lobster **phenom**®

phenom & phenom two owner's manual

#D641,437



play more. win more.®

MACHINE ASSEMBLY

Intended Use

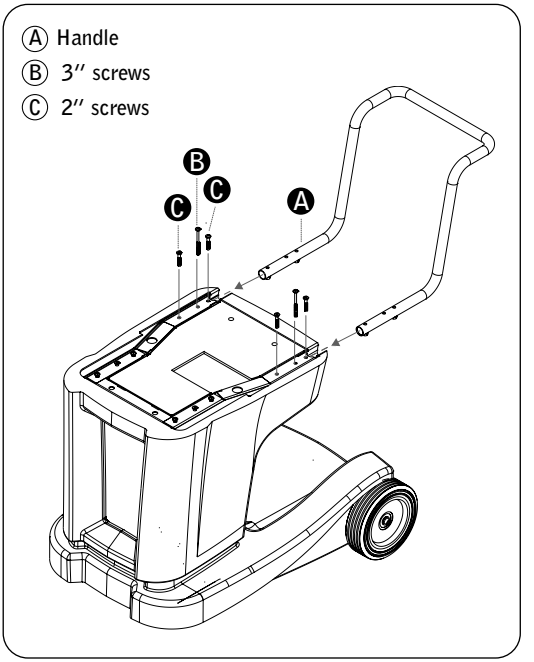
Lobster tennis ball machines are intended to be used in a dedicated tennis facility. For safety reasons, players should stand on the opposite side of the tennis net at a minimum of 35 feet away from the machine. Lobster tennis ball machines are designed to throw **tennis balls only**.

Unpack and Assembly

- Your Lobster **phenom**™ tennis machine is shipped in two pieces. Remove both pieces from their boxes and place the lower section (base unit) upright on its wheels.
- Do not remove the wire deflectors.
- Remove the black handle from all packaging material.
- Remove the screws from the enclosed bag and separate the three types of screws. Included are:
  - **two 3" Screws**;
  - **four 2" Screws**;
  - **four Wing Screws**;
  - **four Washers**
- A Phillips head screwdriver is required for assembly.

Setup

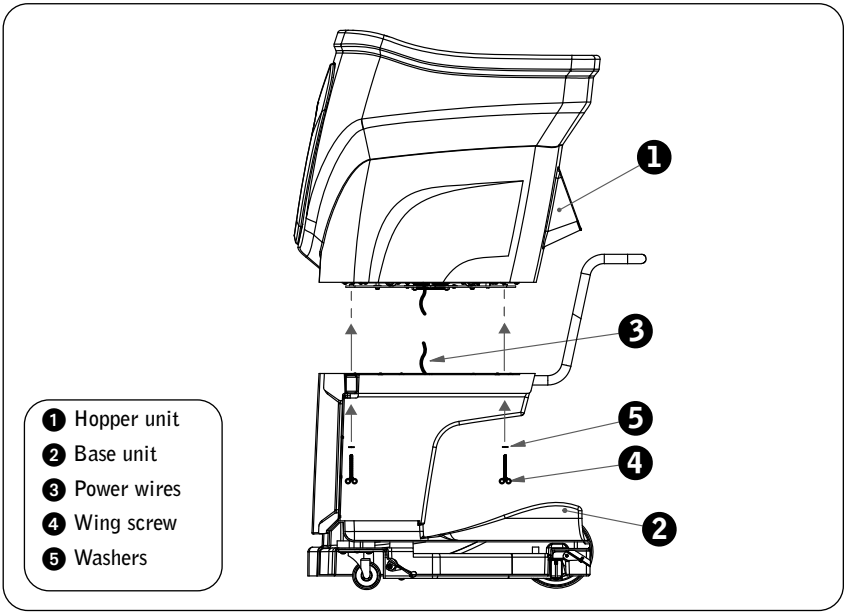
1. Slide the black handle (A) into the mounting holes on the base unit.
2. Insert the larger 3" screws (B) into the center holes as shown to the right.
3. Insert the smaller 2" screws (C) into the first and last holes as shown to the right.
4. Using two people, lift the hopper (upper) unit onto the base (lower) unit.
5. Tilt the hopper back or sideways (left or right) to reveal the power wires within both halves.



(continues on next page)

MACHINE ASSEMBLY CONTINUED

6. Locate the female wire connector at the center of the base unit (lower half) and attach it to the male wire connector in the center of the hopper unit's lower section. The wires should click and lock together easily.
7. Verify that the already connected wire assembly feeds into the cutout area of the base unit and is not being pinched where the two units meet.
8. Place the hopper into the proper location using the guides. There are 4 metal extensions on the bottom of the hopper unit that will fit into 4 holes on the top of the base unit. They will 'click' into place when properly aligned.
9. Use the provided 4 wing screws and 4 washers to secure the base unit to the hopper unit from the underside, as depicted below.



Transporting

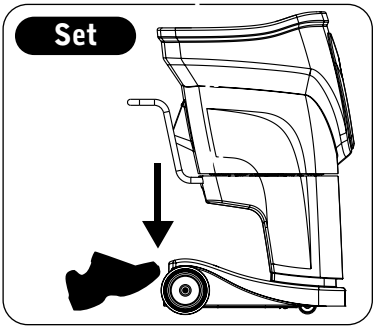
The handle is provided to push or pull the machine into position on the court. If the machine needs to be transported to a new facility, it is recommended that the two halves be separated and secured individually.

PHENOM OPERATING INSTRUCTIONS

Your Lobster phenom™ digital ball machine has been designed to keep the tennis ball in the full singles court. **You MUST calibrate your machine at the beginning of each play session to your court and current conditions in order to maintain accuracy. This does NOT need to be done each time you refill the hopper with balls.**

Court Placement Instructions

- Start by centering the machine on court center mark, directly behind the baseline.
- **Only use one standard, outdoor extension cord, 14-16 gauge. Using cords longer than 100 feet or more than one cord may result in reduced performance.**



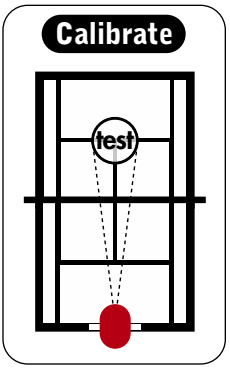


Brake Set & Release

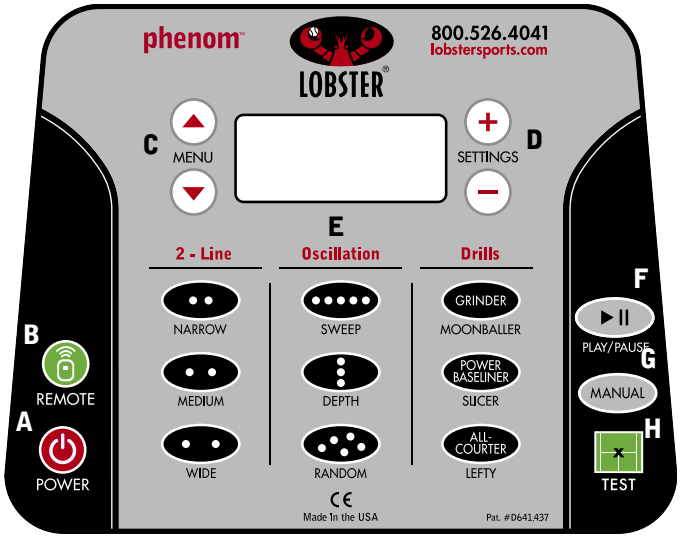
- BEFORE USE: Push on the brake pad with your foot until you hear or feel the brake engage. Confirm that the front wheels remain positioned over the baseline, at the court's center mark.
- AFTER USE: To disengage the brake, step on the red base with your foot, pushing forward with your body weight.

Calibration

- 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 TEST button and the diagram below.
  - 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, move the back 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.



PHENOM 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 nine 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.

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.

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.
- Elev – Adjust elevation between level 2 and 80 in 1 level increments to change the height of the shot 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. To keep all shots in the court, some options are not available in conjunction with each other.

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

PHENOM 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.

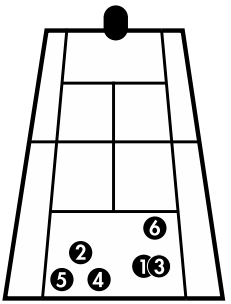
– **MOON BALLER** Press GRINDER twice to select MOONBALLER drill, which utilizes a high arc over the net with moderate to heavy top spin.

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

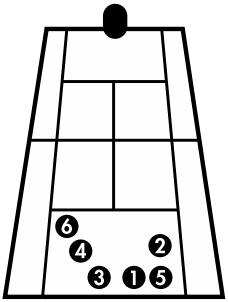
– **SLICER** Press POWER BASELINER twice to select the SLICER drill with backspin or underspin that utilizes a low arc over the net.

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

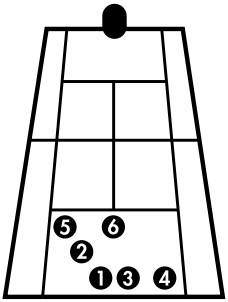
– **LEFTY** Press ALL COURTER twice to select LEFTY, which simulates strong forehand groundstrokes and strong backhand volleys.



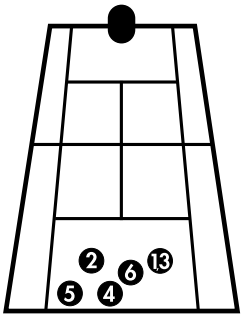
Grinder



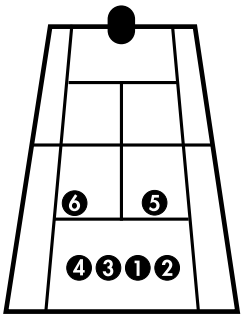
Power Baseliner



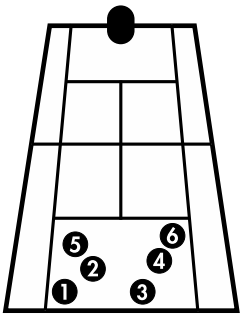
All-Courter



Moon Baller

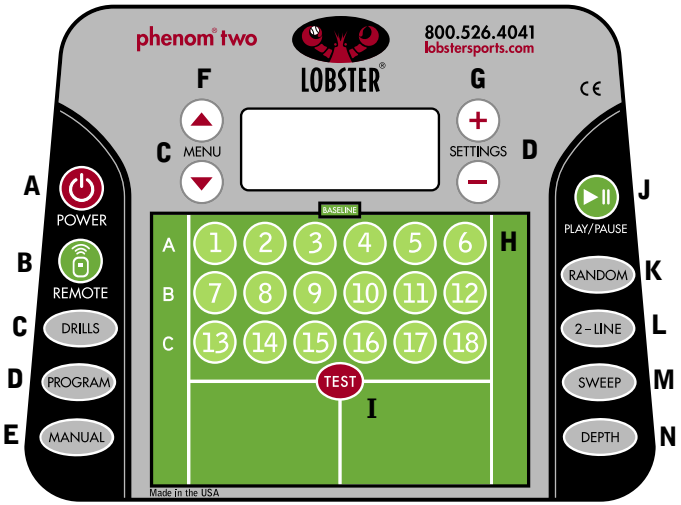


Slicer



Lefty

PHENOM TWO PANEL



A. **Power** – 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 to turn on/off the remote control receiver.

C. DRILLS **Drills** – 12 different pre-programmed sequences that mimic opponent play.

D. PROGRAM **Program** – Press to create customized drills.

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

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

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

H. 1 2 3 4 5 6 **1-18 Numbered Buttons** – Used to select desired position for ball to land in program mode. (More detailed information can be found in the program section.)

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

J. **Play/Pause** – Press to play and pause the machine.

K. RANDOM **Random** – Random throws using variations of speed, spin and trajectory.

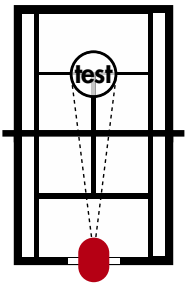
L. 2-LINE **2-Line** – Alternating forehand and backhand shots, with varying degrees of difficulty.

M. SWEEP **Sweep** – Throw balls randomly across the WIDTH (left-right) of the court.

N. DEPTH **Depth** – Throws balls randomly the LENGTH of court, from short to deep in one row.

Court Placement / Test Button TEST

Your Lobster **phenom two** is a digital 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.

PHENOM TWO: 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

CUSTOM DRILLS & PRELOADED DRILLS

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 DRILLS CONTINUED

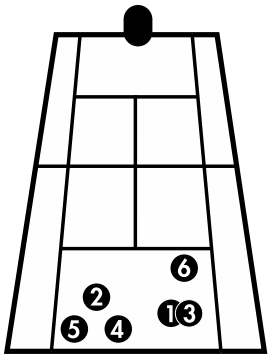
Preloaded Court Drills

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.

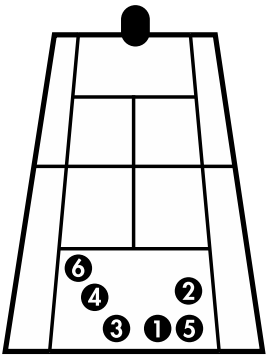
Grinder – utilizes the full back court with different types of spin.

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

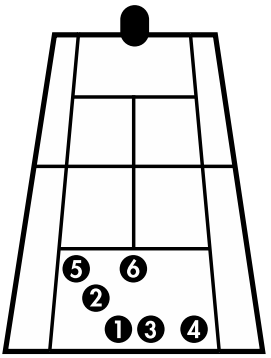
All-Courter – utilizes both the front and back court with some top spin and less ball speed.



Grinder



Power Baseliner

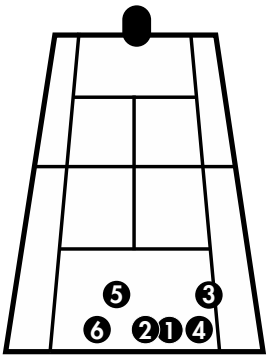


All-Courter

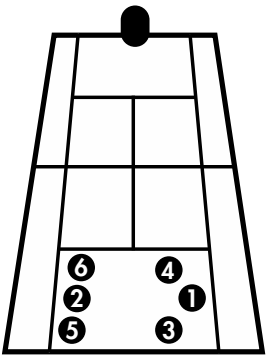
Approach – emphasizes the approach from behind the baseline into the front court with balance and speed.

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

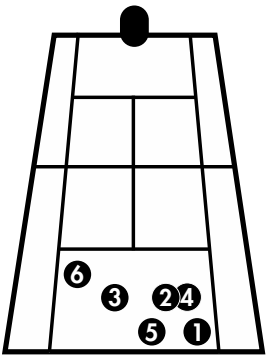
Forehand Plus – challenges the player to maintain dominant court position by using their forehand for every shot.



Approach



Attack / Defend

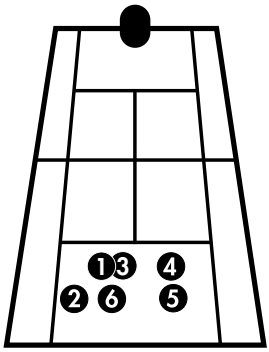


Forehand Plus

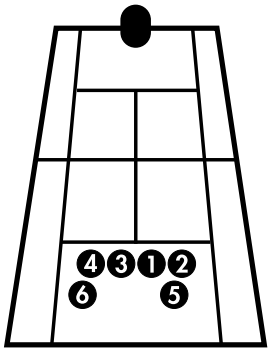
Beginner – drill to help beginners improve and build confidence.

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

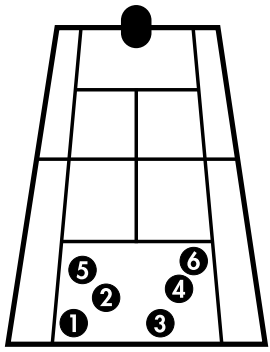
Advanced – drill for advanced players to develop higher shot tolerance and learn to quickly identify 'opportunity' balls that can be attacked.



Beginner



Intermediate

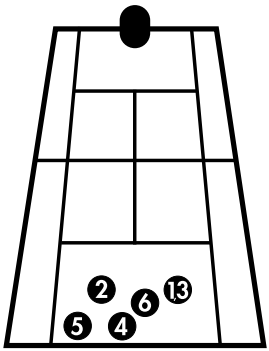


Advanced

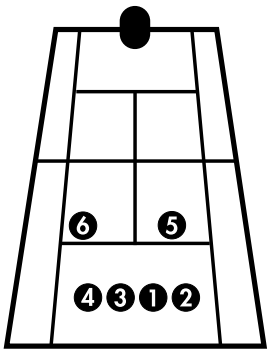
Moon Baller – utilizes a high arc over the net with moderate to heavy top spin.

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

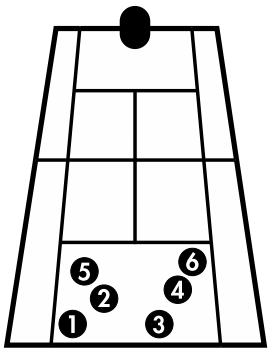
Lefty – simulates strong forehand groundstrokes and strong backhand volleys.



Moon Baller



Slicer



Lefty

REMOTE CONTROL SETUP

Grand Remote Controls (optional)

The optional grand remote or the smartphone remote allows you to operate many of the functions on your phenom ball machine 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, medium, 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 presets.
  - **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.

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.

WARRANTY ACTIVATION

2-Year Warranty Activation

To activate your 2-year warranty, please register your machine within **30 days of purchase** by filling out and returning the Warranty Registration on the last page. Please either email the completed form to warranty@lobstersports.com or mail it in an envelope to Lobster Sports, 25413 Rye Canyon Road, Valenica, CA 91355.

Extended Warranty Activation

An extended warranty can also be purchased for machines in the United States. The extended warranty **must be activated within 60 days of purchase**. Extend machine coverage by 1, 2 or 3 years in addition to the standard 2-year coverage. Please see the warranty card on the last page for details.