

Lobster Instructions

- Reserve the Lobster on GVPC.PICKLEBALL.PLUS. Court 17 is reserved exclusively for the Lobster. If your email address is not “Published” in Members Profile, you will be unable to reserve the Lobster. Please go to Members Profile and update your email address to published. **Please only make use of the Lobster with a reservation.**
- You will receive an email from the GV Pickleball Club acknowledging your reservation along with the code to unlock the storage unit at the Pickleball Center. The 4 digit code is found at the bottom of the email.
- On the date and time of your reservation, scan your GVR card at the Pickleball Center. Go to the storage unit attached to the main building on the north side. The keypad is below the handle, is black, and is touch activated. You may need to stand directly in front of the keypad to see the digits if it is particularly sunny. Touch the black screen, the numbers will appear, enter your 4 digit code and press the #(pound) key to open the lock.
- Inside the storage room, the Lobster and the external battery pack will be on the left, both plugged into the power strip. The light on the Lobster battery charger should be solid green, this means the battery is fully charged. If the battery charger is blinking or solid red, unplug the external battery pack, carry it with you to the court, and plug it into the Lobster power port. Also, if the battery charger is blinking or solid red, please email Maria Acevedo at maceved@sbcglobal.net and report the date and time of this issue.
- **Unplug the Lobster from the power strip, making sure to hang the cord on the 3M hookup and please never let the power cord rest on the floor.**
- Please refrain from taking out the Lobster if it is drizzling/raining or the courts are wet since the moisture damages the electrical components.
- Collect the ball retrievers, 2 buckets of orange balls (approximately 100 total), the Lobster and external battery pack if needed, and head to

Court 17. **Please push or pull the Lobster, never lift the Lobster by the handle. Lifting could cause the handle to break.**

- The Lobster hopper maybe inverted over the motor. If this is the case, flip the hopper over and relocate it over the two hard plastic knobs.
- Once in Court 17, pour only the orange balls into the Lobster hopper. No foreign objects like pencils, pens or Lobster feet should be the hopper. Now you are ready to set up the machine. Align the white line markers on the bottom of the machine with the center baseline. The machine can be moved closer to the net or moved back to widen or narrow the sweep. Always turn the Lobster off when repositioning.
- The control panel is on the back of the Lobster. Power on the Lobster. The Elevation button controls the elevation lever on the front of the machine. **Please never touch the elevation lever on the front of the machine and always use the up and down button on the Elevation button on the control panel.**
- The Horizontal Sweep in the On position oscillates and is ideal for 2 players working on forehand and backhand shots. The 2-Line should be ON for this functionality. The Remote is always off. The Feed Knob can be set from 10 to 12 seconds for an 8 second interval per ball and can be adjusted accordingly. The Speed Knob can also be adjusted from 10 to 60 miles per hour. The Spin Knob controls the under and over spin or can be set to flat. The Status Lights are green for power on, and red for off. If the green light is off and the red light is flashing only 1/3 of the battery power remains. If the green light is off and the red light is solid, then the battery is depleted.
- When the hopper is empty, turn the Feed Knob off, rotating it to the left. This saves battery power while balls are retrieved.
- For safety, the Lobster should be used with no less than 2 people and 4 people is ideal. **Never walk in front of the Lobster....the balls come out of the machine very fast.**
- **Trouble shooting.** If a ball is jammed, turn the Lobster off, wait for the white rollers to stop spinning and retrieve the ball. If the machine won't

start, take all the balls out of the hopper, look for a broken or pieces of a broken ball, remove them and push the Reset button.

- Prior to returning the Lobster to the storage unit, turn the Lobster Power, Horizontal Sweep, 2-Line, Feed, and Speed off and turn the Spin to flat. Collect all the balls, remove them from the hopper, and place them in the buckets. Remove the Lobster, buckets with balls, ball retrievers and external battery pack and return all items to the storage unit. Cover the Lobster with the red cover, plug the Lobster and the external battery pack into the power strip making sure both plugs are seated and the batteries are charging.
- Pull the door closed and check that it is locked.

Revised 8/21/22

