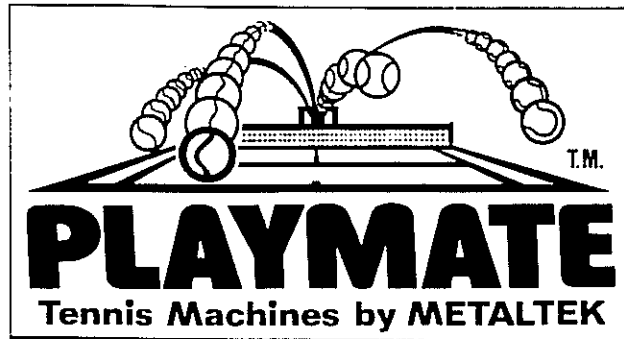


GENIE IV MACHINES



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PLAYMATE CONSUMER CONNECTION

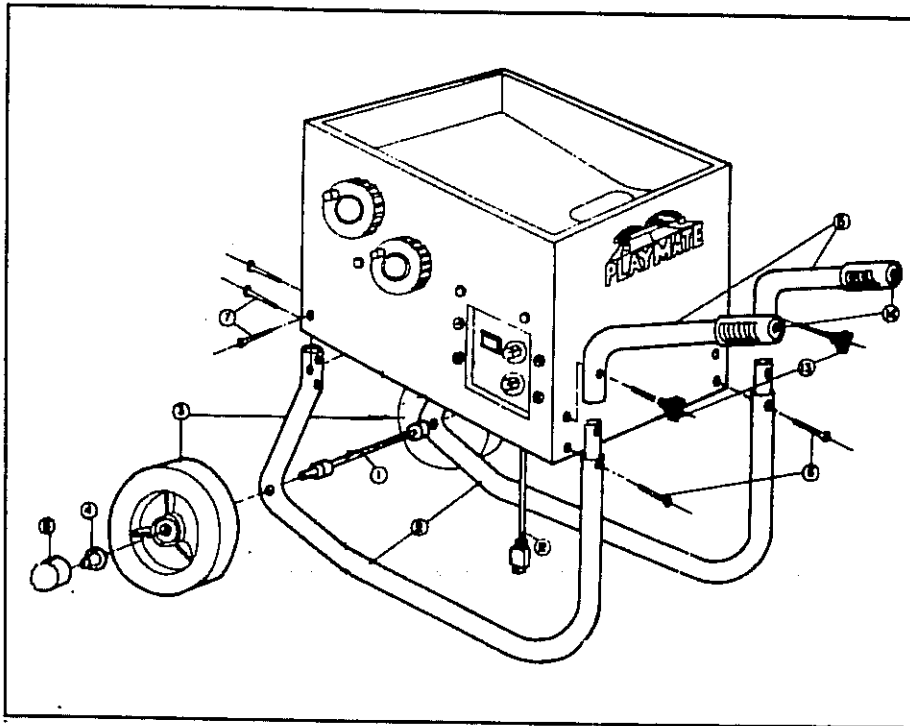
If you experience difficulty with your machine, please contact us at one of the below numbers for directions or troubleshooting suggestions.

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

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1. ASSEMBLING THE CARRIAGE



1. Spring legs (2) apart and insert axle (1) through holes in legs (2).
2. Place wheels (3) on axle (1).
3. Place cap (4) on end of axle and tap on securely with hammer. Snap on plastic cap (5). Repeat same procedure on other end of axle.
4. Turn machine upside down on a soft surface.
5. Place front end of legs (2) in slot under front of cabinet.
6. Fasten front end of legs to cabinet with carriage bolts (7), turning nut with 7/16" wrench.
7. Place handles (6) onto legs and align with holes.
8. Insert triangular plastic head screw (13) through handle, leg, and top hole in cabinet and tighten securely. Insert carriage bolt (8) through leg and bottom hole in cabinet, using a washer and a nut. Tighten nut with 7/16" wrench. Do not over tighten or handles will not fold properly.
9. Stand machine upright on its legs.
10. Connect your extension cord with power cord (12) and plug into 120 volt 50/60 Hz outlet (240 volt 50/60 Hz outlet for overseas machines with transformers).

Your Playmate is now ready for operation. Any control adjustments can be made while the machine is operating.

7. Turn Interval Knob to 0.
8. Plug machine into 120 V.AC 50/60 Hz outlet (or 230 V.AC 50/60 Hz outlet for overseas machines that are equipped with transformers).
9. Load hopper with tennis balls, staying clear of ball exit in front of machine.
10. Press power switch ON. Ball feeding system will not turn.
11. Press Red remote control button (OFF).
12. Set interval knob at approximately '40'.
13. Press Yellow remote control button (ON) to start playing.

NOTE: Trajectories are set in a conventional form as shown in the Decode Cover. T1, T2 and T3 are net-high drives increasing in speed. T4, T5, T6 and T7 are lob-shots landing from the fore-court to the baseline.

2.2 EXPERIENCE GENIE'S FLEXIBILITY

Genie will deliver all kinds of shots - from the softest lob to a hard drive - in different directions.

There are two direction programs and two trajectory programs: Main and Recall.

2.2.1 MAIN DIRECTION PROGRAM

Genie features seven built-in directional memories: #1 - #7. Seven LED lights across a base line graphically represent direction of shots from left to right on a double court and indicate active memory.

DIRECTION SPREAD ANGLE ADJUSTMENT:

The lateral distance between directions or spread angle can be

- increased by turning small knob clockwise
- decreased by turning knob counterclockwise

Directional memory #4 stays at the center position and the others change accordingly. The difference between maximum and minimum spread angle is approximately 50 percent.

2.2.2 DIRECTION RECALL PROGRAM

There are seven rotary switches 'A' through 'G', which recall specific directional memories in any order producing different patterns. Each recall switch features #1 - #7 for your selection. Only directions selected at recall switches will be played back. LED lights indicate active switch.

TO LIMIT THE NUMBER OF DIRECTIONS RECALLED

Recall switches 'B' through 'G' feature an extra letter A, which limits selection to previous switches - i.e.

Recall switches "B" through "G" feature an extra letter A, which limits selection to previous switches - i.e.

- to recall one trajectory:
set its number at switch "A" and a letter A at switch "B".
- to recall two trajectories:
set their numbers at switches "A" and "B", and a letter A at switch "C".
- etc...

TRAJECTORY SEQUENCE / RANDOM SELECTOR SWITCH:

Trajectories can be recalled in sequence or at random. In "sequence", trajectories will follow pattern set at recall switches. At "random", any trajectory set at switches will be recalled, producing up to 800,000 different patterns and adding an element of surprise.

To double the probability of a given trajectory, set its number at 2 recall switches; to triple its probability, set its number at 3 recall switches; etc....

2.3 SOME EXTRA TIPS

When changing from minimum to maximum height and/or speed, or vice versa, the system requires about two second-interval between shots. Otherwise, one second is sufficient.

Trajectories and directions can be recalled as follows:

- Both in sequence
- Both at random
- One in sequence, the other at random

With both in sequence:

You can recall the same number of trajectories and directions for a matched series.
You can recall a different number of trajectories and directions to produce an unmatched series.

With both at random:

Trajectories and directions produce infinite combinations.

Every time the power switch is turned ON, the trajectory and direction recall programs start at switch "A".

FEEDING SYSTEM:

STARTS when Yellow remote control button is pressed and interval is not at "0". STOPS when Red remote control button is pressed or interval is set at "0".

PITCHING SYSTEM:

STARTS when power is ON. STOPS when power is OFF.

A tennis ball is not pitched when:

A WET ball was fed (most of the time, they are not pitched).

The Pitching wheels' surface has become slick (the first symptom is inconsistent ball speed).

When starting the machine, a ball is fed before the Pitching wheels begin spinning (The automatic one second feeding delay should keep this from happening).

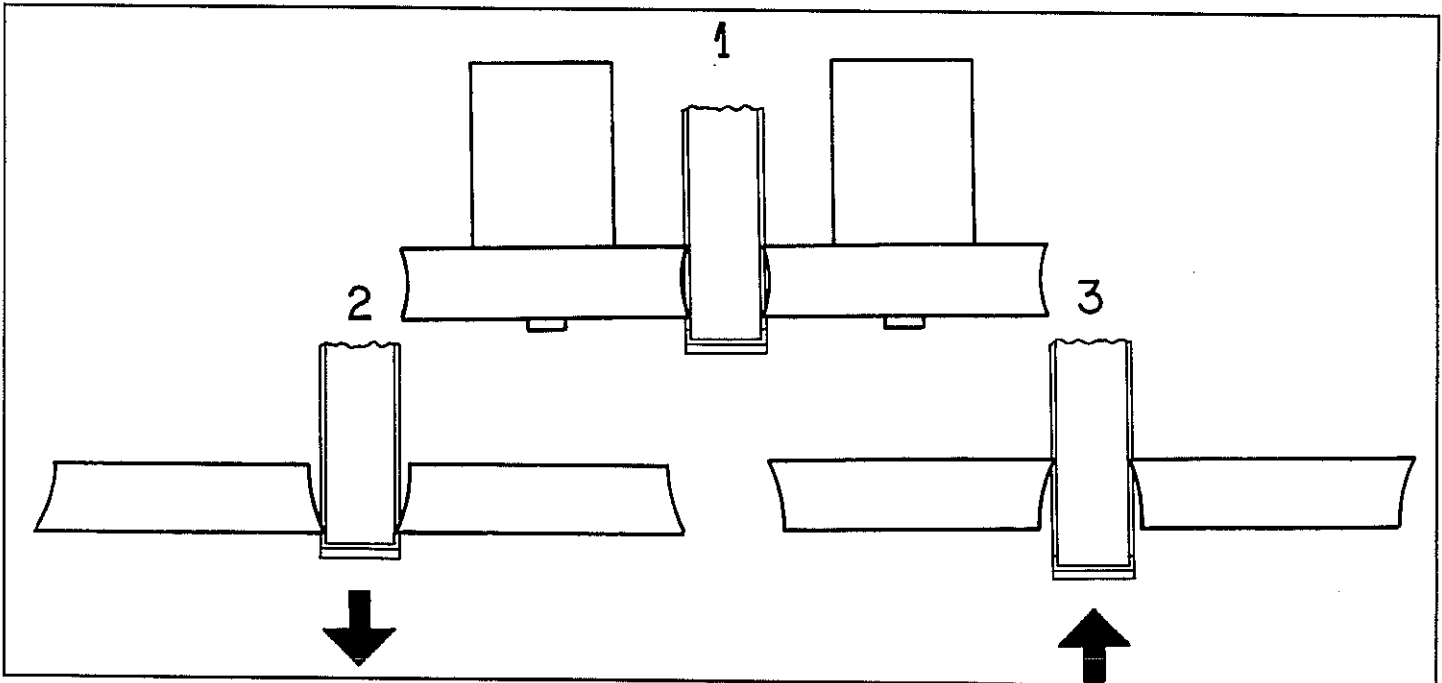
If a ball is not pitched, the following balls will form a pile of balls in the Feeding ramp up to the aluminum plate Feeding hole. At this point, the next ball will get between the Feeding disc and the aluminum Plate, causing a JAM.

TO CORRECT:

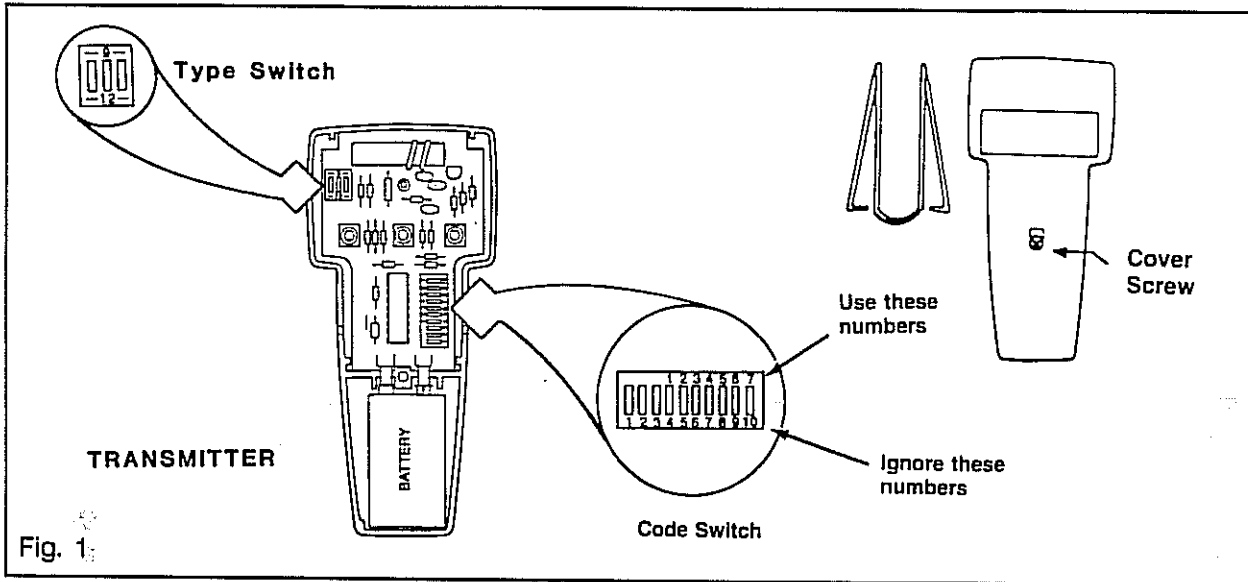
1. UNPLUG the machine and WEAR eye protection glasses.
2. CAREFULLY remove balls in the Ramp. Discharge "dead" balls.
3. Sand the wheels' rubber pitching surface with medium-grit sandpaper to remove the thin, crystallized, lustrous surface. The natural dull rubber surface will show up.
4. Scrub, scrape, sand... to remove any built up mixture in the Feeding disc's four ball holes and in other parts of the machine.

3.2 PITCHING WHEELS' WEAR

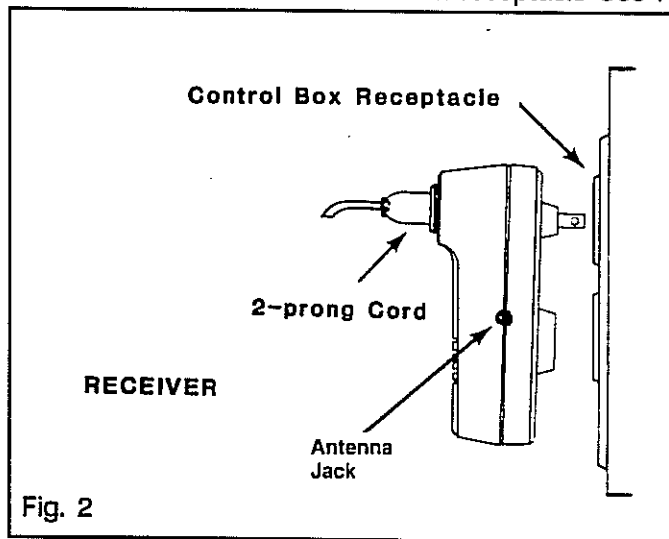
The wear of the Pitching Wheels should be checked periodically to prolong their life and the performance of your pitching machine. Even wear of the pitching wheels is illustrated in Figure 1. Uneven wear results when the Feeding Channel is in an incorrect position.



1. Open the Three Button Transmitter by removing the screw found on the back. Inside the Three Button Transmitter you will find two groups of switches, one with three sections called TYPE, and one with ten sections called CODE. See Fig. 1. The TYPE group switch settings must not be changed or you will upset the use of the red, orange, and yellow buttons on the Three Button Transmitter.



2. The Remote Receiver is mounted under the Playmate Cabinet on the side of the control box. To remove the Remote Receiver, unplug the 2 prong cord from the Remote Receiver then cut the cable tie holding the Remote Receiver to the control box. Lastly, unplug the Remote Receiver from the control box receptacle See Fig. 2.



3. Remove the code cover of the Remote Receiver by sliding its cover up and off. See Fig. 3. This will expose the coded wires. See Fig. 4.

TROUBLESHOOTING

If you suspect trouble in your Remote Receiver and/or Three Button Transmitter, remove the Remote Receiver from your machine (see instruction number 2). Plug the 2 prong cord which you removed from the Remote Receiver into the receptacle on the control box. This will allow you to use your Playmate machine without the Remote Control for testing purposes.

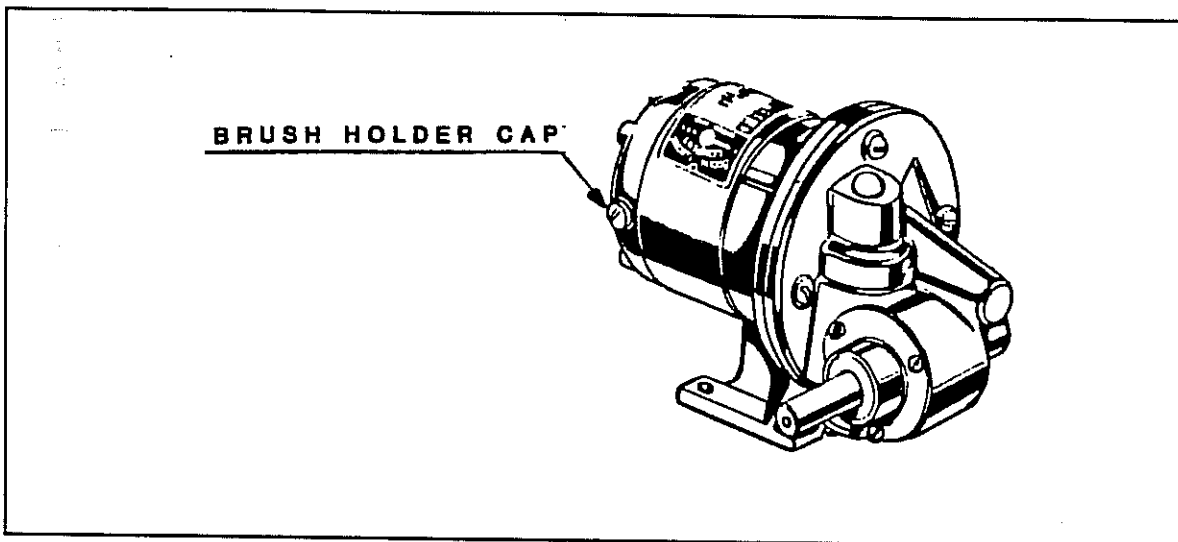
TO REPLACE BATTERY IN THREE BUTTON TRANSMITTER

Remove the single screw from the back of the controller and open the case to expose the battery. Use a 9 volt NEDA #1604. The battery fits into the controller only one way. Do not force it. See Fig. 1.

REPLACING LOST OR STOLEN TRANSMITTERS

To replace lost or stolen Three Button Transmitters, order Part No. A1C4TRA1 from Metaltek. Each unit is factory tuned to exacting standards. Field tuning is neither necessary nor recommended and will void your warranty.

3.5 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

3.6 PITCHING MOTOR

4. REPAIR

4.1 REPLACING PITCHING WHEELS

1. Turn machine upside down on a soft surface.
2. Fully decrease elevation and oscillation; then increase elevation to one half of full elevation to clear ball ramp.
3. Remove two screws and round aluminum piece from the hub.
4. Slide old wheel out of the reusable hub.
5. Place new wheel in the hub, aligning keyway and set screw. Insert wheel as far as it will go.
6. Place round aluminum piece on top of the hub to lock wheel in. Fasten securely with the two screws and lock washers.

IMPORTANT - Always use LOCK WASHERS!

PLAYMATE

Ball Machine Drill

Skill Level: 4.5 and up

Skill Objectives:

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

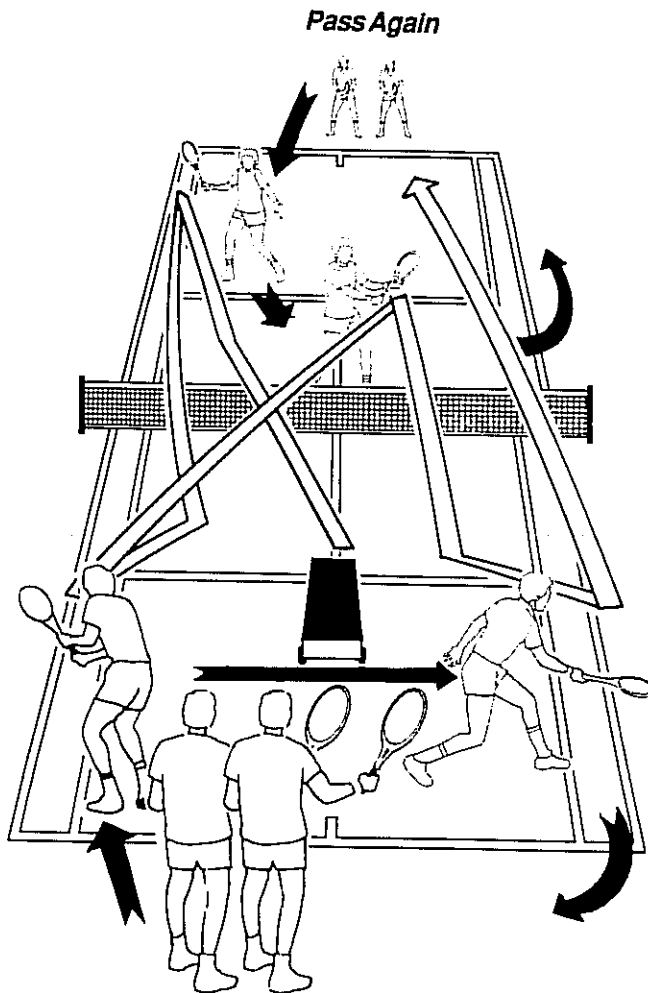
Procedure:

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.

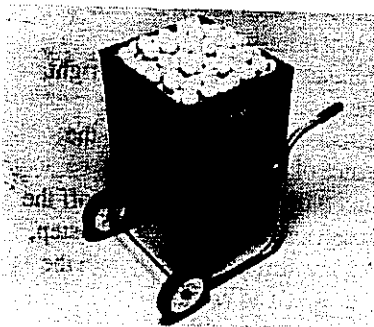
Sequence:

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.

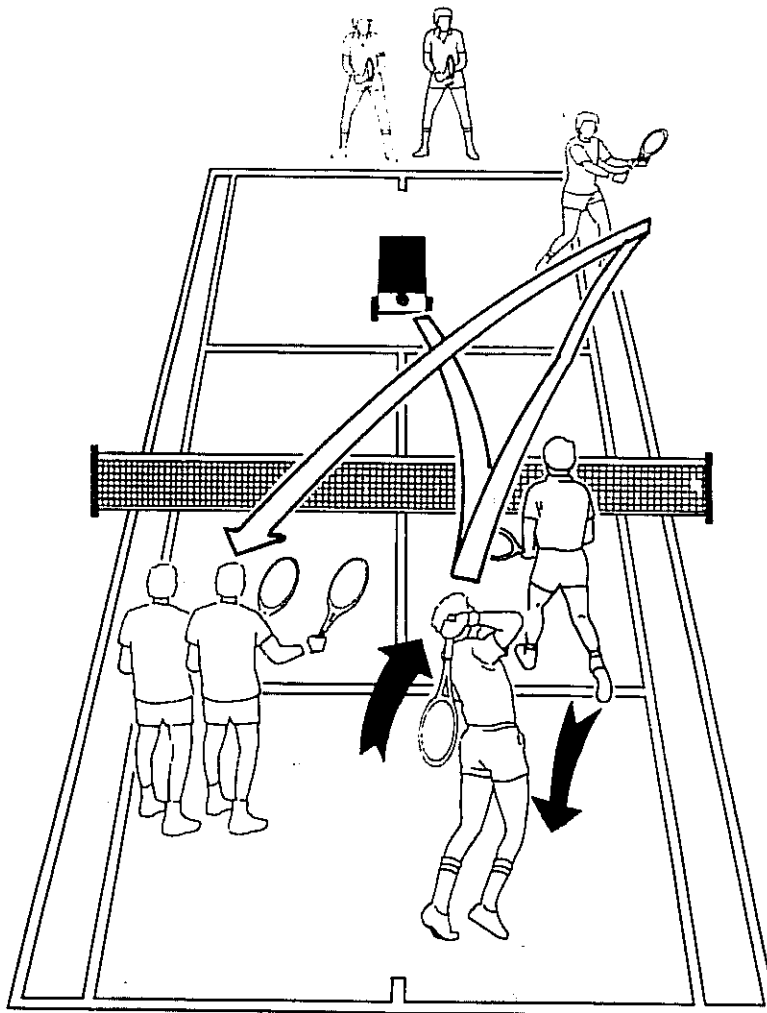
Procedure:

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.

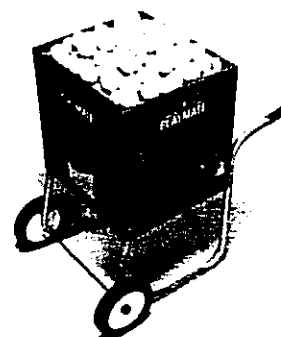
Sequence:


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:

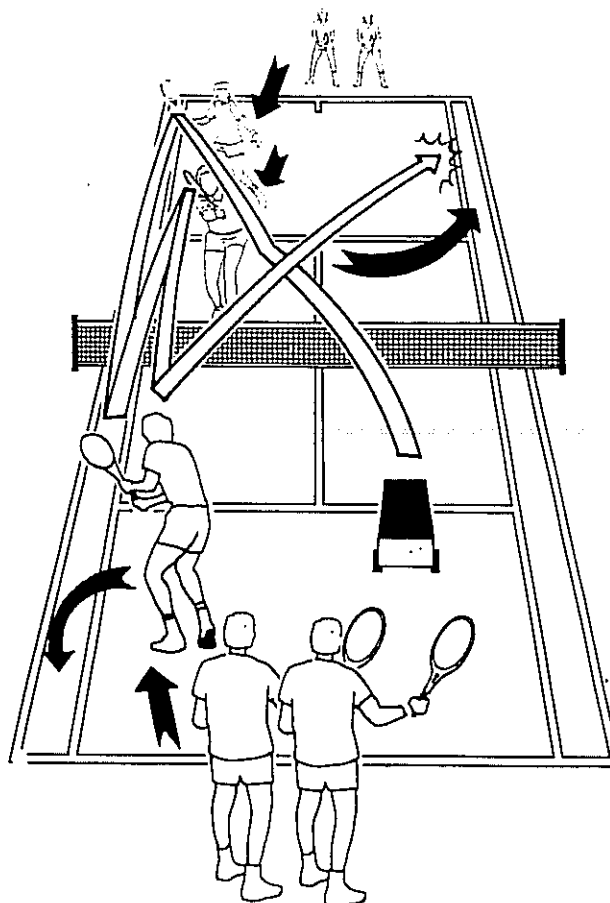
1. Ball Machine is located just behind the service line.
2. Ball machine is set to feed short balls into the deuce court across the net.
3. Players are divided into two groups, one group at each end of the court.
4. Players are lined up behind the baseline at the center of the court.

Sequence:

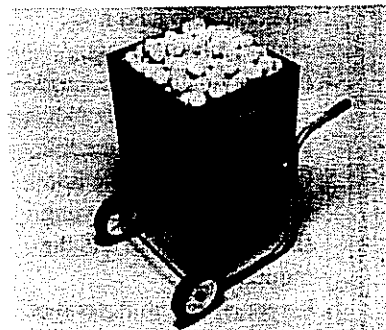
1. Ball machine feeds short ball crosscourt.
2. First player in line across the net moves in, plays forehand approach shot down the line, and continues closing in.
3. Opponent moves to the left and hits backhand groundstroke down the line in an attempt to pass the net player, then recovers.
4. Net player 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:

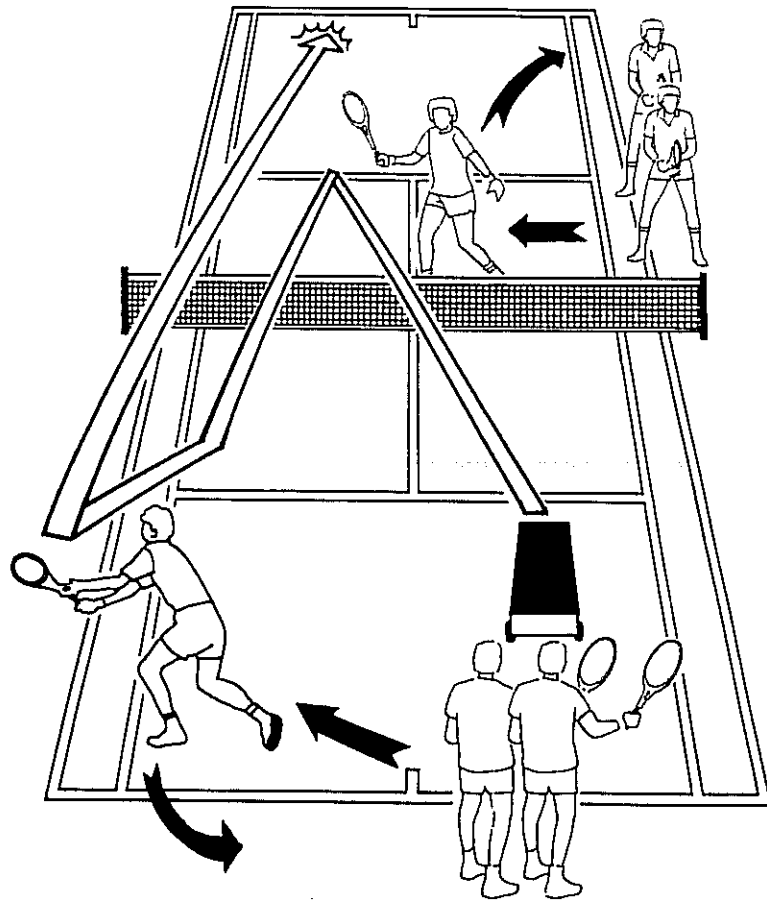
1. Ball machine is located halfway between service line and baseline on the deuce side of one end of the court.
2. Ball machine is set to feed crosscourt.
3. Students are divided into two groups.
4. One group is lined up behind the baseline of the deuce court, behind the ball machine.
5. The other group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

Sequence:

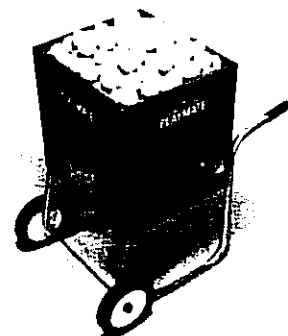
1. Ball machine feeds crosscourt.
2. The first student in line poaches to the right to cut off the ball and hits forehand volley into the opponent's ad court, then recovers back to the sideline.
3. First opponent in line moves wide to the left to run down the volley, hits backhand groundstroke down the 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
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International Book of Drills.

PLAYMATE
Tennis Machines by METALTEK

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 baseline 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 baseline corners across the net from the ball machine.

Sequence:

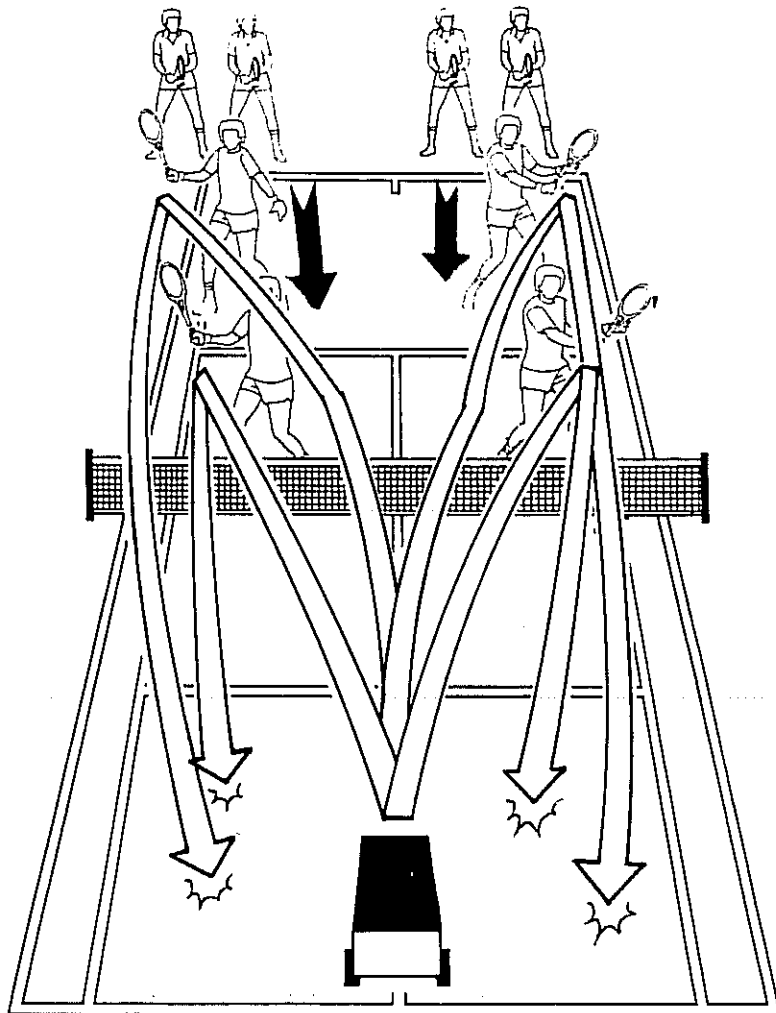
1. Ball machine feeds short ball to the deuce court.
2. First player in line on the deuce side of the court moves in, hits forehand approach shot down the line and continues closing into the net.
3. Ball machine feeds short ball to the ad court.
4. First player in line on the ad side of the court moves 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:

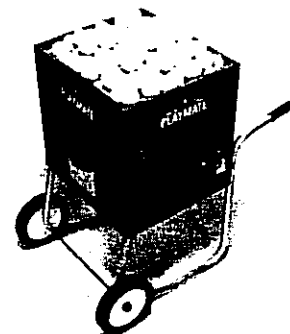
1. Pro feeds lob to each player after the volley. Player hits overhead.

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.

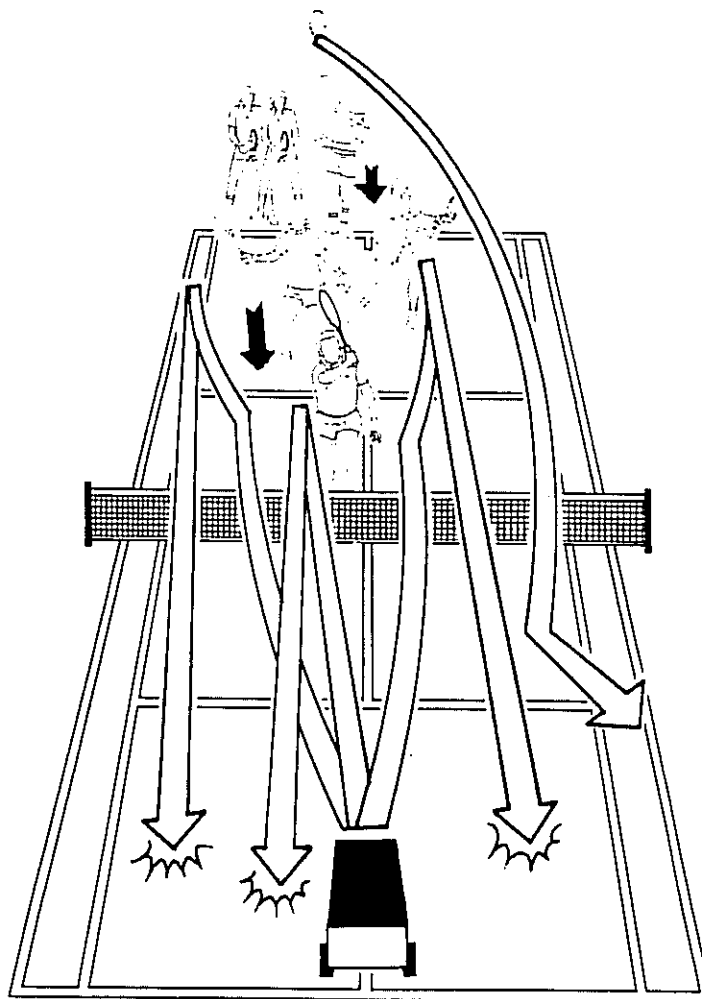
Sequence:

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.

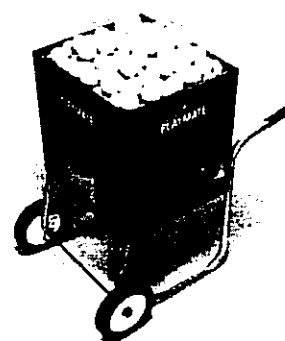
Option:


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
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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.

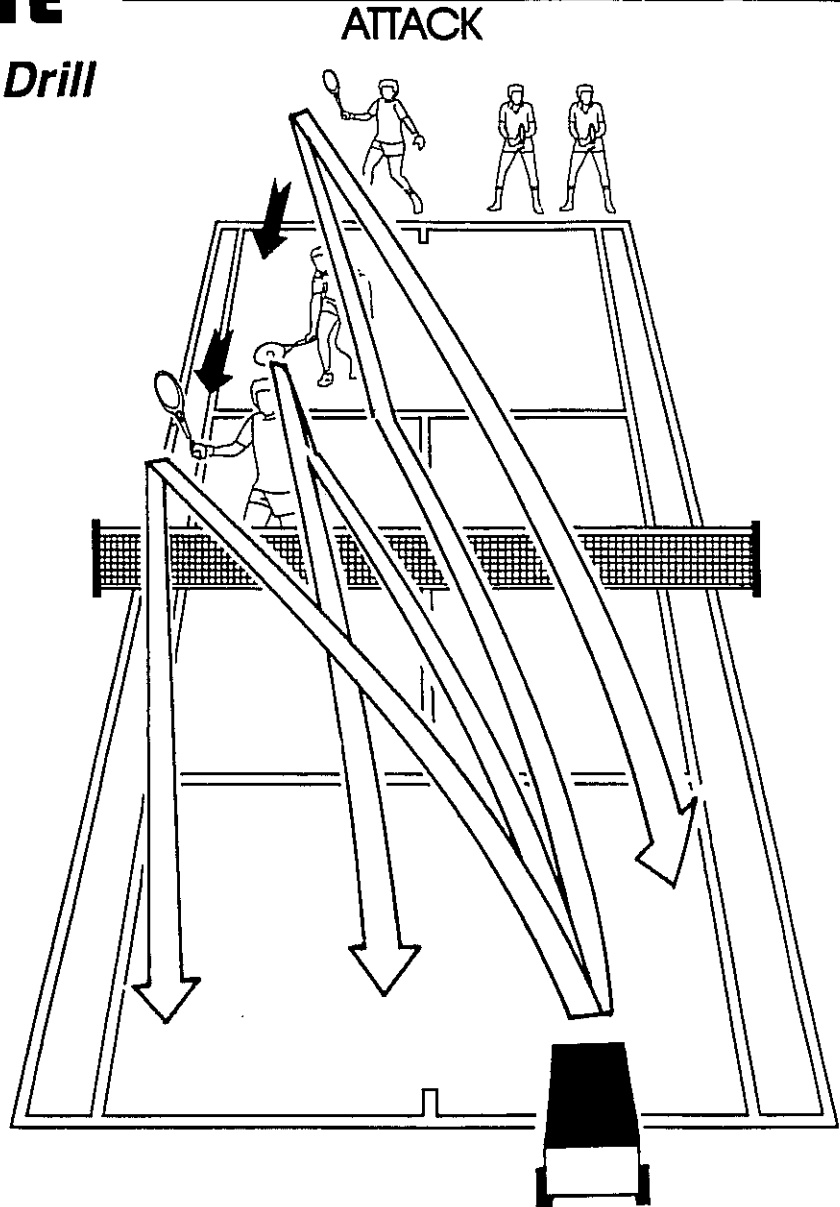
Sequence:

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.

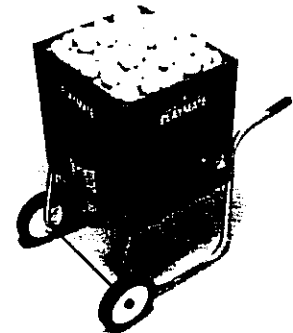
Options:

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.



**THE TENNIS BALL
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FOR SERIOUS TENNIS**



Write or call for free brochures

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P.O. Box 30399
Raleigh, NC 27622
919/782-6353



PLAYMATE
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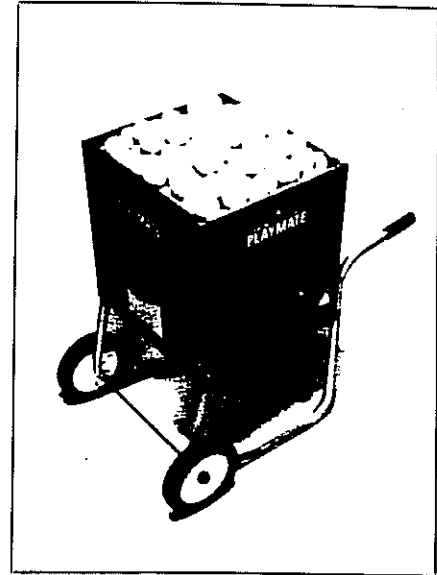
THE PLAYMATE BALL MACHINE

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.

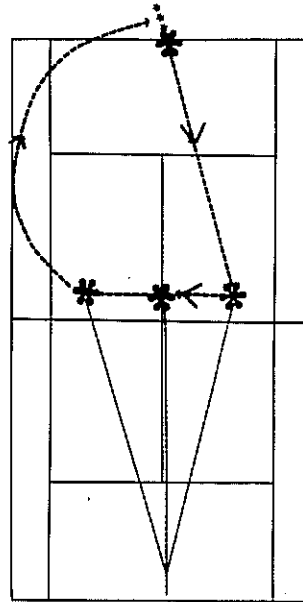
There are a variety of options to choose from when you work with a Playmate. You can increase or decrease the depth, pace, direction, and interval of time between one feed and the next. Combine these functions with different drills outlined in the USPTR Manual V and you have a sure winner in helping 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.

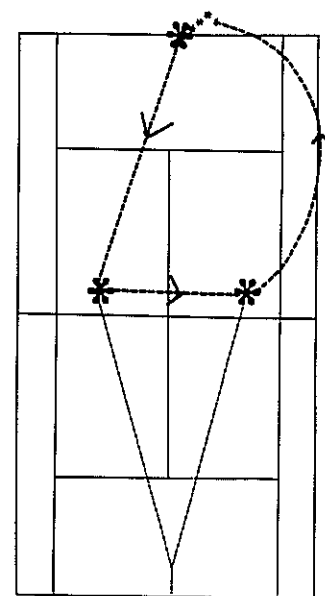
I. The serve with three volleys



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.

II. The serve with two volleys



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