

lobster elite

grandslam IV and V Owner's Manual



built for life[®]

place
stamp
here



LOBSTER

7340 Fulton Avenue
North Hollywood, CA 91605

TO OUR CUSTOMERS

Thank you for purchasing a Lobster ball machine.
Please read this owner's manual in its entirety before operating your Lobster ball machine. These instructions were written to ensure your safety and to protect the machine.

CHECK FOR DAMAGE

Inspect your machine for damage. The machine may appear undamaged externally, but internal parts could be damaged. Test all of the machines functions. Call Lobster Sports immediately if your machine is damaged at 800.526.4041.

SAVE THE ORIGINAL SHIPPING BOX

The original box and inserts should always be used if it is necessary to ship the machine back to the factory. Packaging instructions are available on our website at www.lobstersports.com.

Serial Number: _____

Purchase Date: _____

⚠ WARNING

TO AVOID INJURY:

- Keep face out of ball path - balls can shoot out from opening at any time.
- Use only for tennis practice with conventional tennis balls.
- Turn off the machine when leaving it unattended or before performing maintenance tasks.
- Never place body parts or objects into machine.
- Never operate with parts removed.
- Never add balls while machine is running.
- Never put wet tennis balls in machine.



7340 Fulton Avenue
North Hollywood, CA 91605
tel 800.526.4041 fax 818.764.6061

www.lobstersports.com
sales@lobstersports.com
support@lobstersports.com



WARRANTY REGISTRATION - Fill out info below, tear at perforation and mail back to validate warranty. (* Required Fields.)

Machine Serial Number* _____ Email* _____
Name* _____ State* _____ Zip* _____
Mailing Address* _____ City* _____
Phone* _____

Purchase Date* _____ Where Purchased* _____
Dealer Website _____ Tennis Magazine _____ Other Magazine/Search Engine _____
Tennis Magazine _____ Yahoo _____ MSN _____ Pro _____ Friend _____ Dealer _____

What attracted you to this product? (circle) Quality _____ Design _____ Price _____ Reputation _____ Previous Customer _____ Portability _____ Better Features _____

Income (circle) \$40-60K \$60-80K \$80-\$100K \$100-\$120K \$120-140K \$140-\$160K \$160-\$180K \$180-200K \$200K+
Age (circle) 15-25 25-35 35-45 45-55 55-65 65-75 75-85 85+
Occupation _____

OPTIONAL EXTENDED WARRANTY Please send in a separate envelope within 60 days of purchase.

Please select from the following:
 1 Year\$65
 2 Years\$110
 3 Years\$149
Credit Card # _____ Expiration Date _____
Verification Code (last 3 digits in signature bar) _____ Select (circle) Visa _____ Mastercard _____ Discover Card _____
Authorization Signature _____

Lobster Sports warrants each Lobster Elite machine purchased will be free from DEFECTS IN MATERIAL AND WORKMANSHIP for the extended period specified above past the normal 2 year limited warranty. The extended warranty period will run consecutively from the warranty period determined at time of purchase. **It does not cover parts worn under normal use**, specifically the battery and the throwing wheels.

WARRANTY

Limited Warranty: Lobster Sports warrants that each Lobster Sports ball machine purchased will be free from defects in material and workmanship for 2 years from the date of purchase except for the battery which is warranted for 6 months. Demonstration models and reconditioned machines have a 1 year warranty. Said warranty to be determined by Lobster Sports at time of purchase. Any part of the ball machine, which proves to be defective in material or workmanship within the 2 year warranty period will be repaired or replaced at Lobster Sport's option with a new or functionally operative part. This warranty is extended only to the original customer of the Lobster Sports ball machine and may be enforced only by such person.

This warranty does not cover the following conditions:

- A) Damage resulting from misuse, neglect, alteration, accidents, tampering, abuse, fire, war, insurrection, civil disorder, flood, acts of God or any other casualty;
- B) Failure of Customer to properly follow operating instructions provided by Lobster Sports at time of delivery; and
- C) Damage caused by use on circuits or voltages other than indicated on the applicable nameplate.

This limited warranty is in lieu of all other express warranties. Any implied warranties of merchantability and fitness for a particular purpose shall coincide in duration with the 2 year limited warranty. The exclusive remedy of the Customer hereunder shall be repair or replacement as stated above. Under no circumstances shall Lobster Sports be liable to the Customer or any other person for incidental or consequential damages of any nature, including, without limitation, damage for personal injury or damages to property; and however occasioned, whether alleged as resulting from breach of warranty by Lobster Sports, the negligence of Lobster Sports.

No agent, employee or representative of Lobster Sports or any other person is authorized to modify this warranty in any respect. This warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

This limited warranty is void unless Customer completes and returns the enclosed **warranty response form** to Lobster Sports within 30 days of receipt of the ball machine.



MACHINE SETUP

Intended Use

This tennis ball machine is 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. This tennis ball machine is designed to throw tennis balls only.

Unpack and Assembly

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. Detach the hopper. Then, flip and reattach by pushing the hopper on to the case knobs. Do not remove the wire deflectors. Turn the Main Power switch on.

Handle Operation

To raise the handle, simply pull up on the end until it locks in place. To fold the handle, move the switches on the inside of the hinges to the unlock position and apply light pressure to the handle until it begins to fold. The handle can now be lowered into its storage position.

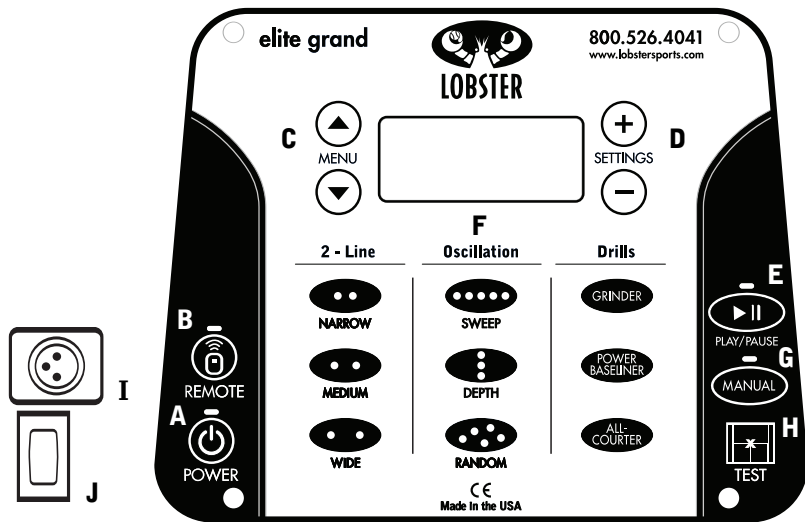
Transporting

The handle is provided to push or pull the machine. The lower part of the handle is designed to easily go up/down stairs but, it can also wear the metal and cause premature failure if care is not used. Be aware of steps or rough surfaces that may bend or damage the underside of 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 46 lbs 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.



ELITE GRANDSLAM IV 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** – The up/down buttons are used to scroll through the menu options to be selected and adjusted. A cursor on the LCD will highlight the current selection.
- D. **Settings** – The +/- buttons are used to adjust a highlighted option on LCD screen.
- E. **Play/Pause** – The Play button is used to begin the play of a selected function and to pause the feed.
- F. **Presets** – The nine buttons in the center of the control panel are used to select the mode. Menu and Settings buttons are used to select and adjust shot parameters. After the shot parameters are satisfactory, press play to start.
- 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** – Used to charge your battery.
- J. **Main Power Switch** – During shipping the machine is hard wired off in the down position. Once you unpack, locate the switch on the bottom rear of the machine and turn the main power on, to the up position, to allow power to the control board. If you plan to not use your machine for one month or longer, Lobster recommends that you turn this switch off.

MAINTENANCE

Inclement Weather

Never store the machine outside. Exposure to rain and snow will shorten machine life.

Storage

Store the machine in a clean, dry location with the Main Power off. Never store the machine in a closed car trunk where temperatures can reach 180 degrees. Extreme temperatures and conditions can affect the machine's electronic board and battery. Exposure to rain and snow will damage the electronics.

Cleaning

Turn the power Main Power OFF when cleaning the machine. The outside of the machine may be wiped down with a mild detergent. The inside of the machine may be vacuumed to remove tennis ball fuzz. The Lobster storage cover is an ideal way to protect your machine from the elements.

Ball Consistency

The consistency of ball throws is dependent on the consistency of the tennis balls you use. Consistent balls will produce consistent ball throws. A mixture of new and old balls will produce inconsistent ball throws. Pressureless balls are recommended for use with a ball machine. For more information, call Lobster at 800.526.4041.

Replacing The Battery

Remove the six screws from around the base of the machine. There are two in back two in front and one on each side. Lift the red case upward. Be careful with the elevation pointer and do not pull hard on the wiring. Rest the case on its side next to the machine. Unzip the Velcro straps that hold in the battery and unhook the battery wires. You can now lift out the battery and put the new one in its place.

Attach the battery wires, red wire to the red connector and black wire to black connector. Then reattach the Velcro straps tightly. Fasten the red case back on to the chassis starting with the rear screws followed by the side screws and finish with the front screws. Be sure the case sits as far down as it can when you tighten the screws. Turn the machine on and test the functions of the machine including, power switch, elevation, sweep, and feed.

If there are any problems, remove the control panel by unscrewing the four black screws at its corners. Ensure that all the wires are connected to the electronic board. The electronic board is labeled and the wires are labeled to help identify where the wires are plugged.

TROUBLESHOOTING

Machine Doesn't Power On

The main power switch may be off. The battery may need to be charged. The battery wires may be disconnected or loosened.

- Turn the machine off and ensure there are no balls in the machine.
- Undo the four screws on the control panel and gently pull back. (Be careful not to touch the electronic board directly)
- Follow the red and black wires from the battery terminals to the control board. If they are loose, reconnect.

Machine Error

The electronics are programmed to help the user diagnose his/her machine. Error messages will appear on the LCD screen when the machine is turned on. If there is no obvious problem, turn the machine off and back on again to check error message. If the error message continues, call Lobster Customer Service at 800.526.4041.

CUSTOMER SERVICE

Since 1970, Lobster Sports has been dedicated to providing outstanding customer service. To this end, we invite our customers to contact our Customer Service Department at **800.526.4041** anytime between 8:00am - 4:30pm PST, Monday through Friday. After hours, please leave a voice message or email us at support@lobstersports.com

Shipping Damage

If an order arrives with shipping damages, contact Customer Service to coordinate sending a replacement. If a replacement part can resolve the issue, Lobster will ship the part immediately. If not, a damage call tag will be issued. Upon pick up of the damaged machine, the customer must call in the pick-up tracking number and a replacement will be shipped immediately.

Mis-Shipments





Lobster Sports maintains the highest manufacturing and shipping quality standards and strives for 100% accuracy. However, in the event an order is not correct please contact Customer Service to rectify the situation.

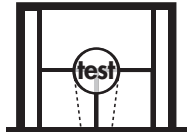
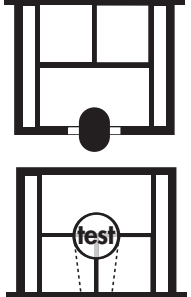


ELITE GRANDSLAM IV OPERATING INSTRUCTIONS





Court Placement / Test Button

Your Lobster Elite grand slam IV 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 land within a 2 foot area in the center of the court where the service and center lines converge, just as depicted by the TEST button.
 - 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  /  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 5 and 80 for fine control over the depth of the shot and the height of the bounce.
- 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 – the rate of ball feed can be adjusted between 2-9 second intervals.

When you are satisfied with your adjusted settings press the  Play/Pause button to start your session.






OPERATING INSTRUCTIONS CONTINUED




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. To keep all shots in the court some combinations are not available

2-LINE

- Speed – Choose from 40 to 80 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Rate of ball feed can be adjusted between 2 - 9 second intervals.
-  **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.

OSCILLATION

-  **Sweep** – throw balls randomly across the width of the court. Shot parameters include
 - Depth – Short, Mid, or Deep.
 - 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 between 2-9 second intervals.
-  **Depth** – balls are thrown randomly from short to deep.
 - Position – At the top of the LCD, choose balls to be thrown the Left, Center, or Right on the court.
 - 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 between 2-9 second intervals.
-  **Random** – machine will randomly throw balls on the court using variations of speed, spin and trajectory.
 - Feed – Adjust between 2-9 second intervals.

CHARGING INSTRUCTIONS

Charging the Battery with the Fast Charger or Premium Fast Charger

Trickle charge technology ensures the battery will not be overcharged and can be left connected indefinitely.

- For the Fast Charger, connect the cord into the charger jack on the left of the control panel. Plug the charger into a live electrical outlet. The battery will be charged in 3-9 hours.
- For the Premium Fast Charger, connect the cord into the charger jack on the left of the control panel. Plug the charger into a live electrical outlet. The battery will be charged in 1-3 hours.
- An orange light on either charger indicates the battery is charging. A green light indicates the battery is fully charged.
- For optimal capacity, charge the battery with the fast charger after each use.

Using the machine with the Fast Charger or Premium Fast Charger

To use the machine with the fast charger plugged in, ensure the battery is mostly charged. Connect the cord into the charger jack on the left of the control panel.

- Plug the Fast Charger into an electrical outlet. Power the machine and play.
- The fast charger can extend your playing time up to 4-8 hours, depending on the type of Fast Charger and type of use. It will NOT fully charge the battery and power the machine at the same time. It will not work if the battery is dead.

Battery Capacity

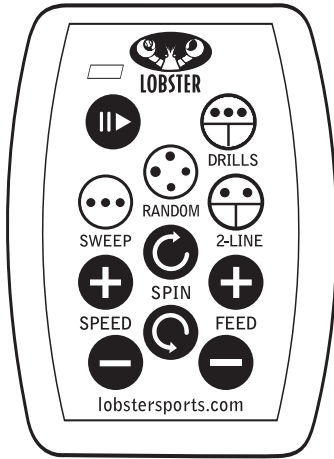
Battery level is shown when the machine starts up as Full, High, Medium, or Low! When the machine is not in use (i.e. during the winter season or when in storage) charge the machine every month. Before storing the machine, ensure the battery is fully charged and the main power switch is off in the down position. Never let the machine go uncharged for more than one (1) month. The most common reason for a dead battery is a dead AC outlet. Ensure the machine is connected to a live AC outlet and is receiving a charge.

The most common reason for shortened battery capacity and life is chronically undercharging the machine.

OPERATING INSTRUCTIONS - REMOTE CONTROL

Remote Control

The remote consists of eleven buttons and allows you to operate many of the functions on your ball machine from a distance.



- Press the REMOTE button located on the control panel to activate the remote. When the LED is lit the machine will accept commands from your remote controller.
- The red Play/Pause button will start and stop the machine at any time.
- Press the Random button to activate the fully random function.
- Press Sweep multiple times to scroll through the short, mid, and deep settings for the sweep function.
- Press the 2-line button multiple times to scroll through the narrow, medium, and wide settings for the 2-line functions.
- Press the Drills button to scroll through the pre-programmed drills.
- The six black buttons are used to change shot parameters on the fly for the presets.
 - Speed – Adjust the ball speed for 2-line, oscillation and manual presets.
 - Spin – Adjust the top or bottom spin for 2-line, oscillation and manual presets.
 - Feed – Adjust the ball interval for manual and all presets.

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

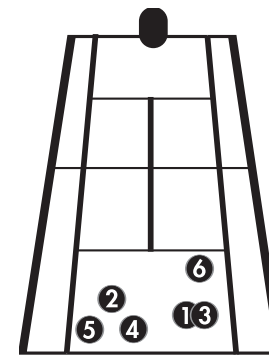
OPERATING INSTRUCTIONS CONTINUED

Drills

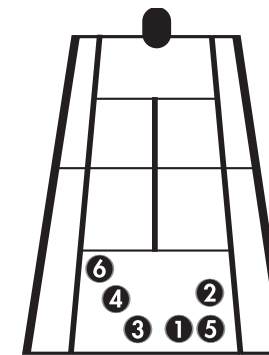
Each of the six custom designed court drills consists of six sequential shots in a designated pattern combining court location, ball speed, and spin. To adjust difficulty the feed rate can be changed from 2-9 seconds by pressing the / SETTINGS buttons. Low feed settings will have a short pause between cycles.

PLAY STYLE DRILLS

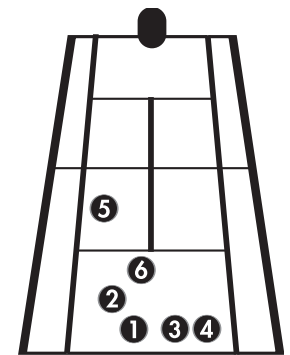
- GRINDER** – Six ball drill that utilizes the full back court with different types of spin.
- POWER BASELINER** – Six ball drill that utilizes the full back court with little spin and more ball speed.
- ALL-COURTER** – Six ball drill that utilizes both the front and back court with some top spin and less ball speed.



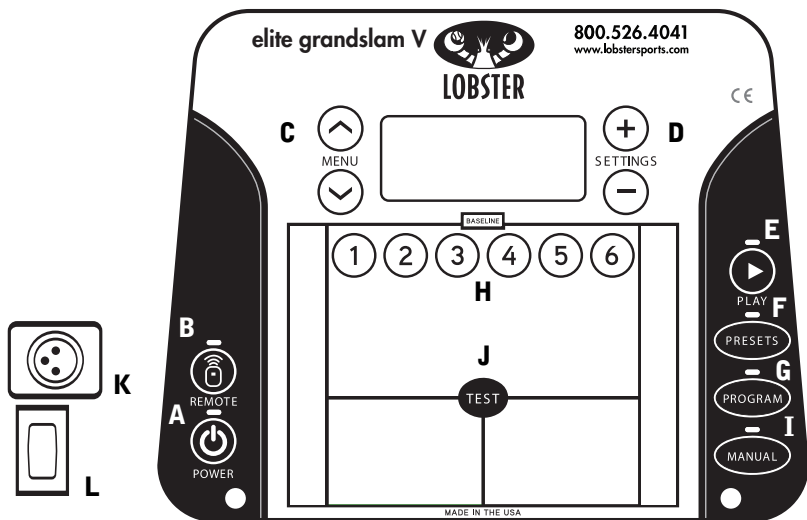
Grinder



Power Baseline



All-Courter

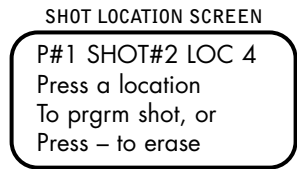
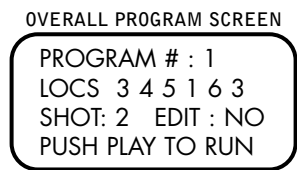


- A. Power Button** – Push and hold the POWER button to turn the machine on. Battery level is shown at startup. Both the horizontal and vertical motors will perform functional checks to calibrate the machine when it is turned on or off.
- B. Remote** – Push this button to turn on/off the remote control 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. Play** – Press to play and pause the machine.
- F. Presets** – Press button multiple times to cycle through the preset modes. Two-line, Sweep oscillation, Depth oscillation, Fully Random and pre-programmed Drills.
- G. Program** – Press to create customized drills.
- H. 1-6 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. Manual** – Machine will continuously throw a certain shot to a specific location.
- J. Test** – Used to align your machine for proper ball placement on the court.
- K. Charger Connector** – Used to charge your battery.
- L. Main Power Switch** – Once you unpack, locate the switch on the bottom rear of the machine and turn the main power on, to the up position, to allow power to the control board. If you plan to not use your machine for one month or longer, Lobster recommends that you turn this switch off.

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 the shot from the drill by pressing **(-)** button. This will return you to the overall program screen and the drill will run with one less shot.



Programming Tips

- When you have filled up the 6th shot in a program, selecting next will automatically take you to the overall program screen.
- You may program drills to have any where from 1 to 6 shots just return to the overall program screen when you have finished the desired program.
- Certain combinations of speed and spin will not stay within the court. If a setting will not produce a viable shot the machine will blink to tell you that the shot is not possible.
- The serving wheels can speed up faster than they can slow down, so fast shots followed by slow shots will produce shots out the back of the court. If you wish to use faster feed rates, keep your changes in speed and spin incremental.

Create Your First Personal Program

1. Press the PROGRAM button 
2. The screen will prompt you to select a location for your first shot. Press any of the       buttons to advance to the shot parameters screen.
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 ball feed rate between 2 - 9 seconds. (applied to the entire program)





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

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

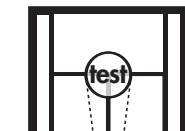
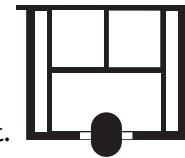
PROGRAM # : 1
LOCS: 3 4 5 1 6 3
SHOT: 2 EDIT : NO
PUSH PLAY TO RUN

- 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 Play  at any time on this screen will run the Program.





Court Placement / Test Button 

Your Lobster Elite grandslam V 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  button. One tennis ball should land within a 2 foot area in the center of the court where the service and center lines converge, just as depicted by the TEST button.
 - 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  /  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 5 and 80 for fine control over the depth of the shot and the height of the bounce.
- 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 – Rate of ball feed can be adjusted between 2-9 second intervals.




When you are satisfied with your adjusted settings press the  Play/Pause button to start your session.

Presets




When you press the Presets button  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 shot option. To keep all shots in the court some combinations are not available.

2-LINE


- Speed – Choose from 40 to 80 MPH in 5 mph increments.
- Spin – Increase and decrease top and back spin up to three levels.
- Feed – Rate of ball feed can be adjusted between 2 - 9 second intervals.

-  **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.

OSCILLATION

-  **Sweep** – throw balls randomly across the width of the court. Shot parameters include:
 - Depth – Short, Mid, or Deep.
 - 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 between 2-9 second intervals.
-  **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 40 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.
-  **Random** – machine will randomly throw balls on the court using variations of speed, spin and trajectory.
 - Feed – Adjust between 2-9 second intervals.

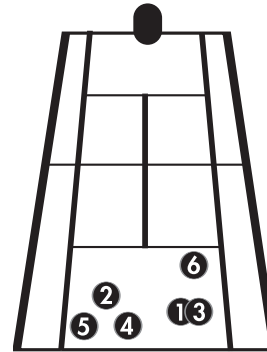
Drills

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 difficulty the feed rate can be changed from 2-9 seconds by pressing the  SETTINGS buttons. Low feed settings will have a short pause between cycles.

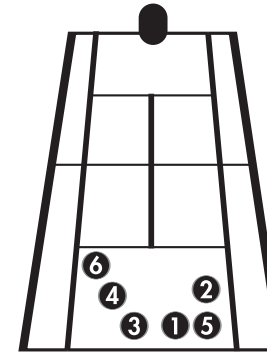


PLAY STYLE DRILLS

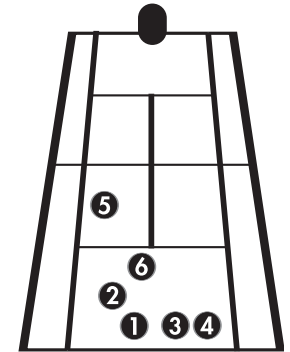
- Grinder** – Six ball drill utilizing the full back court with different types of spin.
- Power Baseliner** – Six ball drill that utilizes the full back court with little spin and more ball speed.
- All-Courter** – Six ball drill that utilizes both the front and back court with some top spin and less ball speed.



Grinder



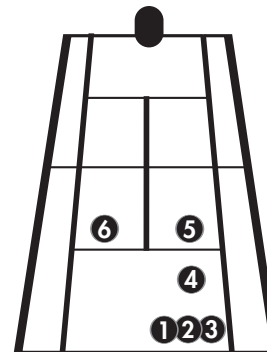
Power Baseliner



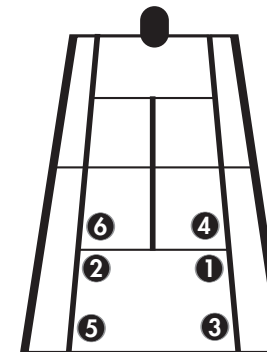
All-Courter

EXERCISE DRILLS

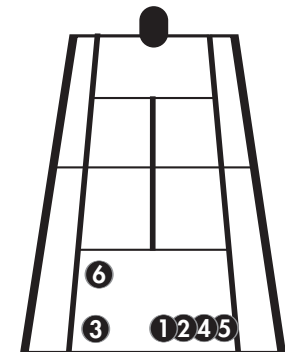
- Approach** – Six ball drill emphasizing the approach from behind the baseline into the front court with balance and speed.
- Attack/Defend** – Six ball drill designed to teach a player to move in all directions from the baseline.
- Forehand Plus** – Six ball drill challenging the player to maintain dominant court position by using their forehand for every shot.



Approach



Attack / Defend



Forehand Plus

