

Owner's Manual

Silent Partner Scoop: SMART

www.sptennis.com



SAFETY FIRST

The Silent Partner ball machine is capable of throwing tennis balls at high speed. Take all necessary precautions to prevent ejected balls from striking people.

Do not allow children to use the machine and keep them at a safe distance from it, and from ejected balls, when on court.

Do not insert your hands or foreign objects into the openings of the machine while it is running. The throwing wheels must never be touched when they are spinning.

Exercise caution when carrying the machine. Careless lifting can result in injury. The handle must never be used alone to lift the machine, especially when going up or down stairs. See lifting procedure on page 8.

THE CONTROL PANEL OF THE QUEST

POWER BUTTON

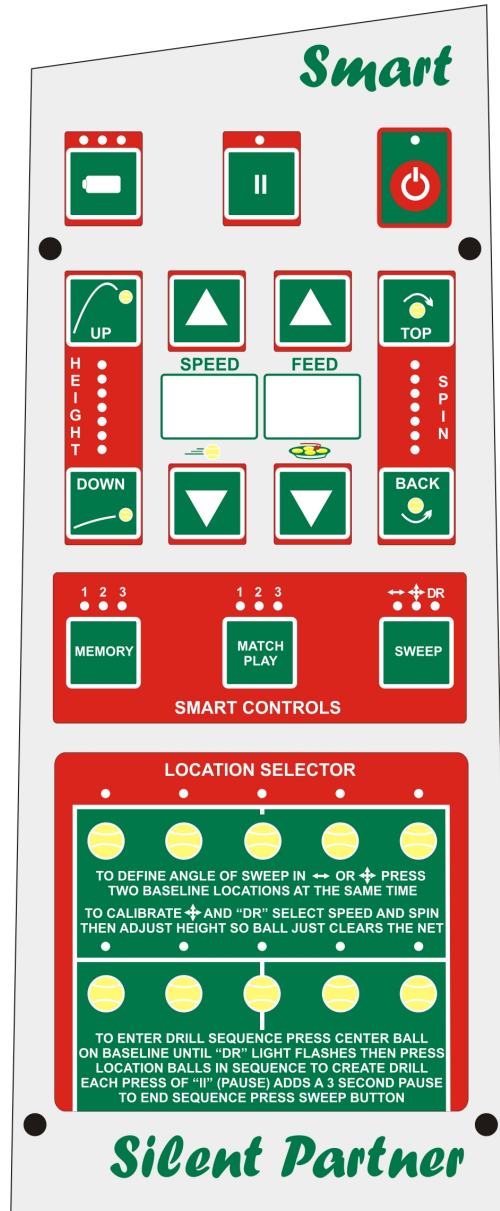
Power is turned ON and OFF by pressing the button in the upper right hand corner. The red light above the button stays on as long as the machine is on. The height adjustment goes through a calibration procedure every time the machine is turned on. Wait a few seconds until the "height lights" stop flashing before using the machine. In battery powered Scoops, there is also a toggle switch on the left of the machine (as one looks at the panel). The toggle switch disconnects the battery completely from the circuitry of the machine and is normally only used when storing the machine for a long time. If it is necessary to "reboot" the processor in the machine, the toggle switch must be placed in the OFF position for at least 30 minutes. In AC machines, this is done by disconnecting the power cord from the outlet.

PAUSE

The pause button controls ball feed. When the machine is turned on, the feed automatically goes into pause. This is reflected by the slow flashing of the light located above the button. To start feed, press the pause button once. If you wish to delay the start of feed by 15 seconds, press the pause button continuously for two seconds until it starts flashing rapidly. This will allow you to get to the other side of the court. For safety, a beep will sound periodically during the delay and will get faster just before feed starts.

BATTERY LEVEL INDICATOR

Three lights indicate the level of charge of the battery. Three lights indicate a full battery, while no light indicates that it is time to stop playing. The machine must be turned OFF to check the battery. For best accuracy, wait a few minutes before taking the reading. In AC machines, the level indicator will show one or two lights.

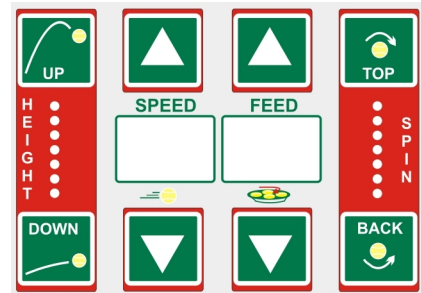


HEIGHT CONTROL

Pressing the UP button causes the ball to be ejected increasingly high, while pressing the DOWN button lowers the trajectory. The elevation control stops at each end of the travel. The seven lights between the two buttons provide a reference for the height adjustment. These lights flash during height calibration every time the machine is turned on, and between points in Match Play.

SPEED CONTROL

Ball ejection speed can be adjusted from a soft toss to a challenging drive. Press the UP ARROW to increase speed, and the DOWN ARROW to reduce it. Speed is shown in the window between the two buttons.



FEED RATE

The interval at which balls are ejected can be adjusted from a full stop to a rapid fire rate. Pressing the upper key increases the feed rate while pressing the lower key reduces it. The Feed rate is shown in the window between the two buttons on a scale of 0 (full stop) to 10 (maximum).

SPIN CONTROL

Spin is generated by the relative speed of the two propulsion wheels. The seven lights between the two buttons light up in sequence to show how much TOP spin or BACK spin is placed on the ball. The middle light indicates that the ball is thrown "flat". Press the TOP or BACK buttons to obtain the desired amount of spin.

MEMORY

You can place the current HEIGHT, SPEED, FEED RATE and SPIN settings in memory and retrieve them at a later time. Press the MEMORY button repeatedly until the light indicating the number of the desired memory lights up. Now press the button continuously for 2 seconds to enter the settings in memory. To retrieve the settings, select the corresponding memory location.



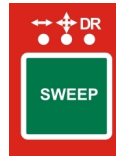
MATCH PLAY

Match Play simulates points that you would play during a match. In all cases, the machine starts a sequence of shots with a short ball in the deuce or ad side, followed by a series of shots that replicate real match rallies. The difference between the three presets is in the length of the rally (5 shots for Preset 1, 8 for Preset 2, and 10 for Preset 3), the "rest" interval between rallies (8 sec for Preset 1, 12 sec for Preset 2 and 18 sec for Preset 3), and the amount of topspin (low for Preset 1, moderate for Preset 2 and high for Preset 3). The default values for Speed and Feed rate are the same for the three Presets (50 and 3 respectively) but you can enter your preferred values for SPEED, FEED and SPIN in each preset by pressing the PRESET button repeatedly until the light indicating the number of the desired preset lights up, then pressing the button continuously for 2 seconds to enter the settings in memory. Hum, short points with relatively flat ball delivery, could you be playing on grass at Wimbledon? That's the idea for Preset 1. More spin and longer rallies? Could that be the hard court of the US Open? Go ahead, the Smart encourages you to dream. Long grueling rallies loaded with topspin? Voilà Paris! To use Match Play, begin with the calibration procedure shown on page 6 then select the Match Play Preset.

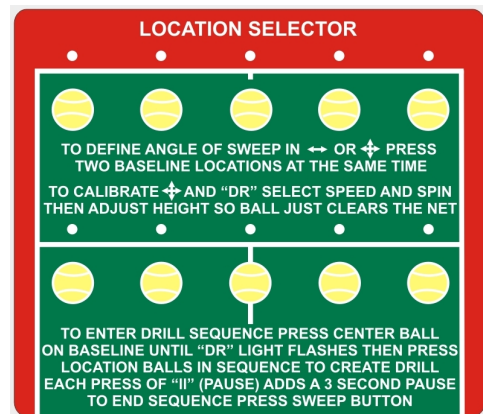
SWEEP

This button allows you to select three forms of oscillation:

1. **Random, horizontal.** This will allow you to practice your baseline game.
2. **Adaptive All-Court.** This advanced feature will feed balls randomly horizontally and vertically, for all-court coverage. The vertical oscillation is ADAPTIVE – the computer provides the right amount of vertical oscillation for the SPEED and SPIN that you have selected. Adaptiveness works up to a speed setting of 75, with flat throws and with top spin, but not with backspin. To set the all-court oscillator, begin with the calibration procedure shown on Page 6 then turn the all-court oscillation on.



3. **DR (Select-A-Drill).** This setting allows the user to enter a sequence of shots by using the Location Selector. To enter Select-A-Drill, press the center baseline ball continuously until the DR light flashes above the SWEEP button, then press balls in the Location Selector in the desired drill sequence. As a ball is pressed for the first time, the light above it will turn on. The second and third time a ball is pressed, the light above it will flash to indicate that its location has been entered in the drill more than once. You can enter a 3 second pause in the drill sequence by pressing the pause button (at top of panel). Each press of the pause button introduces an additional 3 seconds of pause in the sequence.



As balls are entered in the sequence, the FEED window will show how many balls have been entered. When the full desired sequence has been entered, press the SWEEP button to enter it in memory. To start the sequence, select DR on the SWEEP button. The sequenced drill will play back. After the last ball of the sequence has been thrown, the sequence will start again. Note that you can achieve a 2-Line ball delivery by selecting only two ball locations.

ANGLE OF SWEEP

The angle of sweep for the Random and Adaptive All-Court oscillation can be set by pressing any two baseline balls on the Location Selector at the same time. The angle will be defined by these two balls, allowing you to select a total of 10 angles. By default, the angle is set at its widest, with the lights above the 5 baseline balls lighting up. As you select another angle of feed, only the lights above the balls within the new angle will light up.

In all modes, the oscillator will self-park in the center position when turned off.



BATTERY CHARGER JACK

Battery-powered Scoops are delivered with a smart battery charger that mounts in ordinary wall outlets. It takes about 10 hours to charge the battery. The charger can stay connected to the machine for long periods of time but must be disconnected during play.

REMOTE STORAGE POCKET

A pocket molded into the base of the panel allows you to keep the remote safely in the machine when not in use. Get in the habit of always storing the remote in the pocket.

RESET BUTTON

If the reset button pops during play, check for obstructions of the propulsion wheels. Never use wet balls and make sure that the chute that leads balls to the propulsion wheels is always clear of balls.

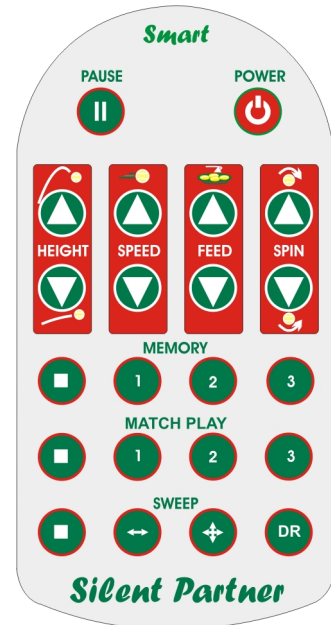
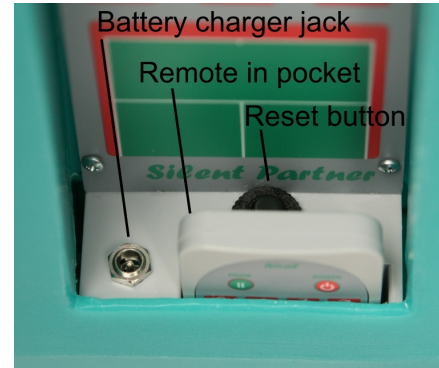
REMOTE CONTROL

The 22-button remote of the STAR can control all functions on the machine except for checking the level of the battery and setting ball locations.

1. For safety, you need to press the POWER button for two seconds to start the machine.
2. The machine goes in sleep mode after four hours of inactivity. When in sleep mode, the machine can only be turned on from the panel.
3. The Memory function offers a STOP button (square icon) that allows coming out of all memories without toggling. The Preset and Sweep functions have similar buttons.

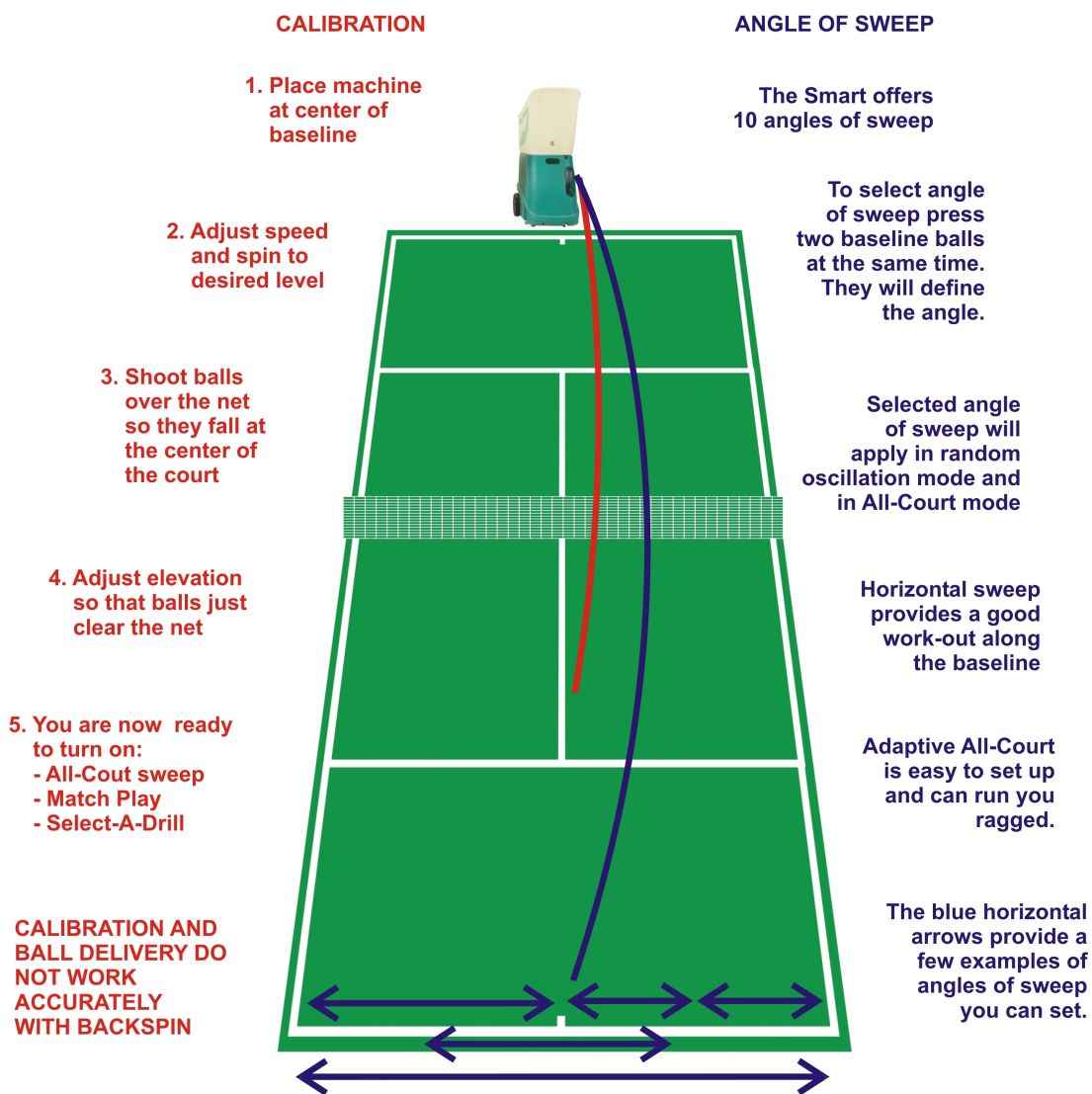
The remaining functions on the remote behave in the same way as they do on the panel.

For best results when far from the machine, raise the remote above your shoulder when sending a command. This also signals to others on court that a change is about to occur.

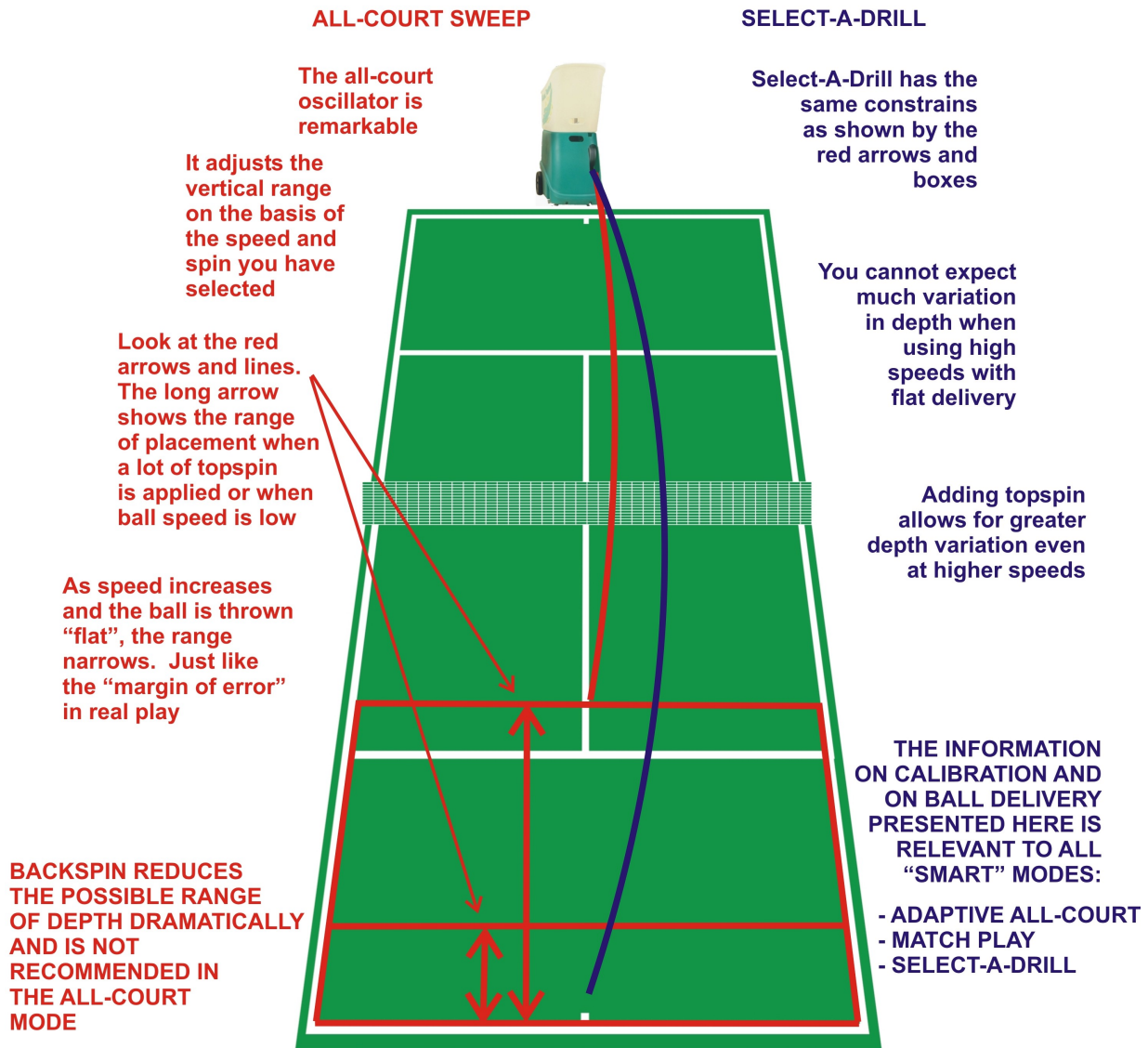


Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna; Increase the separation between the equipment and receiver; Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult factory for help.

SETTING UP FOR OSCILLATION



BALL PLACEMENT



ROLLING AND LIFTING THE MACHINE

RELEASING THE HANDLE

To release the handle from its locked collapsed position, place the palm of your hand in the lifting hole and push the handle upward while pressing the release button with your thumb.



LIFTING THE SCOOP (BACK)

Note that the hand in this picture is shown in the lifting point in the back of the machine. By placing one hand in the hole under the locked handle, and the other hand in the lifting hole in the front of the machine, lifting can be done efficiently.

LIFTING THE SCOOP (FRONT)

This picture shows the front lifting hole high up on the machine. To lift the machine, grip the front of the machine with one hand, and the back of the machine under the locked handle with the other hand as shown in the picture above (do not unlock the handle). Because the two lifting points are located high on the machine, it is possible to lift the Silent Partner Scoop without needing to “bear hug” the machine from underneath.



READY TO ROLL

The machine is shown here ready to be rolled. Note that the hopper is placed securely on top of the body of the machine and the handle is fully extended.

To roll the machine, tilt the handle towards the back until the rolling wheels are securely in contact with the ground. You can now maneuver the machine effectively over a variety of terrains. For maximum durability, it is best to lift the machine when the path is very rough, such as over gravel or potholes.

The handle is not designed to carry the entire weight of the machine. The machine should not be lifted only from the handle, especially when going up or down stairs.

POSITIONING ON COURT

THE HOPPER

To install the hopper for play, lift it up from the body of the machine, remove the pin from the post shown in the photo, and lay the hopper right-side-up on top of the machine.

It is essential that the pin be inserted in the post as shown in the picture. Without the pin, the hopper will lift from the machine during play and will allow balls to become jammed.

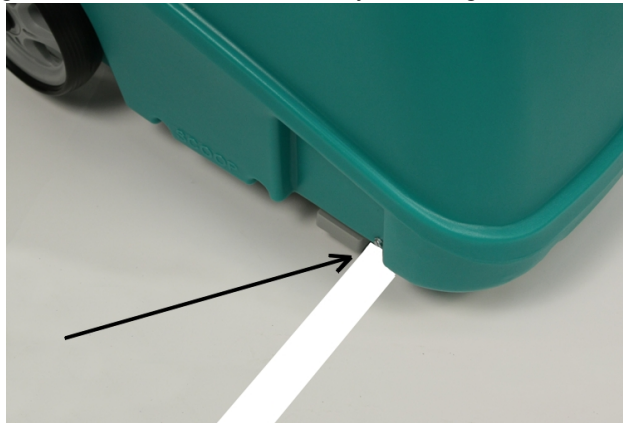
Note that the handle is lowered during play. This protects the handle and provides for a free flow of balls in the hopper.



ALIGNING THE OSCILLATOR

When using the oscillator, begin by aligning the machine with the court by ensuring that the lower platter is “square” with the court. The lower platter is the part to which the rubber feet are attached. Its front edge must be parallel to the baseline (check both sides). This will ensure that the machine will swing equally to the left and right.

Note that it is not the body of the machine that needs to be aligned with the court but the stationary platter that sits on the ground. The alignment fins that jut out from under the machine provide an easy way of checking on alignment.



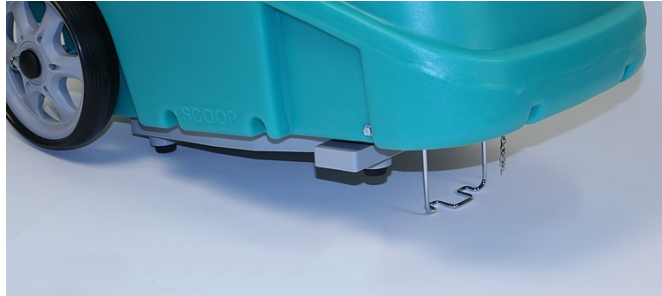
Tiny changes in angle can have big effects on where the ball lands on the other side of the court. For maximum accuracy, you may need to fine tune the orientation of the machine by watching where balls land.

THROWING HIGH LOBS

Very high lobbs can be achieved by pressing the “UP” elevation button until the motor stops AND by inclining the machine towards the rear.

The inclination of the machine is achieved by flipping down the metal foot shown in the picture.

Small changes in speed and spin can have a big impact on the trajectory of the ball when throwing lobbs, so experiment carefully with your settings.



The oscillator can be turned on when the machine is throwing lobbs.

This is a good time to take note of the small chain located in proximity to the metal foot. This is a ground chain that protects against the accumulation of static electricity in the machine. The chain must hang down (it will touch the court, or the metal foot, providing a ground connection in either case).

CARING FOR YOUR MACHINE

The Silent Partner requires very little maintenance. The bearings on all motors are lubricated for life and no electronic adjustment is required. Maintenance consists primarily of the following preventative measures:

1. Remove dirt from inside the machine by reaching inside through the ejection hole and wiping the base with a damp cloth. The machine must be OFF!
2. The propulsion wheels are covered with a rubber dressing that does not require maintenance. Grime from the balls will get deposited on the surface of the wheels, but it is not necessary to remove it. If you wish to clean the surface of the wheels, you can scrub them with the scrubber side of a kitchen sponge, using soap and water or, for a stronger action, using nail polish remover (acetone).
3. When properly cared for, the internal battery that powers the machine has a life span of 2 to 4 years, after which it needs to be replaced. Care for your battery by stopping play when speed drops, recharging the battery as soon as practical, and keeping it topped up. AC-powered machines do not have an internal battery.
4. The remote's battery needs to be replaced periodically. You may be able to obtain these batteries from specialized battery suppliers, or you can purchase them from the factory (call 1-800-662-1809 or order online).

TROUBLESHOOTING SIMPLE PROBLEMS
(Check www.sptennis.com/service for service procedures)

THROW CONSISTENCY: The main reason for inconsistency in ball throws is that dead balls are not thrown as fast as new balls. Avoid mixing balls of different firmness.

SHORT BATTERY LIFE Battery life drops dramatically at lower temperatures. If battery life is abnormally short even in warm weather, you may need to replace the battery.

MACHINE DOES NOT RUN Begin by checking if the reset button has popped. If so, push it down after investigating the cause of the problem (most likely balls preventing the propulsion wheels from turning).

CAROUSEL DOES NOT TURN Check that the feed rate is not set at 00 and that the machine is not on pause. You can try to turn the carousel by hand (gently). If the carousel turns without engaging the motor, call the factory (1-800-662-1809).

REMOTE CONTROL DOES NOT WORK The remote control consists of a transmitter (small hand held device) and a receiver (installed in the machine). Problems of reception are usually caused by a weak battery in the transmitter (see last entry on previous page).

Silent Partner offers complete service on its tennis ball machines. Because the work is performed at the factory, you can be assured of the skill of our technicians and the quality of the parts used in servicing your machine. Call 1-800-662-1809.

WARRANTY
(Valid only for machines in the United States and Canada)

Deuce Industries warrants Silent Partner ball machines for a period of two years from the date of original purchase. The warranty covers defects in the material and workmanship. Deuce Industries' obligation under this warranty is limited to the original purchaser and applies to the cost of labor and materials to repair a warrantable defect (please note that the battery in the machine and in the remote are not covered by the warranty).

To obtain warranty service, call or write Deuce Industries Ltd. to obtain instructions on how to proceed. No returns will be accepted without prior authorization. Shipping to Deuce Industries must be prepaid. After completing warranted repairs, Deuce Industries will pay for return shipment to you.

This warranty does not cover units damaged by neglect, accident, abuse, or unauthorized repair or modification or if subjected to damage by failure to follow instructions contained in this manual.

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