

# QUICK START-UP GUIDE PROGRAMMING

## CREATE YOUR FIRST PERSONAL PROGRAM

1. Press the **PROGRAM** button.
2. To select a location press one of the 1-18 number buttons.
3. Adjust the SPEED, SPIN, FEED with the **(+)**/**(-)** button
4. Use the **(▲)**/**(▼)** buttons to high-light the "Next + Back -" line.
  - Press **(+)** to begin programming the next shot in your drill.
  - Press **(-)** to return to the main menu.
5. Press play button **(▶)** to start the drill.
6. For accuracy, make ball speed & spin changes incremental between shots.

## EDITING AN EXISTING PROGRAM

1. Press the **PROGRAM** button to display the overall Program screen.
2. Use the **(+)**/**(-)** buttons to select the program you wish to adjust.
3. Push the **(▲)**/**(▼)** buttons to highligh SHOT, then adjust number to reflect which shot in the sequence you wish to adjust (1st, 2nd, 5th shot...)
4. Highlight EDIT & press the **(+)** button.
5. Press 1-18 number buttons to chose a new location for your shot or **(-)** to remove it from the drill.
6. Adjust shot elements (SPEED, SPIN, FEED).

P# 1 PLAY TO RUN  
SHOT: 3 EDIT: NO  
LOCS: 3 14 12 11  
12 13

# QUICK START-UP GUIDE PROGRAMMING

## CREATE YOUR FIRST PERSONAL PROGRAM

1. Press the **PROGRAM** button.
2. To select a location press one of the 1-18 number buttons.
3. Adjust the SPEED, SPIN, FEED with the **(+)**/**(-)** button
4. Use the **(▲)**/**(▼)** buttons to high-light the "Next + Back -" line.
  - Press **(+)** to begin programming the next shot in your drill.
  - Press **(-)** to return to the main menu.
5. Press play button **(▶)** to start the drill.
6. For accuracy, make ball speed & spin changes incremental between shots.

## EDITING AN EXISTING PROGRAM

1. Press the **PROGRAM** button to display the overall Program screen.
2. Use the **(+)**/**(-)** buttons to select the program you wish to adjust.
3. Push the **(▲)**/**(▼)** buttons to highligh SHOT, then adjust number to reflect which shot in the sequence you wish to adjust (1st, 2nd, 5th shot...)
4. Highlight EDIT & press the **(+)** button.
5. Press 1-18 number buttons to chose a new location for your shot or **(-)** to remove it from the drill.
6. Adjust shot elements (SPEED, SPIN, FEED).

P# 1 PLAY TO RUN  
SHOT: 3 EDIT: NO  
LOCS: 3 14 12 11  
12 13

# lobster phenom™ 2

## SET-UP & START-UP GUIDE

#D641,437



# lobster phenom™ 2







## SET-UP & START-UP GUIDE

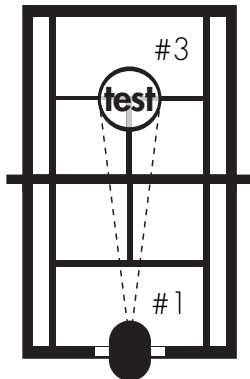
#D641,437



## QUICK START-UP GUIDE PHENOM™ CALIBRATION







If you have questions about your machine, DON'T contact your dealer; please call Lobster Sports directly at 800.210.5992

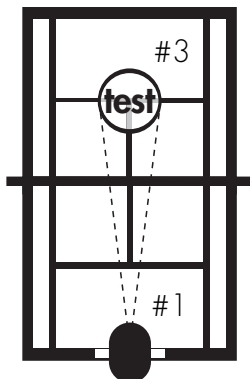
1. Start by centering the machine on the courts center mark, directly behind the baseline.
2. Press power button  and wait for automatic calibration to complete.
3. Press the test button . The machine will launch one ball over the net to the opposite court towards the "T" where the center and service line meet.
4. The ball should land within a 2 foot radius of the "T." If the test ball lands too near or far from the "T," use the  /  buttons to adjust the distance, retest. If the ball lands slightly right or left, nudge the front of the machine to the right or left and retest.
5. Once the test ball lands in the correct spot, press  or one of the training modes and press .



## QUICK START-UP GUIDE PHENOM™ CALIBRATION

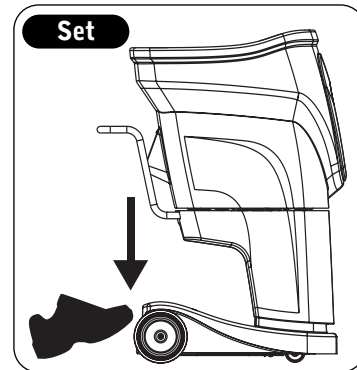
If you have questions about your machine, DON'T contact your dealer; please call Lobster Sports directly at 800.210.5992

1. Start by centering the machine on the courts center mark, directly behind the baseline.
2. Press power button  and wait for automatic calibration to complete.
3. Press the test button . The machine will launch one ball over the net to the opposite court towards the "T" where the center and service line meet.
4. The ball should land within a 2 foot radius of the "T." If the test ball lands too near or far from the "T," use the  /  buttons to adjust the distance, retest. If the ball lands slightly right or left, nudge the front of the machine to the right or left and retest.
5. Once the test ball lands in the correct spot, press  or one of the training modes and press .



## QUICK SET-UP GUIDE PHENOM™ BRAKE

**Set the brake before use:** Push on the brake pad with your foot until you hear or feel the brake engage. Confirm that the front wheels are still positioned over the baseline, at the court's center mark.



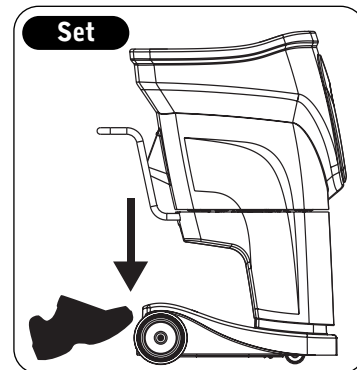
**Remove the brake after use:** To disengage the brake, step on the red base with your foot, pushing forward with your body weight.



←.....See reverse side for programming instructions.....→

## QUICK SET-UP GUIDE PHENOM™ BRAKE

**Set the brake before use:** Push on the brake pad with your foot until you hear or feel the brake engage. Confirm that the front wheels are still positioned over the baseline, at the court's center mark.



**Remove the brake after use:** To disengage the brake, step on the red base with your foot, pushing forward with your body weight.



←.....See reverse side for programming instructions.....→