

## **SLINGER BALL MACHINE (R2D2)**

### **RULES FOR MEMBER'S USE**

*Please follow the rules below. Please help us jointly use the Slinger machine to everyone's satisfaction. Please ensure that the nominal usage fee is paid. This will help us run the machine smoothly, replenish the balls, and keep the cost down for all members.*

1. The Slinger machine can be used by at least two people at any time (subject to general booking rules) or by a single person only at non-peak times.
2. The cost of using the machine is £5/h. Members can purchase a block of 3 credits (each worth an hour of machine use) for £15, via website. These can be used over time.
3. Prior to using the machine please send an email to [support@globetennisclub.com](mailto:support@globetennisclub.com) with your name, the time and date of use.
4. The balls are provided by the club and are clearly marked (RED dot). Please look after, collect and return all the balls.
5. When finished please return the Slinger to its place, ensure all its parts are there. **DO RETURN THE REMOTE INTO THE SIDE POCKET!** Pack the oscillator into its case.
6. Leave the Slinger machine to charge before leaving.
7. Complete the final check and if required lock the device.
8. Report issues if any ASAP, on [support@globetennisclub.com](mailto:support@globetennisclub.com).

### **Core Technical Instructions**

1. Please treat the machine with due care - it is an expensive device! Please familiarise yourself with it before first use, and never use undue force when making adjustments. The full instructions booklet is provided within the machine and on the board.
2. The Slinger machine is an electrical device, and needs to be operated by adults only.
3. In all cases when checking the machine or retrieving a ball that has become stuck, please ensure the machine is turned off (OFF button).
4. Do not stand directly in front of the machine, fast balls can cause injury!
5. For safety the machine is operated by remote control only.
6. Consult the poster for recommended angles and speed for various levels of play.
7. The machine should not be used in rain, and should not be placed in water.
8. The machine weighs 15kg without balls.
9. The ball speeds range from the low speed of 10mph to 45mph ball with tournament level topspin for an advanced player.
10. Battery life will depend on usage. If used on medium settings including Oscillation then the battery life is up to 3 hours and this reduces to 1.5hrs when used at maximum ball delivery speed, feed rate, oscillation is engaged and you use the cell phone charging.