remote control	one	DC cable	one
Fuse pipe	one	manual	one

Assembling

Note: When demolishing the machine packing module, it can be possibly to see some tennis surface down on the packing protective film and in the machine, this is normal due to the fact that the machines are tested before the product leaves the factory.

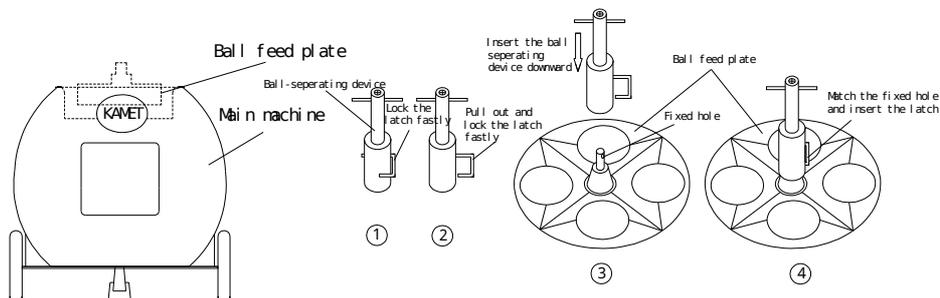
1. The wheels of the main machine



- 1) Take out the main machine, then lay aside on the package above and properly.
- 2) Twists on the nut and the filling piece with 12-14 open-mouth wrench using to fix the wheel axle.
- 3) Penetrates two sides wheels with the alignment wheel center bore position, locks it and fixes nut.

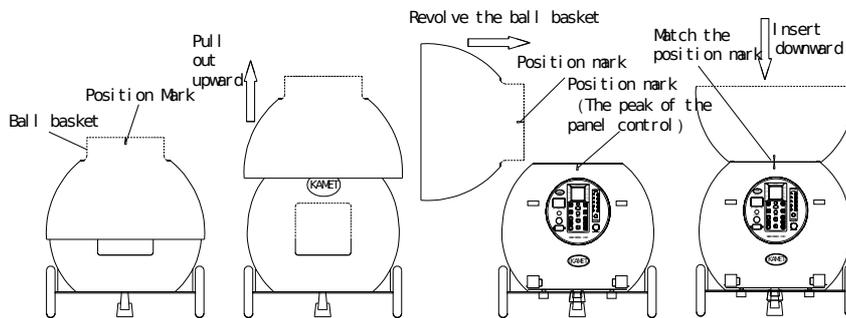
Note: don't put the nuts too tight, better is to first put some simple glue (or "lock tight" especially for fasten screws) before putting the screws over the screwthread for the wheels. Then it won't loosen by vibration anymore.

2. Ball -separating



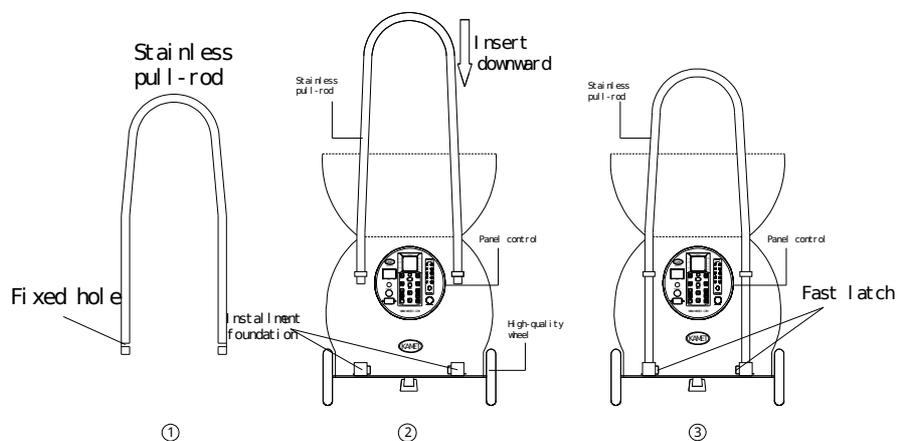
- 1) Lock the hole according to the chart.
- 2) Insert the central shaft of the feed ball plate, make the alignment of the ball-separating hole and the ball feed plate hole, then release the latch quickly.

3. Ball basket



- 1) When taking out the ball basket, confirms carefully the side basket with indication ring numbering one,two,three,four.
- 2) Install the ball basket in turn according to the graphical representation order.
- 3) When installing, please hold back the extendable latch of the under basket first, like the chart. Then make the alignment of hole position of installment socket in the main machine, release extendable latch , install the four ball baskets in turn.
- 4) Pull up the ball basket erect and lock the latch fast, make the alignment of its neighboring fixed socket by revolving certain angle, insert into the hole, like the chart.
- 5) First, fold the two baskets numbering two and four, then the basket numbering three and at last the basket numbering one.

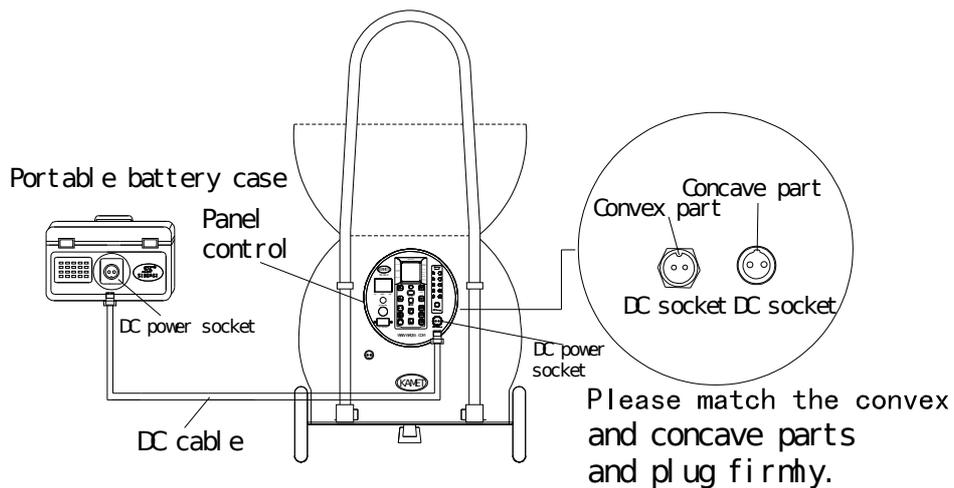
4. Pull-rod



- 1) Takes out the pull-rod, according to the graphical representation 1, insert the pull-rod.
- 2) Insert the pull-rod firmly according to chart 2 and 3, pull out hitch fastly revolving certain angle, aims at the pull-rod to install the socket hole and the pull-rod end fixed hole, release and bolt-lock it firmly.

Note: When inserting , it must move and press the pull-rod to make the alignment of the two sides of the pull-rod and the installment latch hole. Do not scratch the machine when inserting.

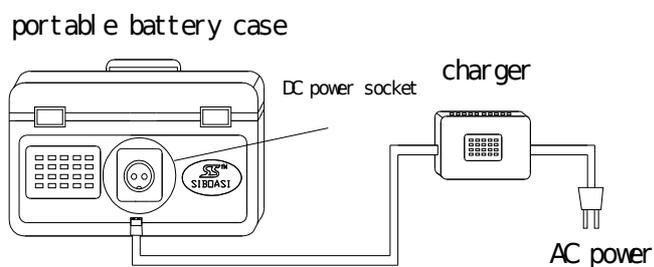
5. The connection of portable battery and the main machine



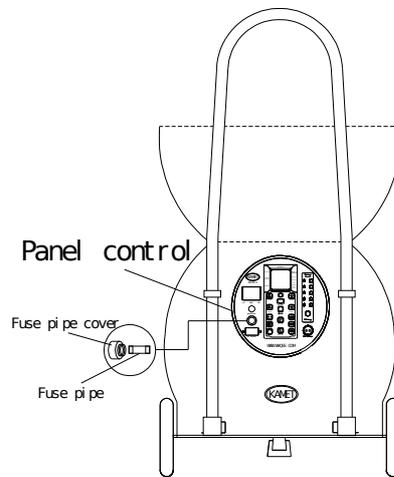
- 1) Take out the DC power cable(the two ends can be exchangeable).
- 2) Identify the DC power cable end indentation(concave) part and consistent with the DC socket bulge(convex) part of the main machine, insert and lock tightly the knob. And with the same method, make the connection of the DC power and the portable battery.

Note:The connection of the DC power cable , the battery and the main machine must confirm the correct direction, otherwise this will cause the power short circuit to burn out the machine or have an accident.

6. Charging



7. Fuse pipe

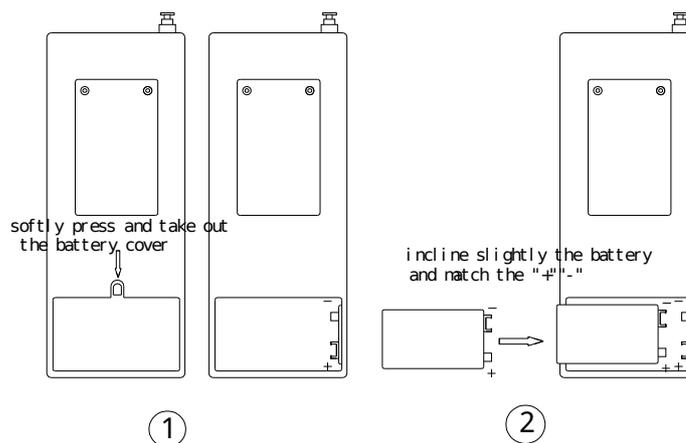


Revol

ving the fuse pipe cover, assemble the fuse pipe and revolve it tightly.

8. Battery of the remote control

- 1) Used with the 9V dry battery.
- 2) Softly press and take out the battery cover..
- 3) Make the alignment of the“+”“-” of the battery and the“+”“-”of the remote control, incline slightly the battery and put into the battery with the finger.
- 4) Covers the battery cover according to the reversed direction order.
- 5) Turns on the remote control switch, LCD have the display.



Note: When installing or replacing the battery, please carefully examine “+” “-” polarity, cannot connect reversely, otherwise it will be possible to damage the remote control.

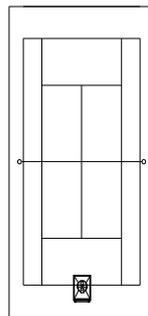
Warning▲

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Use Instruction

The place of the machine in the court.

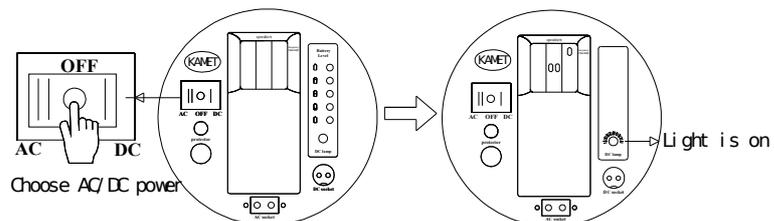
The machine should be placed in the middle of the baseline.



tennis ball machine

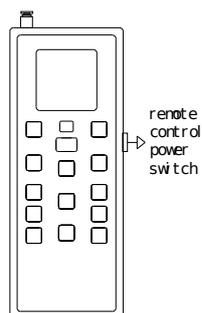
Remote control mode

Power



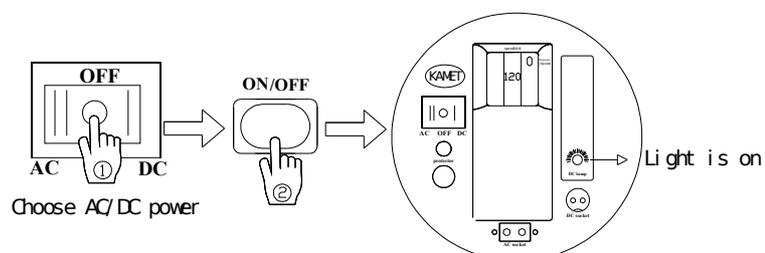
- 1 . Choose the switch position“II”, ie, choose the “AC” power.then the power indication light will be on, the ball speed of LCD display is“00”and the frequency is “0” .
- 2 . Choose the switch position“I”,ie,choose the “DC” power.then the power indication light will be on, the ball speed of LCD display is“00”and the frequency is “0” .
- 3 . Choose the switch position“0”’,ie,turn off the power.then the power indication light will be off.

Remote control



1. Make sure well-assembling the battery.
2. Turn on the remote control switch.

Starting the machine



- 1 . Choose “AC” or “DC” power.
- 2 . Softly touch the “ON/OFF” button, then will a sound ”di” and the ball speed of the LCD

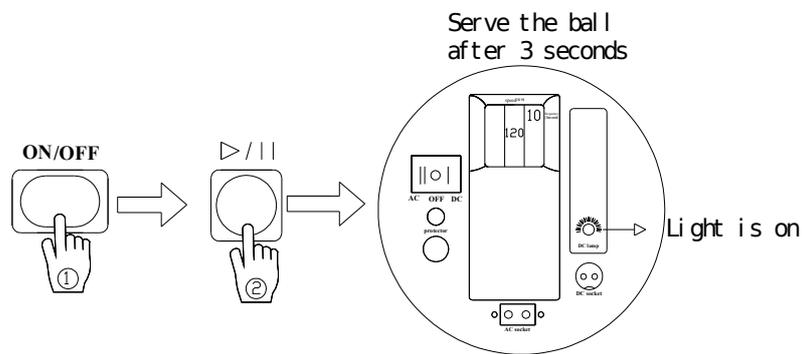
display is 120 km/hr(set by factory),the ball frequency is “0” second/ball, and the main engine begins to work, the machine is in the state of the readiness for action.

3 . Softly touch again the “ON/OFF” or “Reset” button, the machine stop working.

Note: •“Reset” is the clear button, when softly touch this button, it will clear all the program settings

- When starting the machine, the power light and the electric quantity light will twinkle, which is the normal phenomenon, for the instantaneous pressure is big at first.

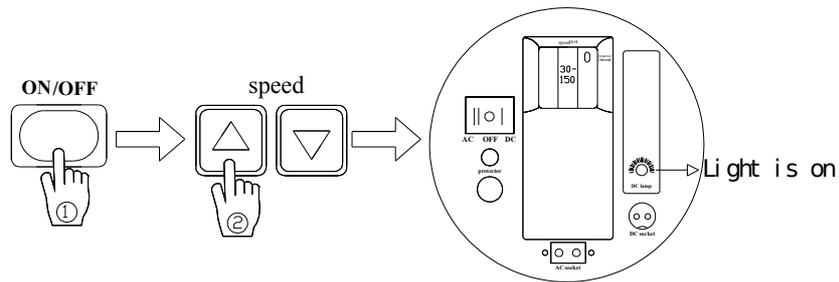
Shooting ball



1. Softly touch the “ON/OFF” button and start the machine.
2. Softly touch the “work/pause” ,ie,“ Δ /II”button, then will a sound “di” and the ball frequency of the LCD display is set to 10 (set by factory), the machine will serve the ball after 3 seconds.
3. Softly touch again the “ON/OFF” button or “Reset” button, the machine stop working.

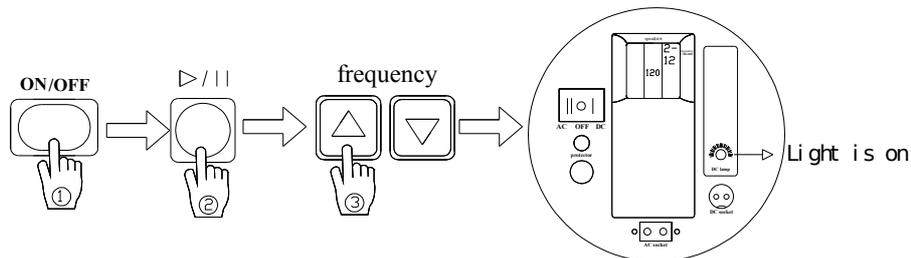
Note: the machine have the delay-serve function, when softly touching the“ Δ /II” button,the machine will serve the ball after 3 seconds automatically.

Ball speed



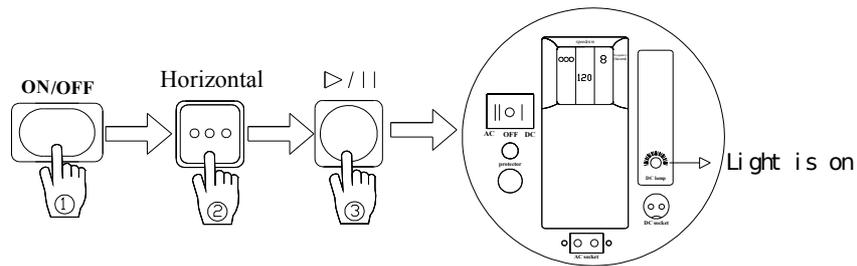
- 1 . Softly touch the “ON/OFF” button and start the machine.
- 2 . Softly touch the button “speed Δ up” “speed ∇ down”, then adjust the ball speed in the range of 30 to 150 km/hr .

Ball frequency



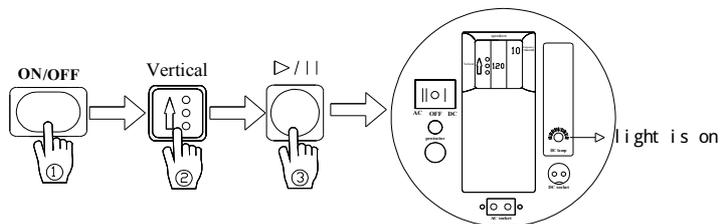
- 1 . Softly touch the “ON/OFF” button and start the machine.
- 2 . Softly touch the “ Δ /II” button ,the ball frequency of the LCD display is set to 10 (set by factory),the machine will serve the ball after 3 seconds.
- 3 . Softly touch the button “frequency Δ up” “frequency ∇ down”, then adjust the ball frequency in the range of 2 to 12, in seconds this means about 2-8 sec/ball.

Horizontal movement



- 1 . Softly touch the “ON/OFF” button and start the machine.
- 2 . Softly touch “horizontal” button, set the horizontal ball shooting.
- 3 . Softly touch “▶/||” button and the machine will shoot horizontal ball after 3 seconds.
- 4 . Softly touch again the “horizontal” button, the machine stop shooting horizontal ball.

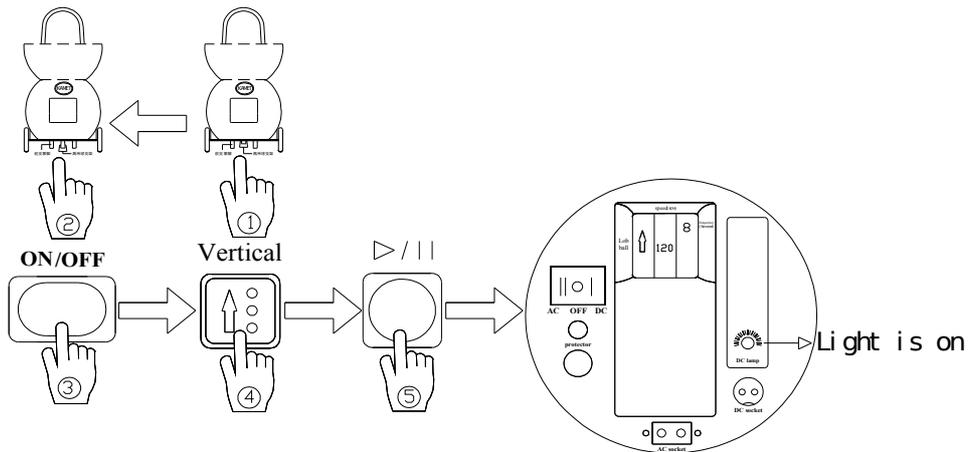
Flat ball



1. Softly touch the “ON/OFF” button and start the machine.
2. Softly touch “Vertical” button once, set the **flat stroke** ball shooting.
3. Softly touch “▶/||” button and the machine will shoot **flat stroke** ball after 3 seconds.
4. Softly touch “Vertical” button four times, the machine stop shooting **flat stroke** ball.

Note: Softly touch “Vertical” button once, the engine of machine will shoot flat stroke ball; Softly touch “Vertical” button twice, the engine of machine will shoot lob ball; Softly touch “Vertical” button three times, the machine will shoot vertical ball. Softly touch “Vertical” button four times, the machine will cancel the three functions.

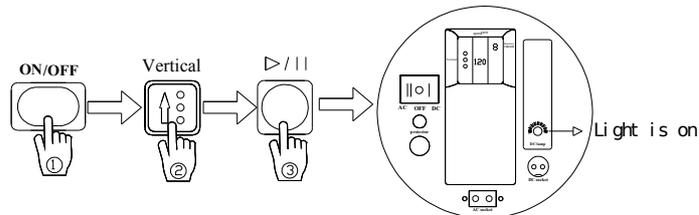
Lobs



1. Counter-clockwise adjust the two foot pads of the machine to the end and make the machine rise.
2. Softly touch the “ON/OFF” button and start the machine.
3. Softly touch “Vertical” button **twice**, set the lob ball shooting
4. Softly touch “▶/||” button and the machine will shoot lob ball after 3 seconds.
5. Softly touch “Vertical” button four times, the machine stop shooting lob ball.
6. Softly touch again the “ON/OFF” or “Reset” button, the machine stop working.

Note: Softly touch “Vertical” button once, the engine of machine will shoot flat stroke ball; Softly touch “Vertical” button twice, the engine of machine will shoot lob ball; Softly touch “Vertical” button three times, the machine will shoot vertical ball. Softly touch “Vertical” button four times, the machine will cancel the three functions.

Vertical movement



1. Softly touch the “ON/OFF” button and start the machine.
2. Softly touch “vertical” button three times and the machine will shoot vertical ball after 3

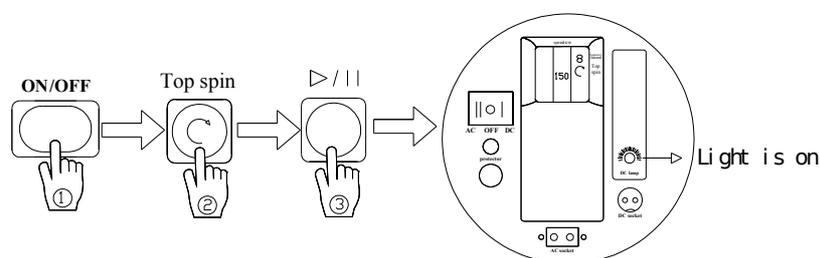
seconds.

3. Softly touch again the “ON/OFF” or “Reset” button, the machine stop working.

Note: In the state of this function, the ball speed can be fully random adjusted, which makes the machine more human oriented.

Softly touch “Vertical” button once, the engine of machine will shoot flat stroke ball; Softly touch “Vertical” button twice, the engine of machine will shoot lob ball; Softly touch “Vertical” button three times, the machine will shoot vertical ball. Softly touch “Vertical” button four times, the machine will cancel the three functions.

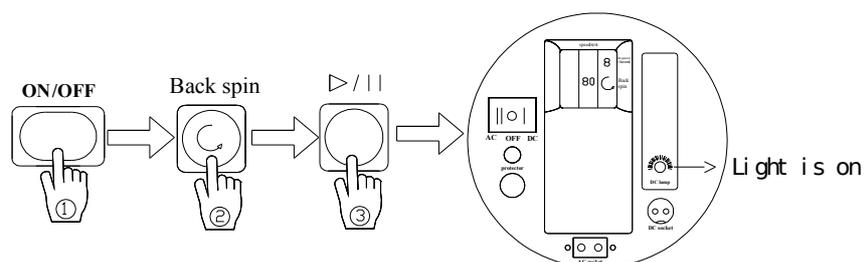
Top spin



1. Softly touch the “ON/OFF” button and start the machine.
2. Softly touch “top spin” button, set the top spin ball shooting.
3. Softly touch “▶/||” button and the machine will shoot top spin ball after 3 seconds.
4. Softly touch again “top spin” button, the machine will change to shoot flat stroke ball.

Note: Firstly touch “top spin” button, ball speed of the LCD display will be 150 km/hr, touch again, the display will be 80 km/hr. The two different display mean the proportion of whirl velocity. When softly touch the button “speed Δ up” “speed ∇ down”, the whirl velocity and whirl strength can be changed.

Back spin(slice)



- 1 . Softly touch the “ON/OFF” button and start the machine.
- 2 . Softly touch “Back spin” button, set the back spin ball shooting.
- 3 . Softly touch “ Δ /II” button and the machine will shoot back spin ball after 3 seconds.
- 4 . Softly touch again “back spin” button, the machine will change to shoot flat stroke ball.

Note: First touch “back spin” button, ball speed of the LCD display will be 80 km/hr, touch again, the display will be 150 km/hr. The two different display mean the proportion of whirl velocity. When softly touch the button “speed Δ up” “speed ∇ down”, the whirl velocity and whirl strength can be changed.

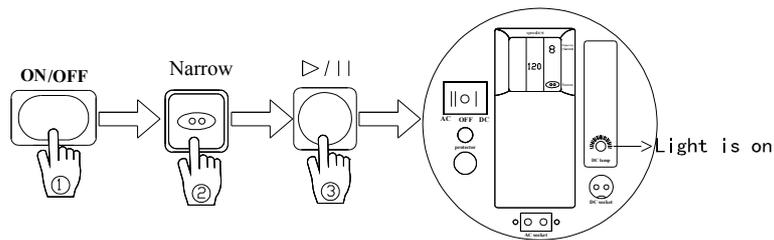
Warning ▲

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2-Line function

The 2-line function is especially interesting for training groups of tennis players. When 2 groups of tennis players are on the tennis court, each group gets one ball every time at the same place. Without the 2-line function, the ball will be shot on different places and also in between the two groups. With the 2-line function the trainer could exactly say the group1 plays forehands and group2 plays backhands. Therefore this function is very popular among tennis trainers who want to train 2 groups of players.

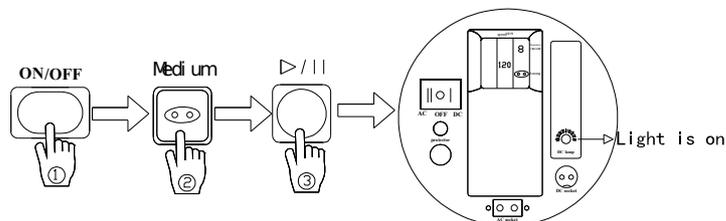
2-line narrow



- 1 . Softly touch the “ON/OFF” button and start the machine.
- 2 . Softly touch “Narrow” button, set the narrow-line ball shooting.
- 3 . Softly touch “△/II” button and the machine will shoot narrow-line ball after 3 seconds.
- 4 . Softly touch again the “Narrow” button, the machine stop shooting narrow-line ball.

Note: The distance of the narrow-line is 3 to 4 meters, It is convenient for trainers by single or two persons to run-training forehand and backhand by small step at the same time.

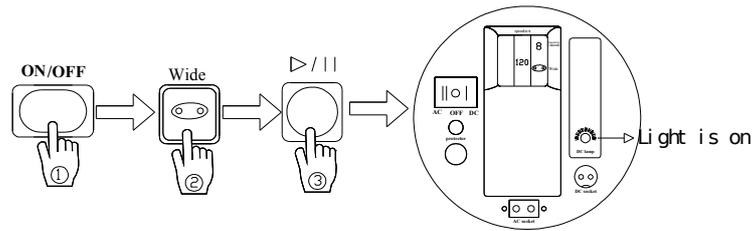
2-Line medium



1. Softly touch the “ON/OFF” button and start the machine.
2. Softly touch “Medium” button, set the medium-line ball shooting.
3. Softly touch “△/II” button and the machine will shoot medium-line ball after 3 seconds.
4. Softly touch again the “Medium” button, the machine stop shooting medium-line ball.

Note: the distance of the medium-line is 4 to 5 meters, It is convenient for trainers by single or two persons to run-training forehand and backhand by big step at the same time.

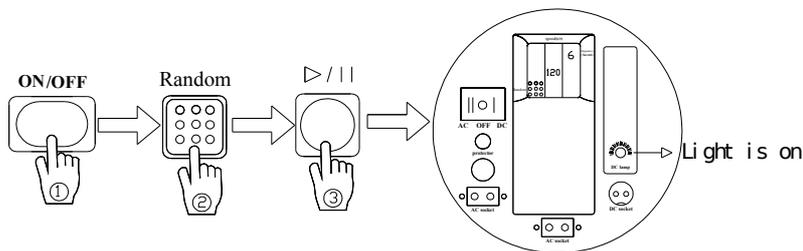
2-Line wide



1. Softly touch the “ON/OFF” button and start the machine.
2. Softly touch “Wide” button,set the wide-line ball shooting..
3. Softly touch“▶/||” button and the machine will shoot wide-line ball after 3 seconds.
4. Softly touch again the “Wide” button,the machine stop shooting wide-line ball.

Note: the distance of the medium-line is 5 to 6 meters, It is convenient for trainers by single or two persons to run-training forehand and backhand by super-big step at the same time.

Random function



1. Softly touch the “ON/OFF” button and start the machine.
2. Softly touch “random” button,set the random ball shooting.
3. Softly touch“▶/||” button and the machine will shoot random ball after 3 seconds.
4. Softly touch again the “random” button,the machine stop shooting random ball.

Note:2-line(narrow line) program of random ball shooting:12 kinds

4-line(narrow line and medium line) program of random ball shooting:14kinds

Other functions

1. Pause function: press the button“▶/||”to stop the machine working.
2. Reset function: press the button to clear all functions due to mis-operation and other reasons.
3. Function can be switched randomly except topspin and backspin.

4. The battery electric quantity show: when all the lights are on, it means sufficient; when part of the lights are on ,it means you must charging.

Panel control mode

Note: the panel control mode is the same as the remote control mode, no repeat now.

Warning ▲

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Training with the ball machine

Volley

When playing the volley, players often make too much movements with the arm. A volley should be compact with a minimum of backswing. Especially when balls are shot very fast, the volley results in problems due to these useless movements (long backswing) and a too late reaction (because of the use of 2 different grips for forehand and backhand instead of using 1 grip for the volley). Also the player often waits for the ball instead of stepping towards the ball, one step closer to the net gives much more succesful volleys and the ball is hit with much more speed due to the weight of the body of the player towards the ball.

Place the ball machine in the middle of the court between the serviceline and the baseline. The player is standing at the net position in the middle of the court.

Set the machine at a quite high speed, dependant of the player-level (90 km/h for quite beginners, 150 km/h for high level players).

Set the vertical position in the lowest position (just above the net, is the standard position when turning on the machine), when the machine shoots too high some shelf or a racket could be put below the transportation wheels of the machine so that the machine shoots just above the net.

Set the machine on 2-line “narrow” so that the player gets a forehand and a backhand and a forehand, etc.

The player is scared to death when he/she gets balls with such high speed so after a few balls, lower the speed to a reasonable speed (50 km/h for beginners, 100 km/h for high level players) and start again. The net player could get used to the speed and keep his volley as compact as possible with hardly any backswing and no change of grip.

When the player is used to the speed, raise the speed every time with 10 km/h and see if the player plays these volleys good. When the speed is equal to the start speed, the player plays much more good volleys back than in the beginning.

==> Some enhancements could be made by setting the 2-line to “among” or “wide” and later “horizontal movement” instead of the 2-line.

Quickly and consistently from the baseline

To hit the ball consistently from the baseline with hardly any faults, a quick preparation of the stroke should be done and immediately after

every stroke the player should go to the base position (just behind the baseline in the horizontal middle of the court. Many tennis players wait with the preparation of the stroke when the ball is close by but when the opponent hit the ball, a lot of information is ready to be prepared for. When the opponent hits the ball you know approximately the speed, the horizontal and the vertical position of the ball. When you know if the ball is on your forehand or backhand (1) the grip of the racket could be set to forehand or backhand, (2) the right shoulder could be turned to the net, (3) the racket could be set to the beginning of the backswing and (4) you could move to the horizontal position of the ball. When you know the vertical position of the ball, you could start going forward or backward from the net.

1. Place the ball machine just behind the baseline and set the speed so that the balls are bouncing just behind the baseline at the other side of the net (where the player is standing).
2. Set the machine on “horizontal movement”.
3. When starting the machine, set the frequency so that the player has enough time to reach the balls.
4. The player gets used to early preparation and quickly preparation for the next stroke. Higher level players start immediately the preparation when they know where the ball is shot.

==> The frequency could be set to 10 in the beginning and when this is going well, this could be raised to 9, 8, 7, etc.

Building up the point and attack

Many players want to score the point quickly and don't think about the chances of each ball for a good percentage to score the point. To get good chances for a point, the player must wait for the right ball to score and not try to score the ball when it is close to the baseline and the opponent is quietly waiting for the ball to come in the middle of the horizontal court at the baseline. In this training short balls are interspersed with deep balls and the player should hit the deep balls consistently back to the opponent and wait for the short ball and then take the risk to score the ball in the corner/side of the court or even put pressure on the opponent with that shot.

1. Place the ball machine just behind the baseline.
2. Set the horizontal position in the horizontal middle of the court, set the vertical position to “vertical movement” (3x the vertical button). Set the speed so that the deepest ball is just inside the baseline.
3. This training is suitable for 2 or more players. Let everyone hit

some balls till the moment that one ball is short enough to take the risk to hit the ball with higher speed and a direction closer to the outside lines. Then the player goes to the rear of the player-row and the new player starts the next ball.

==> This training could also be done with the “2-line” function or “horizontal movement” instead of one fixed horizontal point.

Service return

Although the machine is not especially made for training the service return, this is possible with some detailed positioning of the balls.

1. Place the ball machine just behind the baseline at a position close to the horizontal middle (where players normally serve the ball).
2. Turn on the machine and set the machine at “topspin” (2x “topspin” button, “slow topspin”).
3. Set the horizontal position to a fixed point in the servicefield, change the speed (= amount of topspin) to somewhere between 40 and 80 km/h so that the balls fall inside the servicefield. Eventually the ball machine could be placed some further behind the baseline so that the balls bounce inside the servicefield.

==> When the balls fall inside the servicefield, the horizontal position could also be set to 2-line “narrow”, move the direction of the machine so that the left and right position of the 2-line is just inside the servicefield.

Playing doubles

A nice training with 2 people is to put 2 players as a double close to the net (but they could decide themselves where to position). The goal for the double is that they shouldn't let the ball hit the ground inside the court at their side of the net. When 3 times the ball has hit the ground inside the lines without a hit by one of the players, they will be relieved by the next double. A wrong shot doesn't count in this training either a ball that bounces outside the lines, only a ball counts when the ball hits the ground directly.

1. Place the ball machine much behind the baseline (close to the court barrier) and expand the lob-foot for extra high balls.
2. Set the machine at horizontal and vertical movement (3x vertical button).
3. Set the speed at 60 – 80 km/h so that the deepest ball is just inside

the baseline, remember that the first 2 balls are normally shot with a slightly higher speed so wait 2 balls before lowering the speed. The frequency should be at 7-9.

4. The machine will now shoot balls close to the net and high balls at the back of the court and the 2 players should together intercept all the balls. They also should communicate together who is intercepting the balls in the horizontal middle.

==> Dependant on the player-level, the frequency could be set slower or faster. The speed is always close to 70 km/h but could be set to 60 for lower level and 80 for higher level players.

Netplay in doubles

Many players in a double play are standing at the net position and are only looking how their partner are hitting the ball constantly from the back of the court cross to the opponent. Beside that this cost hardly any effort for the netplayer (the netplayer only could get a stiff neck :-)), also there are hardly any points scored at the net. In a double play the net player should be active at the net and take some risks to score the ball. It is not a fault when the net player sometimes is passed at the net as long as there are enough winners at the net. Also active netplay makes the opponents unsure which indirectly produces points. Therefore, in this training the net player has to intercept as much balls as possible.

1. Place the ball machine just behind the baseline at the right side court between the single and double play line, turn the ball machine a bit skew in the direction of the horizontal middle of the other side of the court.
2. Set "horizontal movement" and turn on the machine and set the speed at 70-120 km/h (dependent on the player-level).
3. The net player stands at the net position and should intercept as much as possible balls.
4. Start shooting balls and check if the balls straight forward (close to the double play line) are just inside the double line. Turn the ball machine slightly to the left or right for perfect balls.
5. The net player should constantly move some forward everytime ("split-step") to transform the forward speed to side speed for intercepting the balls. This is very intensive and therefore this could be done with several players after each other (everyone hits about 10-20 balls).

==> This training could also be done at the left half of the court. For many players the range of the balls between left and right is very much,

the machine could then also be set to the 2-line “narrow”, “among” or “wide”.

Game (for events)

When there are many players at the court, for example during an event, players could stand in a row on the court and everyone has to hit one ball. Every player could play balls until he/she makes an error, then the player goes again at the end of the row. The player that hits the last ball is the winner.

1. Place the ball machine in the horizontal middle of the court between the serviceline and the baseline. The position of the ball machine depends on the level of the group. When closer to the serviceline, the distance is getting smaller and so easier. When closer to the baseline, the distance is getting bigger and so more difficult.
2. Set the machine to “horizontal movement” and “vertical movement” (3x “vertical” button). Change the speed so that all the balls are inside the lines (normally about 70 km/h).
3. Let the first player begin and start the machine.

==> When some player is standing too long because his/her level is too high, set the frequency higher so it will be much more difficult for the player to hit good balls. When the group is so big (more than 10), everyone could play only one ball, when the ball was good, the player is going to the back of the row again. When the ball was fault, the player goes to the side of the court and doesn't play anymore during this game. The winner is the last one who hits a ball.

Maintenance

Normal phenomenon

Note: When softly touch the function button, the LCD has the relevant show, but the machine is not working, it means the main machine maybe did not receive the signal, only need touching the reset button and re-operation. It is the normal phenomenon.

The normal phenomenon as follows:

phenomenon	Reason
◆After unpacking the machine, there are few tennis fur on the machine and little stain on the engine	◆It is left over by examination when ex-factory.
◆When starting the machine, the power light is twinkling and dark .	◆It is caused by the big pressure when suddenly starting the machine.
◆The machine is not working according to the instruction of the remote control.	<ul style="list-style-type: none"> ◆there is interfering signal nearby. ◆the distance is far between the remote control and the main machine. ◆please pull out the antenna.
◆The over-current device will protect the machine sometimes when starting the machine .	◆It is caused by the big pressure when suddenly starting the machine.
◆When touching, the remote control has no response .	<ul style="list-style-type: none"> ◆the switch is not turned on . ◆no battery. ◆The battery electric quantity is low.

Warning ▲

Do not allow minors to play with the machine. Do not stand in front of the machine during working status to prevent people from getting hurt.

Trouble examination

phenomenon	Reasons	methods
◆The tennis ball machine is	◆The power plug of AC/DC is	◆Change or insert firmly the

not working and the instruction light is not on .	<p>broken or not insert firmly.</p> <p>◆The over-current device will protect the machine.</p> <p>◆The power fuse of AC/DC is burn-out.</p> <p>◆The battery electric quantity is low.</p> <p>◆Not choose the AC/DC correctly.</p>	<p>power plug of AC/DC.</p> <p>◆Reset the over-current device</p> <p>◆Change the power fuse of AC/DC.</p> <p>◆Charge the battery.</p> <p>◆Please choose the AC/DC correctly.</p>
◆The tennis ball machine is not working and the instruction light is on.	<p>◆Not turn on the switch of panel control or remote control.</p> <p>◆Poor connection of the internal machine.</p> <p>◆The control parts of the internal machine is broken.</p>	<p>◆Please turn on the switch of panel control or remote control.</p> <p>◆Please contact with the manufacturer.</p> <p>◆Please contact with the manufacturer or dealer.</p>
◆The ball-shooting is powerless	<p>◆The power of AC/DC is not normal.</p> <p>◆The spring of the tennis ball is not enough .</p> <p>◆The control parts of the internal machine is broken.</p>	<p>◆Please examine the power of AC/DC.</p> <p>◆Please change the tennis ball.</p> <p>◆Please contact with the manufacturer or dealer.</p>

Maintenance

Note: If you do not use the machine for a long time, please pay attention to these items as follows:

- ▲ The battery and electricity must be far away with the heat power.
- ▲ Take out the battery of the remote control.
- ▲ Preserve the power cable and the battery cable.
- ▲ Turn off the switch of the remote control to avoid losing electricity.

- 1 . Do any cleaning or maintaining must cut the power.
- 2 . Half wet soft cloth with detergent can be used to clean the outside dust. Do not use volatile liquid to clean the baking paint outside part.
- 3 . The internal machine maybe accumulate much felt of the tennis ball after long time use, please use the gum with magic tape to stick it out or use the air blower and blower it out.

Attention : ▲ Before you do any cleaning or maintaining you must cut the power.

- ▲ Avoid water, oil and other acid material to penetrate into the machine.

Warning▲

SIBOASI products are the professional sports-goods equipment. We are not responsible for any legal responsibility if any other people change the products for other purpose and cause damage.

Service guide

Aftersales service center

When machine sold by De Racketclub:

Add : Woldzoom 29, 9301 RA, Roden, The Netherlands

Tel : (+31) 50-5018801

E-mail : informatie@racketclub.nl

Website : www.racketclub.nl / www.ballenmachines.nl

Service notice

SIBOASI products can be replaced within a year(same model only),three-year guarantee,life-long maitenance.

The following situation is not included in Warranty range:

- Customer use, maintain, keep improperly;
- Imprudently disassemble, maintain, or connect by mistake to cause damage;
- Alter invoice, maintenance certificate, provide fake document or loose document;
- Other action against the machine operation stipulation;
- Natural disaster force majeure caused damage;
- All warranty information or machine improvements can be changed any time, we are not liable to inform.
- SIBOASI reserves the right of the above warranty details final interpretation.

Warning▲

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