INSTRUCTION MANUAL

JUNIOR HACK ATTACK™
Softball Pitching Machines

Includes:
OPERATION
SETUP
USE & CARE
SERVICE

JUNIOR HACK ATTACK™
PITCHING MACHINE
PATENTS APPLIED FOR
WARRANTY STATEMENT

All sports training equipment manufactured by SPORTS ATTACK LTD. is warranted against defects in materials and workmanship for a period of five (5) years from the date of original purchase, with the following exceptions:

Throwing wheels are warranted for one (1) year;
Electronic controller is warranted for one (1) year; and,
Throwing wheel motors are warranted for two (2) years.

Should such equipment be found to be defective, SPORTS ATTACK LTD. will, at its option and sole discretion provide at no cost to the purchaser new or rebuilt replacements for defective parts and will pay the pre-approved labor charge to repair the product for the duration of the warranty period only.

THE FOREGOING OBLIGATION IS EXPRESSLY GIVEN IN LIEU OF ANY OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, WHICH ARE HEREBY EXCLUDED.

SPORTS ATTACK LTD. SHALL NOT BE LIABLE FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LOSSES FROM ANY CAUSE WHATSOEVER.

SHIPPING DAMAGE CLAIMS PROCEDURE

NOTE: For your protection, please note that equipment in this shipment was carefully inspected and packaged by skilled personnel before leaving the factory.
Upon acceptance of this shipment, the transportation company assumes full responsibility for its safe delivery.

IF SHIPMENT ARRIVES DAMAGED:

1. VISIBLE LOSS OR DAMAGE: Be certain that any visible loss or damage is noted on the freight bill or express receipt, and that the note of loss or damage is signed by the delivery person.

2. FILE CLAIM FOR DAMAGE IMMEDIATELY:
   Regardless of the extent of the damage.

3. CONCEALED LOSS OR DAMAGE: if damage is unnoticed until the merchandise is unpacked, notify the transportation company or carrier immediately, and file "CONCEALED DAMAGE" claim with them. This must be done within fifteen (15) days from the date the delivery was made to you. Be sure to retain the container for inspection.

Sports Attack Ltd. cannot assume liability for damage or loss incurred in transit. We will, however, at your request, supply you with the necessary documents to support your claim.
INTRODUCTION

Thank You for purchasing this Sports Attack Ltd. equipment.

Proper assembly, careful operation and consistent maintenance of this equipment will ensure that it gives you the very best performance and a long, economical service life.

This manual contains the information needed to properly setup Junior Hack Attack™, and to use, care for and maintain Junior Hack Attack™ in a manner which will ensure its optimum performance.
SAFETY INSTRUCTIONS

WARNING: Personal Injury Hazard
CAREFULLY READ ALL INSTRUCTIONS IN THIS MANUAL, AND ALL LABELS AND WARNINGS ON JUNIOR HACKATTACK™ BEFORE USING THIS MACHINE.
Use machine only under adult supervision. Failure to operate Junior Hack Attack™ as described in this manual can result in severe personal injury or death.

WARNING: Electrical Shock Hazard
MACHINE MUST BE CONNECTED TO A PROPERLY GROUNDED ELECTRICAL RECEPTACLE.

WARNING: Electrical Shock Hazard
DO NOT OPERATE ON WET GROUND.

CAUTION: Equipment Electrical Damage
DO NOT plug in or energize this equipment until all Assembly Instructions and Operation Instructions are read and followed.

CAUTION: Personal Injury Hazard
Keep hands away from throwing wheels anytime the machine is connected to a power source.

WARNING: Personal Injury Hazard
Never loosen the HORIZONTAL SWIVEL LOCK while pitching to a batter.
If the lock is not secure, the throwing head could pivot.
A loose swivel lock can allow a pitch to be inside which could hit the batter.

WARNING: Personal Injury Hazard

CAUTION: Personal Injury Hazard
Carefully check Junior Hack Attack™ for completeness and condition before connecting to electrical power:

ELECTRICAL SAFETY
Use a 115 volt single phase 3-wire grounded power source.
Up to 200 ft. from power source, use a minimum #14/3 grounded 3-wire extension cord.
Over 200 ft. from power source, consult a licensed electrician for required power cord size.

OPERATING SAFETY

CAUTION: Never reach down near moving throwing wheels for any reason! If it is necessary to reach into the throwing wheels, ALWAYS:
1. Always turn ALL THREE SPEED CONTROL DIALS to “0”
2. Turn POWER SWITCH “OFF”
3. Unplug Junior Hack Attack™ from power source
4. Wait until the throwing wheels have come to a complete stop before reaching hands or fingers anywhere near the throwing wheels.

CAUTION: Carefully check Junior Hack Attack™ for completeness and condition before connecting to electrical power:
1. Throwing wheels must be tight on the motor shafts
2. Wheel guard and ball chute must be tightly fastened to the throwing head.

Carefully check the throwing wheels frequently for cleanliness, chips and cracks. Do not use the machine if the throwing wheels are damaged, or if chips or cracks appear in the wheels.
(For damage within warranty period, see warranty statement, page ix.)

ALWAYS set the speed controls to zero before connecting the machine to power. Check that the speed controls are at zero before turning the power switch ON.

Do not allow anyone to walk in front of the machine if it is connected to electrical power.
SAFETY INSTRUCTIONS

BALL SELECTION
Never mix leather balls with synthetic pitching machine balls.
Be careful not to mix new with old balls or balls from different manufacturers.
Balls must be consistent in type and amount of wear to produce repeatability.
Never use wet balls!

BATTING PRACTICE
The Horizontal Swivel Lock must be securely tightened before the batter approaches the plate.

ALWAYS test and adjust the Junior Hack Attack™ before a batter steps up to the plate:
1. Adjust so that Junior Hack Attack™ throws a ball across the plate.
2. Throw test pitches until required velocity and break are reached.
3. Throw several pitches to verify pitch location repeatability.

DO NOT make any speed or pitch location changes while the batter is at the plate.
Batter and pitching machine operator must wear batting helmets.
Only one person at a time should operate the machine.
Always present the ball to the batter before feeding the ball into the machine.
Operator must stand behind a protective screen to prevent injury from balls off the bat. Screen is not included with Junior Hack Attack™.

FIELDING PRACTICE
Both the Elevation Control and Swivel Lock must be released so that the throwing head moves freely through the intended range of motion.
Never reach up chute to push ball into the throwing wheels.
Keep hands and fingers well away from the throwing wheels.
Be careful to keep all persons away from in front of Junior Hack Attack™.

ADDITIONAL INFORMATION
If you have any questions regarding the safe operation of this equipment, please call:

For best accuracy, use dimpled pitching machine balls.

Note: Vertical (Elevation Control) must be adjusted whenever you change pitches (spins).
Knuckle Balls thrown too fast are dangerous and unrealistic!

CAUTION: Personal Injury Hazard
Always use a protective screen to protect the operator from the ball off the bat. (Screen not included with Junior Hack Attack™).

CAUTION: Personal Injury Hazard
Always wait for all three throwing wheels to come to a complete stop before transporting Junior Hack Attack™, lifting the throwing head or performing any repairs.
SOFTBALL FEATURES & OPERATING CONTROLS

JUNIOR HACKATTACK™
SOFTBALL PITCHING MACHINE
PATENTS APPLIED FOR

Fig. 1  Position Junior Hack Attack™

Tip up onto wheel guard; Insert two front legs

Fig. 2  Set Junior Hack Attack™

SAFETY HINT:
KEEP YOUR BACK STRAIGHT
AND LIFT WITH YOUR LEGS.
BE READY TO GRAB THE WHEEL GUARD AND GUIDE

TRAVEL LOCK MUST BE SECURE PRIOR TO MOVEMENT

See page 12
Exploded Views and Parts List

See page 14
Baseball / Softball Conversion

Carefully tilt JUNIOR HACK ATTACK™
SOFTBALL
SETUP AND PREPARATION

1. Install the REAR LEG (Note: the leg has a push button, which locks the leg into the socket) Roll Junior Hack Attack™ onto the mound approximately four feet in front of the rubber.

2. Be sure the HORIZONTAL SWIVEL LOCK is tightened securely.

3. Tilt Junior Hack Attack™ forward until it rests on the THROWING WHEEL GUARD.

4. Insert the two FRONT LEGS into the front sockets in the undercarriage (Note: the front legs also have locking push buttons).

5. See figure 2 page 4. Walk around to the front of Junior Hack Attack™, and, with your back to home plate, reach down and grasp the WHEEL GUARDS. Then, lift machine up and over the FRONT LEGS and set it gently onto the REAR LEG.

6. Position Junior Hack Attack™:
   a. To approximate the release point of a live pitcher, position Junior Hack Attack™ so that the REAR LEG is just in front of the rubber.
   b. Then, sight down Ball Chute. Move the REAR LEG right or left to adjust machine so that it is pointing directly at home plate.
   c. Check the HORIZONTAL SWIVEL LOCK to make sure it remains tight.

7. Unlock the TRAVEL LOCK. Turn the handle of the ELEVATION CONTROL counter-clockwise until the bar of the TRAVEL LOCK snaps back out of the way.

8. Adjust the THROWING HEAD:
   a. Turn the handle of the ELEVATION CONTROL clockwise. Raise the THROWING HEAD until it will throw somewhere near the required height.
   b. This initial adjustment will come through experience. To start, turn the elevation adjustment 10 turns clockwise.

9. Examine Junior Hack Attack™ for condition and completeness:
   a. Be sure the HORIZONTAL SWIVEL LOCK is secured.
   b. THROWING WHEELS must be tight on the motor shafts. Check that the keyway retaining bolts are tight.
   c. WHEEL GUARD and BALL CHUTE must be securely fastened to the THROWING HEAD.

10. Be certain POWER SWITCH is turned “OFF”, then plug Junior Hack Attack™ into an extension cord or other power source. (See generator information at right if applicable.)

**WARNING!**

**Hazard from High-Speed Projectiles**

Being struck by a pitched ball can cause serious injury or death. Make sure that no one steps in front of Junior Hack Attack™ while it is connected to electric power. Clear all hitters away from home plate, the batter’s box and the backstop area before connecting Junior Hack Attack™ to electric power.

**GENERATOR INFORMATION**

1. Junior Hack Attack™ requires a generator capable of providing 2000 watts at 120volts 60hz.

2. Be sure the power switch is “OFF” before plugging Junior Hack Attack™ into the generator.

3. Start the generator and allow it to reach full speed before turning the power switch “ON”.

**IMPORTANT:**

Generator speed fluctuations can damage the electronic speed control. Maintain adequate fuel in the generator at all times.

4. Turn the power switch “OFF” before shutting off the generator and before unplugging Junior Hack Attack™.
**SOFTBALL BATTING PRACTICE**

**THE WINDUP** (getting ready to pitch)

1. Turn the POWER SWITCH “ON”.
2. Set the SPEED CONTROL DIALS: TOP LEFT to “4”; TOP RIGHT to “4”; and, BOTTOM to “6”.
3. Check again to make sure no one is in front of Junior Hack Attack™ or anywhere near the batter’s box. Then, feed a ball down the Ball Chute to pitch the first ball.
4. Note where the pitch goes in relation to home plate. Adjust the pitch to the left or right by shifting the REAR LEG:
   a. To move the pitch left, move the REAR LEG to the right.
   b. To move the pitch right, move the REAR LEG to the left.
5. Adjust the elevation:
   a. Turn the ELEVATION CONTROL clockwise to raise the pitch.
   b. Turn the ELEVATION CONTROL counter-clockwise to lower the pitch.
6. Adjust the SPEED CONTROL DIALS to produce the required speed. Larger numbers equal higher speed.
7. Pitch a second ball.
8. Repeat steps 4, 5 and 6 until the proper path, elevation and speed are achieved.
9. Refer to “Selecting the Pitch”, page 7, for different pitches.
10. Pitch several more test balls to ensure the selected pitch repeats.
11. After you are sure desired pitch is repeating, allow the hitter to step into the batter’s box.
12. See figures 3 and 4 at left.
   a. Before each pitch present the ball to the hitter.
   b. Drop the ball into the Ball Chute.

**AND ... THE PITCH**

Proper feeding technique is important to take advantage of Junior Hack Attack™’s life-like vision and timing.

When Feeding:

1. Be sure hitter is ready.
2. Present the ball to hitter by raising it approximately to eye level, then place ball at the top of the ball chute, seating it firmly against the BALL CHUTE. The ball should be held back against the chute to ensure a smooth consistent feed.
3. Release the ball to roll down the BALL CHUTE and into the THROWING WHEELS.
SELECTING THE PITCH

Note: Vertical (Elevation) and Horizontal (Swivel) must both be adjusted whenever you change speed or spin.

Always have the batter step away from the batter box before adjusting speed or spin.

BALL SELECTION

1. Never mix leather balls with synthetic pitching machine balls.
2. Be careful not to mix new with old balls, or balls from different manufacturers.
3. Balls must be consistent in type and amount of wear to produce repeatability.
4. NEVER USE WET BALLS!

Leather balls work well but will wear faster than synthetic pitching machine balls. Watch to see that leather balls do not begin to soften from the great amount of hitting they will receive.

Discard old or soft leather balls from your Junior Hack Attack™ batting sessions. Similarly, discard older worn synthetic pitching balls.

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**WARNING: Personal Injury Hazard**

Never reach down near Throwing Wheels for any reason! Always turn all three speed control dials “off”, turn the power switch “off”, unplug Junior Hack Attack™ from the power source and wait until the throwing wheels have come to a complete stop before reaching hands or fingers anywhere near Throwing Wheels.

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**WARNING: Personal Injury Hazard**

Never loosen the HORIZONTAL SWIVEL LOCK while pitching to a batter. If the lock is not secure, the throwing head is free to pivot. A loose swivel lock can allow a pitch to be inside which could hit the batter.

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Fig. 5 Pitch Selection Chart - These settings are a general guideline for professional pitches for major league hitters only. Adjustments for players of lesser skill can be made from these settings.
SOFTBALL
FUNGO (FIELDING PRACTICE)

THROWING GROUNDERS, FLY BALLS, LINE DRIVES AND POP-UPS

1. Roll Junior Hack Attack™ to home plate and face toward center field.
   Install legs, tilt it into position and connect to electric power.

2. Turn the ELEVATION CONTROL COUNTER-CLOCKWISE TO release the travel lock.

3. Loosen the HORIZONTAL SWIVEL LOCK until the throwing head pivots freely.
   By using the handle on the end of the BALL CHUTE, you can easily pivot Junior Hack Attack™ to aim at any point on the field.
   You can simulate various line drives (slicing, fading, sinking, rising, etc.) by adjusting the spin. Refer to page 7, figure 5.
   See figure 6 at left:
   For pop-ups, push the handle down. Using the opposite hand, situate ball on ball chute and give the ball a shove hard enough that ball rolls up the chute and into the throwing wheels.

4. When defensive work is completed, center the throwing head on the undercarriage and securely tighten the Horizontal Swivel Lock.

5. Secure the throwing head with the travel lock.
   Allow all three throwing wheels to come to a complete stop before transporting Junior Hack Attack™.

WARNING!
Hazard from High-Speed Projectiles
Being struck by a pitched ball can cause serious injury or death.
Make sure that no one steps in front of Junior Hack Attack™ while it is connected to electric power.
Clear all players away from the area in front of Junior Hack Attack™ before connecting to electric power.

CAUTION:
Personal Injury Hazard
Never reach up chute to push ball into the throwing wheels.
Be sure to keep hands and fingers well away from the throwing wheels.

CAUTION:
Personal Injury Hazard
Be careful to keep all persons away from front of Junior Hack Attack™ any time it is connected to electrical power.

Fig. 6 Feeding the Ball for Pop-Ups
SOFTBALL
SHUTTING DOWN

TURNING JUNIOR HACKATTACK™ “OFF”

1. Set each SPEED CONTROL DIAL to “0”.
2. Turn the POWER SWITCH “OFF”.
3. Unplug Junior Hack Attack™ from the power source.

PUTTING JUNIOR HACKATTACK™ AWAY

1. Be absolutely sure that the THROWING WHEELS have completely stopped turning.
2. See Figure 7 at right:
   a. Turn the ELEVATION ADJUSTMENT counter-clockwise until the throwing head is all the way down against the elevation control nut.
   b. Push and hold the TRAVEL LOCK all the way in.
   c. Turn the ELEVATION ADJUSTMENT clockwise until the throwing head is held tightly against the TRAVEL LOCK. Tighten just enough to secure the throwing head. It is not necessary to over tighten.
3. Using the REAR LEG as a handle, tip Junior Hack Attack™ up andover onto the WHEEL GUARD.
4. Remove (unsocket) both FRONT LEGS and store by inserting in the TRAVEL STORAGE SOCKETS.
5. See Figure 8 at right:
   Again, using the REAR LEG as a handle, tip Junior Hack Attack™ back until machine can be comfortably rolled on the TRAVEL WHEELS. Junior Hack Attack™ can now be rolled and maneuvered off of the field.
6. To transport Junior Hack Attack™ in a car, remove the throwing head:
   a. Be sure the TRAVEL LOCK is engaged and the throwing head is tightly secured to the yoke.
   b. Loosen the HORIZONTAL SWIVEL CONTOL. Turn it counter-clockwise until the throwing head is free to lift out of the swivel.
   c. Lift the throwing head straight up and clear of the under-carriage.
   Suggestion:
   The throwing head, while awkward, can be carried for short distances by gripping the top section of the wheel guard and balancing the piece against your thighs as you walk.
   d. To prevent damage in transport, rest the throwing head on the wheel guard and yoke; motors should be down, and the control panel pointing up.
MAINTENANCE & SERVICE

CARE AND CLEANING

LUBRICATION (once per season, or as required):

1. Elevation Control
   a. Apply fresh grease.
   b. Reinstall, making sure that the tension spring is around the threads. (See item 30, 30B and 31, page 12).

2. Travel Lock
   Apply a small amount of grease where the pin passes through the fitting. Make sure the travel lock operates freely.

3. Horizontal Swivel Lock
   a. Completely remove the horizontal swivel lock nut. Clean all old grease, dirt, etc. from the threads.
   b. Wipe the threads with a very small amount of fresh grease.
   c. Reinstall.

4. Throwing Wheel Motors
   Motors are sealed and require no lubrication.

CLEANING THE THROWING WHEELS
The throwing wheels must be kept clean to maintain accuracy. Clean the wheels periodically to control the build-up of grass and dirt.

1. Turn the power switch “OFF” and allow the wheels to come to a complete stop. Unplug Junior Hack Attack™ from electric power.

2. Dampen a rag with soap and water. Turn the throwing wheel by hand and scrub the wheel until the build-up is removed. For very heavy build-up, a synthetic scouring pad, such as a “Scotch-Brite® scouring pad, may be used sparingly.

EXAMINE THE MACHINE
Examine Junior Hack Attack™ for condition and completeness before every use:

1. For batting practice, be sure the HORIZONTAL SWIVEL LOCK is secured.

2. THROWING WHEELS must be tight on the motor shafts. Check that the keyway retaining bolts are tight.

3. WHEEL GUARD and BALL CHUTE must be securely fastened to the THROWING HEAD.
THROWING WHEEL REPLACEMENT

1. Turn the power switch “OFF” and unplug the power cord. For the BOTTOM THROWING WHEEL, remove 6 bolts holding the wheel guard to the main casting.

2. Hold the wheel so that it cannot move. Turn the keyway retaining bolt counterclockwise using a box end wrench. Suggestion: If the bolt is too tight, give the opposite end of the wrench a series of light taps with a hammer making sure the wrench remains on the bolt (see figure 9 at right).

3. Remove the bolt and washers.

4. Work the wheel off of the motor shaft. Be sure to catch the key as it is freed from the keyway.

5. Reassemble in reverse order.
   a. Install wheel to motor shaft with key slots aligned.
   b. Be sure the key is in place, and inserted so that it is flush with the boss at the wheel center.
   c. Be sure the washer and lock washer are installed in the right order, and that the keyway retaining bolt is tightened.
   d. Test the wheel by spinning it by hand and making sure that it spins freely without wobble before turning the unit “ON”.
   e. Be sure the wheel guard is properly and securely reinstalled.

MOTOR REPLACEMENT

1. Turn the power switch “OFF” and unplug the power cord.

2. Remove the throwing wheel (see above).

3. Remove four screws holding controller into main casting. Note the position of the motor wires on the controller, then disconnect the wires.

4. Note the routing of the motor wires. Loosen any wire clamps.

5. Remove four bolts holding the motor to the main casting.

6. Reassemble in reverse order.

CONTROLLER REPLACEMENT

1. Turn the power switch “OFF” and unplug the power cord.

2. Remove three knobs from the controller

3. Remove four screws holding controller faceplate into main casting. Note the position of the main power and motor wires on the controller, then disconnect the wires.

4. Loosen the nuts holding the three speed control shafts to the faceplate, then remove the controller.

5. Reassemble in reverse order.
   a. Be sure wires are correctly reinstalled. Motor wire connectors are different sizes. Be sure they are installed on the correct size terminal.
## PARTS LIST

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CONVERSION

SOFTBALL TO BASEBALL
1. Turn the power switch “OFF” and unplug the power cord.
2. Remove (4) bolts securing right throwing wheel motor to main casting.
3. Reposition motor to bolt holes marked BB and install (4) bolts.
4. Tighten all (4) bolts.
5. Repeat for left throwing wheel motor assembly.
   NOTE: Bottom wheel does not need to be repositioned
6. Remove softball ball feed chute and install baseball ball feed chute.
7. Install three baseball legs into undercarriage sockets.
8. Test Junior Hack Attack™ for proper operation.
   Suggestion: Carefully mark and store all removed parts for later conversion back to baseball operation.

CAUTION: Equipment Mechanical Damage
Failure to change ball feed chute could result in equipment damage if a softball is fed through machine after conversion

WARNING: Personal Injury Hazard
Failure to change ball feed chute could result in personal injury if a softball is fed through machine after conversion.

SOFTBALL TO 7.5” SOFTBALL
1. Turn the power switch “OFF” and unplug the power cord.
2. Remove (4) bolts securing right throwing wheel motor to main casting.
3. Reposition motor to slotted bolt holes marked BB and rotate motor towards EB position.
4. Install and tighten all (4) bolts.
5. Repeat for left throwing wheel motor assembly.
   NOTE: Bottom wheel does not need to be repositioned
6. Remove baseball ball feed chute and install 7.5” ball feed chute.
7. Test Junior Hack Attack™ for proper operation.
   Suggestion: Carefully mark and store all removed parts for later conversion back to baseball operation.

7.5” BASEBALL TO STANDARD BASEBALL
1. Reverse steps provided above.
SPORTS ATTACK PRODUCTS

BASEBALL TEAM FEEDER

- Capacity of 150 baseballs
- Feeds a ball into the Hack Attack every 6 seconds
- Provides continuous hitting time of 20 minutes
- Heavy duty tripod base for stability and strength
- Extremely portable, removable ball feed barrel plus optional socketing legs provides convenient transport
- Anti-jam agitation supplies a constant flow of balls
- Heavy duty steel construction with a superior gear head motor will provide years of trouble free service
- Weather resistant blue powder coating protects unit against elements
- Safety warning light notifies hitter feeder is on
- Easy access on/off switch makes it easy to power up eliminating the need to worry about plugging or unplugging with every use
- Dark blue color maximizes vision and safety
- 110V power
- 100 pounds

Accessories

- Conversion kits that will convert the feeder from baseball to softball or softball to baseball
- Rolling wheel transport kit to make relocation easy

SOFTBALL TEAM FEEDER

Has all the features of the Baseball Feeder except:
- Capacity of 75 softballs
- Provides continuous hitting time of 14 minutes
SPORTS ATTACK PRODUCTS

VOLLYBALL

ATTACK

ATTACK II

SKILL ATTACK

TENNIS

TENNIS ATTACK

SPORTS ATTACK LTD.
800.717.4251
www.sportsattack.com

Please visit our website www.sportsattack.com for information about Sports Attack sports training products, or call 1-800-717-4251 for complete information and specifications.