lobster elite™

grand five le owner's manual



play more. win more.®

MACHINE SETUP

Intended Use

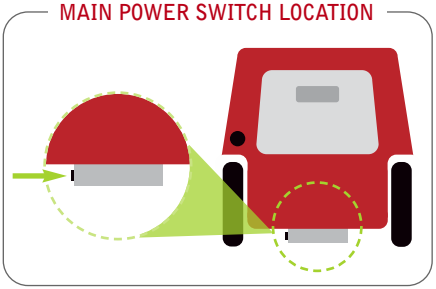
Lobster tennis ball machines are intended to be used in a dedicated tennis facility. For safety reasons, players should stand on the opposite side of the tennis net at a minimum of 35 feet away from the machine. Lobster tennis ball machines are designed to throw **tennis balls only**.

Unpack and Keep Shipping Box

Remove the machine from the box. Keep the box along with the packing materials in case the machine needs to be shipped back to the factory.

Machine Assembly

- Detach the hopper, flip and reattach by pushing the hopper on to the case knobs, starting with the front knob (side furthest from handle), then attach the hopper to the back knob.
- **Do not remove the wire deflectors.**
- **Snap-in the elevation level pointer** on the front of red base by aligning the pointer with the slot located on the front edge of the bracket between the server wheels and then push pointer into the slot until a click is heard/felt.
- **Turn the Main Power Switch ON.** Ball machines ship with the main power off. The switch is located at the base of the machine, directly below the control panel on the left side of the metal box. (*If you plan to not use your machine for one month or longer, we recommend that you turn this switch off.)*



Handle Operation

To raise the handle, simply lift up on the handle until you hear the lock buttons click into place. To fold the handle down, stand behind the machine and place hands on each of the plastic handle hinges. Simultaneously press up on the hinge lock buttons and gently push the top section of the handle forward over your machine.

The handle is provided to push or pull the machine. The machine is not designed to be pulled up and down stairs. If the handle is damaged or breaks in this manner, please be advised it is not covered under the warranty. Avoid rough or uneven surfaces that may bend or damage the underside of the machine.

Transporting the Machine

To prepare the machine for transport, invert the hopper to cover the machine and fold the handle. The machine weighs approximately 44 pounds depending on the model purchased and may be lifted into a vehicle by one or two people. Use the molded handholds on the underside of the machine to lift and carry the machine.

CHARGING INSTRUCTIONS

Before the first use, charge the machine until the battery is fully charged. Battery level is shown when the machine starts up as Full, High, Medium, or Low! For optimal battery life, fully charge machine after each use otherwise the battery life will be shortened. All Lobster chargers have trickle charge technology which ensures the battery will not be overcharged.

Use the LED indicator on the charger for battery charging status. A blinking orange/red light indicates the battery is very depleted.

Charging the Battery with the Standard Charger

- Plug charger into an AC outlet then plug the connector into charger port.
- The LED on charger is red when charging, turning green when fully charged.
- A depleted battery may take up to 18-22 hours to fully charge.

If you purchased a premium charger with the machine, you will not receive a standard charger.

Charging the Battery with the Premium Charger

- Plug the charger into an AC outlet then plug the connector into the charger port.
- The LED on the charger is red while charging and turns green when fully charged.
- A depleted battery will be fully charged in 3 hours.

Using an Export (240v) Machine with the Premium Charger

For ball machines used outside the US, you must charge the machine with the appropriate premium charger to fit your country's voltage requirements. Using a 110v charger outside the US will damage the ball machine and void the warranty.

BATTERY LIFE & MAINTENANCE

Battery Life

For optimal battery life, fully charge machine after each use. The most common reason for reduced battery capacity and shortened battery life is chronically undercharging the machine. **Never let the machine go uncharged for more than one month.**

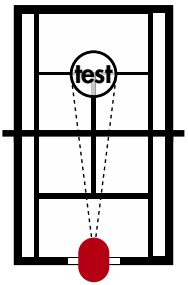
Before storing the machine, fully charge the battery and then recharge monthly. During the winter season or when the ball machine is not in use, the battery should be charged **every month**, otherwise the battery life will be reduced.

Similar to a car battery, the battery in your ball machine will need to be replaced depending on use and care. Replacement batteries are available in the parts section of our website and can be installed by the owner or the machine can be sent to Lobster for maintenance. A video tutorial on battery replacement is available on the support section of our website or on the Lobster Sports YouTube channel.

OPERATING INSTRUCTIONS

Court Placement / Test Button TEST

Your Lobster elite grand five le 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.
- 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 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 any one of the oval shaped function buttons to choose the desired mode of play, then press the play button to run that mode.

Random RANDOM

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

- Feed – Adjust between random and 2 - 9 second intervals.

2-line Function 2 - LINE

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

Sweep SWEEP

Your Lobster machine will throw balls randomly across the width of the court. Shot parameters remain at the same setting during play and include:

- Depth – A (Deep), B (Mid), C (Short), Random (the depth will constantly change).
- Speed – Choose from 50 to 80 MPH in 5 mph increments.
- Spin – Increase and decrease top & back spin up to 3 levels.
- Feed – Adjust between random and 2 - 9 second intervals.

Depth (DEPTH)

Your Lobster machine will throw balls randomly from short to deep. Shot parameters remain at the same setting during play and include:

- Position – At the top of the LCD, choose the column you wish the balls to land in. The column number matches the buttons in the top row of your control panel.
- Speed – Choose from 45 to 75 MPH in 5 mph increments.
- Spin – Increase & decrease top & back spin up to 3 levels. (depending on speed)
- Feed – Adjust between random and 2 - 9 second intervals.

Manual (MANUAL)

Press the MANUAL button to practice one particular shot repetitively. The machine will pause while you make your adjustments. Use ▲ / ▼ Menu buttons to select location and shot parameters. Use + / − SETTINGS buttons to increase or decrease value of the selected menu option.

- 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 ▶II play/pause button to start your session.

PLEASE NOTE that not all combinations of SPEED, SPIN, FEED and DEPTH will work in conjunction with each other.

CUSTOM DRILLS

Program Custom Drills

The program function allows you to create your own drills and set up your own training exercises. You may create sequences of shots with anywhere from 1 to 6 balls that will cycle. This allows for many more combinations that will always give you new challenges. There are limitations to what the machine can do...**please read this carefully**.

- The serving wheels can speed up faster than they can slow down. Fast shots followed by slow shots or drastic changes in spin will produce shots out the back of the court if used with fast feed rates. If you wish to use faster feed rates, keep your changes in speed and spin incremental. A good guide is not to change the speed more than your feed rate times 5 in miles per hour (treat each level of spin as 5 MPH).

  As an example : A feed rate of 4 sec will let you have up to 20 mph of change or 4 levels of spin.
- Certain combinations of speed and spin will not stay within the court. If a setting will not produce a viable shot, the display will blink to tell you that the shot is not possible and remain at the previous setting.
- When you have filled up the 6th shot in a program, selecting next will automatically take you to the overall program screen.

Create Your First Custom Drill

1. Press the PROGRAM button (PROGRAM)
2. The screen will prompt you to select a location for your first shot. Press any of the 1 - 18 ①②③④⑤⑥ buttons to advance to the Shot Parameters Screen.
3. The machine is programmed to throw one ball to the location selected. You may now adjust the shot parameters for this shot:
   - Speed – Choose from 40 to 80 MPH in 5 mph increments.
   - Spin – Increase and decrease top and back spin up to three levels.
   - Feed – Adjust ball feed rate between random and 2 - 9 seconds. (applied to the entire program)
4. When the shot is satisfactory, use the menu buttons ▲ / ▼ to highlight the "Next + Back –" line. Press ⊕ to choose the location and shot parameters for the next shot in your drill or ⊖ to return to overall program screen.

SHOT LOCATION SCREEN

```
P#1 SHOT#1 LOC ?
Press a location
To prgrm shot, or
Press – to erase
```

SHOT PARAMETERS SCREEN

```
P#1 SHOT#1 LOC?*
SPEED:  70 MPH
Spin :0 FEED: 4
Next  +  Back -
```

*will display your selected location

5. Selecting and running a drill can be done from the Overall Program Screen
   - The top line displays your program number. You can change the program number from 1-6 by highlighting the top line with the menu buttons ▲/▼ and adjusting the number with ⊕/⊖ settings buttons.
   - Line 2 allows you to edit or view the settings of an existing shot in the program.
   - Line 3 and 4 will show you the court location of each ball thrown. One number for each ball. You may have up to six balls in a program.

OVERALL PROGRAM SCREEN

```
P# 1 PLAY TO RUN
SHOT: 2 EDIT: NO
LOCS 3  12  18  5
       2  11
```

   - Pressing Play ▶ at any time on this screen will run the program.

Editing An Existing Program

Once you have created a program you may want to adjust or completely redesign any aspects of the program.

1. If you are not already in the program function, press the PROGRAM button (PROGRAM) to display the Overall Program Screen.
2. First use the ⊕/⊖ settings buttons to select the program you wish to adjust.
3. Next use the menu buttons ▲/▼ to highlight SHOT then adjust the number to reflect which shot in the sequence you wish to adjust (1st, 2nd, 5th...)
4. Highlight edit and press the ⊕ button to change to a yes. This will take you to the Select Location Screen.
5. The current location of this shot is now displayed in the upper right corner. If you are satisfied with the location, press the same number to select it again and you will advance to the shot parameters screen which will display your current settings.
6. If you chose another location, the defaults will reset.
7. You can remove a shot from the drill by pressing the ⊖ button. This will return you to the Overall Program Screen and the drill will run with one less shot.

PRELOADED DRILLS

Drills (DRILLS)

The drills button offers 12 pre-programmed training exercises. Each of the 12 custom designed court drills consists of 6 sequential shots in a designated pattern combining court location, ball speed, and spin. To adjust difficulty, the feed rate can be set to fixed 2 - 9 seconds or set to random that will constantly change the feed rate. Use the ⊕/⊖ buttons to adjust this rate. Low feed settings will have a short pause between cycles.

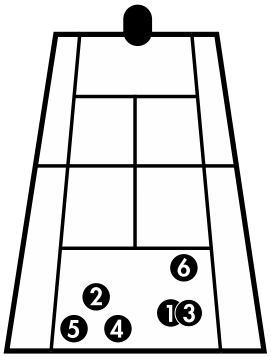
Preloaded Court Drills

Each of the 12 drills consists of 6 shots in a designated pattern, changing location, ball speed and spin. To alter difficulty, the feed rate can be adjusted.

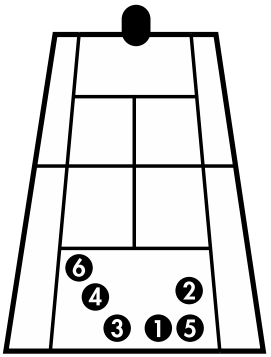
Grinder – utilizes the full back court with different types of spin.

Power Baseliner – utilizes the full back court with little spin and more ball speed.

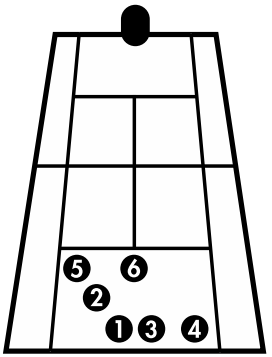
All-Courter – utilizes both the front and back court with some top spin and less ball speed.



Grinder



Power Baseliner

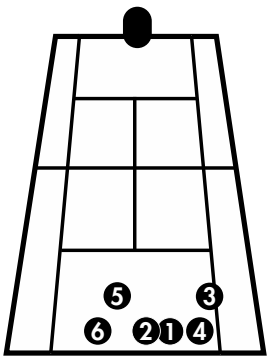


All-Courter

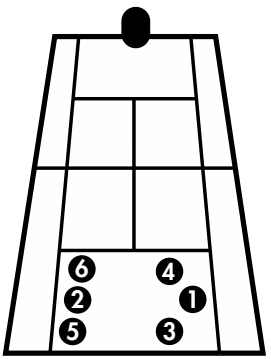
Approach – emphasizes the approach from behind the baseline into the front court with balance and speed.

Attack/Defend – designed to move a player in all directions from the baseline.

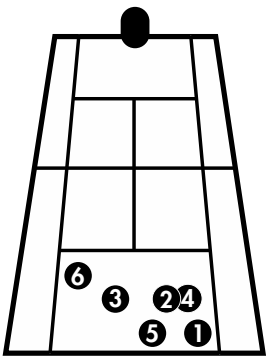
Forehand Plus – challenges the player to maintain dominant court position by using their forehand for every shot.



Approach



Attack / Defend



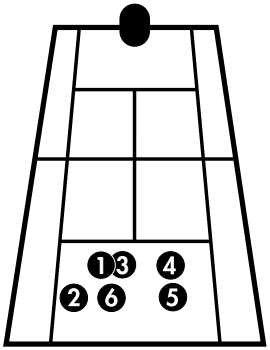
Forehand Plus

PRELOADED DRILLS CONTINUED

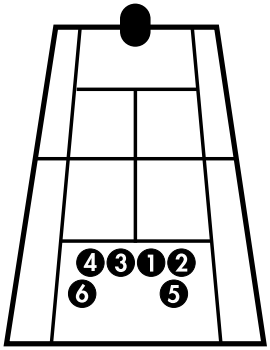
Beginner – drill to help beginners improve and build confidence.

Intermediate – drill that will help intermediates improve their court coverage and execute a variety of shots.

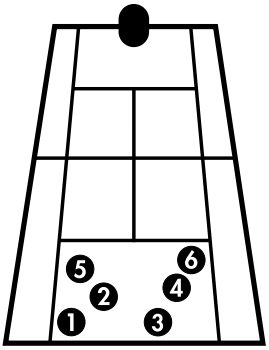
Advanced – drill for advanced players to develop higher shot tolerance and learn to quickly identify 'opportunity' balls that can be attacked.



Beginner



Intermediate

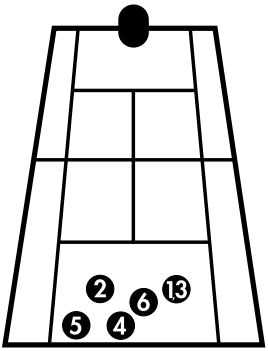


Advanced

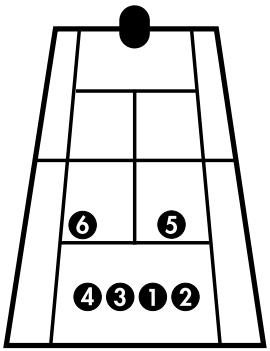
Moon Baller – utilizes a high arc over the net with moderate to heavy top spin.

Slicer – drill with backspin or underspin that utilizes a low arc over the net.

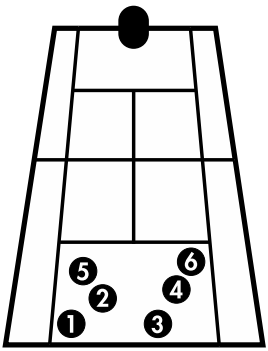
Lefty – simulates strong forehand groundstrokes and strong backhand volleys.



Moon Baller



Slicer



Lefty

SMARTPHONE REMOTE CONTROL SETUP

Grand Remote for Apple Set Up (optional)

You must purchase the **grand remote for Apple** and have it installed in your machine for the free remote app to work.

- Download the **Lobster grand remote control** from the App Store®
- Turn your ball machine on and press the  button on the control panel.
- On your device, go to the "settings" button and click "Wi-Fi". A network called "Lobster Sports(x)" will be detected. *Select this network.*
- Open the Lobster grand remote control app on your device and allow up to 90 seconds for your machine and device to sync - they are connected when the remote CONNECT/DISCONNECT button says DISCONNECT.
- Upon first app launch, you may be asked:
  - Allow "grand" to use your location? *Select "Allow While Using App"*
  - "grand" would like to find and connect to devices on your local network. *Select "OK"*
  - The Wi-Fi network "Lobster Sports-xx" does not appear to be connected to the Internet. *Select "Keep Trying Wi-Fi"* although "Use Cellular Data" does not cause a problem or actually use cellular data.
  - To verify or modify these settings, go to the device settings and select the **Lobster grand remote control**.
- When using Apple Watch, the iPhone must stay awake. To change "awake" settings, navigate to Settings>Display & Brightness>Auto-Lock>Never.
- In the case of a disconnect, click the CONNECT button to reconnect.

Grand Remote for Android Set Up (optional)

You must purchase the **grand remote for Android** and have it installed in your machine for the free remote app to work.

- Power on your Lobster machine and press the  button on the control panel.
- On your phone, download and install the **Lobster Ultimate Remote Control**.
- When connecting for first time, you need to pair the devices:
  1. On your phone, open the Bluetooth connection settings.
  2. A device, RNBT-xxxx, should be available (xxxx will be a unique ID for your installed Bluetooth module). If you don't see it, press 'Scan'.
  3. Select RNBT-xxxx to pair. You may receive a pairing code (which you may not need).
- Open the Lobster app. Click the three dots on the top right of app, select "Connect a device" and then select RNBT-xxxx to connect. When app shows "connected" in the gray bar, the remote is ready to use. (If your phone doesn't show the three dots, please contact your phone manufacturer for settings help.)

The app may ask you to give access to contacts and call history - this is not needed.