



Owner's Manual



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Getting Started

Setting up BallBoy Net System

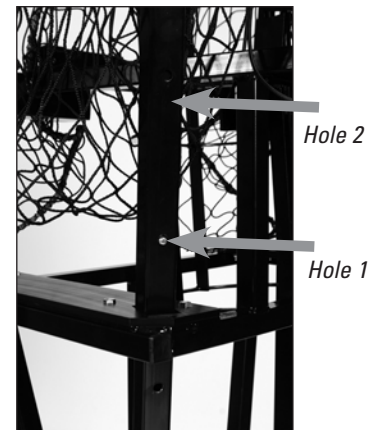
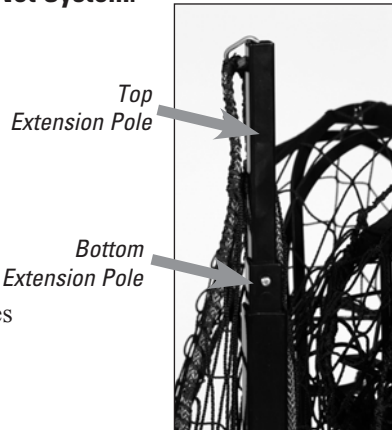
Raising net on BallBoy Net System:

1. Slide back poles up before front poles.
2. Slide the front poles upward until all the poles snap in place.

Height Adjustment on BallBoy Net System:

Height Pole Setting

- | | |
|--------|---|
| 11' | Bottom extension pole latched in hole 1. |
| 11' 6" | Bottom extension pole latched in hole 2. |
| 12' | Top extension pole extended until clip latches in pole.
Bottom extension pole latched in hole 2. |

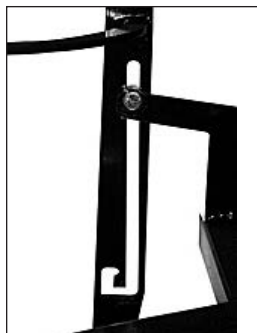


3. Place your hand on the horizontal handle and start to push in a downward motion. As this handle is being pushed down, reach with your left hand and grab the vertical handle and pull it towards you until it reaches the top position. The motion is a push on the horizontal handle and a pull on the vertical handle. Once it snaps in place, flip the locking latch to secure the system.



Prior to using BallBoy the first time:

The BallBoy is shipped with the Pass & Feed in shipping position. Lift Pass & Feed into the use position.



Shipping position



Use position

(See pages 19 and 22 for picture of Pass & Feed.)

Starting Dr. Dish

1. Turn Master Power Switch to "On" position.
2. Press Power button.



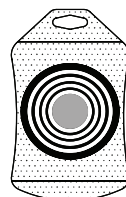
POWER

DR.DISH REV XX



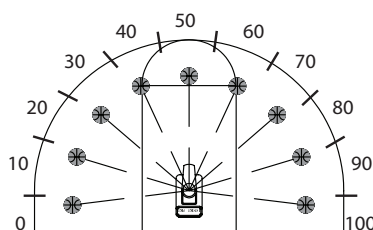
ENTER PASSWORD

3. Enter the default password of "999", pressing Enter after each character, or use your remote to unlock the Dr. Dish by pressing the button once. See page 12 to change and create your own password.



Selecting Drill

To get started with perimeter shooting drill, (Around the World) select Custom Drill "Drill 20".



See page 9 for more details on predefined drills.

1. Use arrow buttons to scroll to Custom Drills.



2. Press Enter.



3. Using arrow buttons, scroll up to Drill 20.



4. Press Enter.



5. Adjust trajectory with T-handle.

6. Press Start to begin drill.



START/STOP

Please see following pages to learn more about your Dr. Dish and to create your own drills.

Helpful Hints

- Position 50 (on diagram above) is based on the Dr. Dish frame. The ball launch of the Dr. Dish will be facing the same direction as the "Throwing Direction Indicators" by the Dr. Dish wheels. (See page 5)
- The first pass thrown on each drill is always thrown to the farthest position away from "center" of drill.
- Dr. Dish will pass to same locations in reverse order when returning to starting position.

Parts of the Dr. Dish



Consistent Air Technology

Balls are launched using the precise power of air. Dr. Dish can throw powerful passes well beyond the three-point line. Dr. Dish is capable of throwing lob, chest, bounce and cross-court passes, depending on the trajectory of the machine.

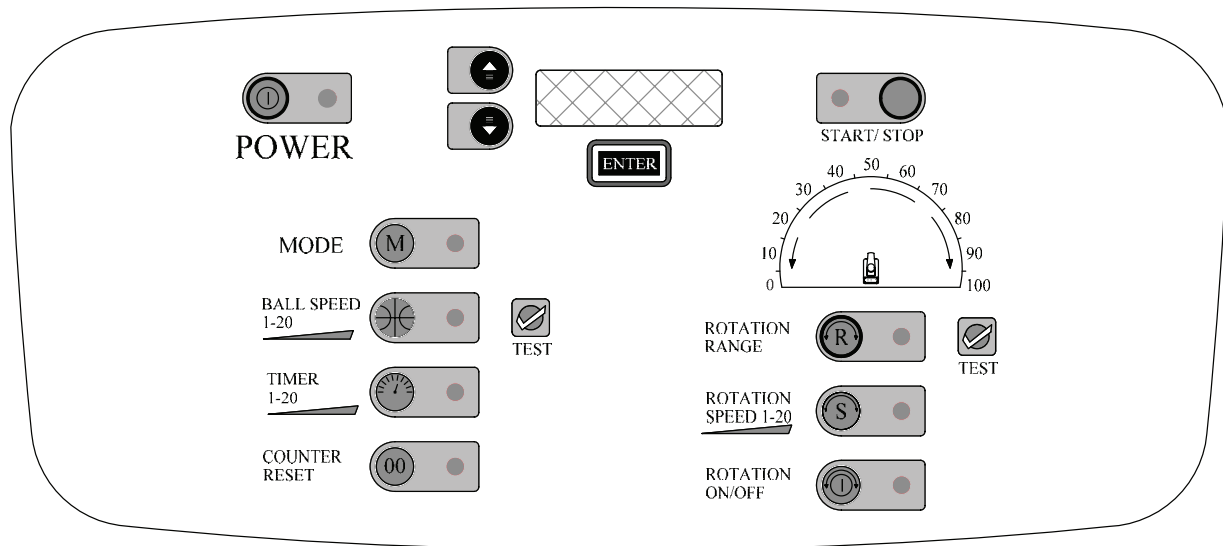
Court Smart™ Technology

Court Smart makes the Dr. Dish flexible and easy to use. Dr. Dish can throw a ball to any location at any speed at any tempo and within any rotation range. With Court Smart you can create and save your own drills.

Touch Pad Control Panel

The touch pad control panel will take you through step-by-step procedures when setting up drills.

The following pages will walk you through creating a password, using timer, remote, teach or multi-ball modes, setting up and saving custom drills, and using the predefined drills of the Dr. Dish with Court Smart Technology.



Master Power Switch

The Dr. Dish is equipped with a master power switch, which will cut all power to the machine when turned off. The switch is located right above the control panel. Turn the master power switch off when Dr. Dish is not in use.



Caution

Do not put your hand in the launcher or ball feed mechanism.

Personal injury could result from placing hands in ball feed port or the launch port.

Do not stand too close to the ball feed launch area.

A ball may be thrown. A pre-toss indicator light and beeper will warn the player when the ball is being thrown.

If charging machine off an electrical cord, remember to place the electrical cord where it is not a tripping hazard.

Machine Overview

Pre-Toss Indicator Light

The pre-toss indicator light is a safety device to let players know there is a ball being tossed. The pre-toss indicator light will flash twice to alert a player that a ball is coming.

Beeper

The Dr. Dish has a beeper to alert players when a ball is coming. Two quick beeps in conjunction with the pre-toss indicator light alerts the player before a ball is tossed.

Modes of operation

Timer Mode

See page 13 for operation instructions.

The timer setting will determine how often a ball is launched from Dr. Dish. The timer can be set from 1 to 20 seconds in increments of 1 second.

If you run out of balls, Dr. Dish will attempt 20 ball feeds before it goes into reset mode. You can reset the timer again by pressing the remote control button or pressing the start/stop button on the control panel. After the ball is tossed, a ball is automatically fed into the machine and the timer resets and begins countdown again.

You can use the remote control button to pause any timer operation. To pause, press the button on the remote once, press the remote button again to resume timer operation.

Remote Mode

See page 14 for operation instructions.

Remote control mode allows the coach (or player if training by themselves) the ultimate control over when the ball is delivered. Pressing the button on the remote delivers the ball. If there are no balls in the machine, but a ball is in the feeder, pressing the remote button once will load a ball. Pressing the remote button again (after the ball feeds) will launch the ball. It is not necessary to point the remote at the Dr. Dish, it will work within 100 feet of the machine.



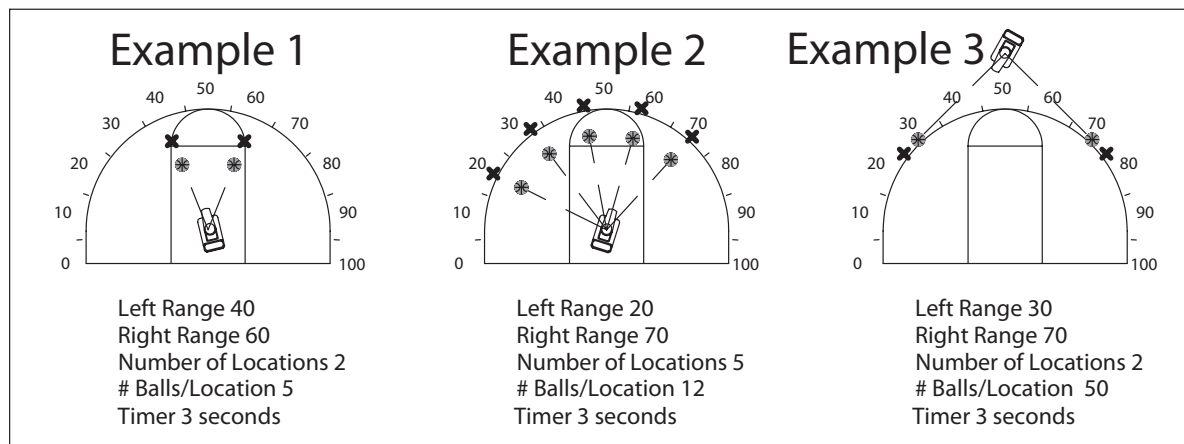
Multi-Ball Mode

See page 15 for operation instructions.

Multi-Ball allows the user to select how many balls they want to throw within a selected rotation range. The balls are thrown in equal increments within the range. The minimum number of locations that can be selected is two, with balls being thrown at the end of each rotation. The maximum number of locations is twenty-one. A minimum of five increments (i.e. 10, 15, 20, etc.) is required between each location. For example: If you want to throw five balls to each elbow from under the basket, you would select Multi-Ball, set the left range at 40 and the right range at 60, select two locations, five balls/location, and select the amount of time between throws. Each time Dr. Dish reaches 40 and 60 it will deliver five balls to each location. See Illustration I, Example 1 below.

See examples 2 and 3 for additional uses of the Multi-Ball Mode.

Illustration I



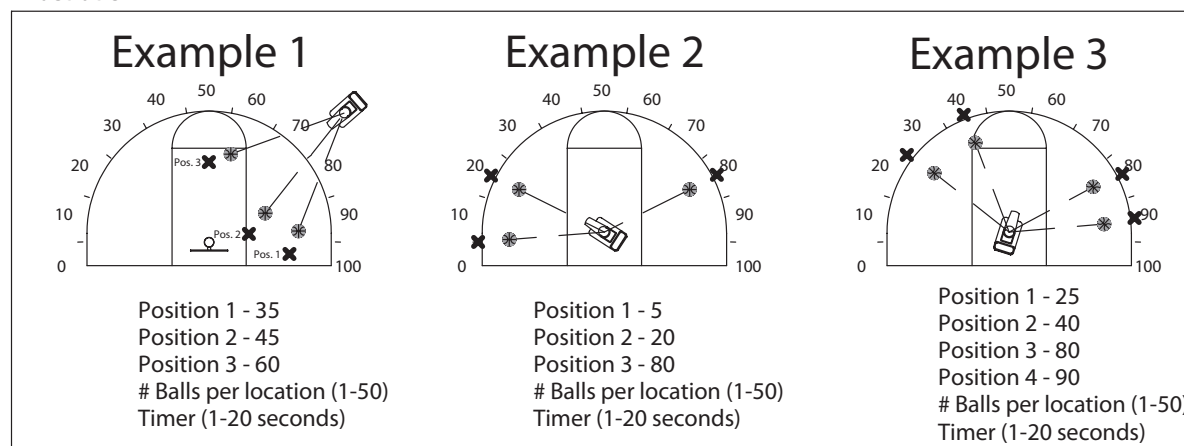
Teach Mode

See page 16 for operation instructions.

Teach mode gives the coach the ability to “teach” Dr. Dish where to throw a ball. In this mode, the coach has the flexibility of throwing balls to locations that are not of equal distance apart. For example, with the Dr. Dish positioned on the wing and throwing into the post, you could throw a ball at the baseline, one at the block and one in the lane. See Illustration II, Example 1 below. In addition, as in multi-ball mode, you can throw more than one ball to each location before rotating to the next location, and can also select the time between each throw.

See examples 2 and 3 for additional uses of the Teach Mode.

Illustration II



Custom Drills/Saving Your Drill

See page 17 for operation instructions.

Custom drills are drills that you have created and want to save into the Dr. Dish. Saving a drill saves the mode, ball speed, timer increment, rotation speed and range and where to throw the balls. Fifty custom drills can be saved. You can keep the name “Drill 1” or change the name to something more descriptive like “Post D1” or “Wing D1”. You have 16 characters (letters or numbers) to use when naming a drill. When you select a drill from this mode, all the settings are set and you simply press start to begin. While running your selected drill, you can still change the settings to personalize it for each player.

Note: 45 of these drills are already predefined. Each of these can be modified or a new drill saved in its place.

Predefined Drills & Drill Chart

Dr. Dish comes with 45 predefined drills, you can locate these drills by selecting Custom Drills as your mode, and using the arrow buttons to scroll through the drills. The settings, such as ball speed, timer, rotation speed, etc., can each be changed to meet your personal needs and then saved to the machine. These predefined drills can also be overwritten by the drills that you have created. You will find these predefined drills under the mode “Custom Drills.”

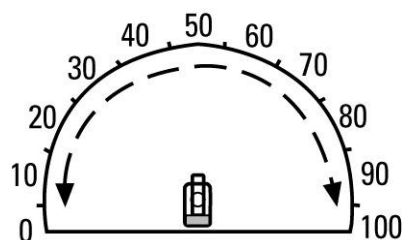
A drill chart referencing all 45 drills comes with Dr. Dish. The drills and settings can also be downloaded from www.airborneathletics.com

Adjustable Ball Speed

The ball speed on Dr. Dish can be adjusted within a range of 1 to 20, with 1 being the softest and 20 being the hardest. Ball speed can be increased /decreased during use by pressing the Ball Speed button and using the arrow buttons accordingly.

Adjustable Rotation

Dr. Dish has an adjustable rotation range that can be set to rotate in increments of 5 between 0 and 100, or the rotation can be turned off. Dr. Dish will easily rotate from baseline to baseline, or can be adjusted to any range of rotation within the baselines. For example, if you want a player to work just the baseline to the wing, you could set the range from 5 to 40 or 60 to 95. Dr. Dish will rotate within this rotation range until you change the range.



Note: 0 and 100 will throw the ball beyond the baseline.

Adjustable Trajectory

The ball delivery of the Dr. Dish can be adjusted from a bounce pass to a simulated shot at the basket. To adjust the trajectory, loosen the trajectory adjustment knob by turning it counter clockwise and then raise or lower the machine with the trajectory adjustment handle. Pushing the trajectory handle all the way up will result in a bounce pass; pushing it all the way down will create a high lob or simulated shot to the rim. Lock the Dr. Dish in position by turning the trajectory adjustment knob clockwise until tight (do not over tighten).

Test Buttons

On your control board, you will find a test button for Ball Speed and Rotation Range. After choosing a mode and selecting the settings, but before pushing Start, you can test both the ball speed and rotation range (if applicable) by pressing the appropriate test button.

Note: Use caution when testing ball speed, a ball will be thrown immediately after pressing button.

Remote

In addition to using the remote to deliver a ball, the remote can also be used to pause and restart any mode. This provides the coach even more control over the ball entry and allows them to stop and “coach” and then resume operation without having to physically go over to the machine.

You can also use the remote to bypass entering your password by pressing the button once.

Wireless Shots Made Counter (optional)

See page 23 for operation instructions.

The Dr. Dish counts shots taken while the shots made counter keeps track of shots made. With the shots made counter, the Dr. Dish has the ability to keep track of shots taken, shots made and shooting percentage. The Dr. Dish will show the number of passes thrown (or shots taken) without the counter.

BallBoy Net System

See page 19-21 for operation instructions.

The BallBoy automatically feeds made and missed shots back into the Dr. Dish, or ball cart when the Dr. Dish is used away from the basket. Dr. Dish can work independently or in conjunction with the BallBoy. The BallBoy can be easily collapsed for storage. To prevent jamming, it is recommended that no more than 3-4 balls be used.

BallBoy Pass & Feed

See page 22 for operation instructions.

Dr. Dish comes with Pass & Feed which allows players to outlet pass the ball into the BallBoy to funnel basketballs into the Dr. Dish when the machine is positioned away from the basket.

Ball Rack

Dr. Dish comes with a 12 ball rack that attaches to the machine while being used away from the BallBoy Net System. To attach the ball rack, place the two hooks over either side of the Dr. Dish ball feeder mount, and then place the two positioning pegs in the holes appropriately. Lock the latch to secure ball rack.

To load balls, simply place the balls in the rack. Do not force a ball into the Dr. Dish, it will automatically feed a ball into the machine before launching.



Battery

Dr. Dish is a battery operated system with a built-in battery charger. It will not function on AC Power alone if the battery is not charged. Dr. Dish can be used plugged in to prolong the battery life.

The battery charger will charge the battery quickly and will not allow the battery to overcharge. It is best to leave the machine plugged in when it is not in use. The battery charger plug-in is a standard AC plug, and is located below the rear access panel.

When the Dr. Dish has a fully charged battery, the machine will last up to 8 hours, depending on the usage, ie. speed of rotation, ball speed and number of balls launched. When the battery reaches about 10.5 volts, the machine will shut off. When the machine shuts off, plug it in until fully charged.



Rear Access Panel

Plug for recharging the Dr. Dish

Storage

The Dr. Dish and the optional shots made counter can be stored for an extended period of time. It is **strongly recommended** to have the battery chargers plugged in. The chargers will not overcharge the batteries.

Password

When using the Dr. Dish for the first time, you can either enter the default password of "999" or use your remote.
See the following instructions.

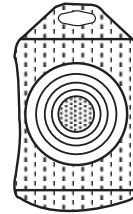
1. Press Power button.



POWER



2. Enter the default password of "999" and press Enter, or use your remote to unlock the Dr. Dish by pressing the button once.



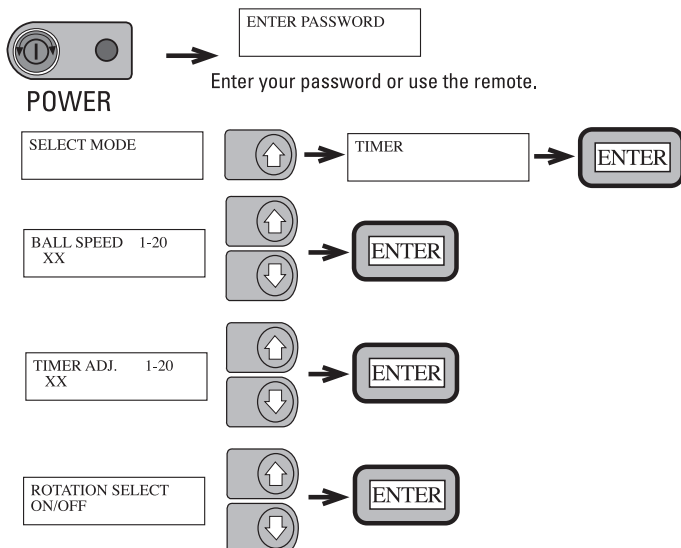
Changing Password

1. After selecting any drill and finalizing the drill settings, enter the Diagnostic Menu by pressing both arrow buttons.
(See page 24 for more details on entering diagnostic menu).
2. Use the down arrow button to scroll to the "PRESS ENTER TO VIEW PASSWORD" screen.
3. Press Enter
4. Use the arrow buttons to scroll through letters or numbers for your password. Press Enter button after each selected character. Password must have three characters.
5. Use the down arrow button to scroll to the EXIT screen.
Press Enter to exit.



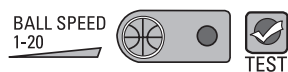
Modes of Operation

Timer Mode



If you select OFF for rotation, you're ready to begin.

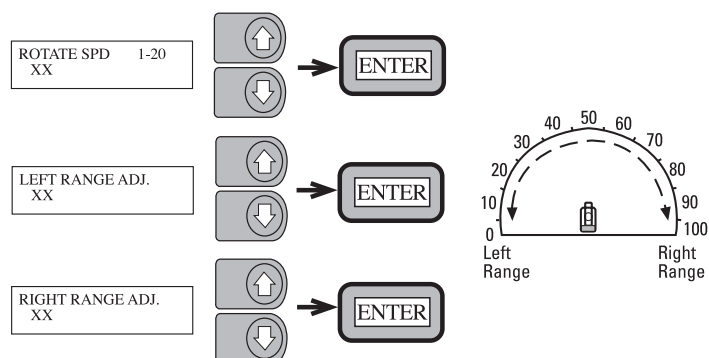
To test ball speed, press the TEST button. **CAUTION: A ball will be thrown immediately.**



To begin, press the START button.



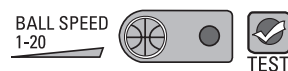
If you select ON for rotation, follow these menus.



To test rotation range, press the TEST button.
Dr. Dish will rotate from end point to end point.



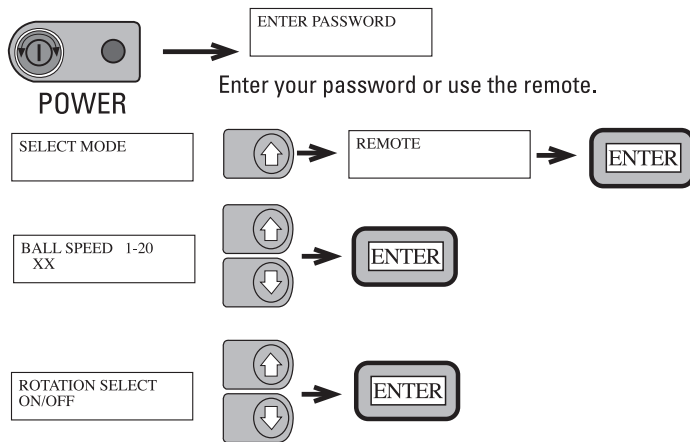
To test ball speed, press the TEST button.
CAUTION: A ball will be thrown immediately.



To begin, press the start button.

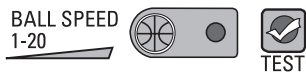


Remote Mode

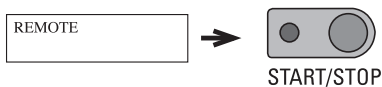


If you select OFF for rotation, you're ready to begin.

To test ball speed, press the TEST button. **CAUTION: A ball will be thrown immediately.**

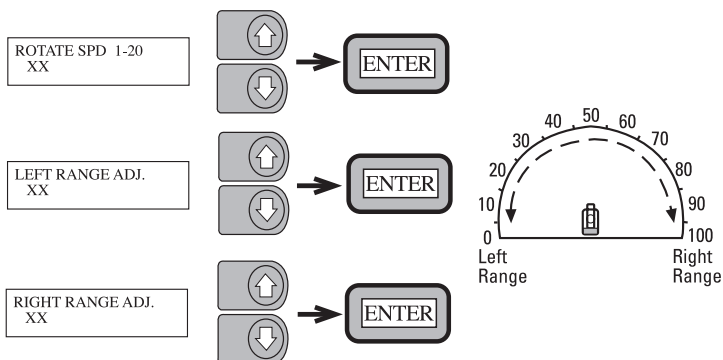


To begin, press the START button.



CAUTION: Once START is pressed, Dr. Dish will start throwing balls.

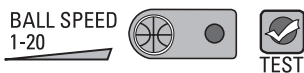
If you select ON for rotation, follow these menus.



To test rotation range, press the TEST button.
Dr. Dish will rotate from end point to end point.



To test ball speed, press the TEST button. **CAUTION: A ball will be thrown immediately.**

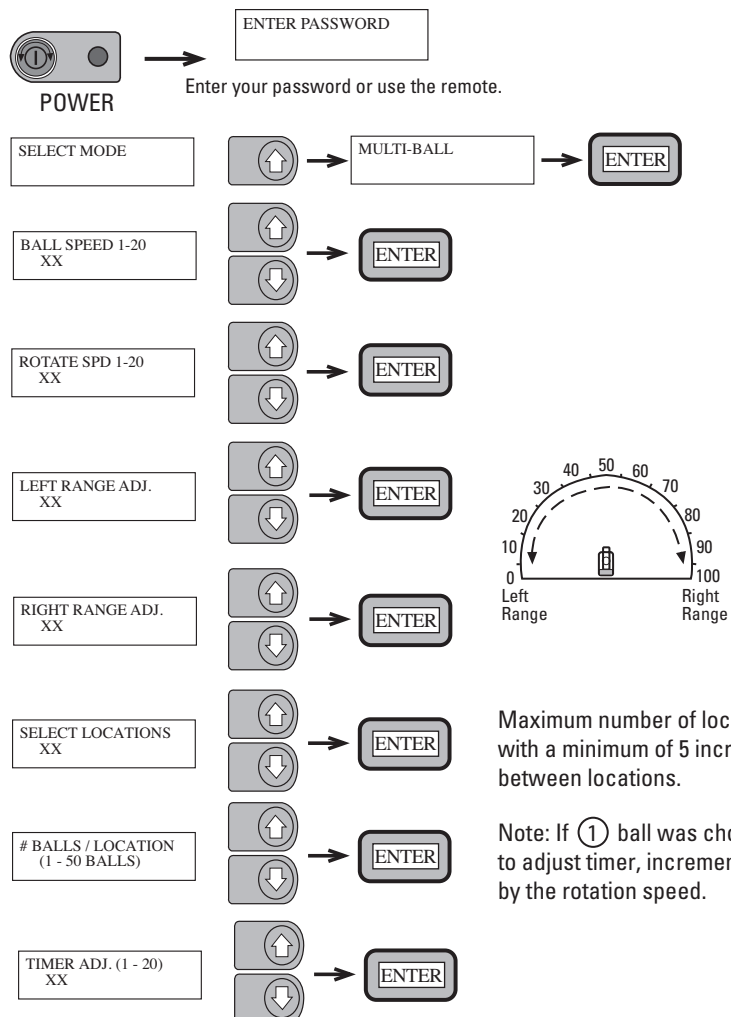


To begin, press the START button.



CAUTION: Once START is pressed, Dr. Dish will start throwing balls.

Multi-Ball Mode

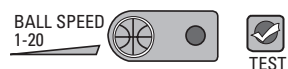


Maximum number of locations is 21, with a minimum of 5 increments between locations.

Note: If ① ball was chosen, you will not need to adjust timer, increments will be determined by the rotation speed.

To test ball speed, press the TEST button.

CAUTION: A ball will be thrown immediately.



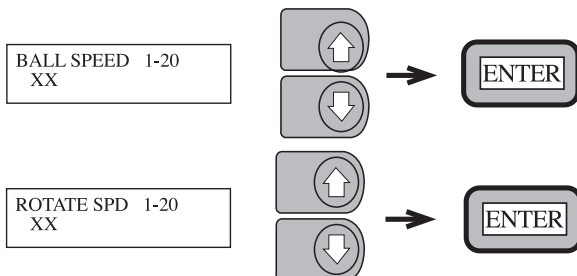
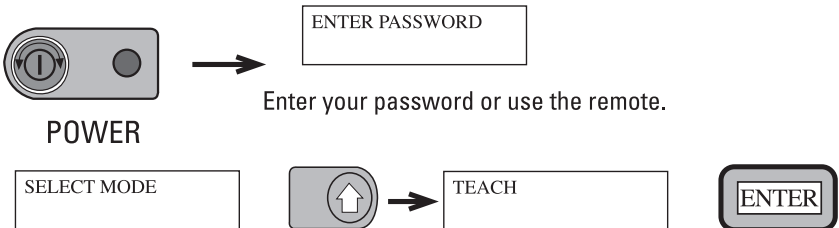
To test rotation range, press the TEST button.
Dr. Dish will rotate from end point to end point.



To begin, press the START button.



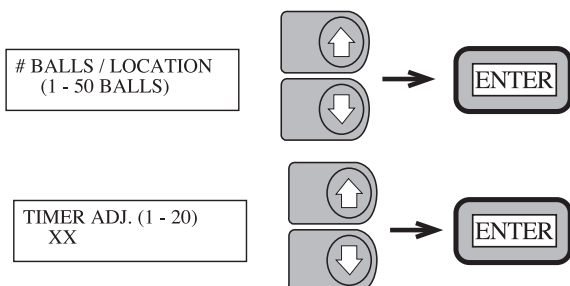
Teach Mode



Watch menu screen for instructions.

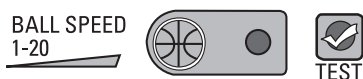


Use up/down arrows to go to second throwing location. The distance between each throwing location must be at least 5 increments, the maximum number of locations is 21. Do this for each throwing location wanted, pressing ENTER after each one. When finished, press the ENTER button one more time to continue.



To test ball speed, press the TEST button.

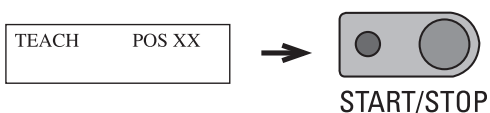
CAUTION: A ball will be thrown immediately.



To test rotation range, press the TEST button.
Dr. Dish will rotate from end point to end point.



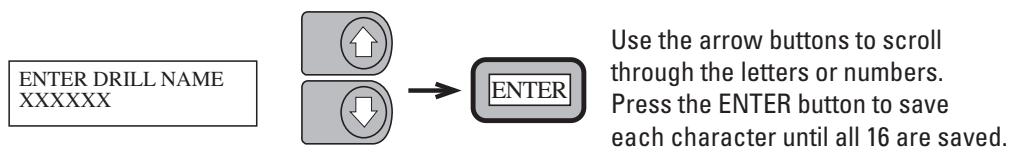
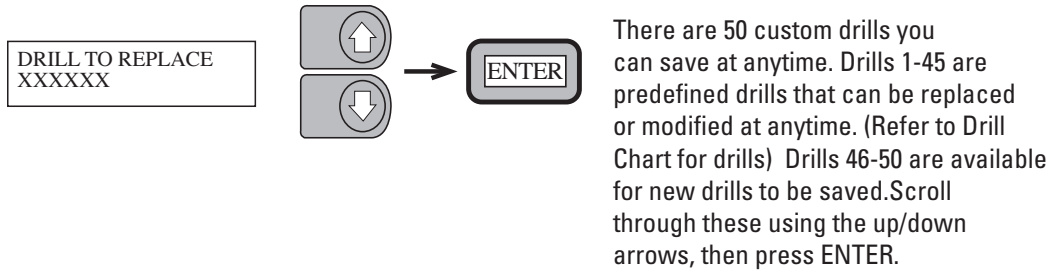
To begin, press the START button.



CAUTION: Once START is pressed, Dr. Dish will start throwing balls.

Saving a Custom Drill

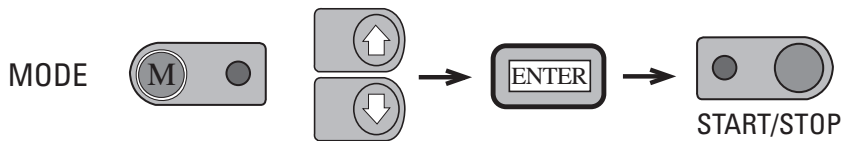
Once all desired settings have been entered, hold the ENTER button down until the screen changes. This will take about 5 seconds, then release the ENTER button.



When the last character is saved, the custom drill will be saved and the screen will return to the current mode.

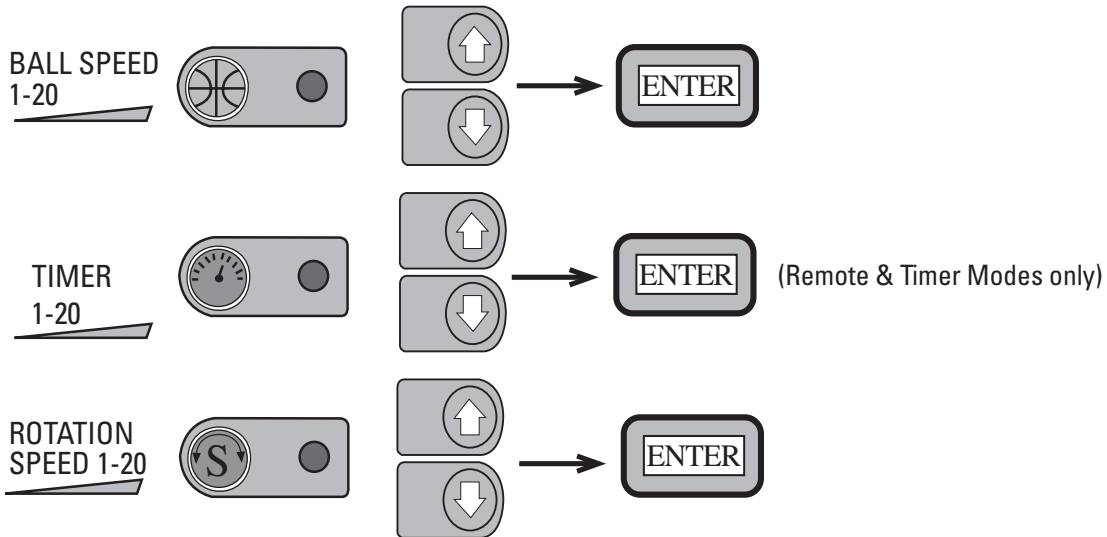
To find your saved drill

Press the MODE button. Using the up/down arrows, select Custom Drills, and press ENTER. Using the up/down arrows, scroll through the drills and select the one you saved. Press ENTER, then press START to begin the drill.

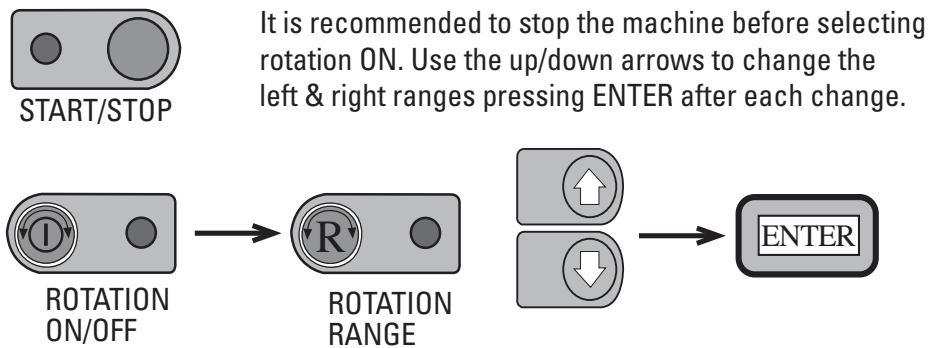


Adjusting Drills Settings During Use

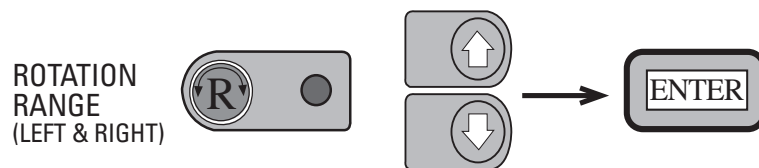
Select the setting you would like to change.
Use the up/down arrows to make changes to
each of the following settings, then press ENTER.



Adding Rotation During Use (Remote & Timer Modes only)



Adjusting Rotation Range During Use (Remote & Timer Modes only)



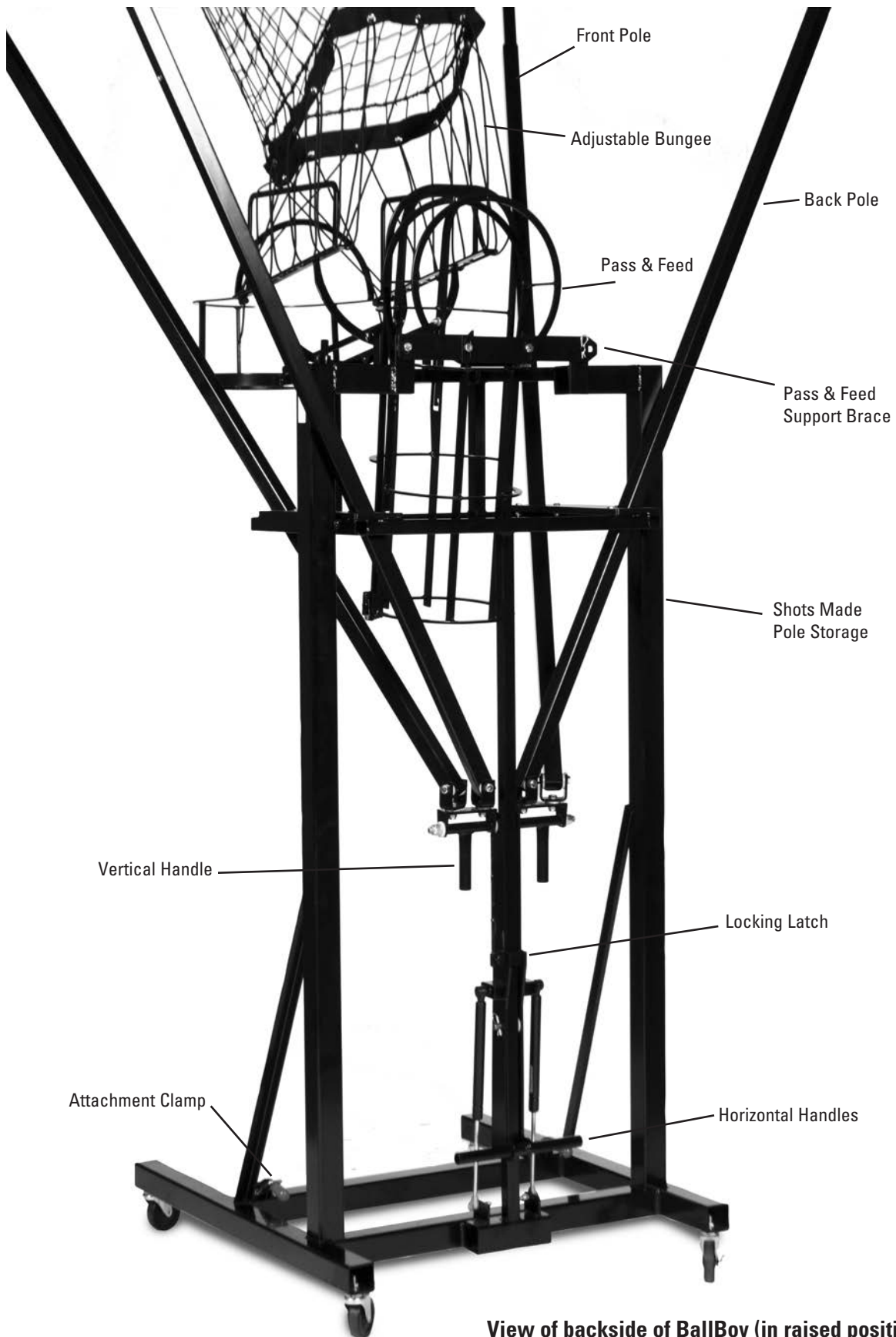
Note: To adjust Rotation Range on Multi-Ball Mode, Teach Mode or any Custom Drill, see instructions on pages 15-16

Saving Adjusted Drill Settings

Follow instructions for Saving a Custom Drill on page 17.

BallBoy Net System

Parts of BallBoy Net System



View of backside of BallBoy (in raised position)

Setting up BallBoy Net System

Raising net on BallBoy Net System:

1. Slide back poles up before front poles.
2. Slide the front poles upward until all the poles snap in place.

Height Adjustment on BallBoy Net System:

Height Pole Setting

- | | |
|--------|---|
| 11' | Bottom extension pole latched in hole 1. |
| 11' 6" | Bottom extension pole latched in hole 2. |
| 12' | Top extension pole extended until clip latches in pole.
Bottom extension pole latched in hole 2. |

*Top
Extension Pole*

*Bottom
Extension Pole*



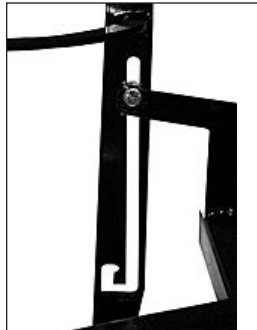
3. Place your hand on the horizontal handle and start to push in a downward motion. As this handle is being pushed down, reach with your left hand and grab the vertical handle and pull it towards you until it reaches the top position. The motion is a push on the horizontal handle and a pull on the vertical handle. Once it snaps in place, flip the locking latch to secure the system.

*Vertical
Handle*

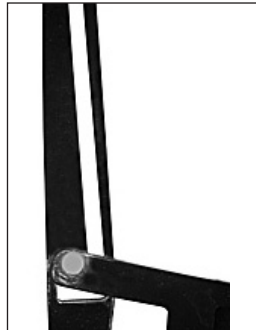


Prior to using BallBoy the first time:

The BallBoy is shipped with the Pass & Feed in shipping position. Lift Pass & Feed into the use position.



Shipping position



Use position

Placement of the BallBoy Net System

Place the BallBoy under the basket by rolling the BallBoy from the front straight back towards the backboard. Stop when the back of net is against or just below the backboard. Center the backboard between the left and right rear poles. (Back is the lower side with V shape. Pass & Feed is also located on backside.)

Note: Three (3) balls work best - using more than four (4) balls may cause the balls to get jammed.

Collapsing BallBoy Net System:

1. Release the locking latch.
2. Reverse the motion in #3 on page 20. (Push on vertical, pull on horizontal).
3. Release each pole by pressing the snap button and gently sliding each pole to the down position.

Attachment Clamps

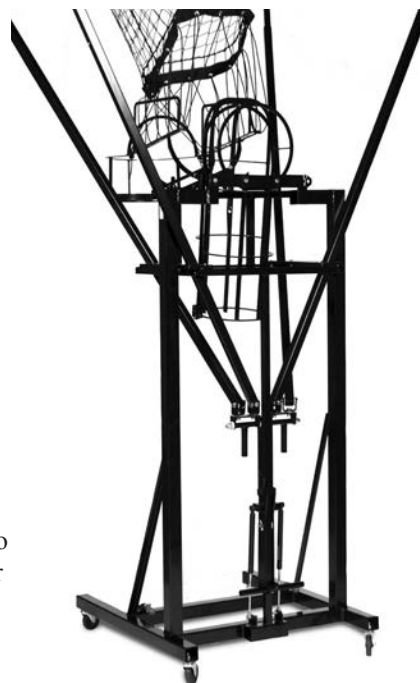
Dr. Dish can be placed under and latched to the BallBoy, making it easier to use the two units as one underneath the basket, or when moving the units or putting them into storage.

To latch:

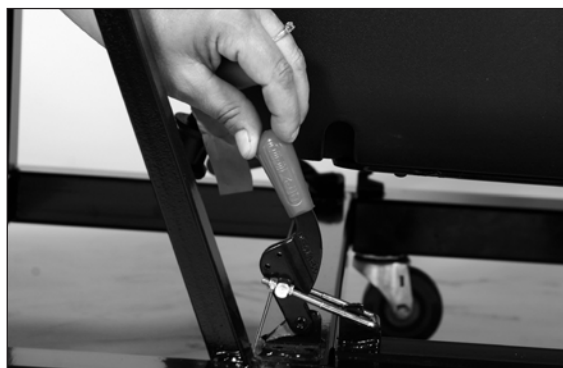
1. Put Dr. Dish under the BallBoy net system with the red arrows pointing away from the net system.

The red arrows are located on the base of the Dr. Dish.

2. Put red levers on BallBoy stand in vertical position.
3. Place silver clamps down over notches on Dr. Dish stand.
4. Push red lever down into horizontal position.



Back view, in raised position



Steps 2 & 3



Step 4

Pass & Feed

The Pass & Feed is a metal track located on the rear of the BallBoy net system. Players can throw outlet passes into the BallBoy which will funnel them through the Pass & Feed and into the Dr. Dish for a continuous feed.

When using the Pass & Feed, place the BallBoy net in the lowest height setting so that the net and bungee are loose. This prevents the balls from springing out.

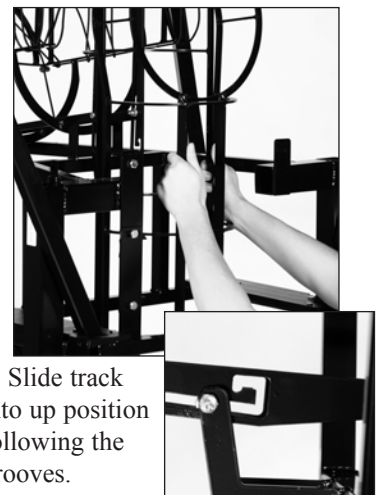
To Use the Pass & Feed



1. Take the spring pin out.



2. Push support brace down. Support brace **must** be down.



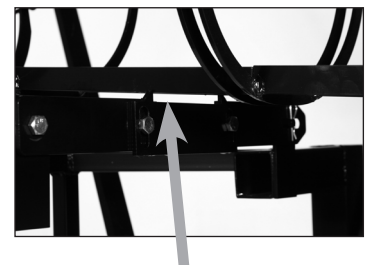
3. Slide track into up position following the grooves.



4. Extend or unfold track fully and lock it into the notch at the end of the groove.



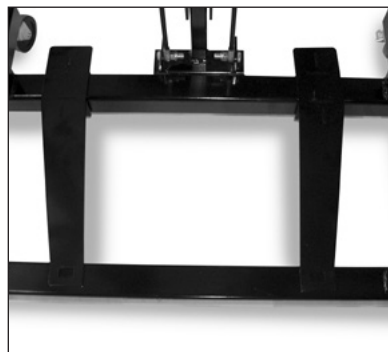
5. Place support brace up and into original position and replace spring pin.



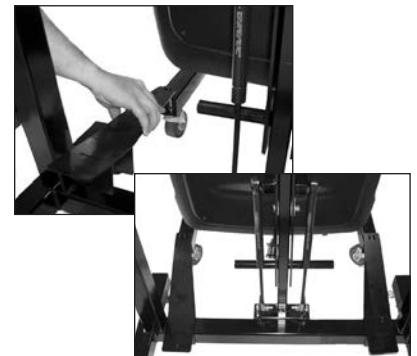
6. Track needs to be between the two centered notches on the support brace.



7. Place Dr. Dish underneath Pass & Feed with the red arrows on the stand facing away from BallBoy net system.



8. On the base of the BallBoy stand you will find two support brackets used to connect the Ball Boy and Dr. Dish when using the Pass & Feed.



9. Turn brackets around to attach the BallBoy and Dr. Dish stands. This ensures the ball will roll down the Pass & Feed and into the Dr. Dish without getting jammed.

Shots Made Counter and Pole (optional)

The Dr. Dish counts shots taken while the shots made counter keeps track of shots made. With the shots made counter, the Dr. Dish has the ability to keep track of shots taken, shots made and shooting percentage. The Dr. Dish will show the number of passes thrown (or shots taken) without the counter.

Storage:

The shots made counter is stored on the storage bracket, which is located on the top access panel of the Dr. Dish. See page 5 to identify location.

The shots made pole is used to raise and lower the counter up to and down from the basket. It is stored in the frame of the BallBoy net system. See page 19 to identify location.

Use

1. The shots made plug must be plugged into the receptacle on counter.
Note: Make sure to unplug the counter after every use. Not doing so will result in battery failure.
2. Use the shots made pole to raise and place counter on top of the flat part of the rim. The back of the counter needs to be against the backboard. **Note:** If you have padding around your backboard, you may need to pull the counter a half inch away from the backboard to allow the counter to sit level on the rim.
3. The electronic sensor eye needs to face the court and be level on the rim.
4. Turn on the Dr. Dish.

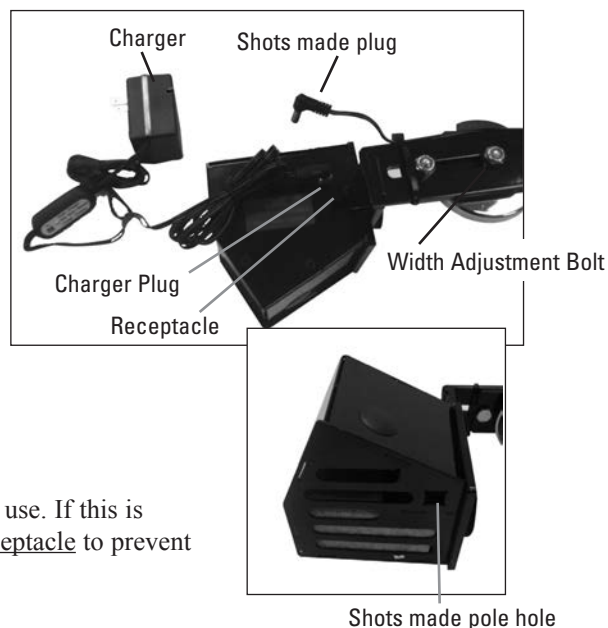
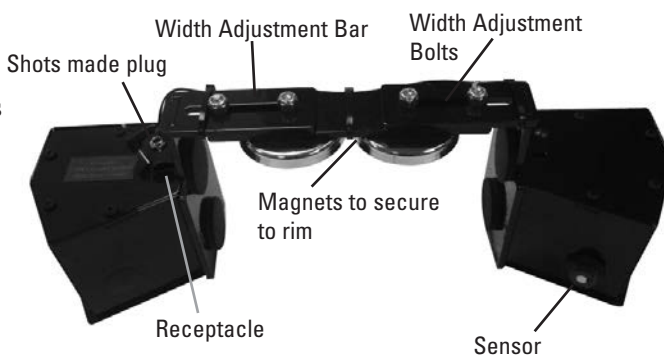
To adjust the width of the counter – loosen, but do not remove, the four bolts on the bracket. Adjust bracket to fit the width of your basket.

Charging

1. To charge the battery on the counter, take counter down from rim, unplug shots made plug from receptacle, insert the battery charger plug into the receptacle and then plug into outlet. The counter is fully charged when the light on the base charger is green.
2. It is recommended to recharge the battery on the counter after each use. If this is not possible, make sure to unplug the shots made plug from the receptacle to prevent the battery from draining.

Reset

Press “Counter Reset” button on Dr. Dish control panel to reset counter at anytime.

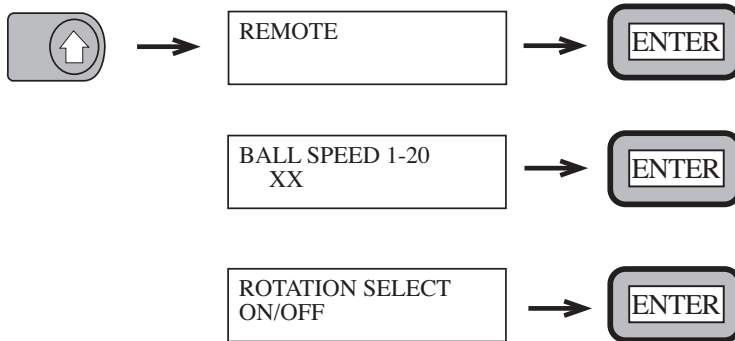


Diagnostic Menu

To Enter Diagnostic Menu

1. Be in a mode with settings selected.

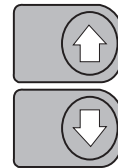
For example: Select Remote Mode. Press the ENTER button three times to scroll through settings, ball speed and rotation select.



2. Press and release the arrow buttons at the same time.

The diagnostic menu will then be displayed.

3. Use the down arrow button to scroll through diagnostic menu.
Press the ENTER button to view any of these screens.



These are the different screens on the Diagnostic menu.

1	RESET PARAMETERS PRESS ENTER	5	DISPLAY MODE PRESS ENTER
2	BATTERY VOLTAGE xx.xxV	6	DISPLAY TEST
3	DISPLAY STATS	7	BALL FEED TEST BALL LOADED
4	PRESS ENTER TO VIEW PASSWORD	8	EXIT

Diagnostic Menu Descriptions

1. Reset Parameters – For technical support only.
2. Battery Voltage – Reads current battery voltage. 12.0V or higher is a full charge. Machine will not run with anything under 10.0V.
3. Display Stats – Press Enter to view stats, using the arrow buttons to view Total Shots and Run Time. These are the lifetime stats of the machine.
4. Press Enter to View Password – Use this selection to view the password or to change it. Use the arrow buttons to change characters, pressing Enter after each one. Only three characters are used for the password.
5. Display Mode – Controls front board display. By selecting Shots Taken, Dr. Dish will only show the amount of passes that the Dr. Dish has thrown (or shots taken). By selecting Cycle Display, Dr. Dish will cycle through shots taken, shots made, and shooting percentage. Cycle Display will only work if Shots Made Counter has been purchased.
6. Display Test – Tests LED lights on front board display.
7. Ball Feed Test – Will display Ball Loaded or Ball Not Loaded. Press Enter to test ball feed.
8. Exit.

Dr. Dish Accessories/Options

Shots Made Counter

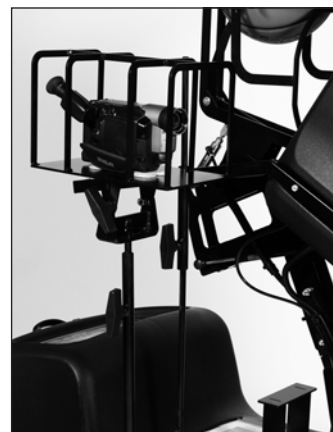
The shots made counter counts the number of shots made, Dr. Dish counts the number of shots taken and calculates percentage of shots made. The shots made counter is wireless so you don't have any cords running up to the basket. Dr. Dish can be any place on the court and still keep track of the shooting percentage. The shots made counter comes with a shots made pole, making it easy to place the counter on the rim.



Video Camera Mount (supply your own camera)

The video camera mount allows you to use your own video camera to record and provide instant feedback to your players. The mount attaches easily to the Dr. Dish, has vertical and horizontal adjustments, and rotates with the machine.

To attach your camera, screw the attachment handle through the bottom of the camera mount into your video camera.



Ball Cart

The Airborne Athletics Ball Cart is more than a storage cart. Its unique design keeps basketballs conveniently located at hip level for fast, easy access which is especially important when running fast-paced drills. It holds up to 18 balls.

The Airborne Athletics ball cart can also collect balls when using the Dr. Dish and BallBoy Net System separately by placing the ball cart under the BallBoy.



Additional Remotes

The wireless remote allows you to take control of your training session. You can pause the action for a learning moment or initiate ball delivery on command. The Dr. Dish does come with one remote. Extra remotes can be purchased to allow other coaches access to training with Dr. Dish.

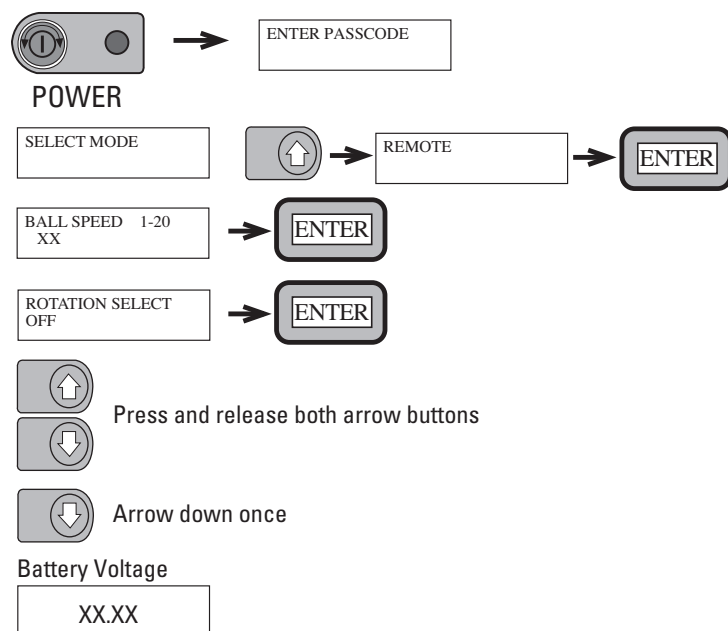


Troubleshooting

Low Battery / Losing Pressure

Unplug from AC power.

Note: The percentage reading upon start-up is not accurate if Dr. Dish is plugged into AC Power



- Machine will not function to it's fullest potential when under 11 volts.
- Plug in and verify that the AC outlet is functioning and the Dr. Dish is getting a charge.

"System Error 6"

- If you receive the reading, the system needs to be recalibrated. Call for further instruction.

Ball Feed Error

- If this error message occurs, restart machine. This will happen if there are no balls in the machine, and Dr. Dish has tried to feed a ball twenty times.

Shots Made Counter Troubleshooting

- Set up counter before turning on the Dr. Dish. (If you have been using the Dr. Dish before setting up the shots made counter, restart machine by pressing the power button.)
- Make sure that counter is level on rim, and the electronic sensor is facing the court. The electronic sensor will not read correctly if it is tilted upward or downward.
- Make sure that battery is charged on the shots made counter. This is indicated by a green light on the base charger. (To maintain battery life, unplug shots made plug from receptacle after every use. Charging battery after every use is recommended.)

Balls Jamming in Net System

- The adjustable bungee allows you to tighten the net to your requirement. As the net stretches, you can tighten the net by feeding the excess bungee cord (starting in the rear center) towards the front and then feeding the excess through the cord stop. Trim and singe the bungee cord as necessary.
Note: It is best for the bungee to be a little loose and not too tight.
- Using more than 3 balls at one time may cause balls to get jammed.

Dr. Dish Warranty Information

Five-Year Limited Warranty

Airborne Athletics, Inc. warrants to the original purchaser of this product that this product will be free from defects in material and workmanship under normal use and service for five years after date of purchase. Airborne Athletics, Inc., at its option, shall repair or replace the defective unit/part covered by their warranty, excluding shipping costs.

Please retain the dated sales receipt as evidence of the original purchaser's date of purchase. This limited warranty does not cover any damage due to accident, misuse, abuse or negligence. Dr. Dish can be used outside, but inside storage is strongly recommended. Dr. Dish is not water resistant, any water damage caused by rain or other precipitation will not be covered by the warranty. This limited warranty is non-transferable and does not apply to any purchase who bought the product from a reseller or distributor not authorized by Airborne Athletics, Inc., including but not limited to purchases from internet auction sites. Contact Airborne Athletics, Inc., at www.airborneathletics.com or 888-887-7453.

This warranty policy covers all parts excluding battery which is covered by a separate one year warranty. Vandalism or other damage to the equipment, which is not considered normal use, is excluded.

Serial Number: _____ Date of Purchase: _____

Airborne Athletics, Inc.

888-887-7453

www.airborneathletics.com