

ERNE PICKLEBALL MACHINE

- The ERNE pickleball machine is stored with the balls moved to the canvas pop-up bin, the hopper reversed and the black cover installed.
- The recharging adapter is mounted to the pavilion post, adjacent to Court 3. Confirm it is plugged into the outlet and the CHARGE plug on the machine. **NOTE:** Ensure the machine rocker-style, power switch is in the OFF (middle) position. Check that the small LED light on the adapter is on. It will be red if charging and green if the battery is fully charged.
- To move the machine, push the button and extend the telescopic handle. With your foot at the rear base of the machine, tilt it back onto the two rear wheels. Do not drag the machine as it will cause damage to the two front feet.
- Do not use the machine if it is raining, there is standing water on the court or if the ERNE Training Pickleballs are wet.
- Only the ERNE Black/Yellow training balls are to be used in the machine.
- **WARNING:** Immediately stop the machine if a ball is hit back into the throw opening. Serious machine damage may occur if play is continued. Use the remote fob or phone app to stop the machine. Turn the power switch to the OFF position, ensure the throw wheels are stopped then reach in and remove the ball.
- ERNE is controlled using a Bluetooth connection to a smartphone app. With the power switch in the ON position (rocker switch to the left), check that Bluetooth is on in your phone, open the app and press the Status button on the upper left of the screen. It will turn to CONNECTED allowing the app to control the machine. Note that only one app may be connected to the machine at a time. Pressing the Status button again will DISCONNECT the app from the machine.
- There are 8 default drills with 5 of them having a total of 20 variations. Pressing the drill button will cycle through each of the variations or sub-drills.
- Once the drill has been set up, you can use the app START/STOP button or the remote fob to start and stop the throwing action.
- The CROSS, VERTICAL and RANDOM default drills use the Height Control (low, mid, high) buttons. The remaining drills use the Yoke Control to change the vertical and horizontal angles of the throw wheel yoke. Current Angles are shown in the readout windows on the right side of the screen. The Frequency, Speed and Spin slide controls are located at the bottom of the screen.
- While ERNE can be placed anywhere on the court, all the drills assume ERNE is placed one foot back of the “T” intersection of the baseline and centerline of the court.
- You may have to adjust multiple parameters on the app depending on ambient conditions and where ERNE is located on the court.
 - **HIGHER:** Increase speed, increase backspin, increase yoke height
 - **LOWER:** Decrease speed, increase topspin, decrease yoke height
 - **FASTER:** Increase speed, lower yoke height, add topspin
 - **SLOWER:** Decrease speed, increase yoke height, add backspin