



Slinger® Slingshot T-One Launcher & Oscillator
USER MANUAL

Slinger®

Designed and Developed by Slinger®.
Patent Pending.

Covered by International Patent Applications

2709 N. Rolling Road Suite 138 Windsor Mill 21244 MD USA

UPDATED 23 AUGUST 2021



I am Joe. Founder of Slinger®.

Like you I love to workout playing Tennis each day. However, I constantly found myself challenged to find a playing partner.

So I decided to try the club ball machine. Ugh! Having taken me 30 minutes to drag it to the court and locate cables and power, even more time was wasted figuring out how it actually worked!

Frustrated I gave up. This experience led to my idea to create a ball machine built into a regular sized roller trolley bag. Eureka! Slinger® was born! A lightweight, transportable, versatile and affordable Tennis Ball Launcher. All my tennis gear in one place together with a Ball Launcher that can be set up anywhere within a few minutes. My 24-7 Tennis Partner!

Thank you for being on this journey with me.

Joe Kalfa
Founder

I am Mike. CEO of Slinger®.

I have been involved in tennis all my life, playing, coaching and running tennis businesses. I know the challenge our sport has in both retaining current players and attracting new players. Of tennis players who left Tennis in the past 12 months, 34% did so due to the lack of a partner to play with.

Slinger® helps to solve this problem. Re-Inventing Tennis, making it accessible to all. Following thousands of hours of design, prototyping and both on and off court testing, we have taken Joe's idea and transformed Slinger® into a performance piece of tennis equipment. Slinger® a tennis innovation for players of all ages and abilities.

Thank you for supporting Slinger®. Designed by Players for Players.

Mike Ballardie
CEO

LIMITED WARRANTY REGISTRATION

Your Slinger® Slingshot T-One Launcher comes with a standard Limited 1 year warranty (Limited 2 Year Warranty as standard in EU member markets) covering any manufacturing defects.

Please visit www.slingerbag.com/warranty and register your Slingshot T-One Launcher and its unique serial number. Registration will automatically extend your Limited Warranty cover period by an additional 2 years (an additional 1 year in EU member markets). Please note this extended warranty does not apply in Australia.

The serial number can be found here:



CAUTION CONSUMER SAFETY INFORMATION

Please note that Slinger Slingshot T-One Launcher operates through a 6.6V Lithium battery and by definition is an electrically operated machine.

Please ensure that the power is switched to “OFF” and unplugged from any electrical connection before attempting any activity which involves reaching into the launcher mechanism for any reason including for maintenance or cleaning.

Important Notice:

NOTE: The Slingshot T-One Launcher cannot operate without the remote control for safety reasons. Please make sure that you do not misplace the remote control.

User Suggestion: When not in use attach the remote securely to one of the zipper pulls on the Slinger Bag. It is easy to remove for use and is easily replaced at the end of use.

AT ALL TIMES THE USER MUST NOT UNDER ANY CIRCUMSTANCES:

- Reach into the ball launching exit chute when the power is “ON”
- Look into the ball launching exit chute when the power is “ON”
- Stand directly in front of the ball launching exit chute at any time when the power is “ON”
- Insert any foreign objects of any kind into the ball hopper while the power is “ON”
- Use the Launcher in wet conditions or when rain is on courts or where water has collected.

PLEASE READ ALL USER INSTRUCTIONS BEFORE USE





WARNING



To reduce the risk of electrical shock, fire, injury to persons, and other damage when using this product, please follow these basic safety precautions.

Read all instructions carefully before operating this launcher.

1. To protect against the risk of electrical shock, never immerse any part of this launcher in water or any other liquid.
2. Close supervision is necessary when operating this launcher near children.
3. Never walk in front of this launcher when it is operating. Tennis balls leave the launcher at high speeds and could cause serious injury.
4. Always stand to the side, or behind the launcher when attempting to alter the settings of the various controls.
5. If it is necessary to free a jammed tennis ball, make sure that the launcher is turned "OFF".
6. Always wear protective eye-wear when attempting any repairs or adjustments on this Launcher.
7. Never attempt any repairs or adjustments on this launcher when it is plugged in. Always turn the power switch OFF and make sure the charger is not connected to any wall socket.
8. This launcher is intended for launching tennis balls only. Never attempt to use this launcher with any other type of ball or any foreign object whatsoever.
9. Always make sure that the launcher is turned off on the control panel when not in use and when the battery is being charged. Never place your hands or any other part of your body near moving parts, especially the ball feeder plate and the launching wheel. Please be aware that the launching wheel continues to spin at high speed for several minutes after the launcher is switched off and can cause injury or burns if coming in contact with your hands.

GLOBAL COMPLIANCE & CERTIFICATION



Europe

CB

CE



Category	Product	Certification	Certification Standards
Launcher	6.6Ah Battery	CB	• IEC 62133-2:2017 • EN 62133-2:2017
		CE EMC	• EN 61000-6-3:2007+A1:2011+AC:2012 • EN IEC 61000-6-1:2019 • EN IEC 61000-3-2:2019 • EN 61000-3-3:2013+A1:2019
	2A Power Charger	CB	• IEC 61558-1:2005+A1 • IEC 61558-2-16:2009+A1
		CE-EMC & CE-LVD	• EN 55014-1:2007 • EN 55014-2:2015 • EN IEC 61000-3-2:2019 • EN 61000-3-3:2013 • EN 61558-1:2005+A1 • EN 61558-2-16:2009+A1
		RoHS	European Council Directive 2011/65/EU on the Restriction of the Use of Certain Hazardous Substances in Electrical and Electronic Equipment
		GS	• EN 61558-1:2005+A1 • EN 61558-2-16:2009+A1
	6300RPM Big Motor	CE	• EN 55014-1:2006/A2:2011 • EN 55014-2:1997/A2:2008
		RoHS	2011/65/EU Restriction of Hazardous Substances
	Launcher Gear Motor	CE-EMC	• EN 61000-6-3:2007+A1:2011 • EN IEC 61000-6-1:2019
		RoHS	• IEC 62321-3-1:2013 • IEC 62351-5:2013 • IEC 62321-4:2013+AMD1:2017 • IEC 62321-7-1:2015 • IEC 62321-7-2:2017 • IEC 62321-6:2015 • IEC 62321-8:2017



Europe



REACH

CE

Category	Product	Certification	Certification Standards
Launcher	PCB	RoHS (for LF HASL)	• RoHS Directive (EU) 2015/863 amending Annex II to Directive 2011/65/EU • IEC 62321-4:2013+A1:2017 • IEC62321-5:2013 • IEC62321-7-2:2017 • IEC62321-6:2015 • IEC62321-8:2017 • Analyzed ICP-OES, UV-Vis, and GC-MS
		REACH (for SVHC)	• SGS In-House method: GZTC CHEM-TOP-092-01, GZTC CHEM-TOP-092-02 • Analyzed by ICP-OES, UV-VIS, GC-MS, HPLC-DAD/MS and Colorimetric Method
	433MHz Remote Control	CE Red	• Radio Equipment Directive (RED) 2014/53/EU • EN 62479:2010 • EN 50663:2017 • Final draft EN 301 489-1 V2.2.2(2019-09) • EN 301 489-3 V2.1.1(2019-03) • EN 300 220-1 V3.1.1 (2017-02) • EN 300 220-2 V3.1.1 (2017-02)
Oscillator	Oscillator Gear Motor	CE-EMC	• EN 61000-6-3:2007+A1:2011 • EN 61000-6-1:2019
		RoHS	• IEC 62321-3-1:2013 • IEC 62351-5:2013 • IEC 62321-4:2013+AMD1:2017 • IEC 62321-7-1:2015 • IEC 62321-7-2:2017 • IEC 62321-6:2015 • IEC 62321-8:2017
Ball Tube		CE	• EN 71-1:2014+A1:2018 • EN 71-2:2011+A1:2014 • EN 71-3:2013+A3:2018



Americas



IC

California 65

ASTM

Category	Product	Certification	Certification Standards
Launcher	2A Charger	FCC	FCC Part 15 Subpart B, 10-1-2014 Edition
		UL/ CUL	UL 60950-1, 2nd Edition, 2014-10-14 (Information Technology Equipment - Safety- Part 1: General Requirements) CAN/ CSA C22.2 No. 60950-1-07, 2nd Edition, 2014-10 (Information Technology Equipment - Safety - Part1: General Requirements)
		Argentina Safety-Mark License	IEC 61558-1:2005+A1 IEC 61558-2-16:2009+A1 IRAM 2063:2009
	PCB	UL (for Wiring, Printed- Component)	
	433 MHz Remote Control	FCC	FCC Part 15, Subpart C, Section 15.231 ASNI C63.10-2013
		IC	RSS-210 Issue 9 Aug, 2016
	Trolley Bag	California 65 (for Fabric & Printing)	
Ball Tube		Consumer Safety Specification for Toy Safety	ASTM F963-17



Asia. Oceania



Category	Product	Certification	Certification Standards
Launcher	6.6Ah Battery	KC	KC62133-2 (2020-07)
		PSE	Interpretation for METI Ordinance of Technical Requirements (H25.07.01) Appendix 9: Lithium ion secondary batteries
		BSMI	CNS15364
		BIS	IS 16046 (Part 2):2018/ IEC 62133-2:2017
		RCM	EN 61000-6-3:2007+A1:2011+AC:2012 ; EN IEC 61000-6-1:2019 ; EN IEC 61000-3-2:2019 EN 61000-3-3:2013+A1:2019 ; IEC 62133-2:2017
	2A Charger	SAA	AS/ NZS 61558.1:2008+A1+A2+A3 AS/ NZS 61558.2.16:2010+A1+A2+A3
		CCC	CNCA-C09-01:2014 GB4943.1-2011 GB/T9254-2008 GB17625.1-2012
		PSE	Interpretation on Ministerial Ordinance establishing Technical Requirements Appendix 12: J61558-1(H26), J61558-2-16(H26), J55014-1(H20) Appendix 4 of the Enforcement Regulations (AC Electrical Appliances)
		KC &KCC	K 60950-1(2011-12) Clause 3, Article 58-2 of Radio Waves Act.
	433 MHz Remote Control	KC RF	Clause 3, Article 58-2 of Radio Waves Act.
	315 MHz Remote Control	MIC	Technical Regulations Conformity Certification of Special Radio equipment (ordinance of MPT N° 37, 1981) ARIB STD-T93 V1.1 (2007-09)

GLOBAL COMPLIANCE & CERTIFICATION

Category	Product	Certification	Certification Standards
Launcher	6.6Ah Battery	UN38.3	• ST/SG/AC.10/11/Rev.6/Amend.1/Section 38.3
		Material Safety Data Sheet (MSDS)	• EEC Directive 93/112/EC • UN Recommendation on the Transport of Dangerous Goods
		Identification and Classification Report for Air Transport of Goods	• IATA Dangerous Goods Regulations • IATA DGR 61 st , 2020 • IATA DGR 62 nd , 2021
		Identification and Classification Report for Transport of Goods (By Sea)	• IMDG CODE (Amdt 39-18)
		Lithium Cells for Battery Test Summary	• UN Manual of Tests and Criteria Part III Subsection 38.3, Rev.6/Amend.1

This product complies with applicable requirements for performance, construction, labelling and information.



EUROPEAN COMPLIANCE

As indicated by this symbol, disposal of this product is governed by Directive 2012/19/EU of the European Parliament and of the Council on waste electrical and electronic equipment (WEEE).

WEEE could potentially prove harmful to the environment and as such the Directive requires that the battery in this product must not be disposed of as unsorted municipal waste, but rather collected separately and disposed of in accordance with local WEEE ordinances and guidelines.

ENERGY CONSUMPTION

In accordance with Directive 2009/125/EC this device is equipped with a power switch. The following energy consumption figures apply (measured with a watt meter at the outlet):

Switch in OFF position = 0.0 watts

Switch in ON position = 120 watts



The SLINGSHOT T-ONE LAUNCHER operates to its optimum level when using **Slinger Tennis Balls**. Please avoid using either old or soft tennis balls as this will reduce performance of the Launcher. We recommend only standard sized tennis balls.

The SLINGSHOT T-ONE LAUNCHER is designed for use by tennis players of all ages and abilities.

The SLINGSHOT T-ONE LAUNCHER weighs 15kg or 33 lbs (excluding tennis balls). It is one of the lightest performance ball launchers of its kind on the market. The trolley bag is versatile and functional and can carry all your tennis equipment. The launcher can be set up and ready to use in minutes.

The SLINGSHOT T-ONE LAUNCHER ball speeds range from the Ball Boy low speed of 10mph/16kmph to an advanced player speed of 45mph / 73kmph ball with tournament level topspin.

The SLINGSHOT T-ONE LAUNCHER features include:

- Smart-enabled tennis trolley bag with a variety of functional pockets.
- Variable ball feed rate between 2 and 7 seconds.
- Variable ball speed between 10mph/ 16kmh and 45mph/ 73kmh. Note the higher the speed the greater the topspin effect.
- 144 tennis ball capacity ball hopper: **User Note:** Slinger recommends using 72 balls for optimum performance.
- Lithium Ion battery. **User Note:** Battery Life depends on usage. If used on low settings including Oscillation then the battery life is up to 3 hours and this reduces to 1.5hrs when used at maximum speed, feed and oscillation including cell phone charging.
- A multi-country, multi-voltage smart, fast charger. When the battery is fully charged the power is automatically reduced to an occasional smart 'pulse' to protect the life span of the battery. **User Note:** It is advised to (a) charge the battery outside of the bag when possible and (b) not to charge the battery for more than 5 hours in any charging period
- Integrated USB charger for mobile/cell phone charging.
- A remote control to operate both the Launcher and the Oscillator remotely with "On" and "Off" control ONLY.
- An elevation bar offers between 10 and 40 degrees of ball elevation.
- The Slinger Oscillator (Oscillator is sold separately or in a bundle) is designed to house the Slingshot T-One Launcher sitting on top of it and provides side-to-side oscillation of the Slinger Bag.

SLINGSHOT T-ONE LAUNCHER AT A GLANCE



SLINGSHOT T-ONE LAUNCHER AT A GLANCE



1. EXTENDABLE
TROLLEY HANDLE



2. CLIP ON CAMERA
HOLDER



3. TELESCOPIC BALL
PICK-UP TUBE HOLDER CLIP*



4. USB PHONE CHARGING
PORT (LOCATED INSIDE POCKET)



5. SIDE POCKET
TO STORE REMOTE



6. REMOVABLE SIDE
CARRY STRAPS
(FOR LIFTING YOUR
SLINGER INTO THE TRUNK)



7. BALL ELEVATION
KNOB POCKET



8. LAUNCHER SERIAL
NUMBER (LOCATED ABOVE
ELEVATION KNOB)



9. BALL LAUNCHER
CONTROL
PANEL



10. SMART POWER
CABLECHARGER WITH 4
SOCKET ADAPTERS



11. LAUNCHER GRAB
HANDLE
(TO ASSIST IN LIFTING
LAUNCHER INTO CAR TRUNK)



12. LITHIUM ION BATTERY
DRAWER



13. BALL LAUNCHER
PROTECTIVE COVER



14. BALL HOPPER
POCKET (OPEN TO STORE
TENNIS BALLS)



15. BALL FEEDER / STORAGE
COMPARTMENT



16. BALL FEEDER PLATE
(INSIDE FEEDER POCKET)



17. LARGE STORAGE
POCKET
(RACQUETS, EQUIPMENT, GEAR)



18. TELESCOPE BALL
TUBE*



19. SLINGER OSCILLATOR*



20. SLINGER REMOTE CONTROL



GETTING STARTED

The Slinger® Slingshot T-One Launcher lithium battery is shipped to you at a maximum 30% charge in accordance with federal requirements for shipment of Lithium Batteries.

ASSEMBLING THE CHARGER CABLE

The following are actions will ensure optimum battery life and performance:

- Please select the correct plug socket adaptor for your region.
- Please ensure that the plug socket selected is correctly fitted to the main charger body and that it has “clicked” into place.
 - **NOTE: The battery will not charge if the plug socket is not correctly fitted.**
- Connect the power cable to a wall power outlet. Please note a GREEN light will now appear on the charger plug to indicate the power is ‘On’.
- Connect the charger cable to the power outlet on the Launcher control panel.
User Note: Please ensure that the power cable is ‘pushed’ fully into the power socket on the control panel creating a tight connection.
- If the battery has less than full power then the indicator light on the charger plug will show **RED** and charging will take place. The indicator light will turn GREEN when the battery is fully charged and the power socket should then be removed from the power outlet
- If indicator light remains **GREEN** then the battery is already fully charged. In this case please immediately disconnect the battery from the power outlet.
 - **NOTE: In order to prevent the battery overheating it is not advised to leave the power outlet connected to the battery for longer than 5 hours in any charging period**
- **Please NOTE: The Launcher CANNOT be used when connected to the power outlet. This will irreparably damage the battery.**

LITHIUM BATTERY

Before using the Launcher for the first time please make sure that the battery is left to charge for a **maximum 5 hour charge period** in order to optimize the battery life.

The Slinger battery has up to 3.5 hours of battery life at average speed and feed settings.

MAXIMIZING THE LIFE OF THE BATTERY

The following are actions will ensure optimum battery life and performance:

- Charge the battery for a period of **5 hours (maximum)** before first use to ensure it is fully charged.
- Recharge battery immediately after each use – again for a charging period of **no more than 5 hours**.
- Do not store battery in discharged state for any extended period of time. Always ensure there is some minimal charge (30%) held.
- Do not leave the battery connected to the external power supply for any **longer than 5 hours** in order to prevent the battery overheating.
- Do not store the battery for more than 30 days without recharging it to a minimum 30% level.
- Do not store the Slinger Bag Launcher in a closed car trunk or other location where the internal temperature can reach 100°F or 40° Centigrade.

BATTERY CHARGING INSTRUCTIONS

Follow these steps to charge the battery using the 'smart' cable charger.

- **USER NOTE:** It is advised to first remove the battery from the Slinger Bag Launcher and charge it outside of the Slinger Bag.
- Connect the battery to an electrical wall socket using the correct socket adapter provided as part of the charger cable pack.
- Insert the battery charger cable to the charging port on the control panel or if you have removed the battery from the Launcher, insert the battery charger into the back port on the battery box.
- Charging time should be a **MAXIMUM OF 5 HOURS** in any charging period
- The battery is best fully charged before the first use.
- There is a light on the charger. When the charger is correctly plugged in, the indicator light will turn **RED** and will change to **GREEN** when the battery is fully charged. If the indicator light is GREEN please immediately REMOVE the charger from the power outlet to prevent the battery overheating.
- Leaving the battery uncharged for an extended period of time will diminish the battery life.

REMOVING YOUR BATTERY PACK

FOR AN INSTRUCTIONAL VIDEO

WWW.SLINGERBAG.COM/SUPPORT

WARNING: Switch Off Slinger T-One Launcher



Battery Drawer

Step 1:

Unscrew 4 screws that fix battery drawer by hand.



Left Pocket



Right Pocket

Step 2:

To avoid losing the screws, please screw them back into their holes or store 4 screws at left/ right pockets of bag.



Battery Drawer

Step 3:

Take out battery drawer very slightly.



Launcher Connector



Step 4:

Disconnect battery wire from the launcher connector



Charger Connector

Step 5:

Remove battery drawer. Open cover of charger connector.



Step 6:

Plug power charger into the charger connector.

- **RED LED** on Power Charger means Battery is charging
- **GREEN LED** on Power Charger means Battery is full charged



Launcher Connector

Step 7:

When battery is fully charged (GREEN LED) disconnect the charger cable. Open the cover of launcher connector. Unscrew 4 screws from battery drawer by hand. Place battery drawer into launcher structure slightly and connect battery cable and screw the connector tight.

ENSURE THE POWER CABLE IS SECURE IN THE BATTERYBY TIGHTENING THE SCREW NUT



Secure



Not Secure

Screw Nut



Secure

Screw Nut



Not Secure



Battery Drawer

Step 8:

Place battery drawer back into the battery housing structure.

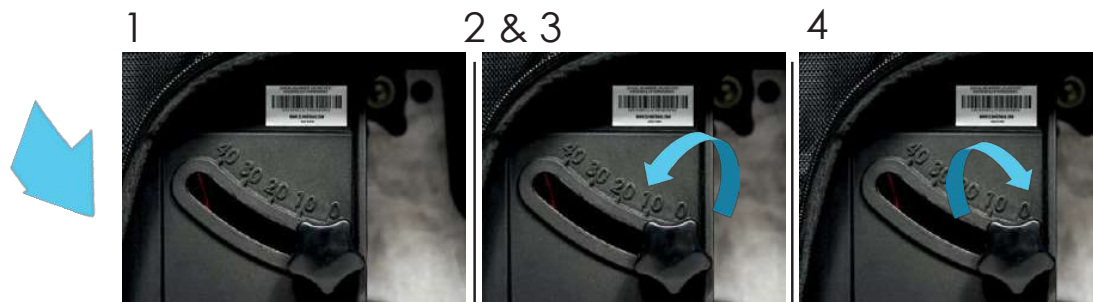
Screw in the 4 battery drawer screws and tighten by hand.

ELEVATION BAR

The elevation bar gives the user an option to change the launching angle of the ball – the launching angle ranges between 10 and 40 degrees.

1. Open the side pocket
2. Rotate the knob counter clockwise to release the bar
3. Adjust the desired angle
4. Rotate the knob clockwise to lock the bar

USER NOTE: Please ensure that you LOCK the elevation bar tightly in order to avoid vibration and noise





CHANGE THE GAME

SLINGER LAUNCHER CONTROLS

1. **POWER:** The power switch turns the Launcher to “ON”.

USER NOTE: The Remote Control **DOES NOT** turn the Launcher **power On or OFF**. The Remote Control only operates **AFTER** the Power Switch on the control panel has been switched to ‘ON’.

USER NOTE: Please note that if the ON / OFF switch is switched on then off in rapid succession there is a risk of causing damage to the electronic control panel.

2. **CHARGER:** The battery charger plugs into the charger socket on the front control panel. The recommended charging time for a fully drained battery is **a maximum of 5 hours**.

USER NOTE: Please ensure that the charger plug is fully inserted into the charger socket. There is a “click” felt when the charger plug is correctly inserted into the charger socket.

3. **BATTERY INDICATOR LIGHTS:** The battery is fully charged when all 4 LED lights are showing RED, YELLOW, GREEN, GREEN.

USER NOTE: During use, the Launcher LED lights will blink continuously. The LED lights will go out as power is drained from the battery. Each GREEN or YELLOW light represents about one-third (1/3) of the total battery life. When only the RED LED is showing then the Launcher will soon be out of power.

4. **REMOTE CONTROL RESET:** For resetting or replacing the remote control - see “remote control instructions” on page 17.

5. **GUARD BARS:** These provide protection for the control panel avoiding potential damage if hit by returning balls.

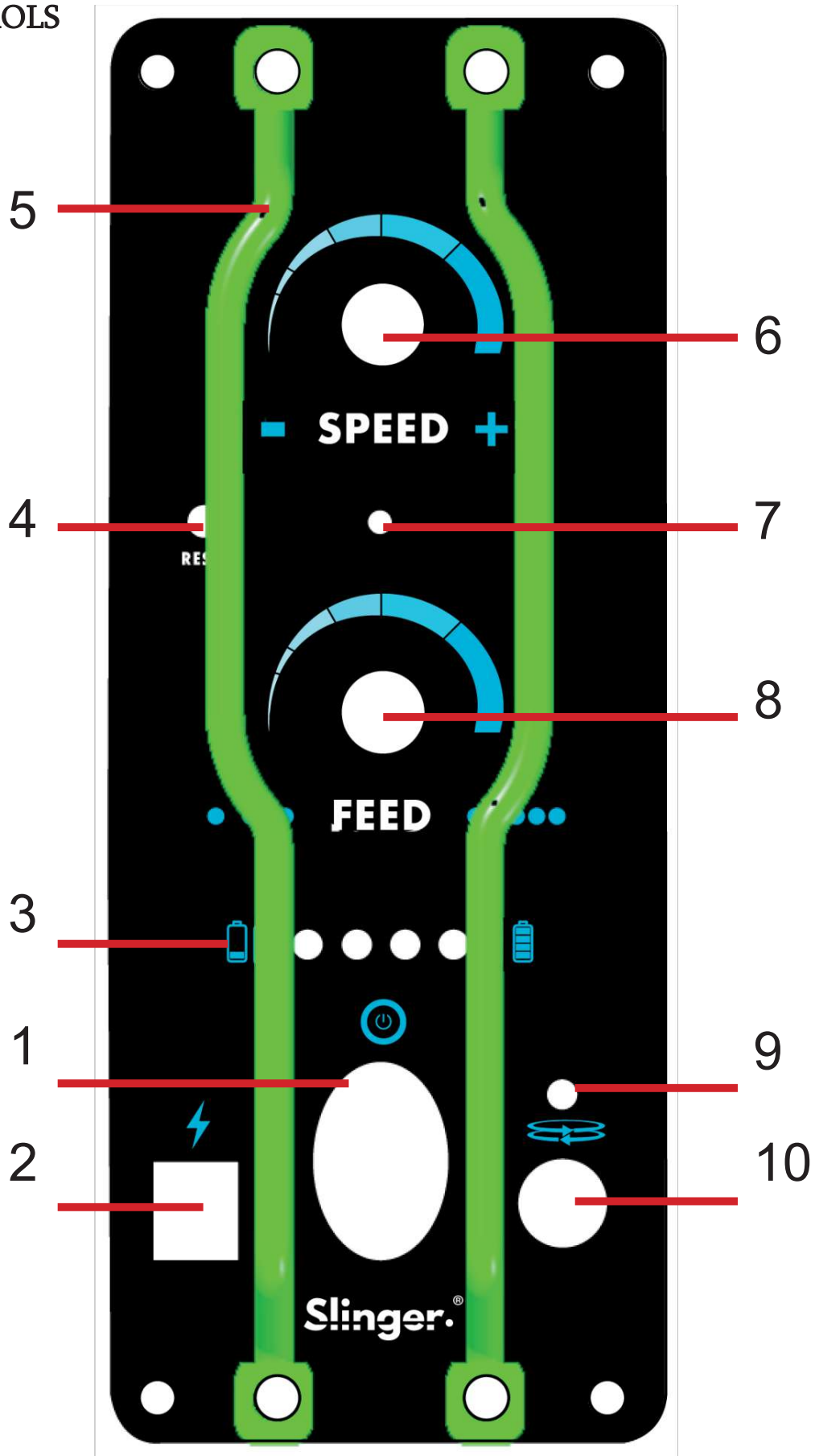
USER NOTE: We recommend that these are not removed. Change to: Removing these bars will invalidate the warranty on the T-One Launcher.

6. **BALL SPEED DIAL:** Controls the speed of the balls being fired. The launcher speed ranges from the Ball Boy lowest speed of 10mph/16kmph to an advanced player speed of 45mph / 73kmph with the ball firing with a tournament level of topspin.

7. **LAUNCHER BEEPS (SPEAKER):** A series of “BEEP” sounds can be heard when operating the launcher as follows:
- a. Short Beep: When switching the Launcher to ‘ON’ on the control panel.
 - b. Short Beep: Whenever pressing the Remote Control “ON” or “OFF”.
 - c. Long Beep: 5 to 10 seconds after pressing the Remote Control launcher button to ‘ON’, indicating that the feeder plate has started to rotate.
 - d. Short Beep: Whenever pressing the Remote Control Launcher button to “OFF”.
8. **FEED RATE DIAL:** Controls the feed rate of the balls. Feed Rate range is between 2-7 seconds.
9. **OSCILLATOR* LED:** Indicates when the Oscillator is ‘On’ after pressing the Oscillator remote button
10. **OSCILLATOR* CONNECTOR:** Magnetic Plug to connect to the Oscillator cable.

USER NOTE: * Oscillator is either sold separately or is included as part of a Slinger product bundle.

CONTROLS



QUICK START SLINGSHOT T-ONE LAUNCHER ONLY

Only after the battery has been initially charged (for up to 5 hours as indicated on Page 13) is the Slingshot T-One Launcher ready to be used on court.

Please follow these quick start operating guidelines:

1. Position Slingshot T-One Launcher on the court in your desired launching position. See our suggested positions based on level of play (see pages 26 & 27).
2. Open / Unzip the lower front panel in order to display the Ball Launcher.

USER NOTE: Hook the open door panel on to the side of the Trolley Bag using the clip provided on the left rear side as you look at the launcher.

3. Open / Unzip the top ball feeder panel. Make sure that nothing is obstructing the ball feeder. If all is clear load up to a recommended maximum of 144 tennis balls.

USER NOTE: Slinger advises that the optimum ball launcher operation is achieved with 72 tennis balls.

4. On the front control panel adjust the control knobs to set the desired BALL SPEED and BALL FEED timing . See our suggested positions based on level of play (see pages 26 & 27).

On the right bottom side of the launcher (as you look at it) unzip the elevation control knob cover. Adjust the elevation control knob to your desired launching angle - between 10° and 40°. See our suggested positions based on level of play (see pages 26 & 27).

USER NOTE: After adjusting the elevation Knob please ensure that it is fully tightened before starting the Launcher.

5. Turn 'ON' the Launcher power switch on the front control panel.
6. With all of the controls set up, take the remote control and proceed to your playing position.



7. Point the remote control at the Launcher and press the **top** “On/Off” tennis ball icon button once in order to activate the ball feeder mechanism.

USER NOTE: You will hear a single “beep” to signal that the launcher wheel has started. After 10 seconds you will hear a second “beep” signalling that the feeder plate is rotating and the balls are about to commence launching.

8. **START PLAYING!**

QUICK START LAUNCHER WITH THE OSCILLATOR

Only after the battery has been initially charged (for up to 5 hours as indicated on Page 13) is the Slingshot T-One Launcher ready to be used on court.

Please follow these quick start operations:

1. Position Slingshot T-One Launcher on the court in your desired launching position. See our suggested positions based on level of play (see pages 26 & 27).
2. Make sure that the Slinger® logo on the top of the Oscillator is facing forwards to the net and the wheel location slots are positioned at the rear.
3. Position Slingshot T-One Launcher onto the top of the Oscillator making sure that the wheels are correctly located into the wheel slots provided on the Oscillator base.
4. Open the lower front panel to display the ball launcher.

USER NOTE: Hook the open door panel on to the side of the Trolley Bag using the clip provided on the left rear side as you look at the launcher

5. Connect the Oscillator cable via the magnetic connector to the corresponding position on the Launcher control panel. You will hear a “beep” and see a GREEN LED indicator come on above the oscillator connector socket to indicate the Oscillator is connected.

USER NOTE: Ensure that the Oscillator is positioned in its central (mid) location. This is the ideal starting position to obtain optimum Oscillation performance.

6. Open the top ball feeder panel. Make sure that nothing is obstructing the ball feeder. If all is clear load up to a maximum of our recommended 144 Slinger Trinité tennis balls.

USER NOTE: Slinger advises that the optimum ball launcher operation is achieved with 72 tennis balls.

7. On the front control panel adjust the control knobs to set the desired BALL SPEED and BALL FEED timing . See our suggested positions based on level of play (see pages 26 & 27).

8. On the right bottom side of the launcher (as you look at it) unzip the elevation control knob cover. Adjust the elevation control knob to your desired launching angle - between 10° and 40°. See our suggested positions based on level of play (see pages 26 & 27).

USER NOTE: After adjusting the elevation Knob please ensure that it is fully tightened before starting the Launcher.

9. Now turn 'on' the Launcher power switch.

10. With all of the controls set up, take the remote control and proceed to your playing position.

11. Point the remote control at the Launcher and press the **top** "On/Off" tennis ball icon button once in order to activate the ball feeder mechanism and press the bottom "On/Off" Oscillator icon button in order to activate the Oscillator.

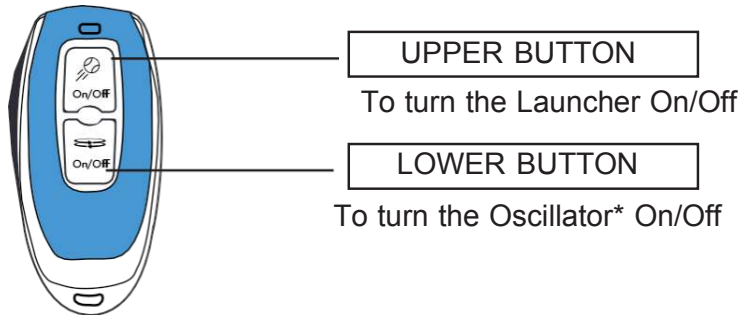
USER NOTE: You will hear a single "beep" to signal that the launcher wheel has started. After 10 seconds you will hear a second "beep" signalling that the feeder plate is rotating and the balls are about to commence launching.

12. **START PLAYING!**

REMOTE CONTROL INSTRUCTIONS

IMPORTANT: Your Slingshot T-One Launcher cannot operate without the remote control for safety reasons. Please DO NOT misplace the remote.

The remote has 2 buttons:



HOW TO CHANGE THE REMOTE

In the event the remote control needs to be replaced for any reason please follow these instructions to sync your new remote to your launcher.

Replacement remote control units can be purchased by visiting:

www.slingerbagg.com/replacement-remote-control.html

1. Please ensure that **NO BALLS** are located inside the bag or the **FEEDER PLATE**.
2. Switch the launcher to "ON".
3. Using a small pin, push the reset button 8 times (reset button #4 on the control panel).
4. Wait 3-5 sec.
5. Push reset button one more time to complete the syncing.
6. Press the top button on the remote to hear a BEEP which indicates a successful connection.

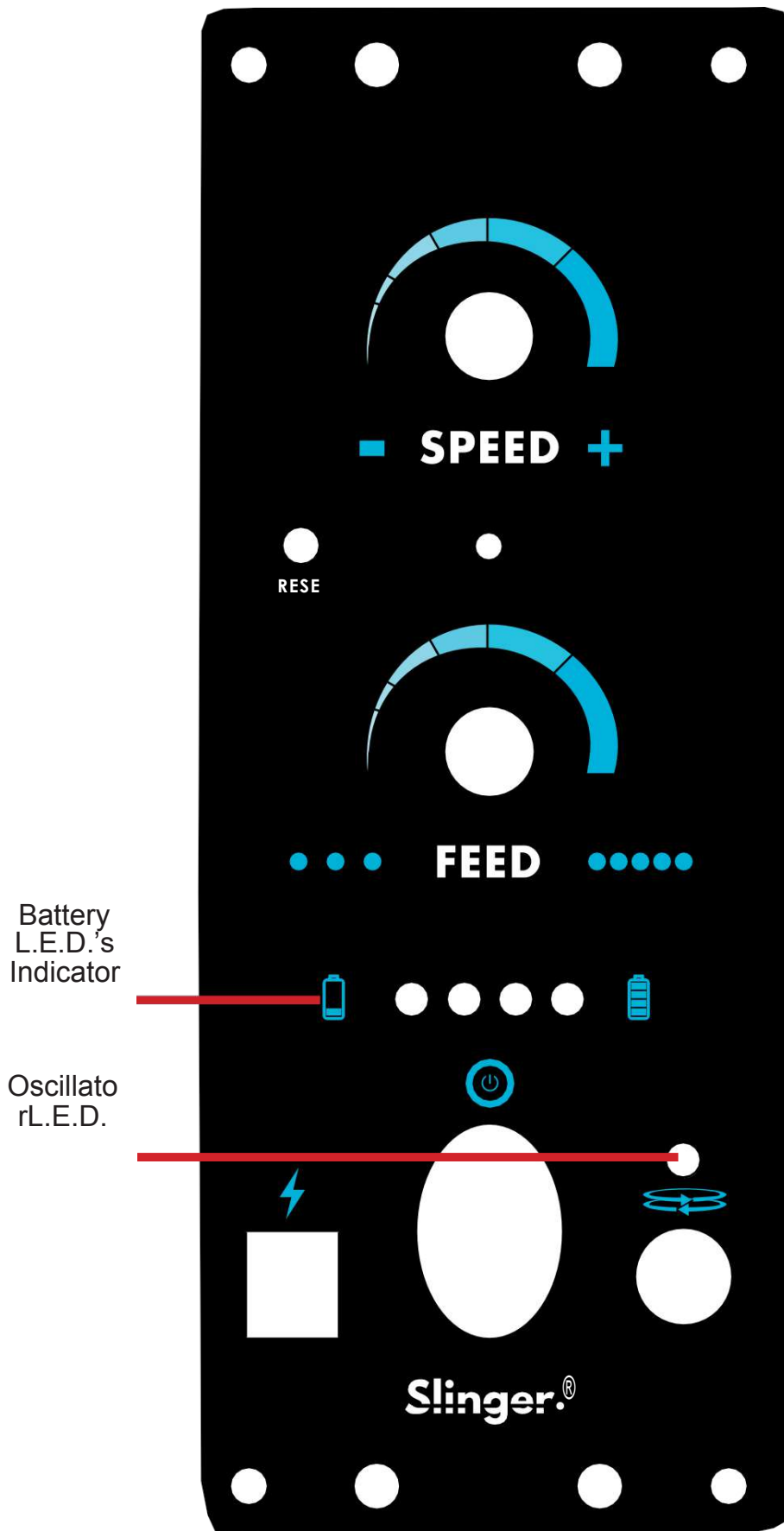
BATTERY L.E.D. INDICATORS

The Battery LED lights will illuminate to indicate the level of battery power as follows (looking at the control panel):

- **RED only** indicates LOW power
- **RED & YELLOW together** indicates MEDIUM power.
- **RED, YELLOW, GREEN, GREEN all together** indicates FULL power

OSCILLATOR L.E.D.

The Oscillator LED INDICATOR is GREEN to indicate that the Oscillator is connected and switched on after pressing the Oscillator “ON / OFF” button (lower button) on the remote control.





CHANGE THE GAME

COURT PLACEMENT

The Slingshot T-One Launcher court placement depends mainly on the ball speed settings and the launching angle of the ball.

NOTE: Poor quality or condition of the tennis balls used and the outdoor weather conditions will also affect the need to adjust the court placement.

The illustrations below can be used as a reference for locating the Slingshot T-One on the court for ground strokes drills / practice.

A. BALL BOY (Used to practice serving)

Court Placement: Place Slingshot T-One Launcher near a side line on the same side of the court as the player.

Elevation Angle: Place the elevation bar to the 40 degree elevation mark.

Ball Speed: Set to BEGINNER.

Ball Feed: Set to BEGINNER

B. BEGINNER (Hitting practice)

Court Placement: Place Slingshot T-One Launcher on the service line on the opposite side of the net to the player

Elevation Angle: Place the elevation bar to 30 degrees

Ball Speed: Set to BEGINNER

Ball Feed: Set to BEGINNER .

C. INTERMEDIATE

Court Placement: Place Slingshot T-One Launcher near the base line.

Elevation Angle: Place the elevation bar to 20 degrees

Ball Speed: Set to INTERMEDIATE

Ball Feed: Set to INTERMEDIATE

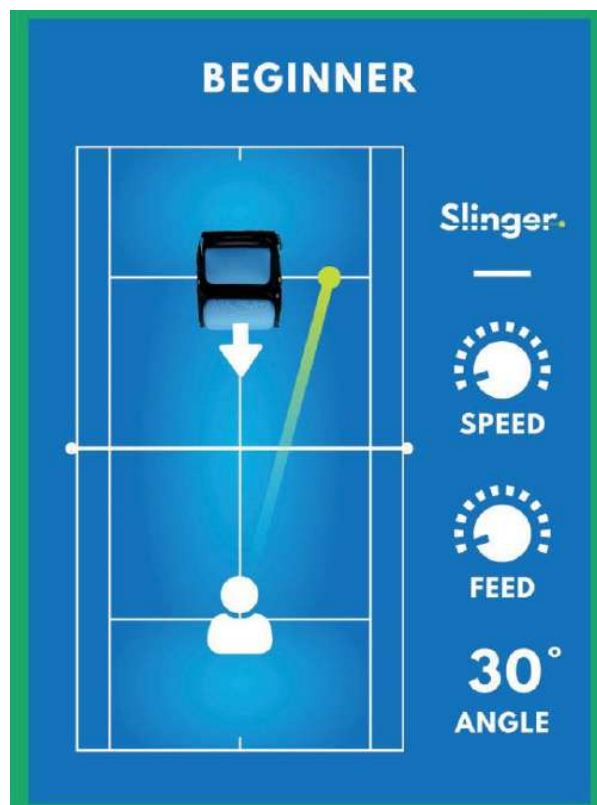
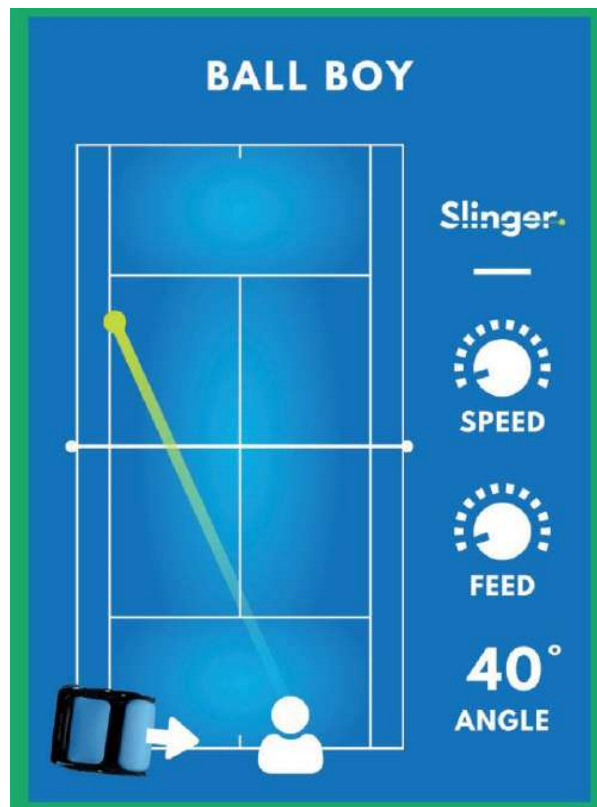
D. ADVANCED

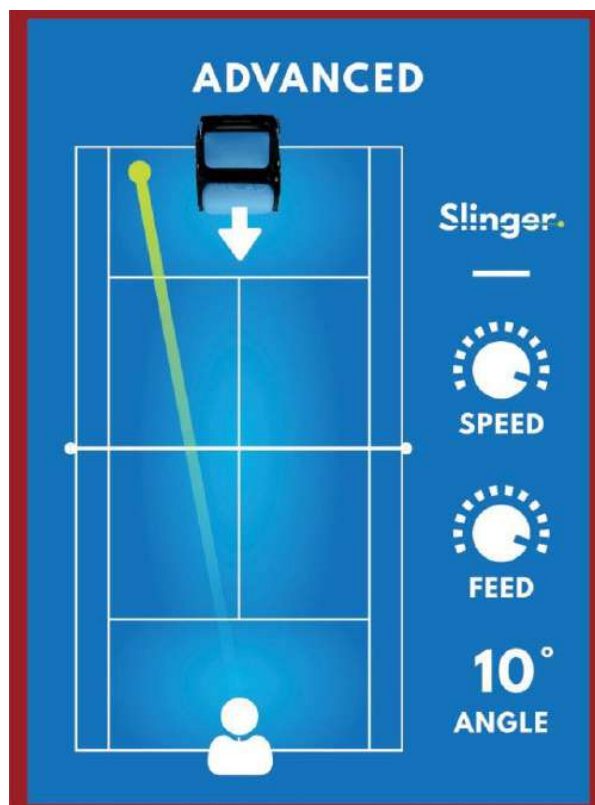
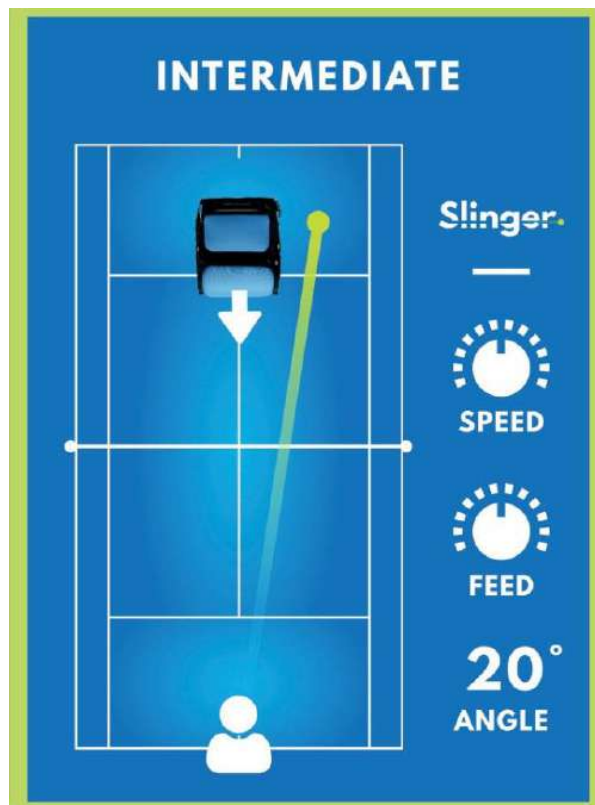
Court Placement: Place Slingshot T-One Launcher near the baseline.

Elevation Angle: Place the elevation bar to 10 degrees

Ball Speed: Set to ADVANCED

Ball Feed: Set to ADVANCED





TROUBLESHOOTING & MAINTENANCE

After use, ball fuzz or court dust can typically build up on the fascia of the launcher. This is best removed using readily available pressurized air canisters, or by using a damp cloth.

- For General cleaning, when possible please use a pressurized air canister to clear.
- Use a damp cloth to wipe down the exterior surfaces of the machine.
- Never scrape at the surface of your Launcher with a sharp object, or use any harsh abrasives or solvents.
- Loose debris can be vacuumed out of the Launcher.
- Never use a water hose to attempt to remove debris out of the interior of the machine. Water pressure will damage the sensitive electrical components, as well as increase the risk of electric shock.

STORAGE

The following actions will ensure optimum performance:

- When the Launcher is not in use, it should be stored in a dry and clean area.
- Excessive exposure to wind, rain, sunlight, etc. can often interfere with the operation of the sensitive electrical components and cause fading and/or other damage to Slingshot T-One Launcher exterior.

FACTORY TESTING

- Before shipping, every Slingshot T-One Launcher is fully QC tested at several points across the production assembly. As a result, there may be some residual ball fuzz either inside or on the front of your Slinger Bag Launcher and/or possibly other marks left as a result of this QC testing. This is perfectly normal.



CHANGE THE GAME

TROUBLESHOOTING

For more information visit: www.slingerbag.com/support

WARNING: PLEASE MAKE SURE THAT THE LAUNCHER POWER IS IN 'OFF' POSITION BEFORE INVESTIGATING ANY ISSUES

For additional or specific help please email support@slingerbag.com

	CAUSE	ACTION REQUIRED
Ball is not launched	A ball is jammed in either the Feeder Plate or the Ball Chute.	TURN OFF POWER, WAIT 1 MINUTE FOR THE FIRING WHEEL TO STOP ROTATING and only then remove any jammed balls from either the feeder plate or from the Ball Launcher chute
Ball is not launched	Tennis balls and/or pitching wheels are wet	Wheels and/or balls require cleaning and drying. Remove any wet balls from hopper
Feeding plate does not turn	A ball is jammed / too many balls in the hopper	TURN OFF POWER and remove any jammed balls / from the hopper
Feeding plate does not turn	Remote "On" not activated No battery power	Standing to the front and side of the Launcher, press top button on remote once to start feeder plate rotation.
Feeding plate does not turn	If above fails to activate the feeder	Return for warranty

PROBLEM E	CAUS	ACTION TO REQUIRED
Loud noise and / orvibration	Loose elevation bar knob	Tighten the elevation knob
Battery Not Charging and has no light whenconnected to a poweroutlet	Charger cable is not fully inserted in control panel	Check all connections. Check power socket adapter is correctly selected and connected.
Oscillator not operating	Magnetic Cable attachmentneeds cleaning	Ensure that both ends of the magnetic connector are free from debris, dust etc.
Oscillator not operating	Remote control button not activated	With the Launcher “ON” press lower button on remote control to activate launcher. When Oscillator is connected there is a green LED illuminated above the magnetic connector socket.
Oscillator not operating	If the above have been checked and still no operation	Return for warranty
Ball Tube issues:Ball stuck inside Blue end cap damaged	Known issue	Email support@slingerbag.com fora replacement tube