

lobster elite™

grand four

owner's manual



play more. win more.®

TO OUR CUSTOMERS

Thank you for purchasing a Lobster ball machine. Please read this owner's manual in its entirety before operating your Lobster ball machine. These instructions were written to ensure your safety and to protect the machine.

CHECK FOR DAMAGE

Inspect your machine for damage. The machine may appear undamaged externally, but internal parts could be damaged. Test all of the machines functions.

SAVE THE ORIGINAL SHIPPING BOX

The original box and inserts should always be used if it is necessary to ship the machine back to the factory.

If you have questions about your ball machine, DO NOT contact your dealer; please call Lobster Sports directly at 800.210.5992

Serial Number: _____

Purchase Date: _____


!WARNING

TO AVOID INJURY:

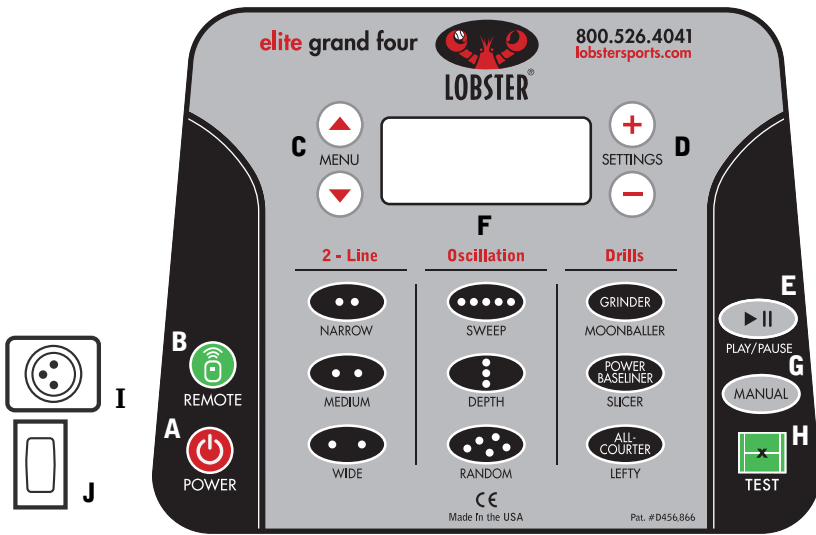
- Keep face out of ball path - balls can shoot out from opening at any time.
- Use only for tennis practice with conventional tennis balls.
- Turn off the machine when leaving it unattended or before performing maintenance tasks.
- Never place body parts or objects into machine.
- Never operate with parts removed.
- Never add balls while machine is running.
- Never put wet tennis balls in machine.










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ELITE GRAND FOUR CONTROL PANEL







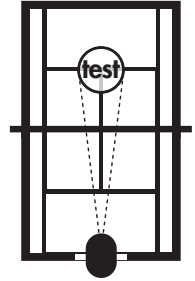
- A.  Power Button** – Push and hold the POWER button to turn the machine on. Battery level is shown at startup. Both the horizontal and vertical motors will perform functional checks to calibrate the machine when it is turned on or off.
- B.  Remote** – Push this button to turn on/off the remote control receiver.
- C.  Menu Buttons** – Used to scroll through the menu options to be selected and adjusted. A cursor on the LCD will highlight the current selection.
- D.  Settings** – Used to adjust a highlighted option on LCD screen.
- E.  Play/Pause** – The Play button is used to begin the play of a selected function and to pause the feed.
- F. Presets** – The nine buttons in the center of the control panel are used to select the play mode. Menu and Settings buttons are used to select and adjust shot parameters. After the shot parameters are satisfactory, press play to start.
- G.  Manual** – Machine will continuously throw a certain shot to a specific location.
- H.  Test** – Used to align your machine for proper ball placement on the court.
- I. Charger Connector** – Used to charge your battery.
- J. Main Power Switch** – Main power cut off. If you plan to not use your machine for one month or longer, Lobster recommends that you turn this switch off. (This switch is located on the left side of the metal box directly below the control panel)

ELITE GRAND FOUR OPERATING INSTRUCTIONS





Court Placement / Test Button

Your Lobster elite grand four is a computerized tennis machine and has been designed to keep the ball in the full singles court.


- Ensure that the main power switch is in the up or on position.
- Start by placing the machine with the white Line Marker positioned over the baseline, at the court's center mark.
- Power on  the machine and allow it to go through a self test.
- Place one tennis ball in the hopper. Push the  TEST button. One tennis ball should be thrown over the net to land within a 2 foot area of the opposite side of the court where the service and center lines converge, just as depicted by the TEST button and the diagram to the right.
 - If the test ball lands outside of the 2 foot radius, long or short use the  and  SETTINGS buttons to adjust the distance in .5 foot increments. If the ball should fall outside of the area left or right, nudge the front of the machine slightly to the left or right, as needed. Retest and make adjustments as necessary.
- Once the test is complete, press the manual button or one of the nine preset buttons in the center of the control panel to choose mode of play, then press the play button.



Manual





Press the MANUAL button to practice one particular shot repetitively. The machine will pause while you make your adjustments. Use the  /  buttons to select location and shot parameters. To increase or decrease value of the selected menu option, use the  /  buttons.

- Speed – Choose from 35 to 80 MPH in 5 mph increments.
- Elevation – Adjust elevation between 2 and 80 degrees in 1 degree increments to change depth of the ball thrown on the court.
- Spin – Increase and decrease top and back spin up to three levels.
- Angle – Choose position along baseline. 0 is center court with positive numbers moving to the right and negative numbers moving to the left.
- Feed – Adjust between 2-9 second intervals, or scroll down to random setting.

When you are satisfied with your adjusted settings press the  Play/Pause button to start your session.

OPERATING INSTRUCTIONS CONTINUED

Presets

Main preset options are selected by pressing one of the nine buttons in the center of the control panel. The machine will automatically pause until you are satisfied with the settings. Press the play/pause button to begin play. Use  /  menu buttons to select location and shot parameters. Use  /  SETTINGS buttons to increase or decrease value of the selected menu option. PLEASE NOTE: To keep all shots in the court, some combinations are not available in conjunction with each other.

2-LINE



Narrow – practice forehand and backhand strokes at the center of the court.



Medium – practice forehand and backhand strokes midway between center court and sideline.



Wide – Practice forehand and backhand strokes at the sidelines.

Within each button above, your options will be:

- Speed – Choose from 50 to 80 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- **Depth** – Choose from Row A (Deep), Row B (Mid), Row C (Short) or Random.
- Feed – Adjust between 2 - 9 second intervals, or scroll down to random.

OSCILLATION



Sweep – throw balls randomly across the width of the court. Shot parameters include:

- Depth – Short, Mid, Deep or **Random**.
- Speed – Choose from 45 to 80 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Adjust between 2-9 second intervals, or scroll down to random.



Depth – balls are thrown randomly from short to deep.

- Position – Choose balls to be thrown on court to the Left, Center, or Right.
- Speed – Choose from 45 to 75 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Adjust between 2-9 second intervals, or scroll down to random.



Random – machine will randomly throw balls on the court using variations of speed, spin and trajectory.

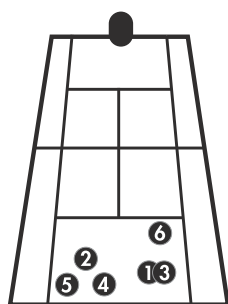
- Feed – Adjust between 2-9 second intervals, or scroll down to random.

OPERATING INSTRUCTIONS - DRILLS

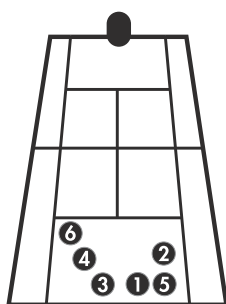
Drills

Each of the six custom designed court drills consists of six sequential shots in a designated pattern combining court location, ball speed, and spin. To adjust the difficulty, the feed rate can be set to a fixed 2 - 9 seconds or a random setting that will constantly change the feed rate. Use the (+) / (-) SETTINGS buttons. Low feed settings will have a short pause between cycles.

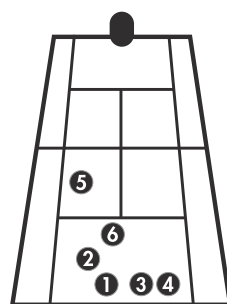
- GRINDER** – GRINDER utilizes the full back court with different types of spin.
- **MOON BALLER** Press GRINDER twice to select MOONBALLER drill, which utilizes a high arc over the net with moderate to heavy top spin.
- POWER BASELINER** – POWER BASELINER utilizes the full back court with little spin and more ball speed.
- **SLICER** Press POWER BASELINER twice to select the SLICER drill with backspin or underspin that utilizes a low arc over the net.
- ALL-COURTER** – ALL COURTER utilizes both the front and back court with some top spin and less ball speed.
- **LEFTY** Press ALL COURTER twice to select LEFTY, which simulates strong forehand groundstrokes and strong backhand volleys.



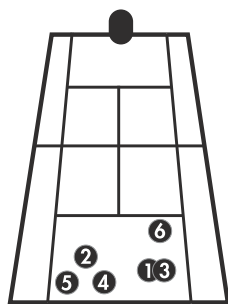
Grinder



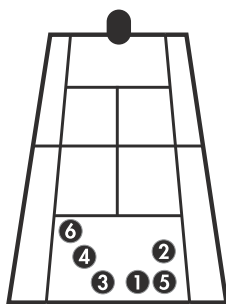
Power Baseline



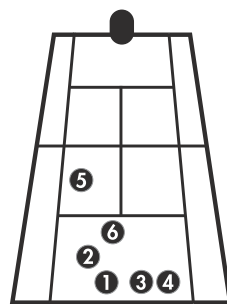
All-Courter



Moon Baller



Slicer

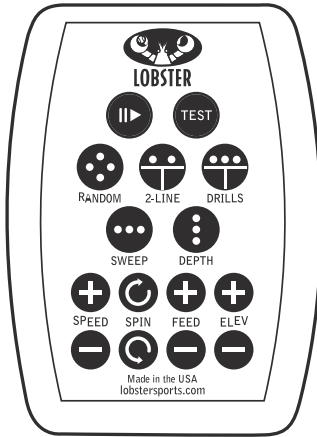



Lefty

OPERATING INSTRUCTIONS - REMOTE CONTROL

Remote Control

The remote consists of fifteen buttons and allows you to operate many of the functions on your ball machine from a distance.



- Press the  button located on the control panel to activate the remote. When the LED is lit the machine will accept commands from your controller.
 - **PLAY/PAUSE** button will start and stop the machine at any time.
 - **TEST** - Allows you to calibrate your machine.
 - **RANDOM** - Press button to activate the fully random function.
 - **2-LINE** - Press button multiple times to scroll through the narrow, medium, and wide settings for the 2-line functions.
 - **DRILLS** - Press button to scroll through the pre-programmed drills.
 - **SWEEP** - Press multiple times to scroll through the short, mid, deep and random settings for the sweep function.
 - **DEPTH** - Press button multiple times to scroll through short, mid, deep and random settings for the depth function.
- The 8 black buttons are used to change shot parameters on the fly for the presets.
 - **Speed** – Adjust the ball speed for 2-line, sweep, depth, and manual presets.
 - **Spin** – Adjust the top or bottom spin for 2-line, sweep, depth, and manual presets.
 - **Feed** – Adjust the **ball interval** for all settings.
 - **Elevation** – Adjust the elevation for **2-line**, manual, and test function.

Using the remote while a drill is running will cause the next shots parameters to change temporarily. Doing so may cause shots to land in unplayable areas.

CHARGING INSTRUCTIONS

Charging the Battery with the Fast Charger or Premium Fast Charger

Trickle charge technology ensures the battery will not be overcharged and can be left connected indefinitely.

- For the **Fast Charger**, connect the cord into the charger jack on the left of the control panel. Plug the charger into a live electrical outlet. The battery will be charged in 3-9 hours.
- For the **Premium Fast Charger**, connect the cord into the charger jack on the left of the control panel. Plug the charger into a live electrical outlet. The battery will be charged in 1-3 hours.
- An orange light on either charger indicates the battery is charging.
- A green light indicates the battery is fully charged.
- For optimal capacity, charge the battery with the fast charger after each use.

Battery Capacity

Battery level is shown when the machine starts up as Full, High, Medium, or Low! When the machine is not in use (i.e. during the winter season or when in storage) charge the machine **every month**. Before storing the machine, ensure the battery is fully charged and the main power switch is off in the down position. Never let the machine go uncharged for more than one (1) month. The most common reason for a dead battery is a dead AC outlet. Ensure the machine is connected to a live AC outlet and is receiving a charge. The most common reason for shortened battery capacity and life is chronically undercharging the machine.

FOR UNLIMITED PLAY YOU MAY PURCHASE LOBSTER SPORTS' EXTERNAL AC POWER SUPPLY. Please call Customer Service at 800.526.4041 or visit www.lobstersports.com

