CTPA Pickleball Machine - Player Rules, Procedures & Operation

Step 1: Reserve the machine/court

How to use the PB machine?
You must first review the video and read the instruction manual on our web site for the PB machine. Go to our web site at www.CTPApickleball.com, to member section, then to the tabs on the left “Pickleball machine”. Only by following the instruction will give you the combination of the lock on the shed. Then reserve & pay for the machine on Court Reserve for the day & time you want it, in one-hour increments. The cost is to recover the use of the machine, court, balls and collection tools. for that hour. You can book up to 6 days in advance.

The machine is not in use, can I use it then?
No one can use the machine without first reserving it in advance and paying for it on Court Reserve. If you see on Court Reserve that the ball machine is available in the next hour you can go on CR and reserve and pay for that hour use.

No one is using the machine in the next hour, can I just continue to practice?
No, if you paid for an hour, we expect you to exit the court in an hour and not extend your practice. We are trying to keep the use of the machine as low as possible but are counting on revenue generated to help offset the cost of replacement balls and ultimately to replace the PB machine in the future. If you want to continue for another 5-10 minutes above your allotment, we ask that you pay for the extra hour use on CR. We will be having session coordinators and soon a camera on the court keeping an eye to the court use. We ask that you respect the 60 minutes limit and will have a clock on the court to help you keep track.

Can I bring others to practice with me?
Of course.
Step 2: BEFORE Arriving at the Practice Court – Get the App and set the defaults

1. Go to youtubeCTPAballmachine.com or our web site, then Member Section and watch the video.

2. Download the Spinshot “DRILLMAKER”(2019) app from:
   - Apple - The App Store and choose the PLAYER model.
   - Android - Google Play and choose the PLAYER model

3. On the app - select the desired DRILL NUMBER for a default drill or MANUAL MODE and set the custom ball throw parameters.

Note: Selecting a drill will cause the machine to rotate and/or change speed to prepare for that drill.

The 12 default drill selections on the app are and the settings you should put in.
1. Flat
2. Top Spin
3. Back Spin
4. Backhand
5. Forehand
6. Narrow 2 - Line
7. Wide 2 - Line
8. Lob
9. Net to Baseline
10. Random Horizontal
11. Random Height
12. Full Random

These are the preset defaults you should have on your phone BEFORE YOU ARRIVE!
<table>
<thead>
<tr>
<th>Drill Type</th>
<th>Ball</th>
<th>Horz</th>
<th>Speed</th>
<th>Spin</th>
<th>Height</th>
<th>Feed</th>
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</thead>
<tbody>
<tr>
<td>D1: FLAT</td>
<td>1</td>
<td>9</td>
<td>11</td>
<td>0</td>
<td>17</td>
<td>7</td>
</tr>
<tr>
<td>D2: TOP SPIN</td>
<td>1</td>
<td>9</td>
<td>18</td>
<td>7</td>
<td>22</td>
<td>7</td>
</tr>
<tr>
<td>D3: BACK SPIN</td>
<td>1</td>
<td>9</td>
<td>18</td>
<td>7</td>
<td>22</td>
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<td>D4: BACKHAND</td>
<td>1</td>
<td>1</td>
<td>18</td>
<td>0</td>
<td>16</td>
<td>7</td>
</tr>
<tr>
<td>D5: FOREHAND</td>
<td>1</td>
<td>15</td>
<td>16</td>
<td>0</td>
<td>18</td>
<td>7</td>
</tr>
<tr>
<td>D6: NARROW 2-LINE</td>
<td>1</td>
<td>12</td>
<td>16</td>
<td>0</td>
<td>18</td>
<td>7</td>
</tr>
<tr>
<td>D7: WIDE 2-LINE</td>
<td>1</td>
<td>15</td>
<td>16</td>
<td>0</td>
<td>17</td>
<td>7</td>
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<tr>
<td>D8: LOB</td>
<td>1</td>
<td>R</td>
<td>9</td>
<td>0</td>
<td>50</td>
<td>8</td>
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<tr>
<td>D9: Serve/ drop</td>
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<td>2</td>
<td>10</td>
<td>0</td>
<td>30</td>
<td>7</td>
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<td>D10: NVZ Drop Shot</td>
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<td>9</td>
<td>4</td>
<td>0</td>
<td>41</td>
<td>8</td>
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<td>D11: NVZ Drop Random</td>
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<td>R</td>
<td>4</td>
<td>0</td>
<td>41</td>
<td>8</td>
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<tr>
<td>D12: Full Random</td>
<td>1</td>
<td>R</td>
<td>3</td>
<td>-2</td>
<td>40</td>
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</table>
Step 3: Arriving at the Practice Court

You should have watched the video and read the instructions to have received the combination to open the shed.

You will have the combination to open the storage shed on the Practice Court which we will do based on your understanding of the rules and procedures and how to operate the machine,

- You must first take inventory that all the equipment is there especially the balls. A complete check off list is on the inside of the door and we need you to verify that all items are there and in good condition. If something is missing please report it that day so you are not to be blamed for the missing item.
- Balls: You should have two quick count trays of balls with 50 balls in each tray.

If the last person did not put the balls in the quick count tray and left them in the machine or collection basket, we would like you to report that so we can update that person on the rules. Even if the balls are not in the trays, we encourage you to do so to verify that there are 100 balls. If a ball or balls are missing, or a different type of ball is in the collection, it is very important that you report this as there is a charge of $3 per missing ball.
Step 4: Instruction on operating the PB Machine

The machine works on electricity and there are two outlets, one by the net and the other at center court against the fence.

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**WARNINGS**

DO NOT LOOK OR REACH INTO THE BALL EXIT HOLE UNTIL POWER IS OFF AND BOTH WHEELS COME TO A COMPLETE STOP and then disconnect the extension cord to assure there is no power on the unit.

DO NOT STAND CLOSER THAN 30 FEET IN FRONT OF THE MACHINE WHEN POWER IS ON.

DO NOT PLACE BALLS OR FOREIGN OBJECTS INTO THE HOPPER WHILE THE FEEDER TRAY IS MOVING.

DO NOT USE THE MACHINE WHILE IT IS RAINING. DO NOT USE WET BALLS.

**MACHINE SET UP**

4. Download the Spinshot “DRILLMAKER” (2019) app from:
   Apple - The App Store and choose the PLAYER model.
   Android - Google Play and choose the PLAYER model

5. Place the machine at the center of the baseline facing the net, open the ball hopper flaps and connect the power cord.

**CAUTION:** Make sure the area around the machine is clear. The machine will perform a short self-test and create a Wi-Fi source when the POWER switch is turned ON. It will **ROTATE** left and right. When the machine is ready, it will start a pulsing beep.
6. On the machine control panel - turn the POWER switch to ON.

7. Connect your device to the machine Wi-Fi (USR - xxx), open the app and connect to the machine.

**CAUTION:** When power is on and the START button on the machine is pushed, the machine will begin to run the last drill that was entered! If balls are loaded in the hopper, they will begin throwing. You must PAUSE the machine by pushing the START button immediately followed by the STOP button on the machine.

8. On the machine control panel, push the START immediately followed by STOP. The steady beep will stop and PAUSED will appear on the app in the lower left corner. The app will now control the machine.

9. Load the hopper with balls.

10. On the app - select the desired DRILL NUMBER for a default drill or MANUAL MODE and set the custom ball throw parameters.
Note: Selecting a drill will cause the machine to rotate and/or change speed to prepare for that drill.
The 12 default drill selections on the app are:
   1. Flat
   2. Top Spin
   3. Back Spin
   4. Backhand
   5. Forehand
   6. Narrow 2 - Line
   7. Wide 2 - Line
   8. Lob
   9. Net to Baseline
  10. Random Horizontal
  11. Random Height
  12. Full Random
On the app - each default drill can be customized and stored on your device. A long press on the DRILL NUMBER will open a page for editing. Select SAVE to keep your changes. Each drill can launch 6 different throws. The selected drill will repeat the 6 throws until START/STOP is selected or the machine runs out of balls.
11. Select START/STOP to begin.

Manual Mode: using the app
More info here

Manual Mode using just the machine with no cell phone
More info here

MACHINE SHUTDOWN

1. Select START/STOP to PAUSE the machine.
2. On the machine - turn the POWER switch to OFF.
Step 5: Returning all the equipment back to where it belongs and ready for the next person to use.

Give yourself at least five minutes to shut down the machine and pick up all the balls.

1. Shutdown the PB machine per the instruction above and remove any remaining balls from the hopper and close the hopper. Disconnect the extension cord and put both items in the shed exactly where you found them.
2. Collect the balls (100) and put them in the quick count tray. If you have an empty space in the tray that means you are missing a ball and will be charged for it unless you find it. If you were missing one when you arrive, it is important that you report it that day. As the next person will be reporting it and will assume you are the case of the missing ball.
3. There will be a charge of $3 for any missing balls. If a ball is cracked, please put it in the box labelled “cracked balls” in the shed and email us so we can replace it.
4. Return the machine, power cord, trays balls, collection basket and any pickup tools to the storage shed. Review the inventory list that everything is there including the ball pick up devices and everything is in their proper location.
5. MOST IMPORTANT: Lock the shed.