

Tips for Pickleball Ball Machine

Do's and Tips

- Keep the AC adaptor IN the box and BEHIND the Ball Machine to avoid it getting hit by balls
- When done with the Ball Machine, please reattach the remote control to the Pickleball Machine.
- Information for Simon X settings are taped to the side of the machine.
- Neatly wind the extension cord and place it along with the AC adaptor back in the provided box when finished. Keep the extension cord connected to the AC adaptor at all times.
- Turn off the feed when changing Speed, Feed or Spin.
- Share your reservation with others! **Only trained members may use the machine!**

Don'ts

- **Do NOT use when raining, the ground is wet, or the balls are wet. It will damage the machine! (No wet balls in machine)**
- **Only use the provided Onix 2 Pure balls!**
- If the machine does not start, check the GFI light on the outlet. If not lit, press the reset button.



- Please turn the Ball Machine off before adding balls.
- Never walk in front of the machine when it is feeding balls.
- Do not disconnect the extension cord from the AC adaptor.
- If you manage to hit a ball into the exit chute, please turn off the machine immediately and retrieve that ball to avoid damaging the machine.
- If there are any issues with the machine immediately contact the Ball Machine Manager Michelle McQuay - 408-858-8249, President Lucy Pousho – 510-406-1582, IT - Anahid Gregg (732-742-4874).
- If you check out the Ball Machine and the remote is not attached to the Ball Machine, immediately contact the Ball Machine Manager - Michelle McQuay - 408-858-8249, President Lucy Pousho – 510-406-1582, IT - Anahid Gregg (732-742-4874) to avoid being held liable for replacement at a cost of \$250.00.

SIMON X Pickleball Ball Machine Information

IMPORTANT SAFETY INSTRUCTIONS:

- Observe the following precautions at all times.
- Do not reach or look into the ball exit hole without first turning off the main power.
- Do not place hands or foreign objects into the ball hopper while power is on or stand directly in front of the machine.
- Do not use machine if it is raining or in standing water or use wet pickleballs.

HOW TO USE YOUR SIMON X

MOVING X:

IMPORTANT! Always use this method when moving your **X**. Place the front ball of your foot on the Tri-Wheel stainless steel bar located on the front lower part of your machine while simultaneously grabbing the large upper pull handle and tilt forward. Roll your **X** where you need to. Use the same method when setting him slowly back down on the two rear rubber feet. Using your foot and pull handle allows you to do so gently and safely. NEVER drop your **X**!

ROLLING X:

You can use any size wheel to do so, the 3", 4" or 5". The 5" wheel is best used when rolling longer distances. Never roll your **X** on difficult, harsh terrain or on gravel. Keep the wheel surfaces free of any debris.

DIGITAL CONTROL PANEL

SPEED BUTTON:

Top left location. Goes up to 99% speed (fastest). Press the (+) button to increase speed and the (-) button to decrease speed. Dinks are best at 10-25% speed. Baseline drives at 50-99% speed. Overhead lobs/high volleys at middle speeds. Experiment to find what works best for you.

FEED BUTTON:

Top center location. Controls how fast balls feed into the machine by increasing or lowering the speed rotation of the white ball carousel. The number "9" is the fastest feed at 1.5 seconds and "1" the slowest at 10 seconds.

SPIN BUTTON:

This button should always be set on "0" for all shots, drives, dinks, lobs. This will create a flat shot which you see the most often when you play. On certain baseline drives, especially at higher speeds you can add topspin which will rotate the ball into the court. The positive sign (+) adds topspin and will go from 1-5. The settings of 1-3 work best. The negative sign (-) adds underspin and will go from 1-5 and is best used on dink and lob shots as it creates lift.

LOWER FEED BUTTON:

Lower left location. This smaller "Feed" button is used to manually turn the white ball carousel on and off. This allows you to use your X if you forget to bring your wireless remote FOB to the court.

POWER SWITCH:

Center right location. This turns the power on to your Simon X. You will hear the two pitch/throw wheels turn on and start to hum.

DC IN OUTLET:

The battery charger plug goes in here to charge the battery as well as to use AC, plug and run. The LED light will turn from red to green when fully charged.

SWEEP BUTTON:

Lower center location. This turns the "Stealth" oscillation on and off.

SETTINGS

BASELINE DRIVES:

The 3 different size wheels on the Tri-Wheel system control the height of baseline drives. The Super Ramp is not used, keep in the fully open position. The speed button on the control panel is used to control the height of the ball. Speed should generally be set at 50% or above. Keep the SPIN control set at "0" for normal drives, which gives you a flat shot - the shot you see the most during actual play. At higher speeds you can use the topspin (+) button to help roll the ball down into the court, settings 1-3 work best. The underspin (-) setting is not used for baseline shots.

Drive heights:

- 3" wheel out front- lowest drive height
- 4" wheel out front- Highest drive height
- 5" wheel out front- Middle drive height

DINKS/SOFT SHOTS:

When working your kitchen game, use the Super Ramp. Any of the 3 sized wheels on the Tri-Wheel system work. The numerous Super Ramp adjustments coupled with the 3 different size wheels allow you to perfectly control the height of the ball clearing the net. The Speed button should set around 10-25% speed depending on the type of dinks you are working on and how close to the net your Simon X is. Make note on the metal side arms of the super ramp what your favorite height positions are. Use different court placements to find what works best for you.

LOBS/HIGH VOLLEYS:

Any size wheel on the Tri-Wheel system will work. Control the ball height by adjusting the Super Ramps angle. Use the Speed button to also control the ball height and distance. Middle speeds around 50% will work best.

SPIN BUTTON:

This button should always be set on "0" for all shots, drives, dinks, lobs. This will create a flat shot which you see the most often when you play. On certain baseline drives, especially at higher speeds you can add topspin which will rotate the ball into the court. The positive sign (+) adds topspin and will go from 1-5. The settings of 1-3 work best. The negative sign (-) adds underspin and will go from 1-5 and is best used on dink and lob shots as it creates lift. Do not use for baseline drives as it creates an upwards motion a human cannot duplicate and you will never see while playing.

SPEED BUTTON:

Top left location. Goes up to 99% speed (fastest). Press the (+) button to increase speed and the (-) button to decrease speed. Dinks are best at 10-25% speed. Baseline drives at 50-99% speed. Overhead lobs/high volleys at middle speeds. Experiment to find what works best for you.

WIRELESS REMOTE:

The included FOB wireless remote controller is used to turn the white ball carousel on and off. All the 4 buttons (A/B/C/D) will work depending on the radio frequency and can vary according to your location. The small black rubber antenna on the side of the control panel catches the signals. You can use the "Feed" button on the bottom left of the control panel to manually turn the carousel on and off if you forget your FOB.

STEALTH OSCILLATION:

Unique only to your **X** machine, the blacked-out insides will give you random oscillation on any shot, baseline, dinks or lobs. You use the "Sweep" button to turn it on and off. To return to non-oscillating straight shots make sure you stop the two pitch/throw wheels when they are lined up in the center of the ball exit hole.

SUPER RAMP:

When your **X** is not in use always have the ramp in the up closed position. During baseline drives it is always in the full open or down position. The Super Ramp is always used for dinks, lobs and high volley practice. Use your fingers to rub off any material that may build up on the ramp plate.