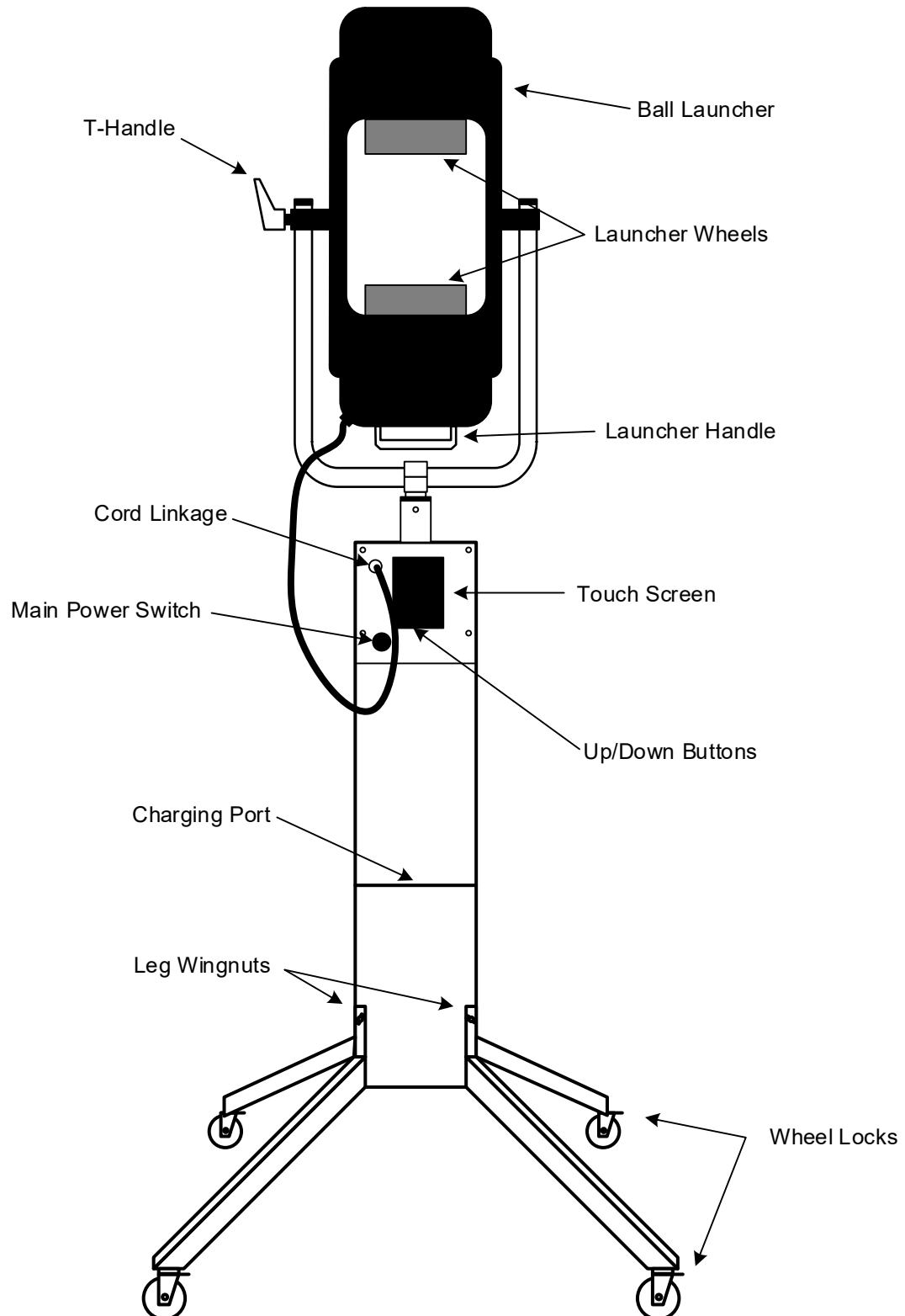
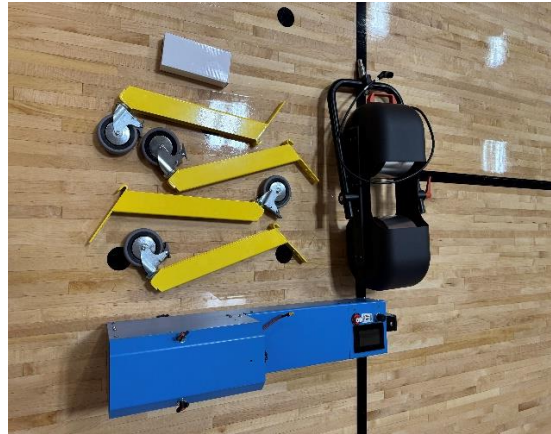


**TAKEOFF PRO (SNAVBTake1)**



## **TAKEOFF PRO INSTRUCTIONS (SNAVBTake1)**

- 1) Inspect contents. You should have 4 legs, 4 washers, 4 wingnuts, a main body, a ball launcher, and a battery charger.



- 2) This is a cordless machine which uses a Sodium-Ion battery. Begin by plugging the base into the charger (flat shelf below the screen has a 3-pin XLR plug) and fully charge the battery. Charging time may vary, but a full charge takes about 5 hours. NOTE: Because this is a Sodium-Ion battery, there is not a risk to leaving the machine charging overnight – unlike a Lithium-Ion battery.



- 3) Attach the legs to the main body of the ball machine using the 4 washers and 4 wingnuts.
- 4) Stand the machine up on all 4 legs and retighten the wingnuts to ensure they are secure. There are wheel locks on each wheel to assist when putting the legs on and to keep the machine in place during use.



- 5) Locate the T-Handle and Bolt on the Ball Launcher. Push the Bolt through from inside of ball launcher and screw the T-Handle onto the bolt until tight. Place the ball launcher onto the main body. Attach and fully tighten the cords. **Make sure the cord hangs straight down and that it is not caught between the main body and the ball launcher.**





- 6) There is a 3-position power knob. OFF is facing down, ON is facing toward 9 o'clock, and if you turn past OFF to about 4:30, the knob is removable.



- 7) Turn the main power switch ON by rotating clockwise to 9 o'clock. Check the Ball Launcher to make sure there is nothing in or around the wheels, and then press the START button on the touchscreen.



- 8) Wait for the wheels on the ball launcher to begin to spin. If only one wheel starts to turn, power the machine off, wait 10 seconds, and turn the machine back on.
- 9) Use the touchscreen to switch between the different modes – Manual, Float, Spin, Set, Reverse, and BLE – and adjust speed as desired.
- 10) Use the up/down buttons on the bottom left of the screen to move the ball launcher to different heights, use the handle to pivot and adjust angles of the launcher, and use the t-handle on the side of the launcher to lock it in at different angles. When finished using, touch the OFF button in the lower right, and then rotate the power knob to OFF or past to remove it.

# TAKEOFF PRO OPERATION INSTRUCTIONS

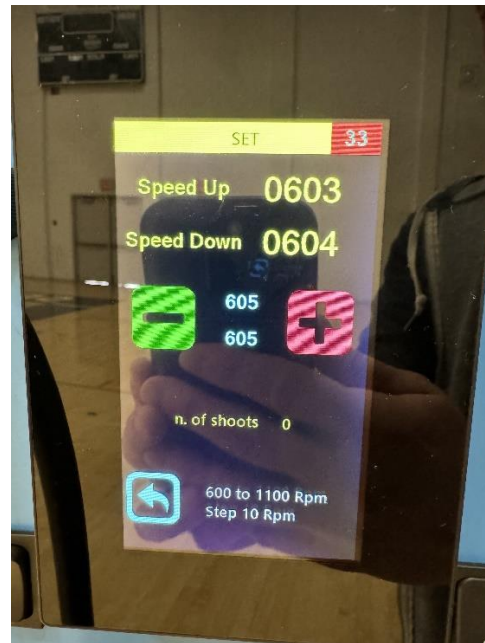
This Takeoff Pro is a versatile, comprehensive training aid that covers Serve/Receive, Setting, and Defensive drills.



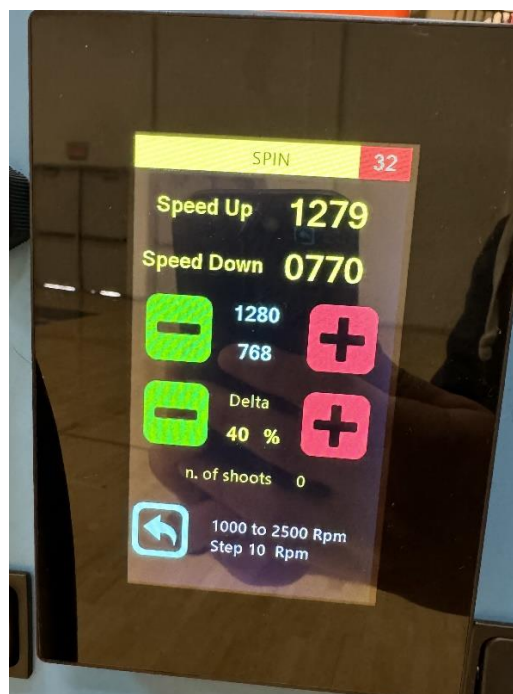
- 1) When the areas on the screen are opened – Manual, Float, Spin, Set, Reverse, and BLE – there are adjustable controls to customize the speed or path of the ball. There are RPM rates visible which can be increased or decreased using the “+” and “-” buttons to the sides of the RPM display.
- 2) The MANUAL setting allows the user to control the speed of each wheel individually for a true custom ball launch. There are also more detailed settings which can either match wheel speed or control their differences.



- 3) On the FLOAT and SET settings, both the top and bottom wheel will spin at the same rate. To train on float serves, raise the machine to the desired height using the height buttons. As the speed is increased or decreased, the actual speed of each wheel is shown above it. Once both wheels have reached matching speeds, the machine is ready for launching a float serve. Angles and heights can be changed using the height buttons and by adjusting the ball launch angle. TIP: Make note of the speeds for the next practice!



- 4) With the SET feature, you can place the ball launcher at a more vertical flatter angle to train on quick sets, or you can adjust the ball launcher to a more horizontal position to train on high ball sets. You can also set it at a completely horizontal position to train on out-of-system balls.
- 5) The SPIN setting allows for training on overhand serves and other top-spin shots. The rate of the top wheel is adjustable up and down, and the "delta" value adjusts the differential between top and bottom wheel spin rates.



- 6) The REVERSE setting does the same thing as SPIN but the bottom wheel is controlled with the plus and minus buttons while the “delta” changes the difference in the top wheel. This feature is beneficial if training younger or newer players who need more time to get under a ball, or to train your setters to handle dug balls with a high spin rate.
- 7)



- 8) The BLE setting is currently in testing mode. At this time, the app for this machine only counts balls launched. The next version of the app will potentially allow for scoring of each shot inside the app as well as a number of other useful features.

