

**Franklin<sup>®</sup>**

# PROSHOT PICKLEBALLER

ITEM NUMBER: **52879**



Made In China  
Franklin Sports Inc.  
Stoughton, MA 02072

**Franklin<sup>®</sup>**

For replacement parts:  
Visit: [franklinsports.com/instructions](http://franklinsports.com/instructions)  
Email: [parts@franklinsports.com](mailto:parts@franklinsports.com)  
Call: 1-800-225-8649

**NOTE: PRINT FRONT TO BACK**



## CUSTOMER SERVICE COMMITMENT

Thank you for purchasing this Franklin® product! In the event that the product you've purchased has missing or damaged parts, please contact us at:

**parts@franklinsports.com**

or

Visit our website at: **franklinsports.com/instructions**

If possible, please include product part number and parts description so we can best assist you.

## WE'RE HERE FOR YOU!

**PLEASE DO NOT RETURN THIS PRODUCT TO THE STORE IT WAS PURCHASED FROM.**

**WE ARE COMMITTED TO FULFILLING ALL REPLACEMENT PART NEEDS IMMEDIATELY.**

Thank you for your continued support, and welcome to the #FranklinFamily!

## MAINTENANCE

Make sure the unit is powered off before performing any maintenance. The outside of machine should be wiped off with a soft cloth periodically to keep debris and dust out of the main ball chamber. Please take care to remove any visible debris from inside the unit that may collect there from normal use (i.e. sand, dirt etc.) The ball launching wheels may accumulate build-up from the plastic pickleballs. This can be removed using a wire brush. Please take care not to insert fingers or hands into the unit while powered on.

### CAUTION:

CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

NOTE: THE EQUIPMENT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS B DIGITAL DEVICE; PURSUANT TO PART 15 OF THE FCC RULES. THESE LIMITS ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST HARMFUL INTERFERENCE IN A RESIDENTIAL INSTALLATION. THE EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY AND, IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTIONS, MAY CAUSE HARMFUL INTERFERENCE TO RADIO COMMUNICATIONS. HOWEVER, THERE IS NO GUARANTEE THAT INTERFERENCE WILL NOT OCCUR IN A PARTICULAR INSTALLATION. IF THIS EQUIPMENT DOES CAUSE HARMFUL INTERFERENCE TO RADIO OR TELEVISION RECEPTION WHICH CAN BE DETERMINED BY TURNING THE EQUIPMENT OFF AND ON, USER IS ENCOURAGED TO TRY TO CORRECT THE INTERFERENCE BY ONE OR MORE OF THE FOLLOWING MEASURES:

- REORIENT OR RELOCATE THE RECEIVING ANTENNA.
- INCREASE THE SEPARATION BETWEEN THE EQUIPMENT AND RECEIVER.
- CONNECT THE EQUIPMENT INTO AN OUTLET ON A CIRCUIT DIFFERENT FROM THAT TO WHICH THE RECEIVER IS CONNECTED.
- CONSULT THE DEALER OR AN EXPERIENCED RADIO/TV TECHNICIAN FOR HELP.

### CAUTION:

- **Do not put hands or fingers inside the machine or put your face in front of the launcher when the machine is powered on.**
- **Ensure all people, pets, and breakable objects are not in the path of the launcher.**
- **Improper use could result in physical injury.**
- **Not intended for use in wet conditions.**
- **Not intended for use by children.**
- **Store in a cool dry area after each use.**

## CARE INSTRUCTIONS:



The pickleball launcher should not be left outside in the elements due to its electrical components. The unit is not waterproof and care should be taken to store the unit properly when not in use.

## PLAYING INSTRUCTIONS:

The PROSHOT PICKLEBALLER can be used both indoors or outdoors. The unit can be used with or without a net and can be set to either "High" (H) or "Low" (L) launching speeds. Before you begin, select which speed is best and press the button on the unit choosing either "H" or "L". Using the unit on "H" will launch balls at slightly faster rate than "L".

## HOW TO PLAY PICKLEBALL-GAME OVERVIEW

### BASIC RULES

Pickleball can be played as a single or doubles game, the court and rules are the same for both.

### SCORING

A pickleball game is normally played to 11 and must be won by 2. You can only score a point while serving.

### THE SERVE

The serve must be hit with an underhand swinging motion and the ball contacted below the hips. When hitting the serve the server must be behind the baseline and serve into the adjacent service box as is done in tennis. You only get 1 serve. If the ball is hit out of the court, into the net or into the non-volley zone (kitchen) it is a side out. The center line, side lines and baselines are considered in on a serve but if the ball lands on the no-volley line it is a side out. If the ball hits the net and goes into the service box it is a let and the server maintains the serve. You only score points while serving.

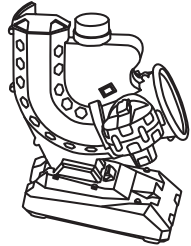


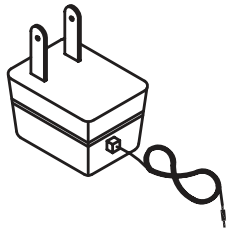
### DOUBLE BOUNCE RULE

When the ball is served the player on the receiving side must let the ball bounce once before hitting it. When the ball is returned to the serving side the ball must again bounce once before being hit. After the ball has bounced once on each side the ball can be hit without bouncing as long as you are not in the non-volley zone.

### NON-VOLLEY ZONE

The non-volley zone is 7 feet from the net on each side. A player can't hit a ball if he is inside the non-volley zone unless the ball bounces first. Once a ball bounces, a player can hit the ball while inside the zone. It is a fault if, when volleying a ball, the player steps in the non-volley zone, including the line, and/or when the player's momentum causes him/her or anything the player is wearing or carrying to touch the non-volley zone, including the associated lines. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens. A player may legally be in the non-volley zone any time other than when volleying a ball.

## PARTS LIST

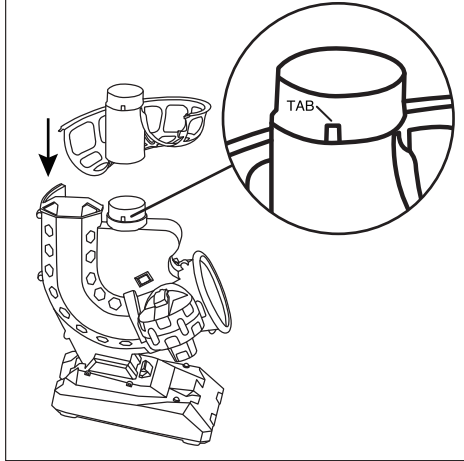
<b>1</b>  <b>Base</b>	<b>2</b>  <b>Ball Basket</b>
<b>3</b>  <b>Ball Basket Top Cap</b>	<b>4</b>  <b>Adaptor</b>
<b>QTY</b> <b>x1</b>	<b>QTY</b> <b>x4</b>
<b>QTY</b> <b>x1</b>	<b>QTY</b> <b>x1</b>

# ASSEMBLY INSTRUCTIONS

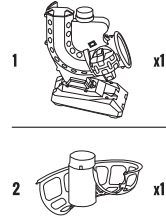
## GENERAL NOTE

1. Remove all of the parts from the box and verify that you have all of the listed parts as shown on the parts list.

## STEP 1



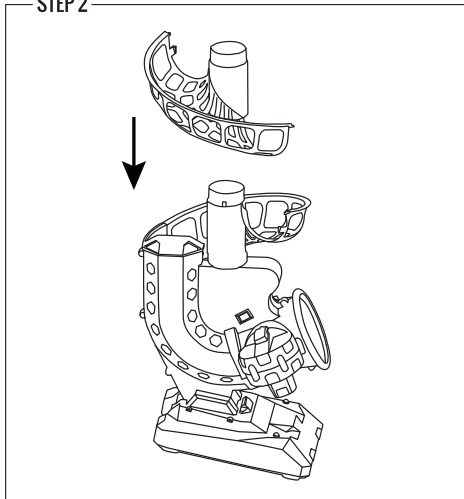
## PARTS



## NOTE

Locate the **Base (1)** and a **Ball Basket (2)**. Connect the basket to the base. On the ball basket, find the small notch on the center. Line up that notch with the notch on the **Base (1)**. Press down firmly so the notch on the basket and base fit snug. Continue this method of matching up the notches to each part during basket assembly.

## STEP 2



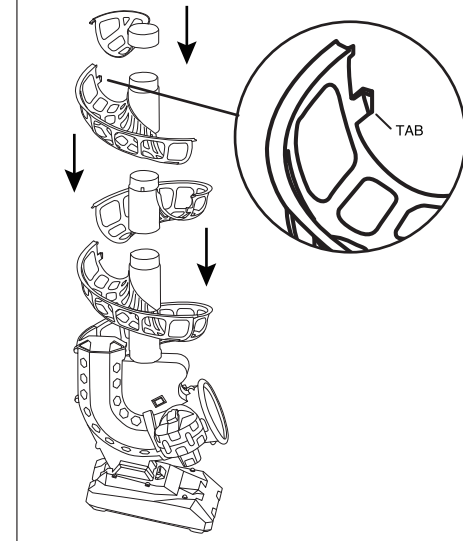
## PARTS



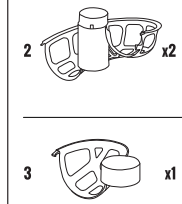
## NOTE

Connect second **Ball Basket (2)** piece.

## STEP 3



## PARTS



## NOTE

Connect third and fourth **Ball Basket (2)** pieces and **Ball Basket Top Cap (3)** in the same manner as the diagram suggests. Once the basket is complete, ensure that the baskets are secure and lined up as noted in Step 1. Lastly, please take note of the tabs on the outside of the baskets that help to secure each basket level together.

## STEP 4

Locate the battery compartment on the bottom of BASE (1) and/or the adaptor connection point. Insert batteries or the AC Adaptor, whichever is preferred.

Requires 4 "D" size batteries (not included).  
Do not mix old and new batteries.  
Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.

## SET UP:

The pickleball launcher can be set up with either battery or A/C adaptor power. Select which power source is best for your environment. The launcher may be used with or without a net for training purposes. To use with a net, place the unit on one side of the net at your preferred distance from the net. The launcher can be moved accordingly to practice preferences.

## BATTERY USE:

Unit requires (4) D size Alkaline batteries. Please use only new batteries and do not mix old/new. Batteries may be inserted on the bottom of the unit. Please secure lid securely of battery compartment before turning on unit.

## ADAPTOR USE:

Unit uses the included AC adaptor.