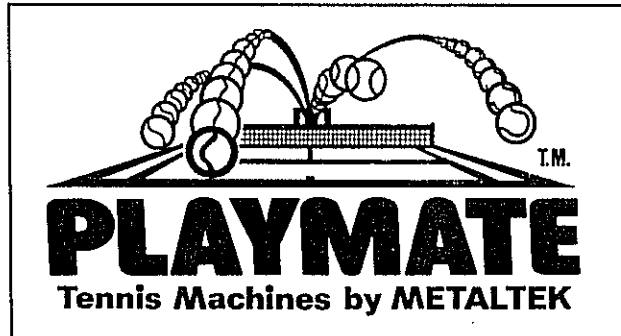


B P - PLUS MACHINES



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Metaltek has attempted to insure that the information contained in this manual was correct and accurate at the time of printing. Metaltek cannot be responsible for any typographical errors or mistakes contained in this manual. The information in this manual is subject to change without notice.

PLAYMATE CONSUMER CONNECTION

If you experience difficulty with your machine, please contact us at one of the below numbers for directions or troubleshooting suggestions.

Phone: (919) 544-0344
Toll Free(USA): (800) 776-6770
FAX: (919) 544-1430

455 Kitty Hawk Drive
Morrisville, NC 27560

Serial number: _____

Model number: _____

Date of purchase: _____

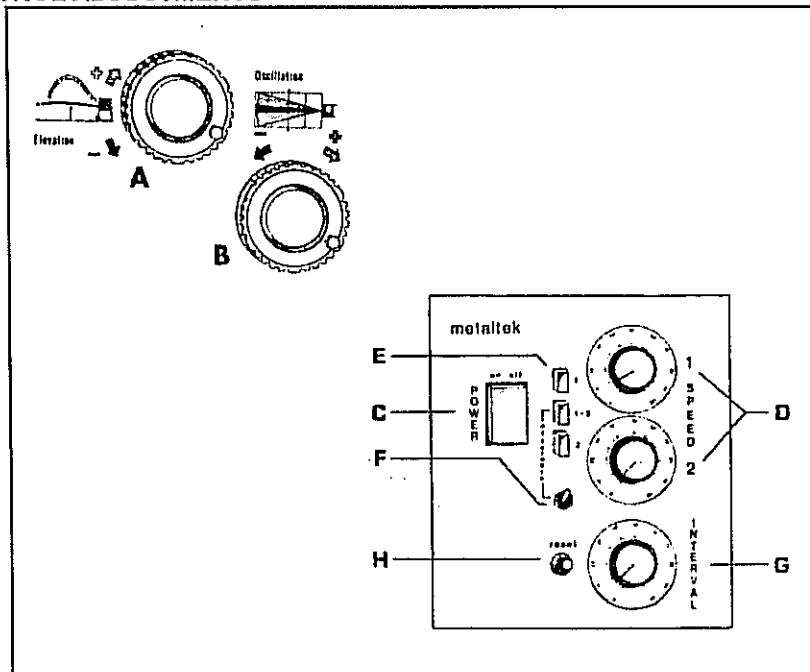
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NOTE: The handles can be folded in by removing the triangular plastic head screws (13). The screws can then be stored by inserting them in the handle grip holes (14).

3. OPERATING INSTRUCTIONS

3.1 SIMPLE CONTROL ADJUSTMENTS



BALL SPEED AND INTERVAL: The control box is located on the left side of the Playmate cabinet. It contains a lighted ON/OFF switch (C) which controls the electrical power to the machine. When lighted, this switch (C) indicates that power is ON.

The speed control knobs (D) set the ball speed. Turning the knobs (D) clockwise increases the speed of the pitching wheels, that is, the speed of the balls to maximum. Likewise, turning the knobs (D) counterclockwise decreases the speed. The upper knob controls ball speed #1. The lower knob controls ball speed #2. When set at different speeds, these knobs (D) change the depth of the shots.

The three push button switches (E) select which speed is used to pitch the balls. Button #1 selects the ball speed set with the speed control knob #1. Button #2 selects the ball speed shown on speed control knob #2. Button #1-2 alternates between the speeds set with speed control knobs (D) #1 and #2.

The toggle switch (F) changes the sequence of the alternate speeds (i.e. sequence 1-2 with change to 2-1). This toggle switch (F) will only work if button #1-2 (E) has been selected.

The interval control knob (G) sets the interval at which balls are pitched. Turning the knob (G) clockwise increases the number of balls pitched to a maximum of approximately one ball per second. Turning the knob (G) counterclockwise decreases the number of balls per minute.

The black push button (H) located to the left of the interval control is the reset switch. This switch (H) is for resetting the circuit breaker should an overload occur in the feeding system. To reset the circuit breaker if an overload occurs, depress the black button (H) after a few seconds.

RADIO REMOTE CONTROL: Hand held control device which controls the ON/OFF delivery of balls. The red button on the radio remote control stops the feeding system. The yellow button starts the feeding system.

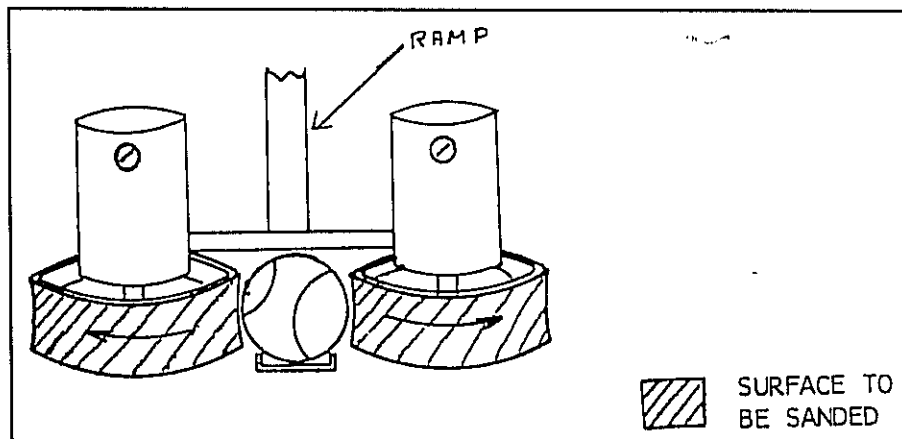
3.2 PLAYMATE'S OSCILLATION SYSTEM

The oscillation system allows the Playmate to deliver balls at any normal width in the right, center, left, center, right, etc. of the court.

The following can be accomplished by blocking holes on the feeding wheel of your Playmate:

1. By blocking the hole marked "C 1", the Playmate will oscillate alternately to three hit positions: Left, Center, Right, Left, Center, etc. By blocking the hole marked "C 2", the Playmate will oscillate alternately to these three hit positions: Right, Center, Left, Right, Center, Left, etc.
2. By blocking the two holes marked "C 1" and "C 2", the Playmate will oscillate alternately to two hit positions: one left and one right.
3. Block the hole marked "R", and the Playmate will oscillate alternately to two hit positions: Center (twice) and Left (once).
4. Block the holes marked "R" and "C" (either "C 1" or "C 2"), and the Playmate will oscillate alternately to two hit positions: Left and Center.
5. Block the hole marked "L", and the Playmate will oscillate alternately to two hit positions: Center (twice) and Right (once).
6. Block holes "L" and "C" (either "C 1" or "C 2"), and the Playmate will oscillate alternately to two hit positions: Right and Center.
7. Block holes "R" and "L" and the oscillation will remain at the center hit position.

4. TROUBLESHOOTING

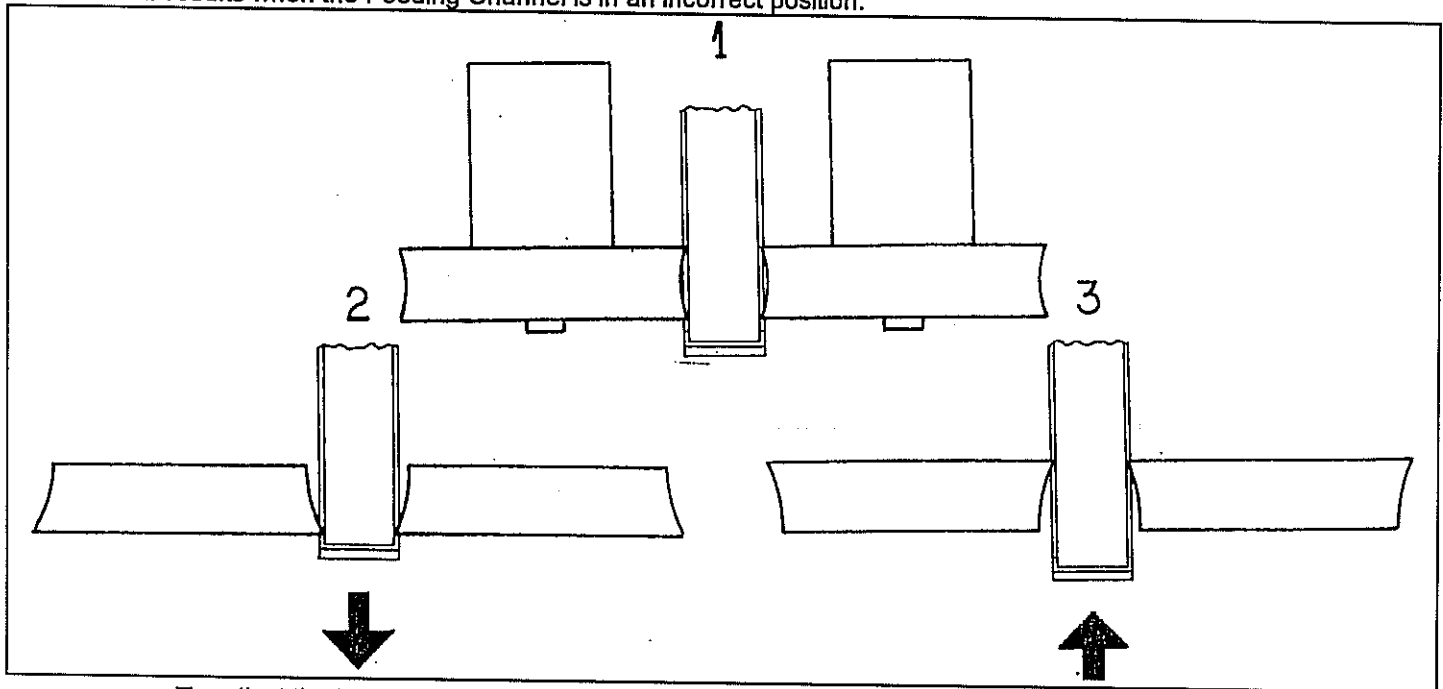


4.1 CAUSES OF INCONSISTENT BALL SPEED AND/OR BALL FEEDING JAM

1. Check the condition of the pitching wheels' surface and feeding system.
2. As the machine is used, the natural gripping, dull-looking surface of the rubber on the pitching wheels may become "polished" by the tennis balls. Balls pick up materials (treatment products, soil, dirt, liquids, etc.) from the court's surface, and deposit them on the Feeding and Pitching systems. The amount and kind of built-up "mixture" on the inner side of the feeding disc's four ball

4.2 PITCHING WHEELS' WEAR

The wear of the Pitching Wheels should be checked periodically to prolong their life and the performance of your pitching machine. Even wear of the pitching wheels is illustrated in Figure 1. Uneven wear results when the Feeding Channel is in an incorrect position.



To adjust the Feeding Channel, first position the Pitching Wheels at minimum elevation angle. Then:

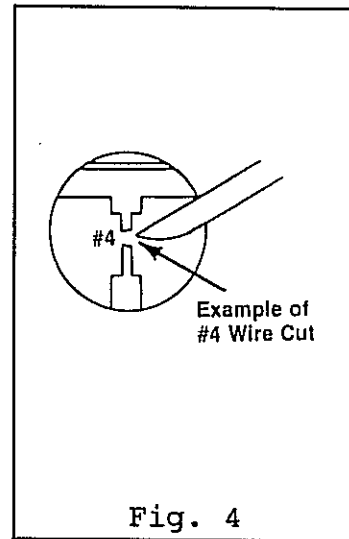
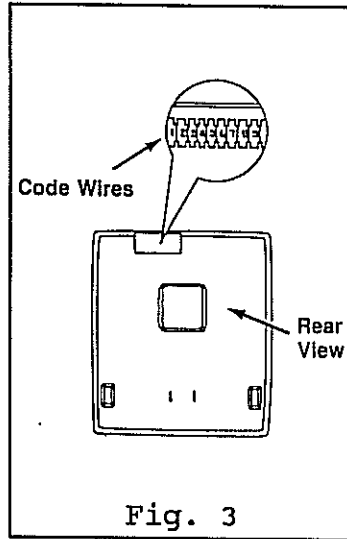
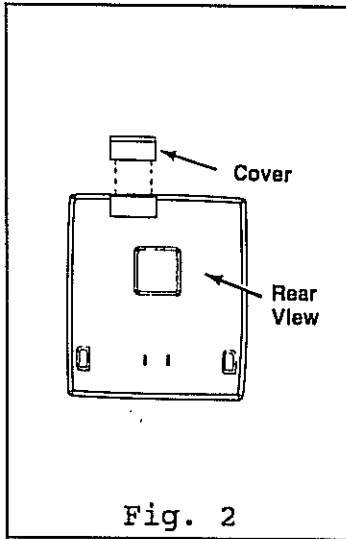
If the Pitching Wheels are wearing more on the UPPER part (Figure 2), LOWER the Feeding Channel by turning its screw adjustor counterclockwise until a tennis ball passes between the center of the wheels' tread.

If the Pitching wheels are wearing more on the LOWER part (Figure 3), RAISE the Feeding Channel by turning its screw adjustor clockwise.

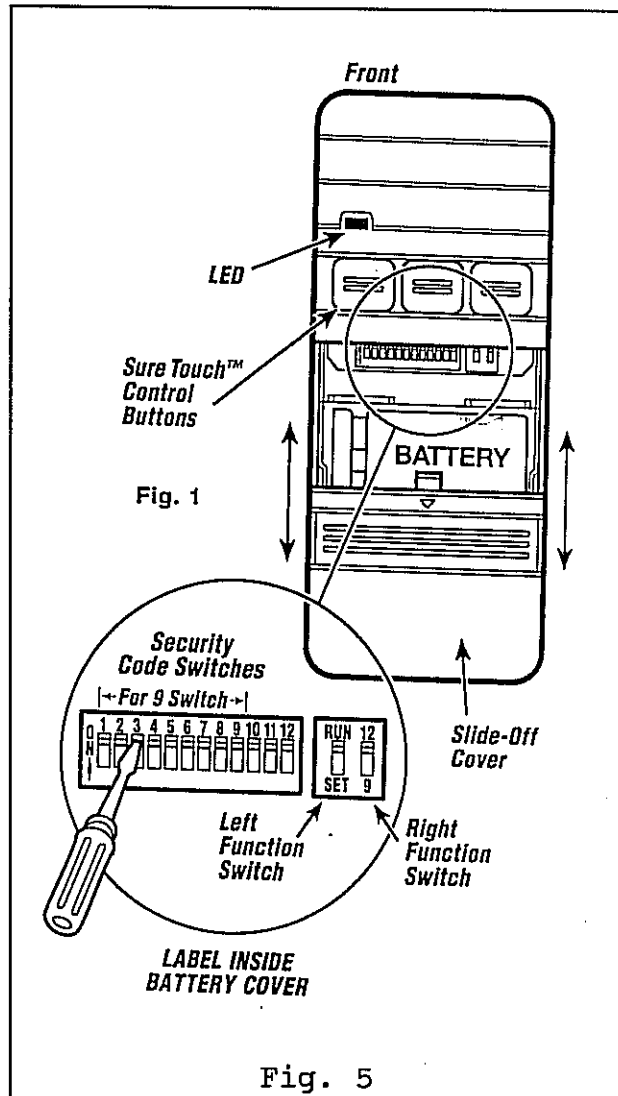
(In older models, adjust the Feeding Channel by bending it UP or DOWN with care.)

4.3 IF FEEDING DISC DOES NOT TURN

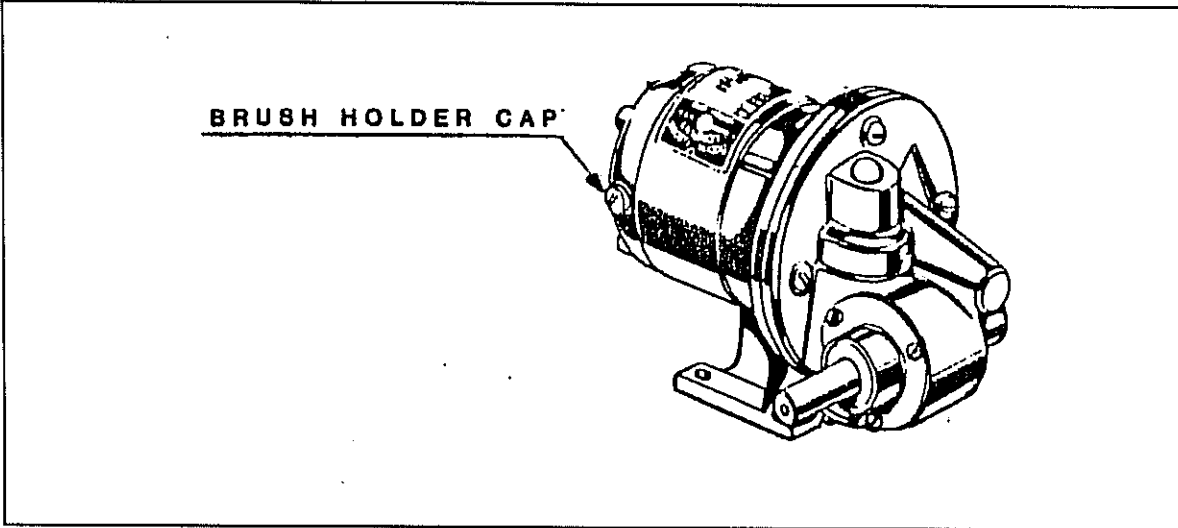
1. Check to see if all electrical connections are correctly plugged.
2. Reduce Oscillation to zero (0).
3. Set Interval Knob to 100 and turn the machine ON for about two minutes. If the reset Button jumps out, please go to instruction 4. Otherwise, and electrical should do the following checks to the Gearmotor:
 - A. Clean the brushes of the Feeding Gearmotor as per enclosed instructions.
 - B. Check to see if the Gearmotor is receiving power from the Control Box. If not, the Interval or Remote Circuit Boards in the Control Box need service.



2. Remove the code cover of the Remote Receiver by sliding its cover up and off. See Figure 2. This will expose the coded wires. See Figure 3.
3. Using a sharp knife, cut only one of the CODE wires in the Remote Receiver. DO NOT CUT WIRES NUMBER 8 OR NUMBER 9. See Figure 4.
4. Remove the Battery Cover (lower front cover) from the transmitter (Fig. 5). Press firmly below arrow and slide cover off. See label inside battery cover for switch identification.
5. Slide the Security Code Switch whose number corresponds to the CODE wire in the remote receiver. (Fig.4). Use ballpoint pen or small screwdriver. Slide firmly to "OFF" or down position. For example, if CODE wire number 1 of the Remote Receiver is cut, then slide DOWN or to the OFF position switch number 1 in the Three Button Transmitter. Do not change 8 or 9.
6. Slide Right Function Switch to 9.
7. Slide Left Function Switch from RUN to SET.



4.5 FEEDING GEAR MOTOR



1. Remove brush holder cap with screwdriver (both sides of motor).
2. Remove brush and spring.
3. Gently wipe clean and return to motor.

MAINTENANCE

IMPORTANT - Before servicing or working on equipment, disconnect power source (this applies especially to equipment using automatic restart devices instead of manual restart devices and when examining or replacing brushes on brush-type motors/gearmotors).

Clean regularly to prevent dirt and dust from interfering with ventilation or clogging moving parts.

BRUSH TYPE MOTORS/GEARMOTORS - The wear rate of brushes is dependent upon many parameters (armature speed, amperage conducted, duty cycle, humidity, etc.). For optimum performance, brush-type motors and gearmotors need periodic user maintenance. The maintenance interval is best determined by the user. Inspect brushes regularly for wear (replace in same axial position). Replace brushes when their length is less than 1/4" (7 mm). Periodically remove carbon dust from commutator and inside the motor – this can be accomplished by occasionally wiping them with a clean, dry, non-linting cloth. Do not use lubricants or solvents on the commutator. Do not use solvents on a nonmetallic endshield if the product is so equipped.

REASSEMBLY OF BRUSHES

If brushes require replacement, complete removal of the existing brushes may be accomplished by disconnecting their brush pigtail clips from the brush box tabs. A pair of long nose pliers is recommended to perform this operation. Assemble the clips of the new brushes in the same manner. Complete reassembly of new or existing brushes as follows:

There is a slot in the base of each brush box. Refer to Figure 2. Brush pigtails come already attached to one side of each brush. Position and insert each brush so that the pigtail of the brush aligns with the slot in the brush box. The brush pigtail must be capable of moving freely in the slot.

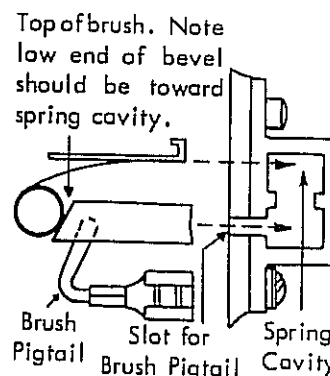
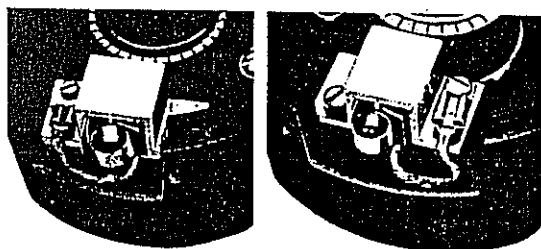


Figure 2



a) 32 Frame

b) 42 Frame

Figure 3

REASSEMBLY OF BRUSH SPRINGS

Correct replacement of brush springs is critical to assure optimum drive performance. Refer to Figure 1. Grasp the tip of the spring retaining bracket such that the roll-type spring will be on the "brush side" of the brush box and resting on the brush when the brush spring is brought up to the brush box. Push the retaining bracket slowly into its slot while letting its two attaching hooks slide on the wall of the brush box. Stop, but do not release the retaining bracket when its hooks slip around the edge of the brush box. While still grasping the retaining bracket with the pliers, slowly bring the bracket back out of the brush box until the hooks latch

around the edge of the brush box as shown in Figure 1. Release the pliers. If the retaining bracket is properly seated it will be lying flat against the brush box wall. If it is "cocked" to one side, it is improperly seated -- release the spring (See "Brush Removal") and reassemble it again. As a final check, apply slight pressure on the retaining bracket in the direction away from the brush with the tip of the pliers -- not "popping" out indicates proper latching of the hooks. Position the pigtail of each brush as shown in Figure 3 so that the pigtail will "feed" into the brush box slot as the brush wears down. The pigtail should be formed to rest against the non-metallic endshield as shown in Figure 3. It must not come in contact with any metallic surfaces other than the brush box.

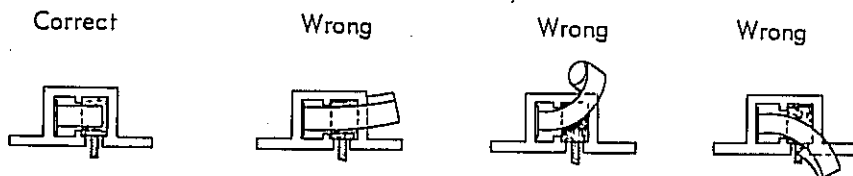


Figure 4

IMPORTANT -- Make certain that the roll-type springs are positioned directly on the brushes. Refer to Figures 1 and 4.

REASSEMBLY OF BRUSH CAPS

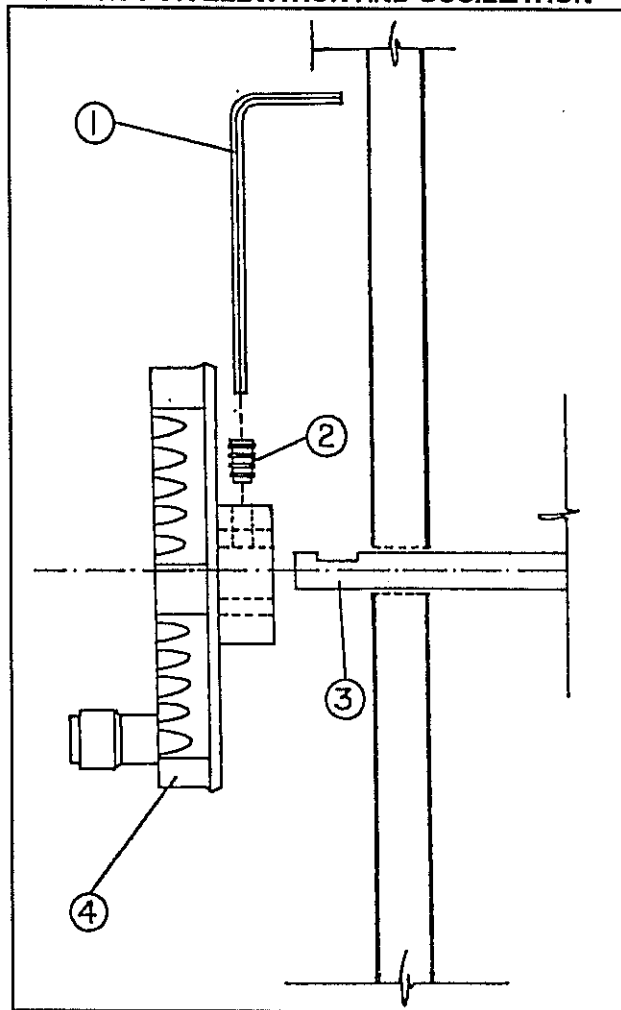
Insert the end of the brush cap opposite of the snap rivet into the endshield slot. Aline the snap rivet with its hole in the endshield and snap it into place by applying a moderate amount of pressure with one's thumb or a blunt object.

CAUTION: Make certain that the ground wire is securely reconnected to the ground terminal if removed.

Reconnect the drive to the power source, and test for proper operation. New brushes may be seated by running the motor or gearmotor in at no load. Proper seating is required for lowest brush noise level.

Bodine Electric Company
Form P/N 074 00033
Printed in U.S.A. (DA)

5.2 REPLACING CRANK HANDLES FOR ELEVATION AND OSCILLATION



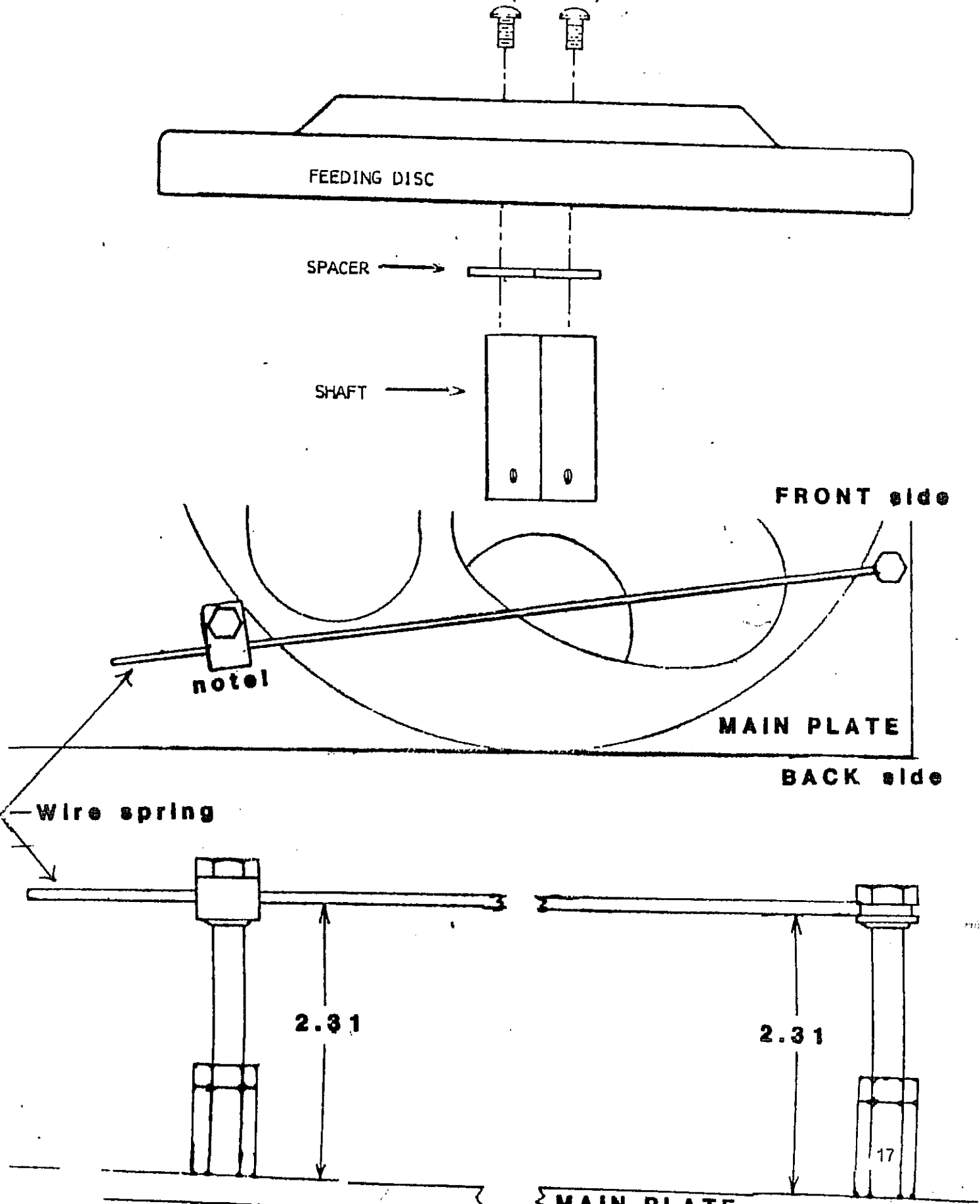
ELEVATION:

1. Using 1/8" hexagonal wrench (1), loosen set screw (2) on elevation crank handle (4).
2. Remove elevation crank handle (4), pulling gently.
3. Face front of machine, lift front of pitching wheels so shaft (3) protrudes at its maximum and hold pitching wheels in this position until handle is tightened.
4. Place handle (4) so set screw (2) rests on FLAT surface of shaft (3) and tighten set screw (2) securely using 1/8 hexagonal wrench (1).

OSCILLATION:

1. Crank oscillation handle (4) to minimum oscillation (counterclockwise).
2. Using 1/8" hexagonal wrench (1), loosen set screw (2) on oscillation crank handle (4).
3. Remove oscillation crank handle (4) by pulling gently.
4. Place new oscillation crank handle (4) on shaft (3) so set screw (2) rests on FLAT surface of shaft (3).
5. Using hexagonal wrench (1), tighten set screw (2) securely on oscillation crank handle (4).

5.4 POSITIONING FEEDING DISK AND SPRING WIRE (DIAGRAM)



PLAYMATE

Ball Machine Drill

Skill Level: 4.5 and up

Skill Objectives:

1. Footwork and movement.
2. Forehand and approach volley.
3. Improve backhands and forehands down the line.

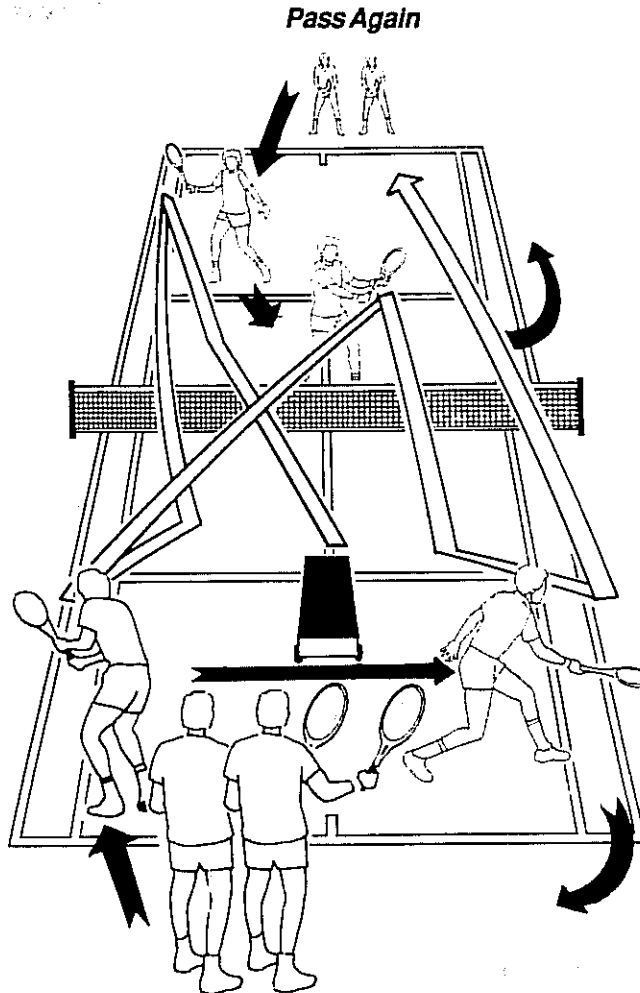
Procedure:

1. Ball Machine is located just behind the service line at the center of one end of the court.
2. Ball machine is set to feed short balls into the deuce court across the net.
3. Players are divided into two groups, one group at each end of the court.
4. Each group is lined up behind the baseline at the center of the court.

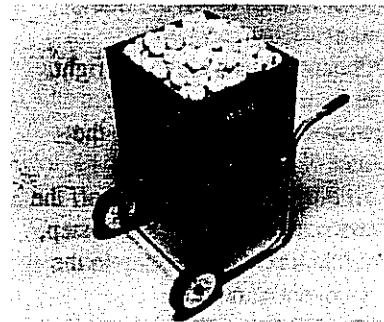
Sequence:


1. Ball machine feeds short ball into the deuce court.
2. First player in line across the net runs in, hits forehand approach shot down the line and continues closing in.
3. Opponent moves left to cover the down the line shot and hits backhand groundstroke crosscourt.
4. First player closes in, takes split step and hits backhand volley crosscourt deep into the opponent's deuce court.
5. Opponent runs wide to the right to cover the crosscourt volley and hits forehand groundstroke down the line to end the sequence.
6. Players rotate to the end of the line and next two players in line repeat the same sequence.

Adapted from the USPTR'S Instructor's Manual, Volume 5, *International Book of Drills*.



THE TENNIS BALL
THROWING MACHINE
FOR SERIOUS TENNIS




PLAYMATE
Tennis Machines by METALTEK

PLAYMATE

Ball Machine Drill

Skill Level: 4.0 and up

Skill Objectives:

1. Footwork and positioning on the overhead.
2. Placement of overheads hit out of the air.
3. Returning overheads crosscourt.

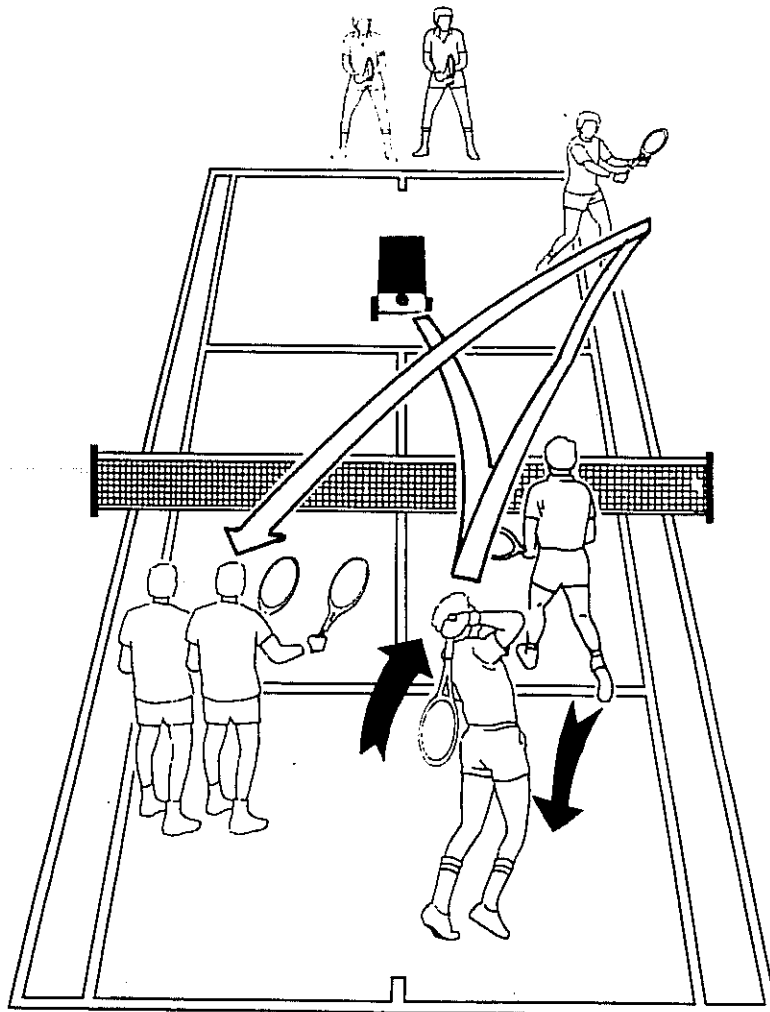
Procedure:

1. Ball machine is located at the center of one end of the court, halfway between the baseline and the service line.
2. Ball machine is set to feed lobs.
3. Students are divided into two groups, one group at each end of the court.
4. One group is lined up behind the center of the service line, across the net from the ball machine.
5. The other group is lined up behind the ball machine, behind the center of the baseline.

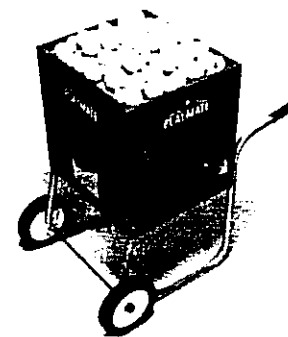
Sequence:


1. First student in line across the net from the ball machine runs forward and touches the net with his or her racquet.
2. Ball machine feeds lob.
3. Student backs up and hits overhead out of the air, aiming for the far corner of the opponent's ad court.
4. Opponent runs wide to the left and hits backhand return crosscourt.
5. First player runs in and touches the net again.
6. Ball machine feeds second lob.
7. Student backs up and hits overhead out of the air, aiming for the far corner of the deuce court.
8. Opponent runs down the ball and hits forehand groundstroke crosscourt.
9. Students rotate to the end of the line and the next two students in line repeat the same sequence.

Corner to Corner



THE TENNIS BALL
THROWING MACHINE
FOR SERIOUS TENNIS




PLAYMATE
Tennis Machines by METALTEK

Adapted from the USPTR'S
Instructional Manual, Volume 5,
International Book of Drills.

PLAYMATE

Ball Machine Drill

Skill Level: 3.5 and up

Skill Objectives:

1. Recovery Footwork
2. Forehand approach and volley down the line
3. Backhand passing shots

Procedure:

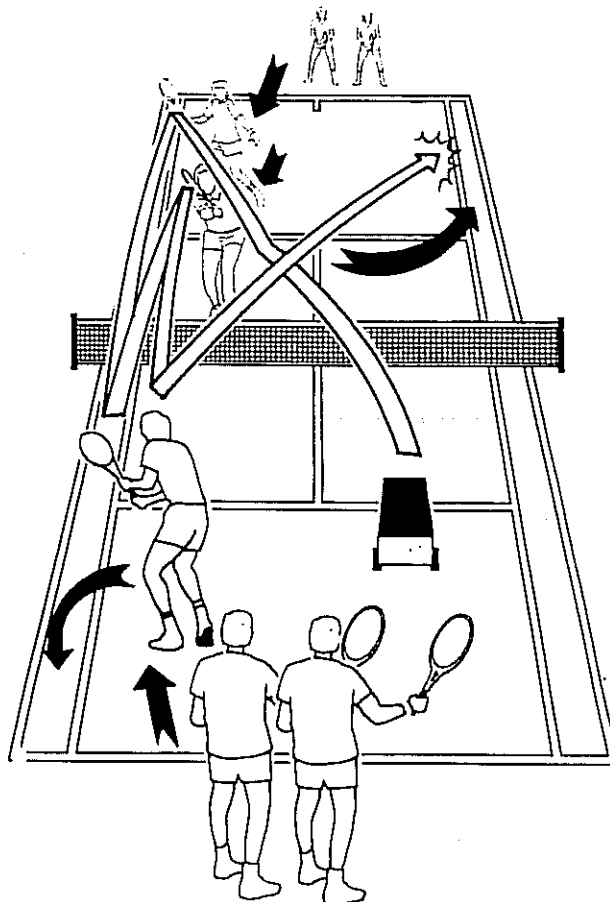
1. Ball Machine is located just behind the service line.
2. Ball machine is set to feed short balls into the deuce court across the net.
3. Players are divided into two groups, one group at each end of the court.
4. Players are lined up behind the baseline at the center of the court.

Sequence:

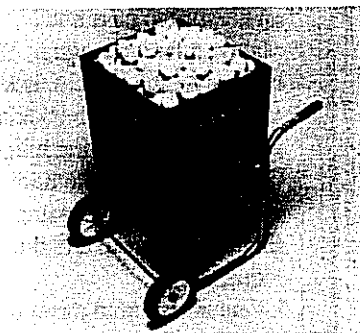
1. Ball machine feeds short ball crosscourt.
2. First player in line across the net moves in, plays forehand approach shot down the line, and continues closing in.
3. Opponent moves to the left and hits backhand groundstroke down the line in an attempt to pass the net player, then recovers.
4. Net player closes in, takes split step, and hits forehand volley down the line.
5. Opponent covers the line and hits backhand passing shot crosscourt to end of the sequence.
6. Players rotate to the end of the line and the next two players in line repeat the same sequence.

Adapted from the USPTR'S Instructor's Manual, Volume 5, *International Book of Drills*

Try To Pass



THE TENNIS BALL
THROWING MACHINE
FOR SERIOUS TENNIS



PLAYMATE
Tennis Machines by METALTEK

PLAYMATE

Ball Machine Drill

Skill Level: 3.0 and up

Forehand Poach to Backhand Line

Skill Objectives:

1. Footwork and Recovery.
2. Forehand volleys.
3. Backhand groundstrokes down the line.

Procedure:

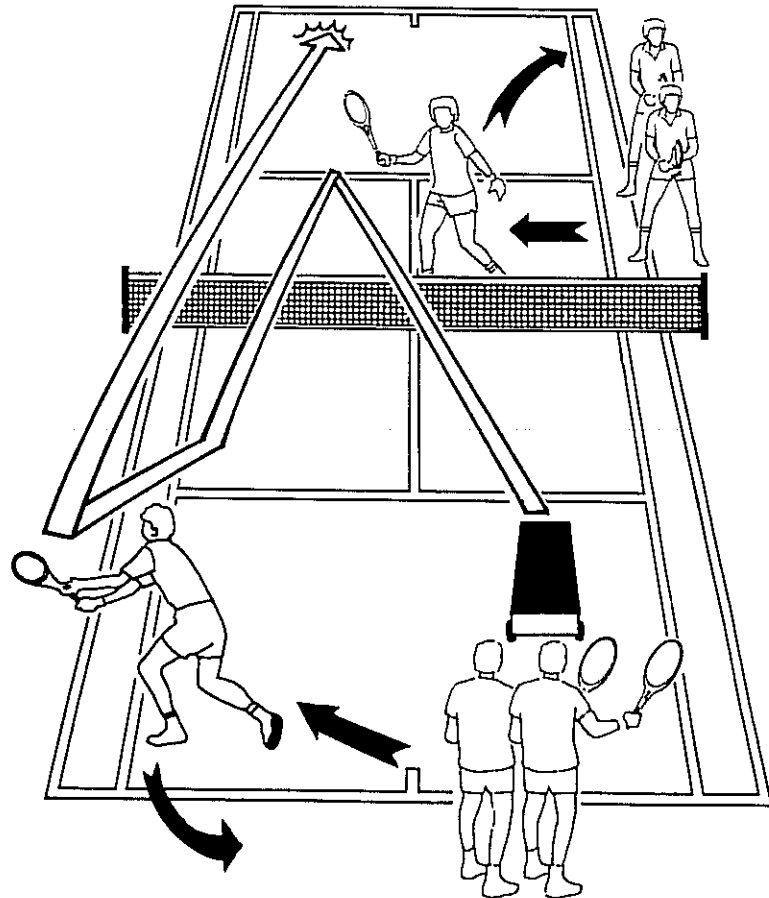
1. Ball machine is located halfway between service line and baseline on the deuce side of one end of the court.
2. Ball machine is set to feed crosscourt.
3. Students are divided into two groups.
4. One group is lined up behind the baseline of the deuce court, behind the ball machine.
5. The other group is lined up along the sideline of the ad court service block, across the net from the ball machine.

Sequence:

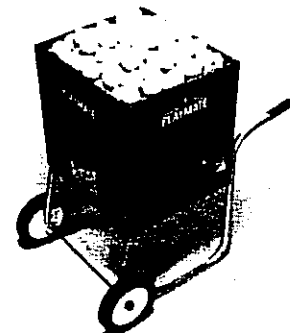
1. Ball machine feeds crosscourt.
2. The first student in line poaches to the right to cut off the ball and hits forehand volley into the opponent's ad court, then recovers back to the sideline.
3. First opponent in line moves wide to the left to run down the volley, hits backhand groundstroke down the line, then recovers to the center of the baseline.
4. The same sequence is repeated and players rotate to the end of the line after two shots each.


Options:

1. Run drill as backhand poach to forehand line.
2. Run drill as forehand poach to forehand cross.
3. Run drill as backhand poach to backhand cross.



THE TENNIS BALL
THROWING MACHINE
FOR SERIOUS TENNIS




PLAYMATE
Tennis Machines by METALTEK

Adapted from the USPTR'S
Instructional Manual, Volume 5,
International Book of Drills.

PLAYMATE

Ball Machine Drill

Skill Level: 3.0 and up

Skill Objectives:

1. Forehand approach and putaway volley.
2. Backhand approach and putaway volley.

Procedure:

1. Ball machine is located inside base-line at center of one end of the court.
2. Ball machine is set to feed a short ball to the deuce court, then a short ball to the ad court, alternating from one side to the other continuously throughout the drill.
3. Players form two lines at the base-line corners across the net from the ball machine.

Sequence:

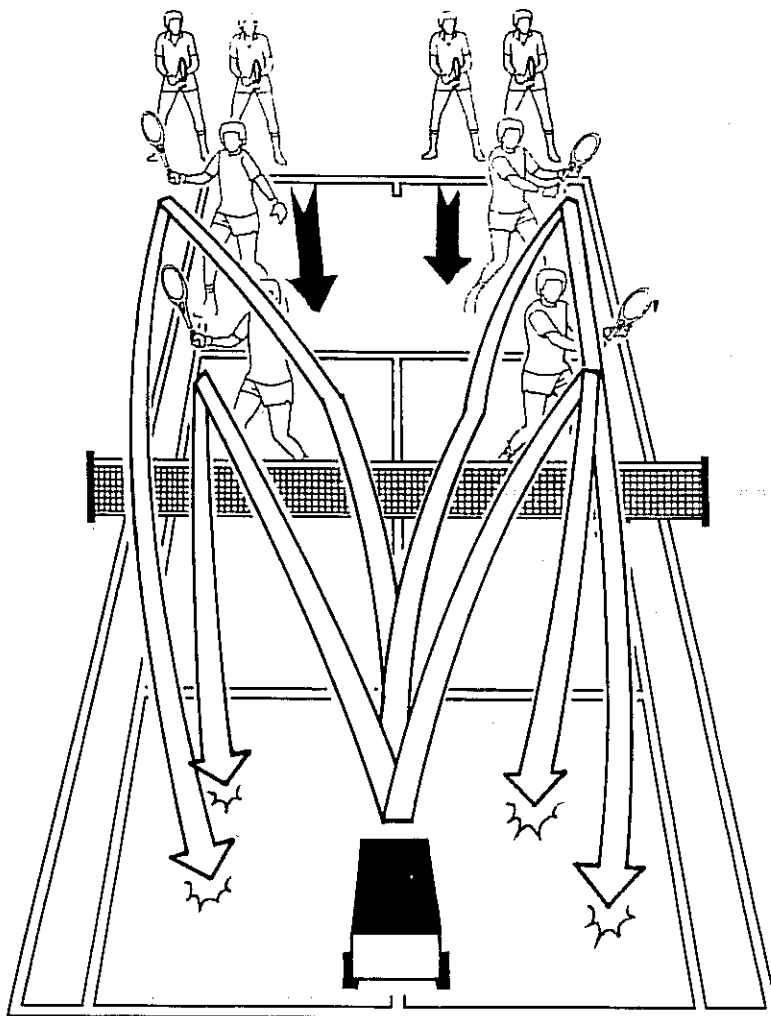
1. Ball machine feeds short ball to the deuce court.
2. First player in line on the deuce side of the court moves in, hits forehand approach shot down the line and continues closing into the net.
3. Ball machine feeds short ball to the ad court.
4. First player in line on the ad side of the court moves in, hits backhand approach shot down the line and continues closing into the net.
5. Ball machine feeds short ball to the deuce court.
6. Deuce court player puts the ball away with a forehand volley and rotates to the end of the ad court line.
7. Ball machine feeds short ball to the ad court.
8. Ad court player puts the ball away with a backhand volley and rotates to the end of the deuce court line.
9. Next two players in line repeat the same sequence.

Option:

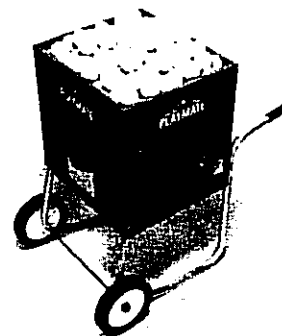
1. Pro feeds lob to each player after the volley. Player hits overhead.

Adapted from the USPTR'S
Instructional Manual, Volume 5,
International Book of Drills.

Approach and Volley



**THE TENNIS BALL
THROWING MACHINE
FOR SERIOUS TENNIS**



PLAYMATE
Tennis Machines by METALTEK

PLAYMATE

Ball Machine Drill

Skill Level: 3.0 and up

Skill Objectives:

1. Closing in behind the serve.
2. Reacting to the direction of the return.
3. Setting up the putaway volley.

Procedure:

1. Ball Machine is located inside the baseline at the center of one end of the court.
2. Ball machine is set to feed three balls before an interval - - one to the ad court, one up the middle, and one to the deuce court.
3. Players are lined up behind the opposite baseline near the center of the court.

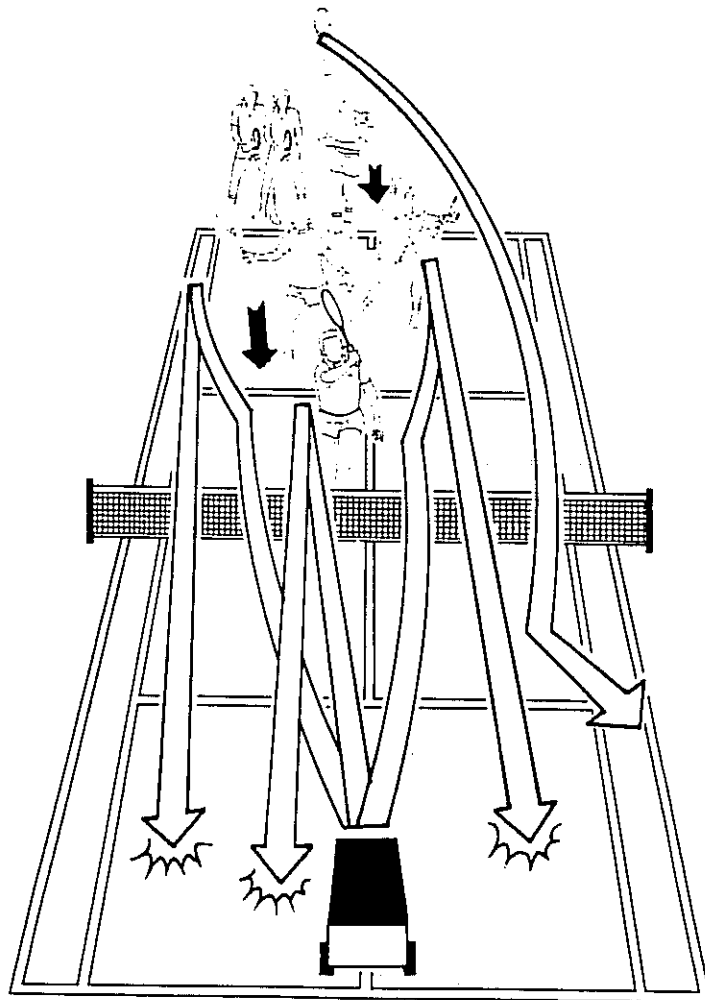
Sequence:

1. First player in line serves from the deuce side of the court and follows in behind the serve.
2. Ball machine feeds first ball.
3. Player makes first volley and continues closing in to the net.
4. Ball machine feeds second ball.
5. Player takes split step, hits second volley and recovers.
6. Ball machine feeds third ball.
7. Player reacts to the direction of the ball, steps into position to volley, and puts the third ball away.
8. Player rotates to the end of the line and the next player repeats the same sequence.

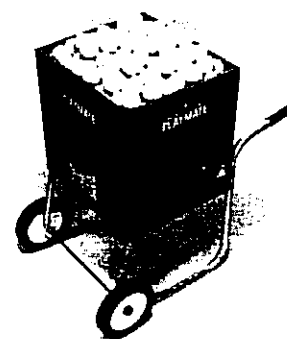
Option:

1. Players serve from the ad court and repeat the same three-volley sequence.
2. Re-set the ball machine to feed the same three-ball sequence in reverse, first to the deuce court, then up the middle, then to the ad court. Players repeat the drill serving from both the deuce and ad courts.

Serve and Three Volleys



**THE TENNIS BALL
THROWING MACHINE
FOR SERIOUS TENNIS**



PLAYMATE
Tennis Machines by METALTEK

PLAYMATE

Ball Machine Drill

Skill Level: 2.5 and up

Skill Objectives:

1. Moving aggressively from baseline to net.
2. Using momentum to generate power.

Procedure:

1. Ball machine is located deuce side at the baseline at one end of the court.
2. Ball machine is set to feed balls across the net into the deuce court to land halfway between the baseline and the service line.
3. Players are lined up behind the baseline of the deuce court, opposite the ball machine.

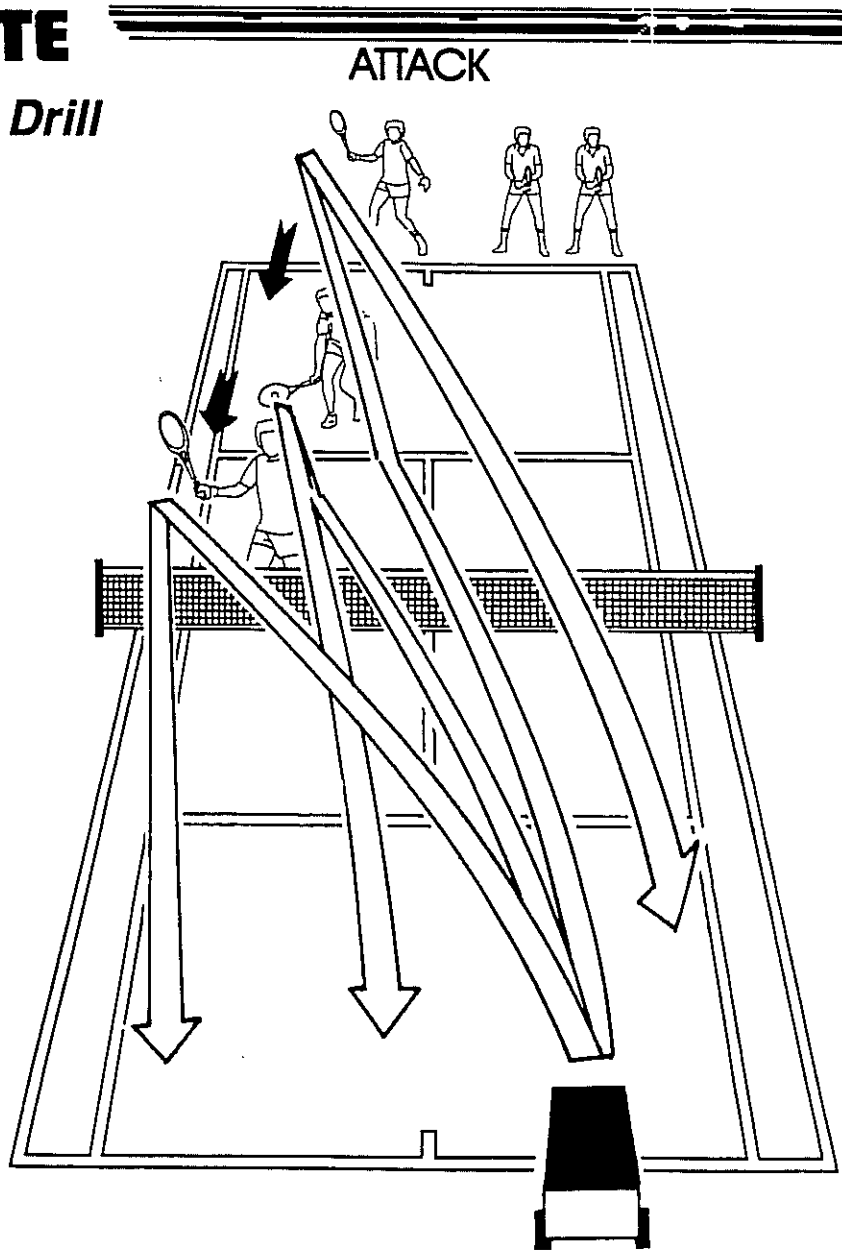
Sequence:

1. Ball machine feeds ball to deuce court.
2. First student in line hits forehand groundstroke crosscourt.
3. Ball machine feeds second ball.
4. Student closes in and hits half-volley or low volley from near the service line.
5. Ball machine feeds third ball.
6. Student continues closing in, takes split-step, and puts ball away with an aggressive volley down the line.
7. Next student in line repeats the same sequence and the drill continues in the same pattern with students rotating to the end of the line after each three-shot sequence.

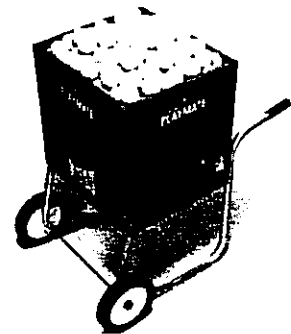
Options:

1. From the same formation, students hit only backhands.
2. Students hit forehand/backhand/forehand.
3. Students hit backhand/forehand/backhand.

Adapted from the USPTR'S
Instructional Manual, Volume 5,
International Book of Drills.




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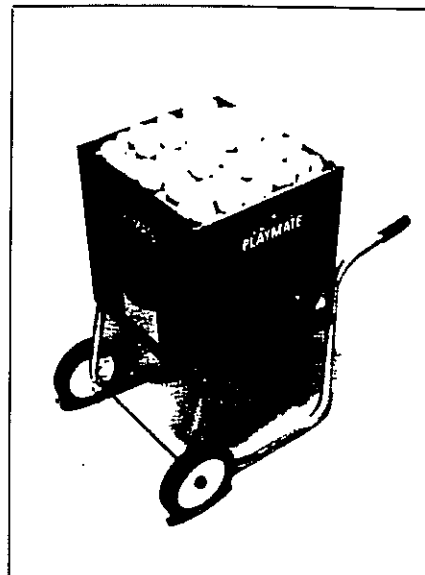
THE PLAYMATE BALL MACHINE

Aggressive Overheads

By Eddie Parker

As tennis continues to grow, more and more players are learning to play the net more successfully. An aggressive overhead is an important part of your overall game but the only way to develop a consistent overhead smash is through practice. The Playmate Ball machine drill is designed to do many different drills. One of my favorite drills teaches how to move back and play overheads. This drill will help you start close to the net and practice playing overhead smashes while moving backwards.

- Step One. Players A, B, C start at the net.
- Step Two. The Playmate Ball Machine lobs the ball deep.
- Step Three. Players A, B, C back up and play the shot.
- Step Four. Then, each player must close into the net for an "imitation" volley.
- Step Five. Continue the drill until the overheads improve or until they "drop."
- Step Six. For more students... speed up the drills. (i.e., 6 players, 3 shots per person)



Working With A PLAYMATE

An easy solution to working one-on-one, you against an infallible machine, helping to groove your own strokes...or what to do with the 24 juniors who signed up for your Day Camp program.

There are a variety of options to choose from when you work with a Playmate. You can increase or decrease the depth, pace, direction, and interval of time between one feed and the next. Combine these functions with different drills outlined in the USPTR Manual V and you have a sure winner in helping your students improve without boredom.

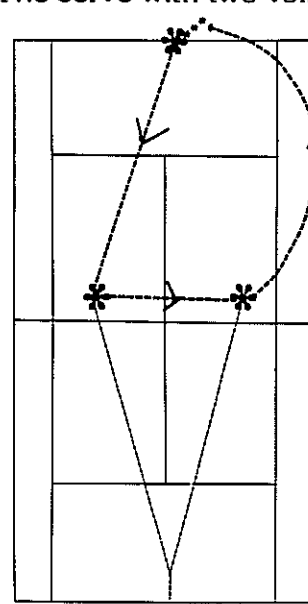
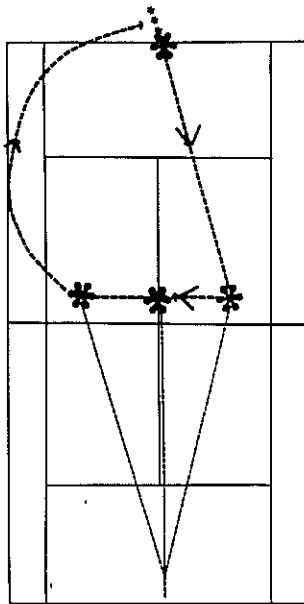
One of the most popular drills is the forehand/backhand groundstroke. For this drill, place the ball machine in the middle of the opposing baseline and set the interval for every-other ball feed. The machine feeds into the deuce court and ad court alternately. The player can then hit down-the-line forehand and down-the-line backhand groundstrokes. After ten balls on each side, switch and hit ten cross-court forehand and backhand shots.

SERVE AND VOLLEY DRILLS

The serve and volley drills are designed to help players *not* to be afraid to come to the net behind their serve. The drills also aid in developing volley control along with better ball placement. Using these drills with your students will increase their confidence by helping them to become a more aggressive net player. Aggressive tennis is the key to becoming a great player in singles and especially in doubles.

I. The serve with three volleys

II. The serve with two volleys



This drill will work with four to eight students and is designed to help a student make their first volley and then work on closing in to the net to put the following shot away. The Playmate Ball Machine is so adaptable that drills can be rotated to the deuce or ad court. This drill really challenges the students to close in at net.

The drill sequence would be as follows: Player * serves, moves to net, makes the first volley, moves back to the middle of the court, plays one more volley and then closes in and puts the ball away.

A faster paced drill with much more action. This drill helps you the same way as with three volleys but forces you to put the ball away more quickly.

Both drills can be performed from either side of the court and I highly recommend them for top Juniors and tournament players.

Aggressive tennis is the key to becoming a great player in singles and especially in doubles.
—Eddie Parker