lobster elite™

grand four and grand five owner's manual



play more. win more.®

MACHINE SETUP

Intended Use

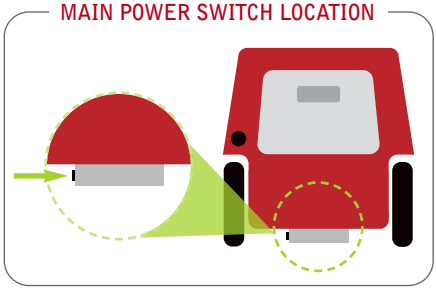
Lobster tennis ball machines are intended to be used in a dedicated tennis facility. For safety reasons, players should stand on the opposite side of the tennis net at a minimum of 35 feet away from the machine. Lobster tennis ball machines are designed to throw **tennis balls only**.

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.

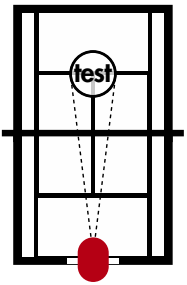
Transporting the Machine

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.

Court Placement / Test Button

Your Lobster elite grand four 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.
- Place one tennis ball in the hopper. 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 TEST button and 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 the manual button or one of the nine preset buttons in the center of the control panel to choose mode of play, then press the play button.

Manual

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

- 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.

Presets

Main preset options are selected by pressing one of the nine buttons in the center of the control panel. The machine will automatically pause until you are satisfied with the settings. Press the play/pause button to begin play. Use ⊙ / ⊙ menu buttons to select location and shot parameters. Use ⊕ / ⊖ SETTINGS buttons to increase or decrease value of the selected menu option. PLEASE NOTE: To keep all shots in the court, some combinations are not available in conjunction with each other.

2-LINE

Narrow – practice forehand and backhand strokes at the center of the court.

Medium – practice forehand and backhand strokes midway between center court and sideline.

Wide – Practice forehand and backhand strokes at the sidelines.

Within each button above, your options will be:

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

OSCILLATION

Sweep – throw balls randomly across the width of the court. Shot parameters include:

- Depth – Short, Mid, Deep or Random.
- Speed – Choose from 45 to 80 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Adjust between 2-9 second intervals, or scroll down to random.

Depth – balls are thrown randomly from short to deep.

- Position – Choose balls to be thrown on court to the Left, Center, or Right.
- Speed – Choose from 45 to 75 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Adjust between 2-9 second intervals, or scroll down to random.

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

- Feed – Adjust between 2-9 second intervals, or scroll down to random.

ELITE GRAND FOUR DRILLS

Drills

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

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

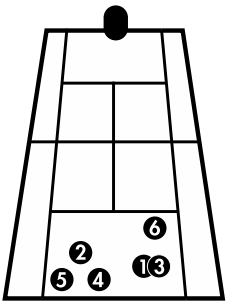
– **MOON BALLER** Press GRINDER twice to select MOONBALLER drill, which utilizes a high arc over the net with moderate to heavy top spin.

POWER BASELINER – **POWER BASELINER** utilizes the full back court with little spin and more ball speed.

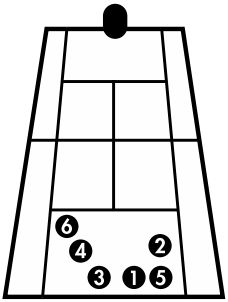
– **SLICER** Press POWER BASELINER twice to select the SLICER drill with backspin or underspin that utilizes a low arc over the net.

ALL-COURTER – **ALL COURTER** utilizes both the front and back court with some top spin and less ball speed.

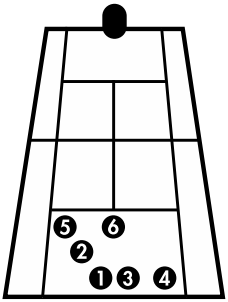
– **LEFTY** Press ALL COURTER twice to select LEFTY, which simulates strong forehand groundstrokes and strong backhand volleys.



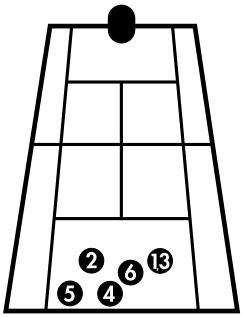
Grinder



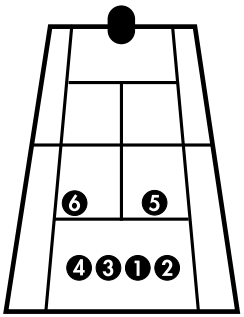
Power Baseliner



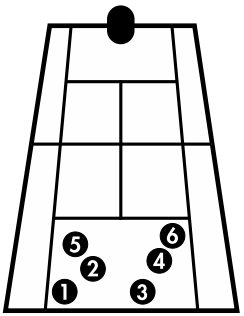
All-Courter



Moon Baller



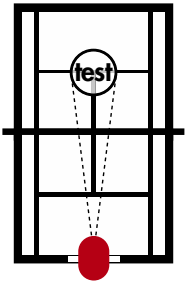
Slicer



Lefty

Court Placement / Test Button TEST

Your Lobster elite grand five 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.
- Place one tennis ball in the hopper. 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 TEST button and 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 the manual, program or presets buttons on the right side of the control panel to choose mode of play, then press play button.

Manual MANUAL

Press the MANUAL Button to practice one particular shot repetitively. The machine will pause while you make your adjustments. Use the ▲ / ▼ buttons to select location and shot parameters. Use ⊕ / ⊖ 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.

When you are satisfied with your adjusted settings press the ▶ play/pause button to start your session.

Presets

Press the PRESETS button multiple times to scroll through all of the possible functions and pre-set drills. The machine will pause until you are satisfied with the settings. Use the ▲ / ▼ buttons to select location and shot parameters. Use the + / − buttons to increase or decrease value of the selected shot option. Press the ▶ play/pause button to begin play. PLEASE NOTE: To keep all shots in the court, some combinations are not available in conjunction with each other.

OSCILLATION FUNCTIONS

Random Sweep – balls are thrown randomly across the width of the court. Shot parameters include:

- Depth – Row A (Deep), Row B (Mid), Row C (Short) or Random.
- Speed – Choose from 45 to 80 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Adjust between 2 - 9 second intervals, or scroll down to random.

Random Depth – balls are thrown randomly from short to deep.

- Position – At the top of the LCD, choose Left, Center, or Right of court.
- Speed – Choose from 45 to 75 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Adjust between 2 - 9 second intervals, or scroll down to random.

2-LINE FUNCTIONS

Wide – practice forehand and backhand at the sidelines.

Narrow – practice forehand and backhand strokes at the center of the court.

Medium – practice forehand and backhand strokes midway between center court and sideline.

- Speed – Choose from 45 to 80 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Depth – Row A (Deep), Row B (Mid), Row C (Short) or Random
- Feed – Adjust between 2 - 9 second intervals, or scroll down to random.

FULLY RANDOM FUNCTIONS

Random – Your machine will randomly throw balls horizontally and vertically across the court using variations of speed, spin and trajectory.

- Feed – Adjust between 2 - 9 second intervals, or scroll down to random.

ELITE GRAND FIVE PRELOADED DRILLS

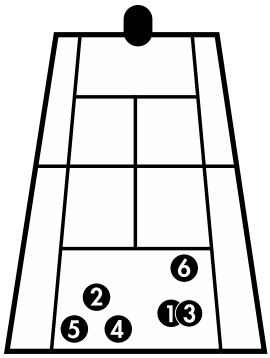
Preloaded Court Drills

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.

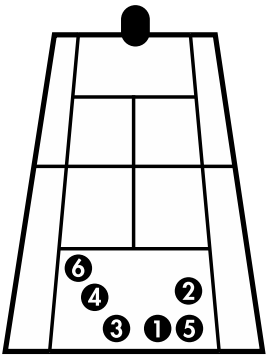
Grinder – Six ball drill utilizing the full back court with different types of spin.

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

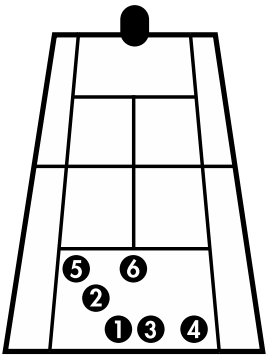
All-Courter – Six ball drill that utilizes both the front and back court with some top spin and less ball speed.



Grinder



Power Baseliner

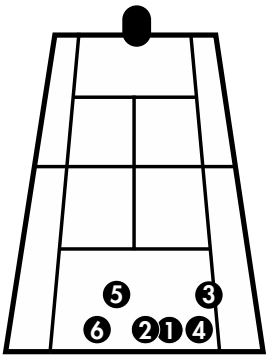


All-Courter

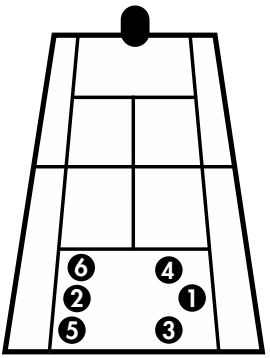
Approach – Six ball drill emphasizing the approach from behind the baseline into the front court with balance and speed.

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

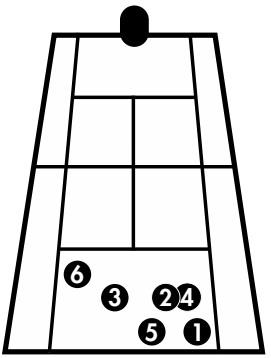
Forehand Plus – Six ball drill challenging the player to maintain dominant court position by using their forehand for every shot.



Approach



Attack / Defend



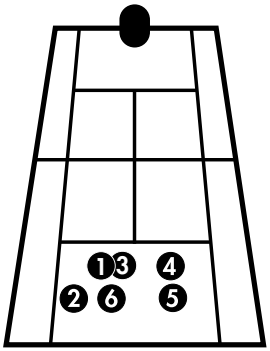
Forehand Plus

ELITE GRAND FIVE PRE-PROGRAMMED DRILLS CONTINUED

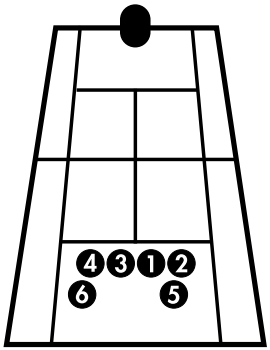
Beginner – Six ball drill to help beginners improve and build confidence.

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

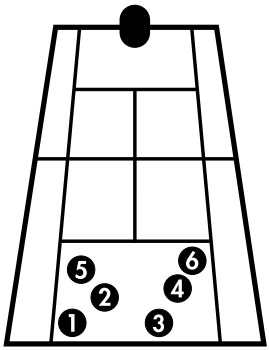
Advanced – Six ball drill for advanced players to develop higher shot tolerance and learn to quickly identify 'opportunity' balls that can be attacked.



Beginner



Intermediate

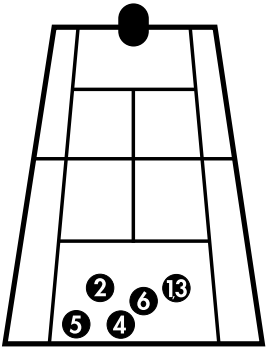


Advanced

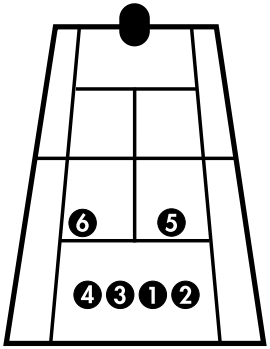
Moon Baller – Six ball drill that utilizes a high arc over the net with moderate to heavy top spin.

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

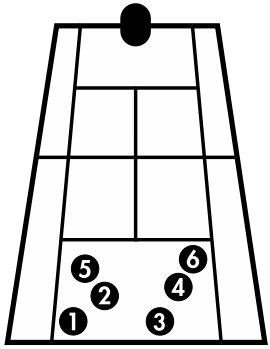
Lefty – Six ball drill that simulates strong forehand groundstrokes and strong backhand volleys.



Moon Baller



Slicer



Lefty

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.

OVERALL PROGRAM SCREEN

```
PROGRAM # : 1
LOCS  3 4 5 1 6 3
SHOT: 2   EDIT : NO
PUSH PLAY TO RUN
```

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

SHOT LOCATION SCREEN

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

1. Press the PROGRAM button (PROGRAM)
2. The screen will prompt you to select a location for your first shot. Press any of the ①②③④⑤⑥ buttons to advance to the shot parameters screen.

SHOT PARAMETERS SCREEN

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

*will display your selected location

3. The machine will be programmed to throw one ball to the location selected. You may now adjust the shot parameters for this shot:
   - Speed – Chose from 55 to 80 MPH in 5 mph increments.
   - Spin – Increase and decrease top and back spin up to three levels.
   - Feed – Adjust between 2 - 9 second intervals, or scroll down to random.
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.

5. Selecting and running a drill can be done from the Overall Program Screen:

OVERALL PROGRAM SCREEN

PROGRAM # : 1
LOCS 3 4 5 1 6 3
SHOT: 2 EDIT : NO
PUSH PLAY TO RUN

- 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 will show you the court location of each ball thrown. One number for each ball.
- Line 3 allows you to edit or view the settings of an existing shot in the program.
- Pressing ▶ at any time on this screen will run the program.

Editing An Existing Custom Drill

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

1. If you are not already in the program function, press the PROGRAM button 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...)

OVERALL PROGRAM SCREEN

PROGRAM # : 1
LOCS 3 4 5 1 6 3
SHOT: 2 EDIT : NO
PUSH PLAY TO RUN

4. Highlight edit and press the ⊕ button to change to a yes to 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.

SHOT LOCATION SCREEN

P#1 SHOT#2 LOC 4
Press a location
To prgrm shot, or
Press – to erase

6. If you chose another location, the defaults will reset.
7. You can remove the 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.

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.