the **pickle champion**

owner's manual



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CONTROL PANEL



A. **Power Button** – Push and hold the POWER button to turn the machine on. Battery level is shown at startup. Both the horizontal and vertical motors will perform functional checks to calibrate the machine when it is turned on or off.

B. **Remote** – Push this button to turn on/off the remote control receiver.

C. **Menu Buttons** – Used to scroll through the menu options to be selected and adjusted. A cursor on the LCD will highlight the current selection.

D. **Settings** – Used to adjust a highlighted option on LCD screen.

E. **Presets** – The eight buttons in the center of the control panel are used to select the play mode. MENU and SETTINGS buttons are used to select and adjust shot parameters. After the parameters are satisfactory, press play to start.

F. **Play/Pause** – Press to begin the play of a selected function and/or to pause the feed.

G. **Manual** – Machine will continuously throw a certain shot to a specific location.

H. **Test** – Used to align your machine for proper ball placement on the court.

I. **Charger Connector** – Located on the red case and used to charge your battery.

J. **Main Power Switch** – Located on the left side of the metal box directly below the control panel at the bottom of the machine as shown to the right. *If you plan to not use your machine for one month or longer, we recommend that you turn this switch off.* **See page 3 for diagram of location.**

MACHINE SETUP

Intended Use

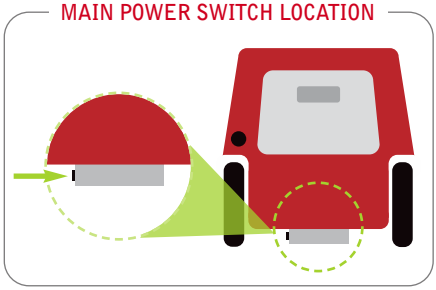
The machine is intended for use on a pickleball court. For safety reasons, players should stand on the opposite side of the net at a minimum of 22 feet away from the machine. This ball machine is designed to throw **pickleballs only**. **Never use the machine in the rain or if the machine is wet.**

Unpack and Keep Shipping Box

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

Assemble Machine

- Raise the metal handle by lifting up until a click is heard.
- Detach the hopper by lifting it up off the red base. Flip the hopper and reattach by pushing the hopper on to the red base knobs, starting with the front knob (side furthest from handle), then push down to attach the to the back knob.
- **Do not remove the wire deflectors.**
- **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.

Transporting the Machine

To prepare the machine for transport in your vehicle, 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. When moving the machine, avoid rough or uneven surfaces that may bend or damage the underside of the machine.

CHARGING INSTRUCTIONS

Basic Charging Instructions

Before the first use, charge the machine until the battery is fully charged. For optimal battery life, fully charge machine after each use. If you do not fully charge the battery after each use, the battery life will be shortened. All 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 12-18 hours to fully charge.

If you purchased a premium fast 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 3-6 hours.

Extending Run Time of Battery with the Premium Charger

The **premium charger** can extend run time up to 2 hours. To use this feature:

- Ensure the battery is mostly charged, connect the charger to the machine, turn the machine on and play.
- The premium charger will NOT fully charge the battery and power the machine at the same time. It will not power the machine if the battery is dead.

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.

OPERATING INSTRUCTIONS

Manual (MANUAL)

Press the MANUAL button to practice a single 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 20 to 65 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 satisfied with your settings, press the play/pause button to start your session.

Preset Buttons

When selecting one of the eight main presets, the machine will pause while you make your adjustments. Use the ▲ / ▼ buttons to select location and shot parameters. Use the + / − buttons to increase or decrease value of the selected shot option. To begin play, press the play/pause button. **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.

(• •) **Wide** – Practice forehand and backhand strokes at the sidelines.

Within each 2-Line option, you can adjust:

- Speed – Choose from 35 to 65 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 4 - 9 second intervals, or scroll down to random.

Oscillation

(•••••) **Sweep** throws balls randomly across the width of the court. You can adjust:

- Depth – Short, Mid, Deep or Random.
- Speed – Choose from 45 to 65 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Adjust between 4-9 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 35 to 65 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Adjust between 4-9 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 4-9 second intervals, or scroll down to random.

Pre-Loaded 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 4 - 9 seconds or a random setting that will constantly change the feed rate. Use the ⊕ / ⊖ SETTINGS buttons. The higher the feed rate is set, the lower the difficulty of the drills.

There are two drills programmed per button. To select a drill, press the button as described below.

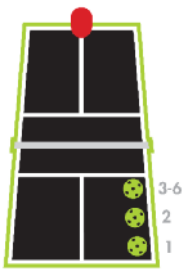
KITCHEN – **ONE** Press button once for DRIVE TO THE KITCHEN
– **TWO** Press twice to select GREEN LIGHT RED LIGHT

BANGER – **THREE** Press button once for DEFUSE THE BANGER
– **FOUR** Press twice to select FLYING ERNE

CLOCK – **FIVE** Press button once for AROUND THE CLOCK
– **SIX** Press twice to select STOP DROP AND LOB

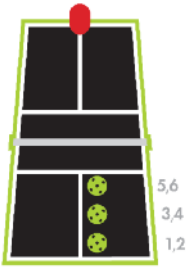
Drill Descriptions

With the push of a button, you can quickly train against six challenging drills that will help you improve your overall game.



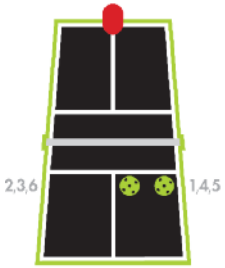
DRILL ONE: DRIVE TO THE KITCHEN

Train to work from the baseline to the kitchen.
When serving, getting to the kitchen line takes time. As you move forward in stages, this drill throws balls higher and higher and you must put them away! Starting from the baseline, you will have an assortment of drives and pop-ups to control and conquer.



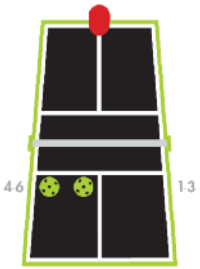
DRILL TWO: GREEN LIGHT RED LIGHT

Don't let the bangers keep you back.
The game is getting faster and bangers want to keep you back with their speed and strength. This drill trains you to battle drive after drive as you take a stop-and-hit approach while moving up to the kitchen.



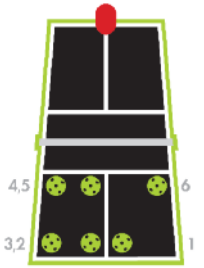
DRILL THREE: DEFUSE THE BANGER

Hold your ground, deal with drives at the net.
Repetition gives you confidence. With this drill, the balls will be coming at you fast and furious as you learn to stand your ground and hold the kitchen line. Balls will be moving left, right, and up and down. There may even be balls you should let go!



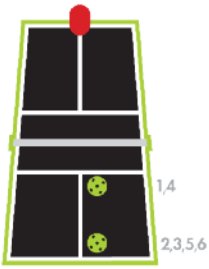
DRILL FOUR: FLYING ERNE

Left-handed players will no longer intimidate.
It's always impressive to watch players who can jump the kitchen line and put a ball away. How do they do it? Practice, practice, practice. This drill is designed to give you the shots to work on perfecting your Erne.



DRILL FIVE: AROUND THE CLOCK

Get comfortable moving about the court.
The pickleball court isn't huge, but those who move around it best have an advantage. With this drill, you will be hitting from all areas of the court. As a bonus, the cardio workout will improve your overall fitness too.



DRILL SIX: STOP DROP AND LOB

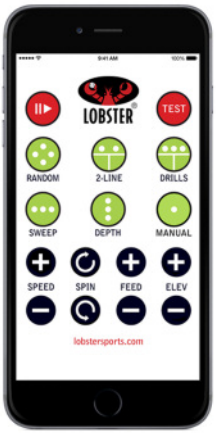
Lobs don't bother me!
You'll be confident running down lobs to get back into the point after mastering this drill. Starting at the kitchen, you run back to defend one lob and then another, and then return to the kitchen to do it all over again.

REMOTE CONTROL OPERATING INSTRUCTIONS

Remote Controls

Your choice of the handheld remote or the smart phone remote allows you to operate many of the functions on **the pickle champion by Lobster** from a distance.







To activate your remote, press the button located on the control panel. When the LED is lit the machine will accept commands from your controller.

- **PLAY/PAUSE** button will start and stop the machine at any time.
- **TEST** - Allows you to calibrate your machine.
- **RANDOM** - Press button to activate the fully random function.
- **2-LINE** - Press button multiple times to scroll through the narrow and wide settings for the 2-line functions.
- **DRILLS** - Press button to scroll though the pre-programmed drills.
- **SWEEP** - Press multiple times to scroll through the short, mid, deep and random settings for the sweep function.
- **DEPTH** - Press button multiple times to scroll through short, mid, deep and random settings for the depth function.
- The 8 black buttons are used to change shot parameters on the fly for the presets.
    - **Speed** – Adjust the ball speed for 2-line, sweep, depth, and manual presets.
    - **Spin** – Adjust the top or bottom spin for 2-line, sweep, depth, and manual.
    - **Feed** – Adjust the ball interval for all settings.
    - **Elevation** – Adjust the elevation for 2-line, manual, and test function.

Using the remote while a drill is running will cause the next shots parameters to change temporarily. Doing so may cause shots to land in unplayable areas.

PLEASE NOTE: Settings on the control panel will always override the remote control.

SMARTPHONE REMOTE CONTROL SETUP

Remote for Apple Set Up

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



Download on the App Store

- 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 champion 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.