



Hand Held
Pitching Machine
L60333
Patent Pending



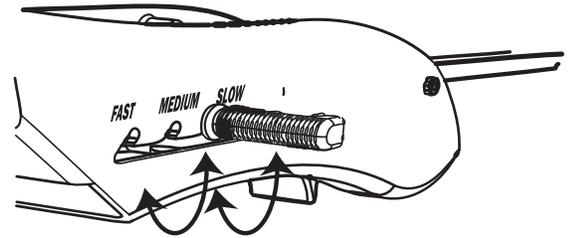
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Operating Instructions

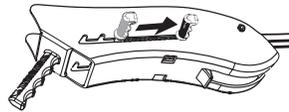
1 SET SPEED

Pull handle down and slide to desired Speed.
For faster pitches, remove weight from arm. The weight will reduce ball speed between 10-20mph from normal ball speed.

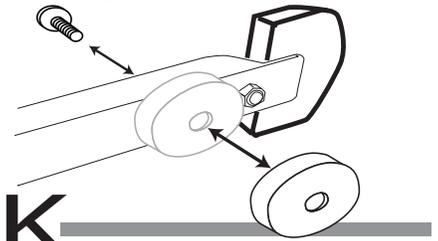
Set speed control:



! IMPORTANT: Leave spring unloaded when not in use.

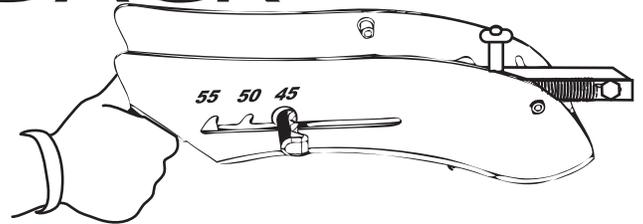


Add/remove weight:

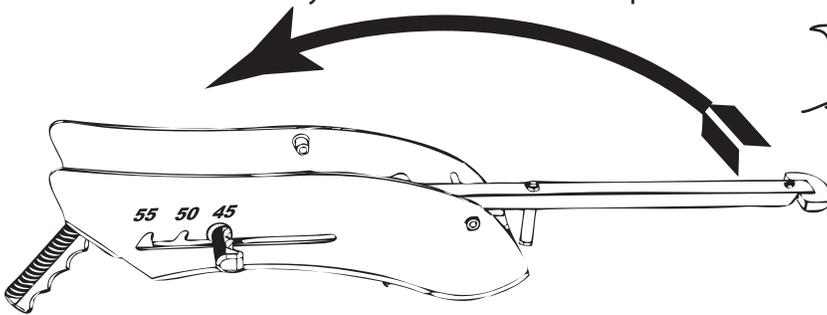


2 PULL ARM BACK

Grab arm at rubber tip to pull back.
Hold arm back with your thumb on rubber tip.



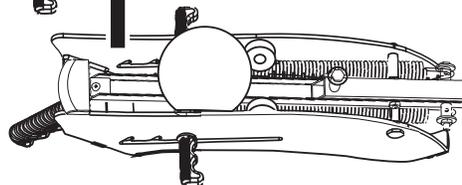
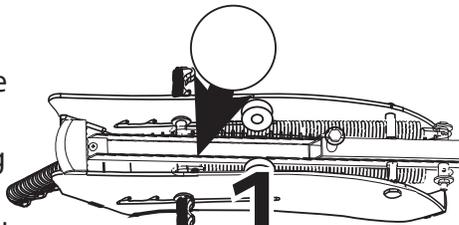
! IMPORTANT: To reduce risk of injury, keep your body away from moving parts.
Once you pull the arm back ensure the path is clear before you release it.



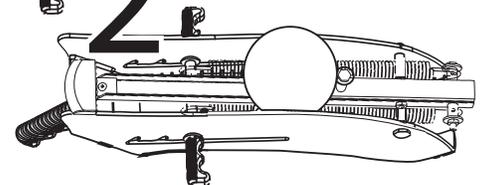
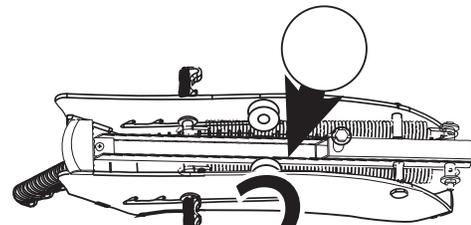
3 LOAD the BALL

Hold arm in place while loading to prevent arm from hitting something or someone.

When using slow speed weight load ball behind side rubber wheels. (1)
When weight is removed load ball in front of side rubber wheels. (2)



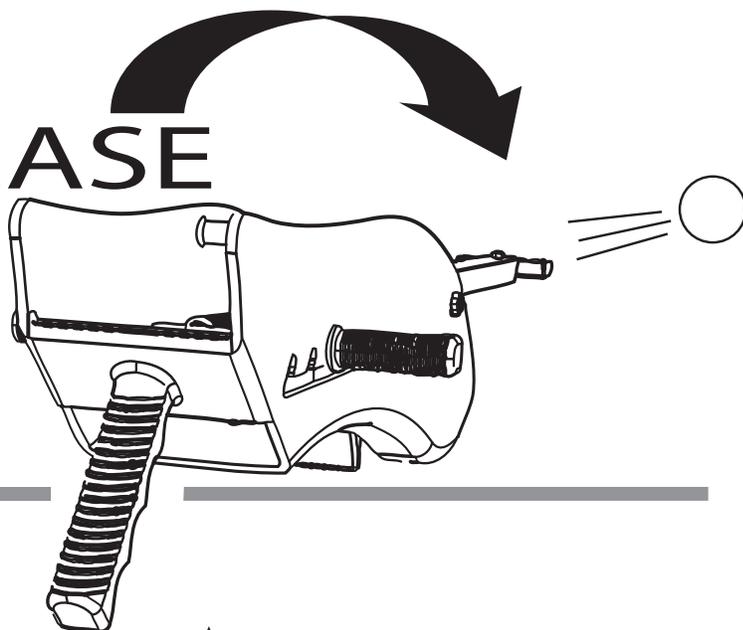
USING WEIGHT



NO WEIGHT

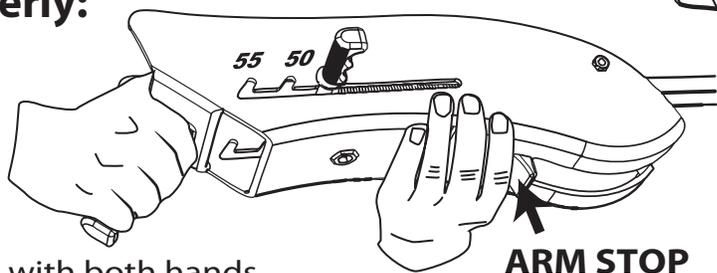
4 AIM & RELEASE

SLOWLY, slide your thumb off of the rubber arm tip. (Do not use if the rubber tip is missing or damaged). Make sure path is clear of people, pets and body parts before releasing.



TIPS for a consistent throw

Holding the machine properly:



Hold with both hands.

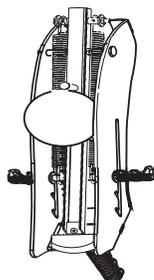
ARM STOP

! WARNING:

Keep hands, fingers thumbs etc. and all body parts behind the ARM STOP. Moving parts can pinch or injure. Always use caution around the arm opening.

Aiming

Hold unit away from body to avoid possible injury

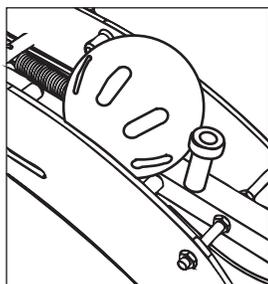


To throw ball **straight up**.

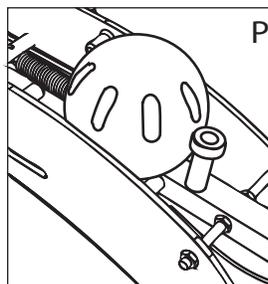


To throw ball a **level pitch**.

Tricks on loading balls:

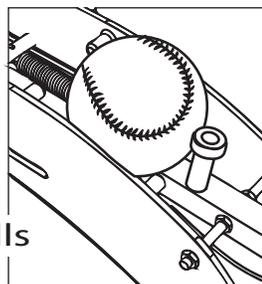


Curve



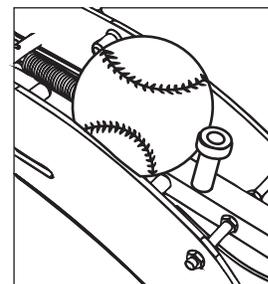
Straight

Plastic Balls



Straight

Baseballs



Slight Movement

Manufacturer's 60 Day Limited Warranty:

GameMaster will for sixty days from the date of purchase, repair or replace at its discretion, any part which may prove to be defective in materials or workmanship. Please note that commercial use of the Ultimate Pitching Machine UPM will void the warranty coverage. This warranty does not cover damage resulting from mishandling in transit, acts of nature, customer made alterations, vandalism, misuse, abuse, lack of reasonable care or normal wear on items, such as those having finished or painted surfaces.

Any replacement product may be either new or like new, provided that it has function-ability at least equal to that of the product being replaced. To obtain service under this warranty, return product to place purchased.

No implied warranty shall extend beyond sixty days from the date of purchase. The liability of GameMaster under this warranty shall be limited to the repair or replacement of defective parts within sixty days of the date of purchase. GameMaster shall not be liable for any incidental or consequential damages. Some states do not allow limitations on how long an implied warranty last or the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary from state-to-state and country-to country.