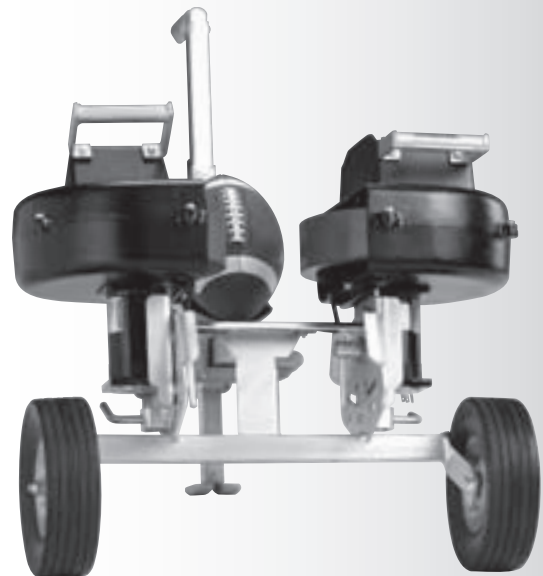
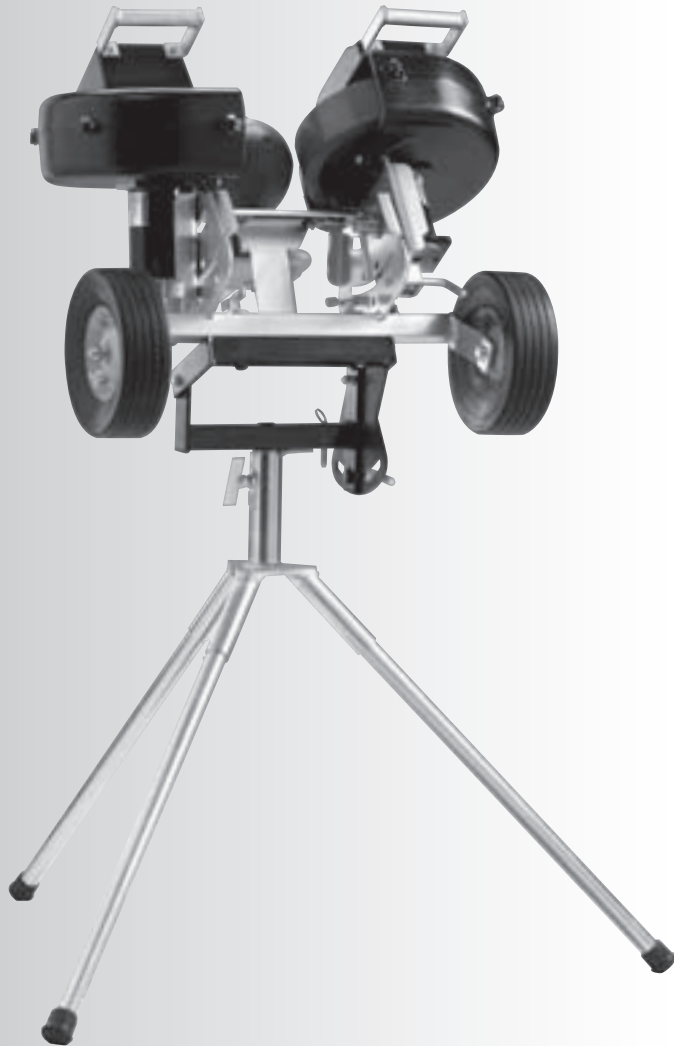




FOOTBALL MACHINE



SNAP ATTACK™ FOOTBALL MACHINE
PATENTS APPLIED FOR

INSTRUCTION MANUAL

Includes: SETUP · OPERATION · USE & CARE · SERVICE

INSTRUCTION MANUAL PART NO. SNA-100 REV031511



SPORTS ATTACK LLC
800-717-4251
www.sportsattack.com

FOOTBALL

WARRANTY STATEMENT

All sports training equipment manufactured by SPORTS ATTACK LLC. 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 one (1) year.

Should such equipment be found to be defective, SPORTS ATTACK LLC. 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 LLC. SHALL NOT BE LIABLE FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LOSSES FROM ANY CAUSE WHATSOEVER.

This warranty is void if the equipment has been misused, misapplied, improperly set up, or modified without the express written permission of Sports Attack LLC. In addition, this warranty does not apply to damage in transit, in any accident unrelated to the direct operation of the equipment, or by fire, flood or act of God.

To obtain warranty service during the warranty period:

1. Have the date of purchase and serial number ready (see page 4 for the location of the serial number).
2. Call the Customer Service Department at **800-717-4251**
3. Identify the product and describe the problem.

A Customer Service Representative will help you to correct the problem and send replacement part(s) if necessary. An INVOICE will be sent if any parts need to be exchanged. To clear the invoice, return, **prepaid and within 30 days**, the defective parts as detailed on the invoice to:

Sports Attack LLC.
2805 U. S. 40
Verdi, NV 89439

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 LLC. 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.

To register the Warranty, please return the Warranty Registration Card to:

Sports Attack LLC.
P.O. Box 1529
Verdi, NV 89439

For repairs and service after the Warranty period, please call:

Sports Attack
Customer Service Dept.
Ph 800-717-4251
Fx (775) 345-2883

RETURNS

To return an item, please contact our Customer Service Department at 800-717-4251.

A 15% restocking fee will be charged for any items accepted for return. It is the customer's responsibility to handle the repacking and shipment (as well as all associated fees) back to Sports Attack.

No returns will be accepted after 30 days of receiving product.

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INTRODUCTION

Thank you for purchasing this Sports Attack LLC. equipment. **Your Snap Attack will be shipped in the right-hand spin position.**

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 Snap Attack, and to use, care for and maintain Snap Attack in a manner which will ensure its optimum performance.



SAFETY INSTRUCTIONS

ELECTRICAL SAFETY

Use a 115 volt single phase 3-wire (2 wire with ground) grounded power source.

Up to 200 ft. from power source, use a minimum #14/3 grounded 3-wire 15 amp minimum rating 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 wheel area, **ALWAYS:**

1. Turn speed dial to "0".
2. Turn the on/off switch "OFF".
3. Unplug Snap 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 Snap Attack for completeness and condition before connecting to electrical power:

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 i.)

ALWAYS set the speed control to "0" before connecting the machine to power. Check that the speed control is at "0" before turning the on/off switch "ON".

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

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

BALL SELECTION

Balls must be official size and consistent in type to produce repeatability.

Never use wet or damp balls! Ball air pressure must be between 10-12 lbs.



Typical Distance	Recommended Air Pressure
70-90 yds.	9-11 lbs.
55-70 yds.	7-8 lbs.
40-55 yds.	5-6 lbs.

Slippage occurs at higher wheel speeds with lower air pressure. We recommend higher air pressure to minimize slippage.

WARNING

PERSONAL INJURY HAZARD

Carefully read all instructions in this manual, and all labels and warnings on Snap Attack before using this machine.

Use machine only under adult supervision. Failure to operate Snap Attack as described in this manual can result in severe personal injury or death.

ELECTRICAL SHOCK HAZARD

Snap Attack must be connected to a properly grounded electrical receptacle.

Do not operate on wet ground.

CAUTION

PERSONAL INJURY HAZARD

Keep hands away from throwing wheels anytime the machine is connected to a power source.

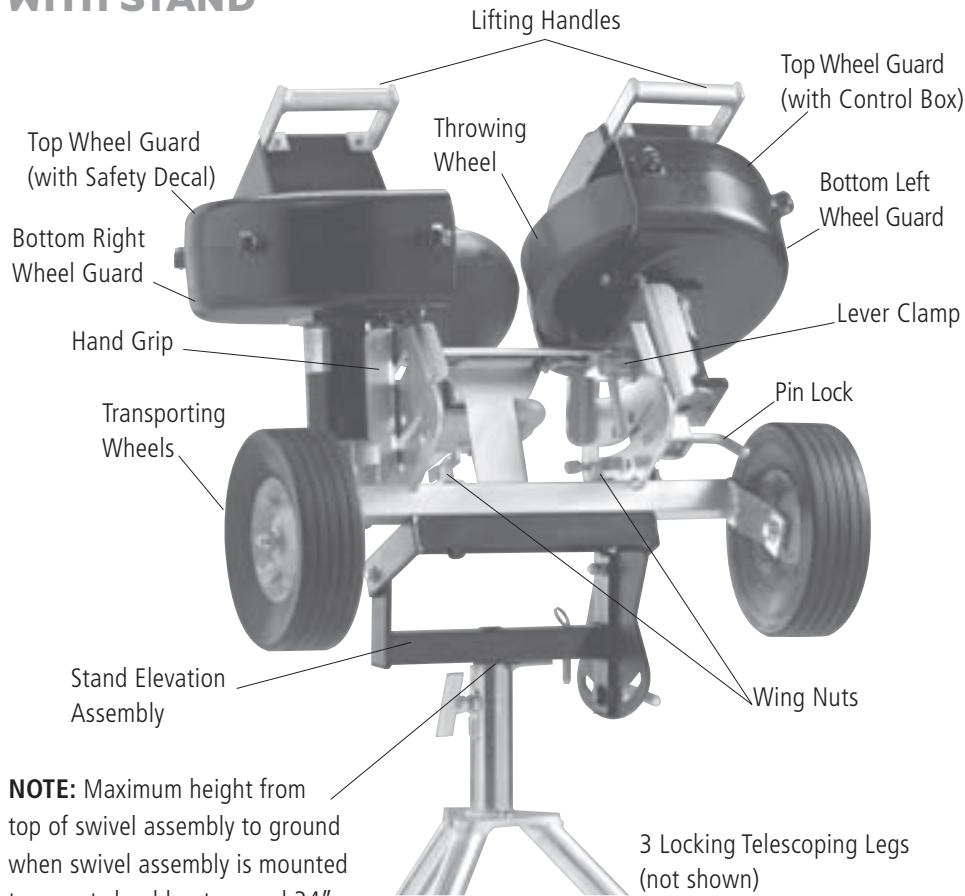
Carefully check Snap Attack for completeness and condition before connecting to electrical power.

EQUIPMENT ELECTRICAL DAMAGE

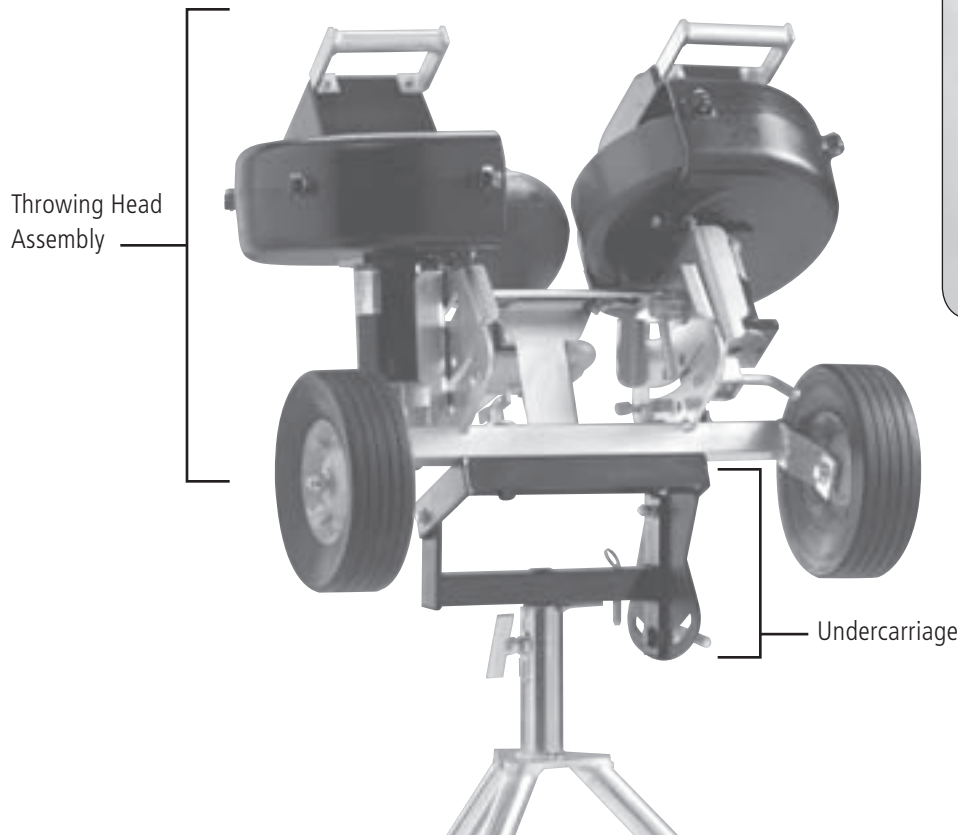
Keep hands away from throwing wheels anytime the machine is connected to a power source.

Carefully check Snap Attack for completeness and condition before connecting to electrical power.

COMPONENT VIEW WITH STAND



NOTE: Maximum height from top of swivel assembly to ground when swivel assembly is mounted to a post should not exceed 34", see page 18.



ADDITIONAL INFORMATION

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

Sports Attack
Customer Service Dept.
Ph 800-717-4251
Fx (775) 345-2883

GENERATOR INFORMATION

1. Snap Attack requires a generator capable of providing clean electricity (inverter technology) of a minimum 1000 watts at 120 V 60hz.

NOTE: 1000 W is only 8 amps at 120 V.

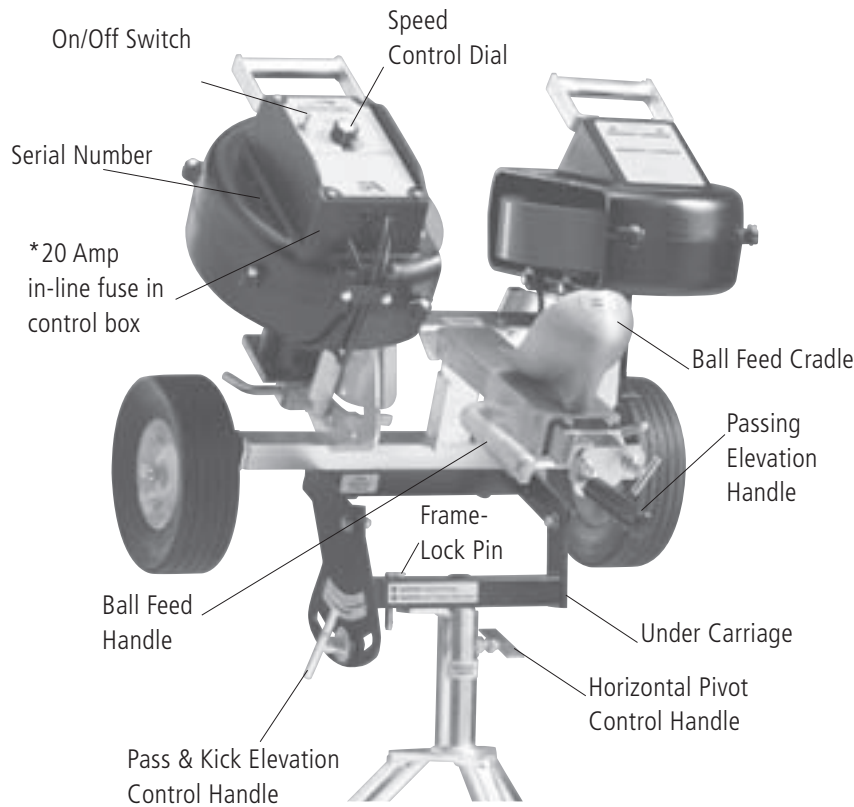
2. Be sure the on/off switch is "OFF" before plugging Snap Attack into the generator.

3. Start the generator and allow it to reach full speed. Make sure speed dial is at "0" and then turn the on/off switch "ON". Slowly increase wheel speed to desired setting.

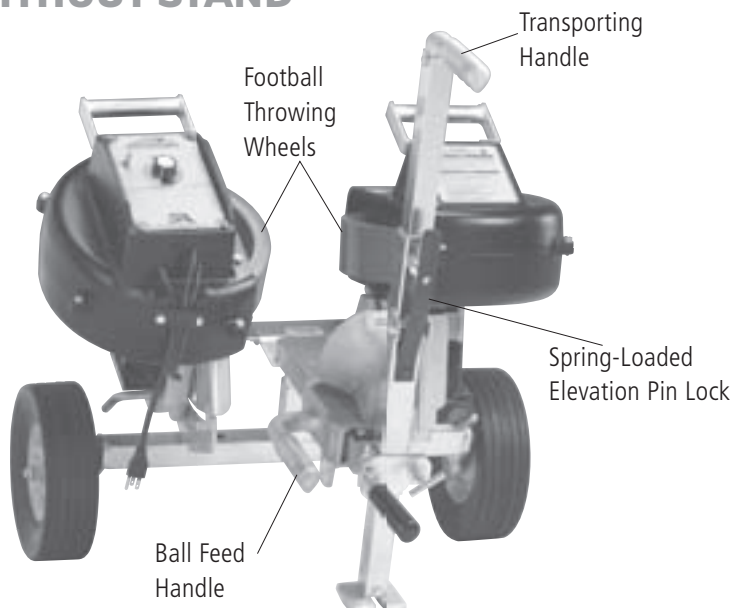
IMPORTANT: Generator speed fluctuations can damage the electronic speed control. Maintain adequate fuel in the generator at all times.

4. Turn the on/off switch "OFF" before shutting off the generator and before unplugging Snap Attack.

COMPONENT VIEW WITH STAND (cont'd)



WITHOUT STAND



ADDITIONAL INFORMATION

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

Sports Attack
Customer Service Dept.
Ph 800-717-4251
Fx (775) 345-2883

GENERATOR INFORMATION

1. Snap Attack requires a generator capable of providing clean electricity (inverter technology) of a minimum 1000 watts at 120 V 60hz.

NOTE: 1000 W is only 8 amps at 120 V.

2. Be sure the on/off switch is "OFF" before plugging Snap Attack into the generator.
3. Start the generator and allow it to reach full speed. Make sure speed dial is at "0" and then turn the on/off switch "ON".

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

4. Turn the on/off switch "OFF" before shutting off the generator and before unplugging Snap Attack.

SET-UP & PREPARATION

USING THE SNAP ATTACK ON THE GROUND AS A CENTERING MACHINE

The Snap Attack can be used in one of two modes. The first is when it is used on the ground to perform as a centering machine. The second is when it is used on its stand to perform as a quarterback when throwing passes or as a kicker or punter.

A. Setting the machine up to perform as a centering machine (See manual cover for image)

1. If machine is attached to stand:
 - a. Use lifting handles to tip machine up and over onto the wheel guards (See Figure 1).
 - b. Unsocket the three legs, remove wing nuts (See Figure 2) and store wing nuts on same bolts.
 - c. Remove machine from stand.
2. Open rear leg support latch and insert rear leg support (See Figure 3).
3. Close latch over rear leg and tighten with wing nut (See Figure 4).
4. Tip machine back onto rear leg.
5. Point machine to desired direction.
6. Adjust angle by using one hand to grab the passing handle and the other hand to depress and adjust into 1 of 10 positions (See Figure 8 on page 7).
7. Turn machine on and turn wheel speed control knob to desired speed.
8. Set ball carefully into ball cradle and feed ball into throwing wheels (See page 7).
IMPORTANT! For tightest spiral slide ball cradle gently, allowing wheels to capture & impel ball. Do not jam cradle and ball into machine!
9. Adjust elevation and wheel speed until exact spin is attained (See Figure 8 on page 7).

SAFETY HINT

When lowering or lifting Snap Attack, use the lifting handles, keep your back straight and lift with your legs. Be ready to grab the wheel guard and guide Snap Attack into the upright position.



Figure 1 Use handles to lift or lower the Snap Attack.

WARNING

HAZARD FROM HIGH-SPEED PROJECTILES

Being struck by a thrown ball can cause serious injury or death. Make sure that no one steps in front of Snap Attack while it is connected to electric power.

Clear everyone away from machine before connecting Snap Attack to electric power.



Figure 2 Remove wing nuts.



Figure 3 Open latch to insert rear leg support.

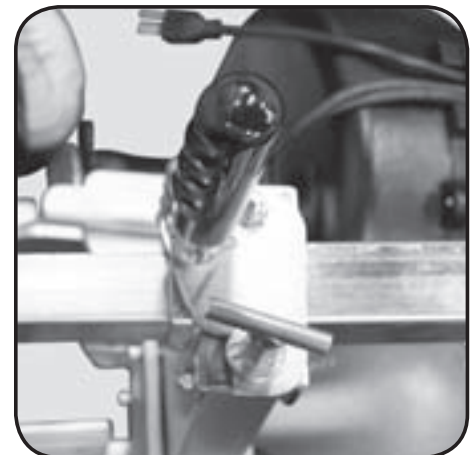


Figure 4 Close latch and tighten wing nut.

SET-UP & PREPARATION

USING THE SNAP ATTACK ON THE STAND TO THROW PASSES OR KICKS

IMPORTANT! Lock Pin must be removed (See Figure 5) and stored in adjacent hole to left. This will allow machine to pivot horizontally.

IMPORTANT! For maximum distance, balls must be properly inflated. See chart at bottom of page 2.

A. Setting machine up

1. If machine is in the centering mode, tilt machine up onto wheel guards.
2. Using wing nuts (See Figure 2 on page 4) which are stored on bolts, attach undercarriage to throwing head, tighten wing nuts securely to passing stand (See Figure 6).
3. Insert three legs into sockets.
4. Using lifting handles (See Figure 1 on page 4) tilt machine up onto all three tripod legs.
5. Remove lock pin and store in adjacent hole to left (See Figure 5).
6. Loosen horizontal control handle (See Figure 5).
7. Loosen stand elevation handle (See Figure 7).
8. Plug machine into power source (110v).
9. Turn on/off switch "ON."
10. Adjust wheel speed control to desired speed.
11. Continue throwing test balls and adjusting speeds until desired distance and speed are achieved.

NOTE: Maximum post height should not exceed 34" with the stand on the ground. See page 18.

WARNING

PERSONAL INJURY HAZARD

Never reach down near throwing wheels for any reason! Always turn the speed control dial to "0", turn the on/off switch "OFF", unplug Snap 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.

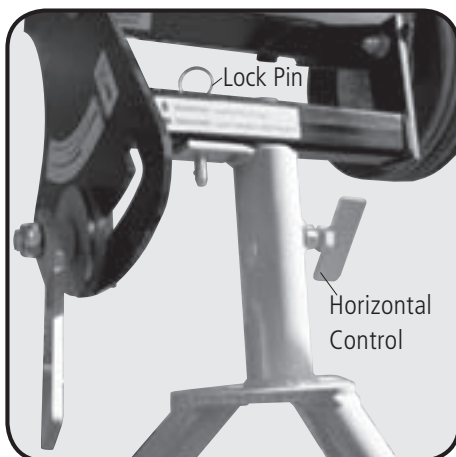


Figure 5 Lock pin inserted to lock throwing head into position for transporting.



Figure 6 Attaching undercarriage to throwing head.



Figure 7 Loosen stand elevation handle.

PASSING, PUNTING, KICKOFF & SNAPPING ADJUSTMENTS

The Snap Attack is able to deliver both a left- and right-hand spin.

FOR RIGHT-HAND SPIN

1. Loosen lever clamp a half turn.
2. Pull spring-loaded pin lock out of hole and start to pivot the motor using the hand grip.
3. Release spring-loaded pin lock.
4. Continue pivoting motor until spring-loaded pin lock snaps into desired position: R.
5. **IMPORTANT!** Tighten lever clamp securely after pin snaps into place.
6. Repeat procedure on opposite side so that the pin is in the "R" position on both smile plates.

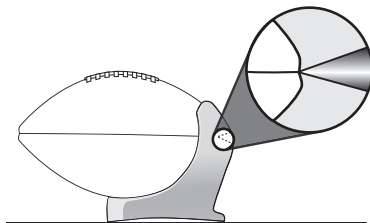
FOR LEFT-HAND SPIN

1. Loosen lever clamp a half turn.
2. Pull spring-loaded pin lock out of hole and start to pivot the motor using the hand grip.
3. Release spring-loaded pin lock.
4. Continue pivoting motor until spring-loaded pin lock snaps into desired position: L.
5. **IMPORTANT!** Tighten lever clamp securely after pin snaps into place.
6. Repeat procedure on opposite side so that the pin is in the "L" position on both smile plates.

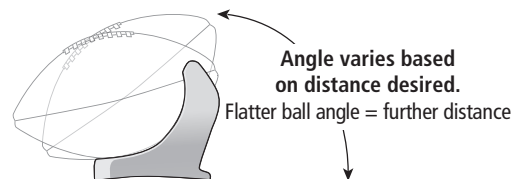
FOR KICKOFF

1. Loosen lever clamp a half turn.
2. Pull spring-loaded pin lock out of hole and start to pivot the motor using the hand grip.
3. Release spring-loaded pin lock.
4. Continue pivoting motor until spring-loaded pin lock snaps into desired position: K.
5. **IMPORTANT!** Tighten lever clamp securely after pin snaps into place.
6. Repeat procedure on opposite side, so that the pin is in the "K" position on both smile plates.

Spiral Pass/Punt/Snap



End-over-end Kickoff



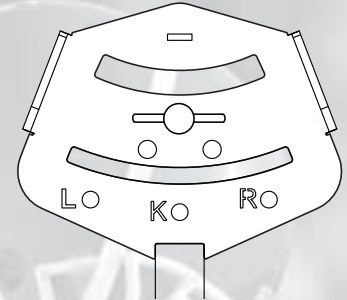
SMILE PLATE

Locating Pin Holes for both right- and left-hand motors.

R = Right-hand Spirals

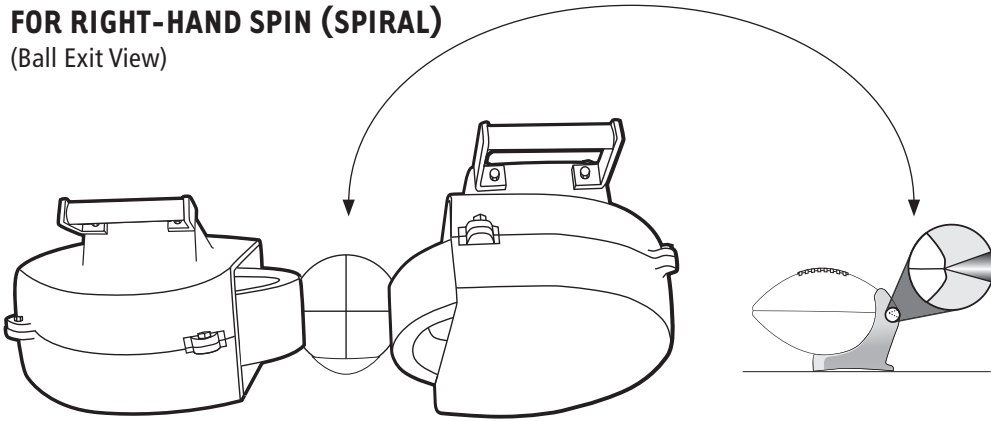
L = Left-hand Spirals

K = Kickoff

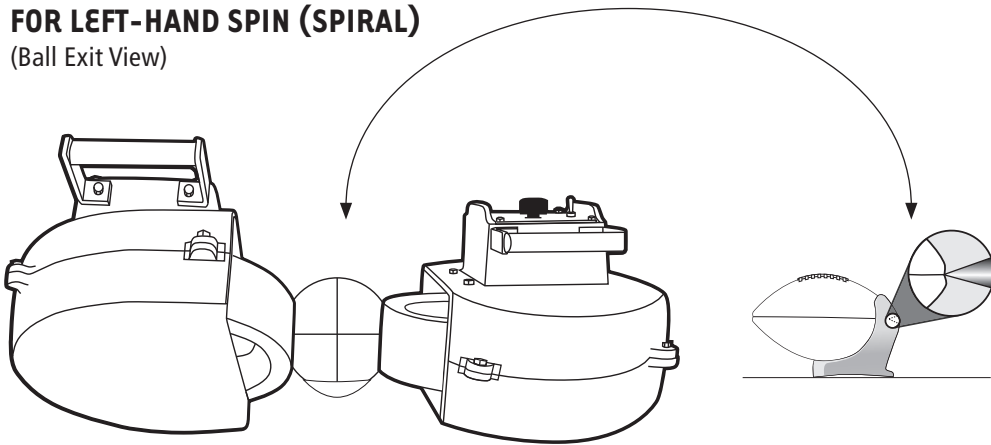


PASSING, PUNTING, KICKOFF & SNAPPING ADJUSTMENTS (cont'd)

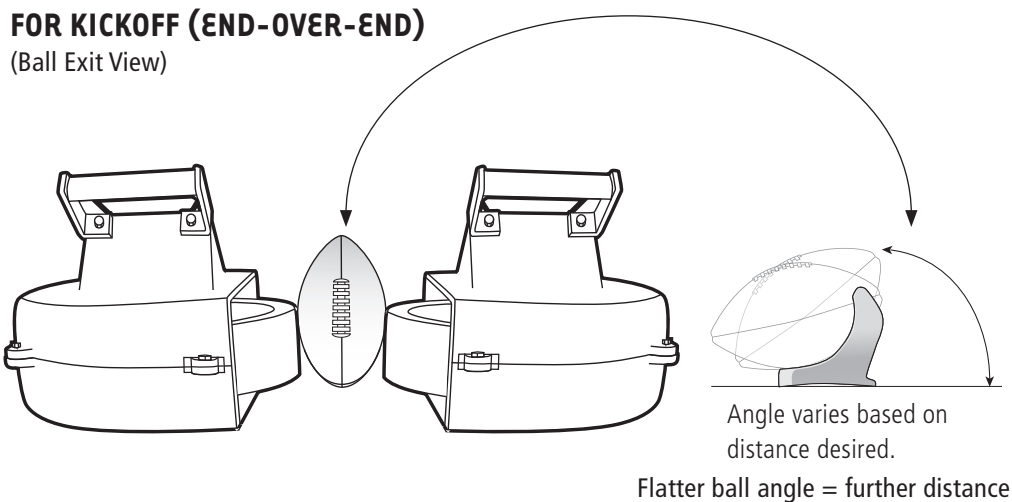
FOR RIGHT-HAND SPIN (SPIRAL) (Ball Exit View)



FOR LEFT-HAND SPIN (SPIRAL) (Ball Exit View)

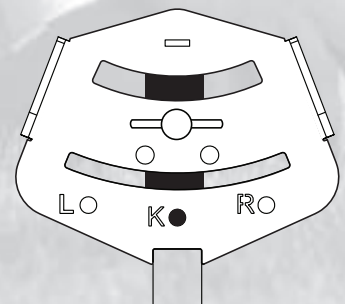
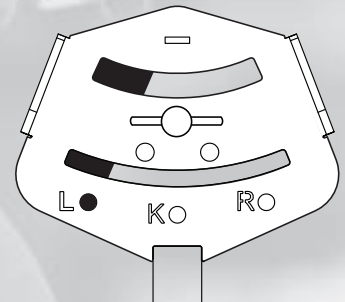
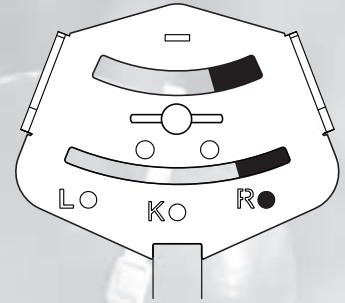


FOR KICKOFF (END-OVER-END) (Ball Exit View)



SMILE PLATE PIN LOCK POSITION

Please be sure pin locks on both smile plates are in the same position.



SHUTTING DOWN & TRANSPORTING

TURNING SNAP ATTACK "OFF"

1. Set each speed control dial to "0".
2. Turn the on/off switch "OFF".
3. Unplug Snap Attack from the power source.

WITH PASS AND PUNTING STAND

Transporting with stand

1. Be sure machine is turned "OFF" and throwing wheels have come to a complete stop.
2. Unplug cord from extension cord, standard outlet or generator.
3. Transport lock pin must be inserted in hole to right, locking head into position for transporting (See Figure A).
4. Using the stand elevation handle, tilt the throwing head up (to high position) and lock into place (See Figure B). This will facilitate transporting.
5. Using handles (See Figure C) tip machine up and over onto the wheel guards. Unsocket two lower (front) legs, leaving upper (rear) leg in socketed position.
6. Lift rear leg and roll machine (See Figure D).

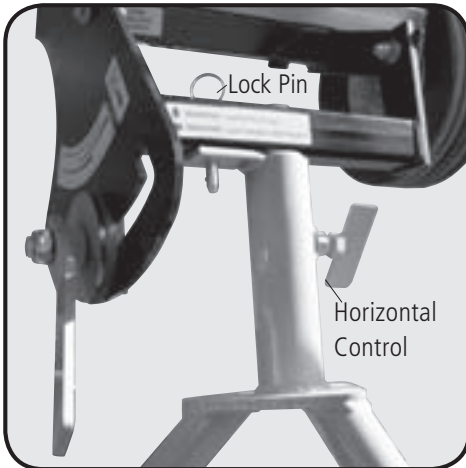


Figure A Lock pin inserted to lock throwing head into position for transporting.



Figure B Loosen stand elevation handle.



Figure C Use handles to lift or lower the Snap Attack.



Figure D Lift rear leg and roll. Shown being used with pass and punting stand.



SHUTTING DOWN & TRANSPORTING (cont'd)

TURNING SNAP ATTACK™ “OFF”

1. Set each speed control dial to “0”.
2. Turn the on/off switch “OFF”.
3. Unplug Snap Attack from the power source.

AS A CENTERING MACHINE

Transporting without stand

1. Be sure machine is unplugged and turned “OFF” and throwing wheels are no longer turning.
2. Unplug cord from extension cord, standard outlet or generator.
3. Using spring-loaded pin lock (See Figure 8) lift spring-loaded handle up to highest point.
4. Use spring-loaded handle to roll machine (See Figure 9).



Figure 8 Extend spring-loaded handle to highest point.



Figure 9 Use spring-loaded handle to transport.

CARE, CLEANING & MAINTENANCE

LUBRICATION (once per season, or as required):

1. Pass & kick elevation control handle
Apply fresh grease to threads.
2. Horizontal swivel lock
 - a. Completely remove the horizontal swivel lock. Clean all old grease, dirt, etc. from the threads.
 - b. Wipe the threads with a very small amount of fresh grease.
 - c. Reinstall.
3. Throwing wheel motors
Motors are sealed and require no lubrication. Check bolts for tightness once a season. Tighten bolts securely, but do not over-tighten to prevent stripping threads. See page 11.

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 on/off switch "OFF" and allow the wheels to come to a complete stop.
Unplug Snap 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. Only clean if distance or accuracy are noticeably affected.

EXAMINE THE MACHINE

Examine Snap Attack for condition and completeness before every use:

1. Throwing wheels must be tight on the motor shafts. Check that the four bolts holding the motor to the throwing head assembly are tight.
2. Wheel guard and ball cradle must be securely fastened.

CAUTION

PERSONAL INJURY HAZARD

Never attempt to clean the throwing wheels while they are turning. Rags or implements caught in spinning wheels can cause serious injury.

Unplug the machine before cleaning the wheels or performing any service.

CHEMICAL HAZARD

Acetone

Read and follow the directions and safety instructions on the acetone container.

FIRE HAZARD

Acetone

Acetone is flammable. Do not use acetone around a fire or flame. Do not use acetone near a running generator or other source of ignition.

COMPONENT REPLACEMENT

THROWING WHEEL REPLACEMENT

1. Turn the on/off switch "OFF" and unplug the power cord. Ensure throwing wheels have stopped. Remove four bolts holding the top wheel guard to the bottom wheel guard.
2. Hold the wheel so that it cannot move. Turn the keyway retaining bolt counter-clockwise using a box end wrench (See Figure 10).
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.
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. Throwing wheels are machine balanced. Small holes in the side of the wheel are applied at the factory and are normal. A slight wobble is also normal.

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 excessive wobble before turning the unit "ON".
- e. Be sure the top wheel guard is properly and securely reinstalled.

NOTE: Check bolts for tightness once a season. Tighten bolts securely, but do not over-tighten.

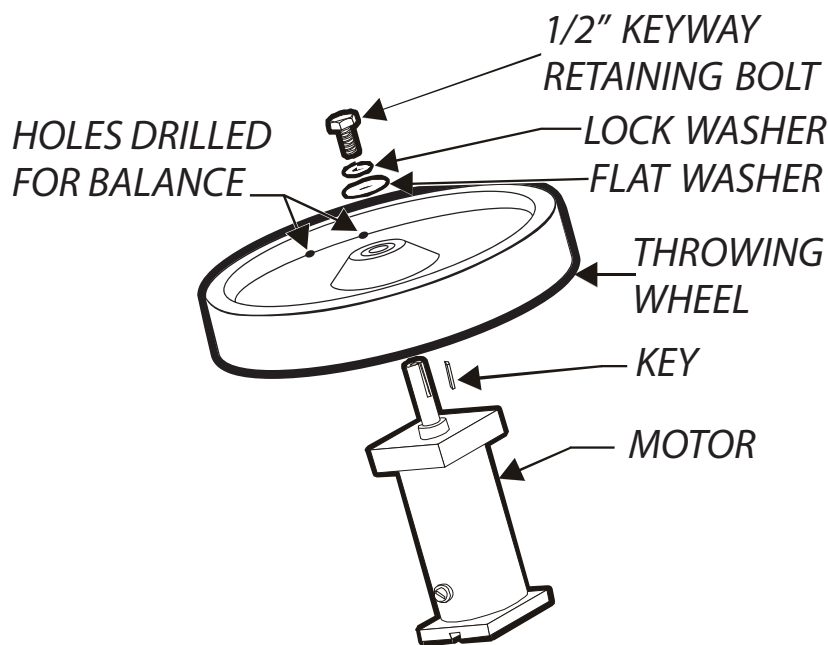


Figure 10 Hold wheel while loosening the bolts.

COMPONENT REPLACEMENT (cont'd)

MOTOR REPLACEMENT

1. Turn the on/off switch "OFF" and unplug the power cord.
2. Remove top wheel guard.
3. Remove the throwing wheel (See page 12).
4. Remove bottom wheel guard.
5. Remove four screws holding the controller into the control box casting. Note the position of the motor wires on the controller, then disconnect the wire for the motor to be replaced (See Figure 14 on page 14).
6. Note the routing of the motor wires. Loosen wire clamps and pull wire away from machine.
7. Pivot motor to "K" position. The two $\frac{1}{4}$ " x $\frac{3}{4}$ " coarse Allen sockethead bolts can only be accessed in the "K" position (See Figure 11).
8. To remove motor, remove the two $\frac{1}{4}$ " x $\frac{3}{4}$ " coarse Allen flat socket cap screws using a $\frac{5}{32}$ " Allen wrench. Then remove the two $\frac{5}{16}$ " x 1" coarse thread bolts using a $\frac{1}{2}$ " socket.
9. Reassemble in reverse order.

NOTE: Check bolts for tightness once a season. Tighten bolts securely, but do not over-tighten.

MOTOR REPLACEMENT TOOLS

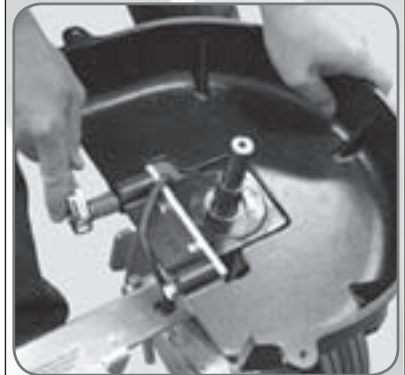
When replacing the motor, you will see two sets of bolts:

2 - $\frac{1}{4}$ " x $\frac{3}{4}$ " coarse Allen flat socket cap screw

2 - $\frac{5}{16}$ " x 1" coarse thread bolts

The Allen wrench needed for the $\frac{1}{4}$ " Allen screw is a $\frac{5}{32}$ ".

The wrench or socket size needed for the $\frac{5}{16}$ " bolt is a $\frac{1}{2}$ ".



Removing bottom wheel guard, shown using a $\frac{1}{2}$ " socket.

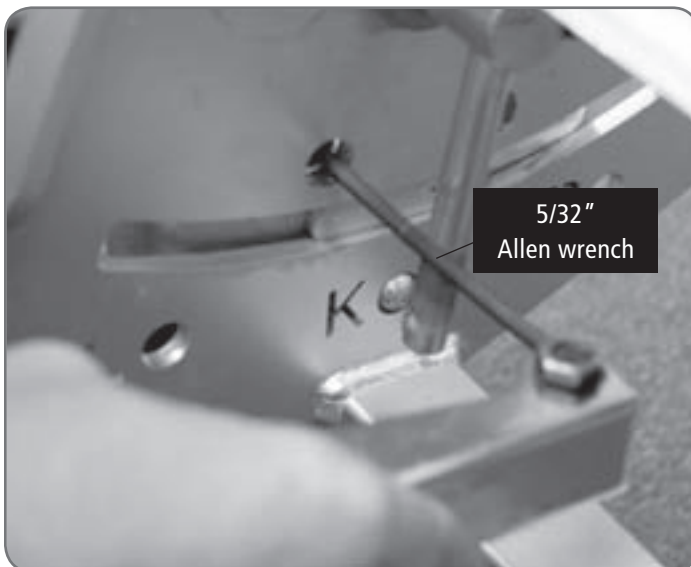


Figure 11 Shown using a $\frac{5}{32}$ " Allen wrench.



Figure 12 Shown using a $\frac{1}{2}$ " socket.

COMPONENT REPLACEMENT (cont'd)

CONTROLLER REPLACEMENT

1. Turn the on/off switch "OFF" and unplug the power cord.
2. Remove knob 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. See Figure 14 for the two motor wires. See Figure 13 for the main power cord wires.
4. Loosen the nuts holding the speed control shaft (potentiometer) to the faceplate, then remove the controller.

Reassemble in reverse order.

Be sure wires are correctly reinstalled. Verify motor rotation prior to machine usage. See Figure 14 for the two motor wires and Figure 13 for the power cord wires.

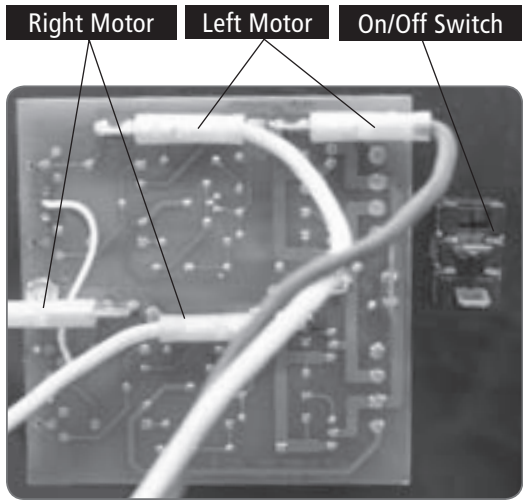


Figure 14 Wiring diagram for all two motors.

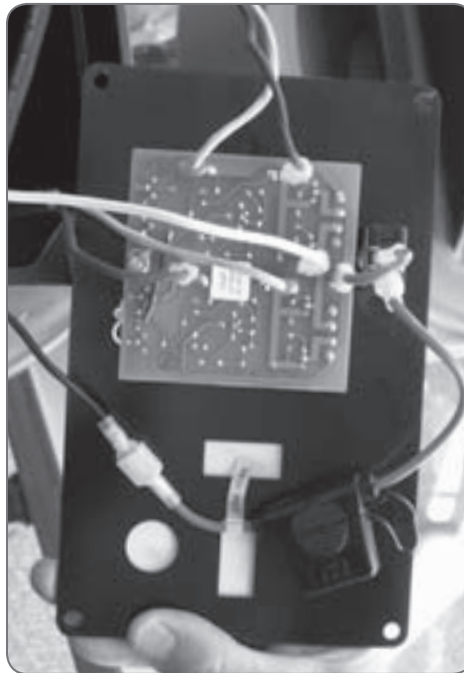


Figure 15 Wiring for all two motors.

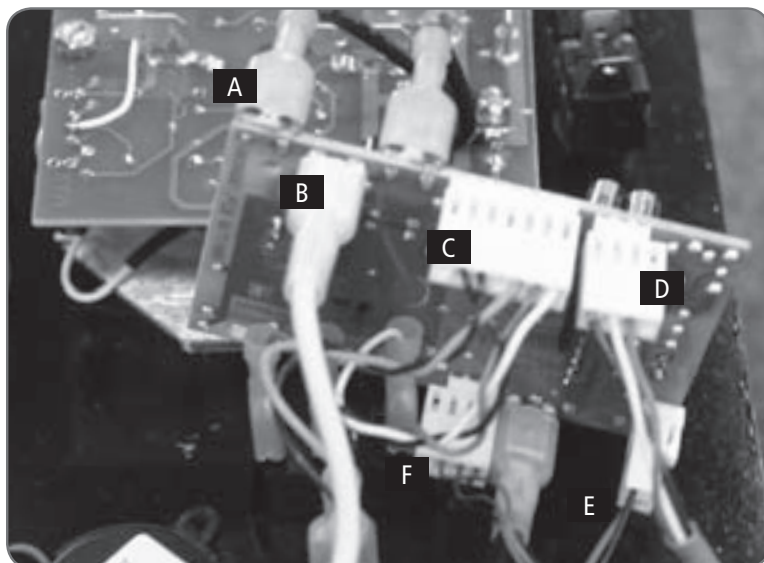


Figure 16 Wiring diagram for Automatic Model.

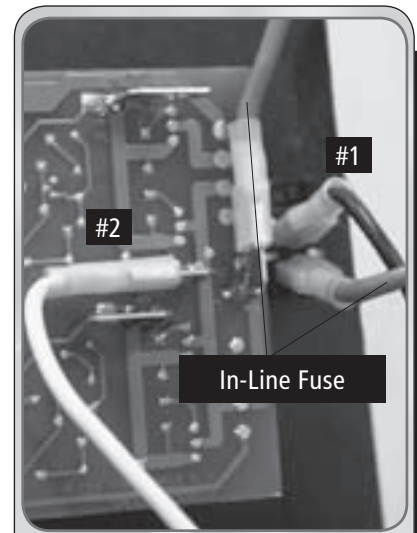


Figure 13

POWER CORD WIRE

- Black (#1)
In-line fuse
- White (#2)
N on green control board
- Green (#3)
Grounds to machine

CONNECTING WIRES

Motor	Black Wire	White Wire
Right	A-	A+
Left	A+	A-

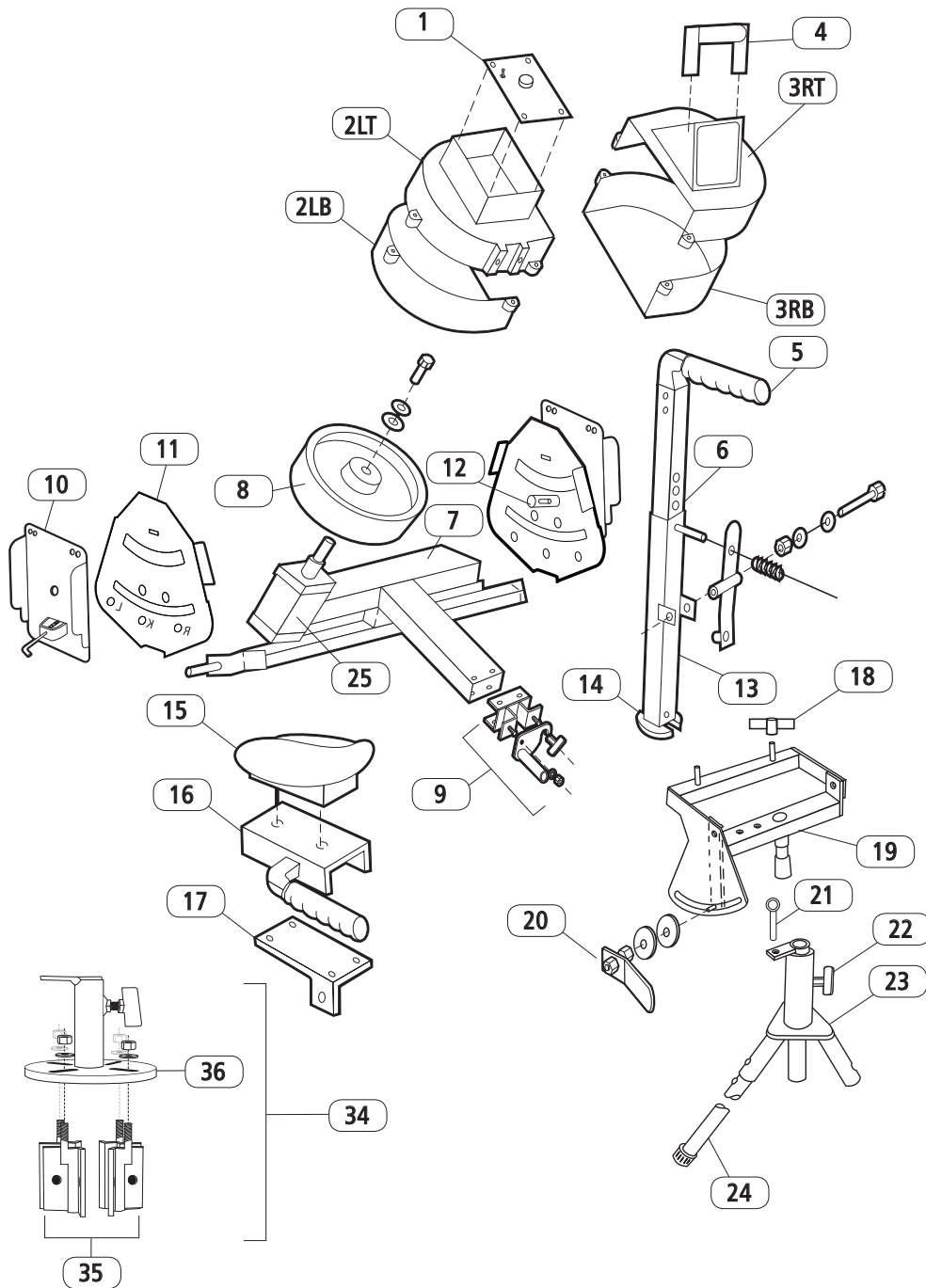
Left is the side with the control plate as you stand behind machine.

Black motor wires are $\frac{3}{16}$ " female disconnect and white wires are $\frac{1}{4}$ " female disconnect.

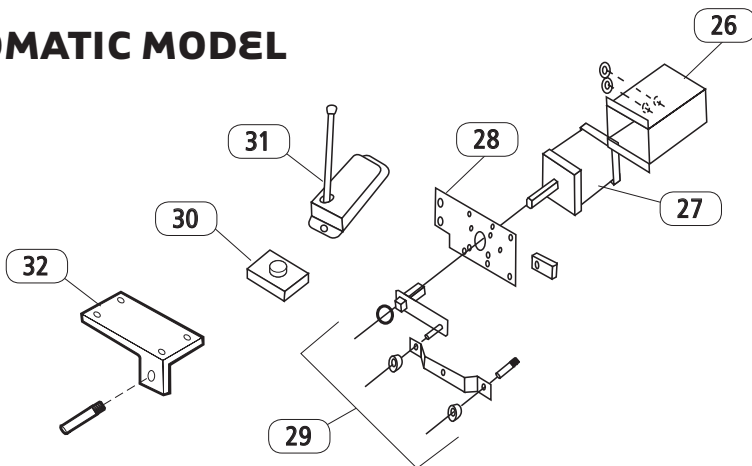
AUTOMATIC MODEL

- A Power to Remote Board
Wire colors: black & black
- B Ball Feed Motor
Wire colors: black & white
- C Auto Feed and Delay Switches
Auto Feed wire colors: orange & black
Feeder Delay wire colors: blue, white & black
- D Remote Receiver
Wire colors: red, black & white
- E Beeper
Wire colors: red & black
- F Sensor
Wire colors: black, blue & brown

EXPLODED VIEW - SNAP ATTACK™



AUTOMATIC MODEL



- 1 Control Plate
- 2LT Top Left Wheel Guard
- 2LB Bottom Left Wheel Guard
- 3RB Bottom Right Wheel Guard
- 3LT Lower Right Wheel Guard
- 4 Handle Assy
- 5 Handle
- 6 Elevated Bar Assy
- 7 Throwing Head Assy
- 8 Throwing Wheel
- 9 Snapping/Passing Elevation Assy
- 10 Motor Mount Plate with Pin
- 11 Smile Plate
- 12 Lever Clamp
- 13 Elevation Tube Assy
- 14 Foot
- 15 Ball Cradle
- 16 Upper Slide with Handle
- 17 Lower Slide
- 18 Wing Nut
- 19 Stand Elevation Assy
- 20 Stand Elevation Handle
- 21 Locking Pin
- 22 Horizontal Swivel Lock Handle
- 23 Swivel Assy
- 24 Leg
- 25 Motor

Automatic Model

- 26 Feed Motor Cover
- 27 Feed Motor
- 28 Feed Motor Plate
- 29 Crank Assy
- 30 Remote Control
- 31 Receiver
- 32 Lower Slide
- 33 O-Ring

Cart Clamp Kit (optional)

- 34 Clamp Kit
- 35 Clamp Bolts
- 36 Top Plate

PARTS LIST

EM	PART NO.	DESCRIPTION	QTY PER
1	SNA-32	Control Plate	1
2LT	SNA-28	Top Left Wheel Guard	1
2LB	SNA-30L	Bottom Left Wheel Guard	1
3RB	SNA-26	Top Right Wheel Guard (with Safety Decal)	1
3LT	SNA-30R	Lower Right Wheel Guard	1
4	SNA-66	Handle Assy	1
5	SNA-20	Handle	1
6	SNA-14	Elevated Bar Assy	1
7	SNA-8	Throwing Head Assy	1
8	SNA-24	Throwing Wheel	1
9	SNA-11C	Snapping/Passing Elevation Assy	
10	SNA-9	Motor Mount Plate with Pin	2
11	SNA-9A	Smile Plate	2
12	SNA-9E	Lever Clamp	2
13	SNA-10	Elevation Tube Assy	1
14	SNA-33	Foot	1
15	SNA-41	Ball Cradle	1
16	SNA-40	Upper Slide with Handle	1
17	SNA-39	Lower Slide	1
18	SNA-59	Wing Nut	2
19	SNA-51	Stand Elevation Assy	1
20	SNA-61	Stand Elevation Handle	1
21	SNA-63	Locking Pin	1
22	SNA-48A	Horizontal Swivel Lock Handle	1
23	SNA-48	Swivel Assy	1
24	SNA-45	Leg	3
25	SNA-43	Motor	2
Automatic Model			
26	SNA-38	Feed Motor Cover	1
27	SNA-37	Feed Motor	1
28	SNA-64	Feed Motor Plate	1
29	SNA-29	Crank Assy	1
30		Remote Control	1
31		Receiver	
32	SNA-39	Lower Slide	1
33		O-Ring	1
Cart Clamp Kit (optional)			
34	SNA-47B	Clamp Base	1
35	SNA-47A	Clamp Bolts	4
36		Top Plate	1

To order additional parts,
please contact:

Sports Attack
Customer Service Dept.
Ph 800-717-4251
Fx (775) 345-2883



CONVERT FROM AUTOMATIC TO MANUAL MODE WITH REMOTE

1. Remove 2 black rubber grommets (See Figure 18. Twist and pull. No tools required).
2. Slide linkage arm off the two metal studs (See Figure 19).
3. Place the linkage arm onto the single storage stud (use the center hole on linkage arm. See Figure 20).
4. Store both black rubber grommets on the same stud, to hold the linkage arm in place (See Figure 20).

To convert to Automatic Mode, reassemble in reverse order.

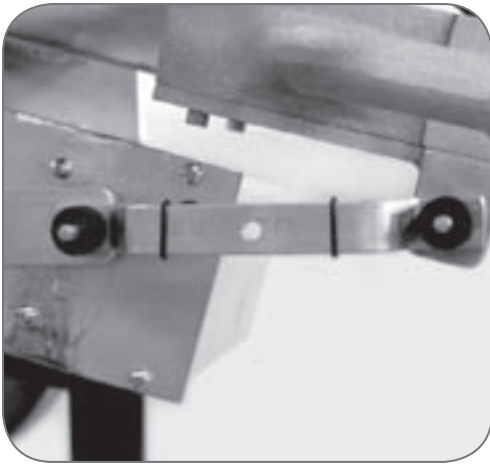


Figure 17 Linkage arm in place.

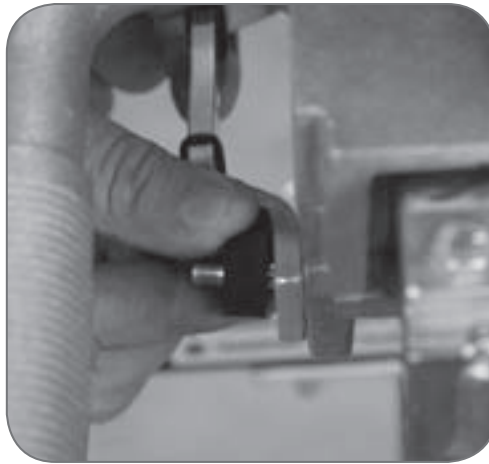


Figure 18 Removing black grommets.

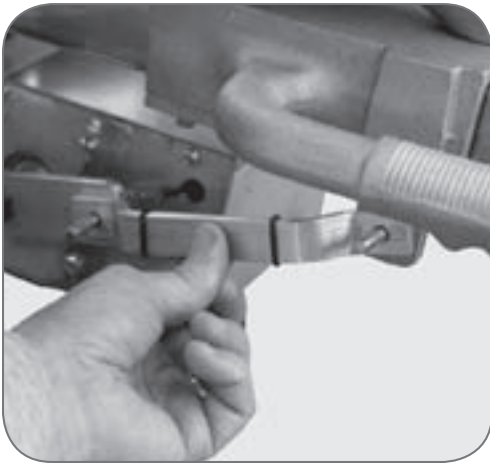


Figure 19 Sliding linkage arm off studs.



Figure 20 Storing linkage arm and grommets.

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Ph 800-717-4251
Fx (775) 345-2883



Handle Conversion

HOW TO OPERATE IN AUTO MODE

With the remote, the coach can control the tempo of the practice. He can call for the ball at any instance from any location on the field.

- Three positions: instant, 5 and 10 second delays
- Instant position provides on-command ball delivery with remote
- 5- and 10-second delay switch allows punter or extra-point holder and kicker to load machine, then get into position to receive ball. Machine will snap ball automatically with or without the use of the remote.
- Punter, kicker or holder can work alone with live snaps.
- Coach can call for the snap in shotgun or pistol formation signal drills



Figure 21 Remote lets you control practice from any location.



INSTALLING OPTIONAL UNIVERSAL CART CLAMP

1. Insert clamp bolt through top plate. Loosely attach washer and nut. Finger tighten.
2. Put three bolts through sides of clamps. Slide unit over post, then attach fourth bolt.
3. Center top plate to post. Begin tightening four clamps to top plate, but do not completely tighten.
4. Begin to secure the four side bolts. Completely tighten.
5. Completely tighten four clamp nuts to top plate.

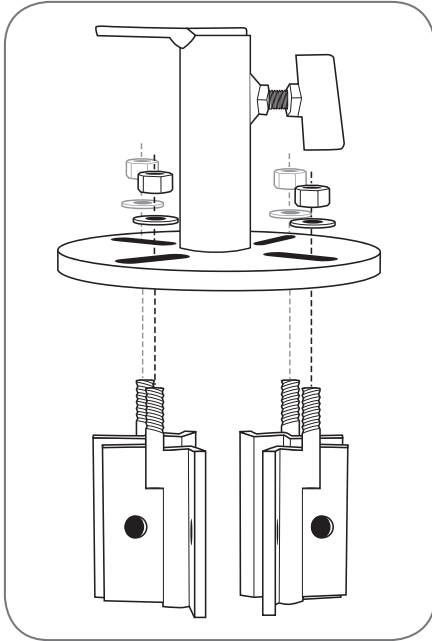


Figure 22 Insert clamp bolt through top plate.

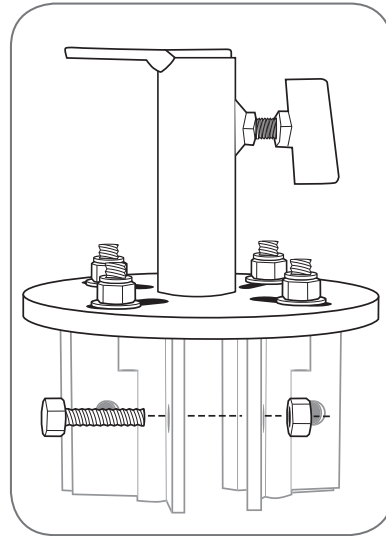


Figure 23 Put three bolts through sides of clamps.

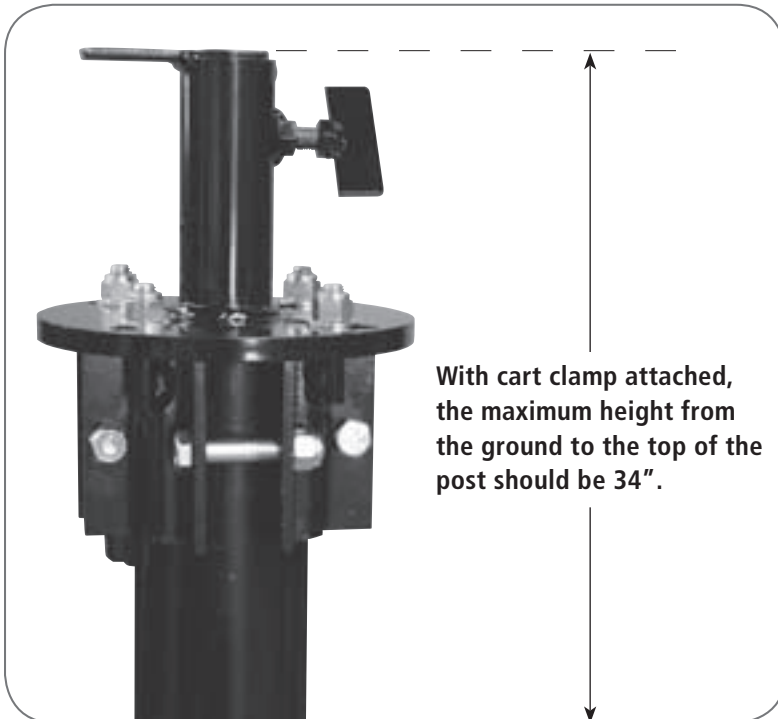


Figure 24 Slide unit over post and attach fourth bolt.

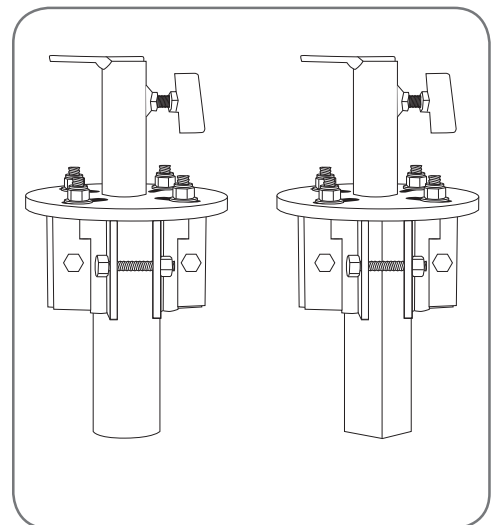


Figure 25 Clamp can be used on round or square posts.

CART CLAMP KIT

Item	Qty
Clamp	4
Top Plate	1
1/2 - 13 x 3 1/2 Bolts	4
1/2 - 13 Nylon Lock Nuts	8
1/2 SAE Plain Washers	4

Tools needed are either a 3/4 wrench or socket wrench.

NOTE: Maximum post height should not exceed 34" with the stand on the ground. When attaching the optional cart clamp, slide unit over post and dry fit to ensure that maximum post height from ground to top of the post does not exceed 34". If your post height exceeds 34", you should cut your post so that it complies with this measurement.

DRILLING PRACTICE

A. TYPICAL USES WITH STAND

1. Passing
 - a. Passing including deep passes, sideline routes, curls, hooks and slants
 - b. Drills including interception, tip and defensive
 - c. Versus zone defenses
 - d. Prevent
 - e. Versus "Hail Mary"
2. Kicking
 - a. Long punt
 - b. Punt return
 - c. Kickoffs
 - d. Kicks including squib and onside

B. TYPICAL USES WITHOUT STAND

Transporting with stand

1. As a center when practicing in the shotgun or similar formation.
2. When practicing extra points/snapping to holder/to kick field goals.
3. When punting.



SPORTS ATTACK PRODUCTS

BASEBALL



HACK ATTACK BASEBALL



JUNIOR HACK ATTACK BASEBALL

SOFTBALL



HACK ATTACK SOFTBALL



JUNIOR HACK ATTACK SOFTBALL (shown with optional feeder)



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

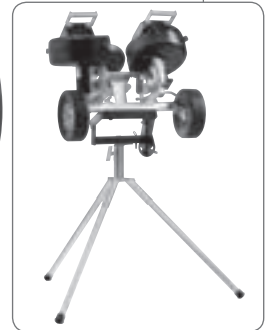
SPORTS ATTACK PRODUCTS

TENNIS



ACE ATTACK

FOOTBALL

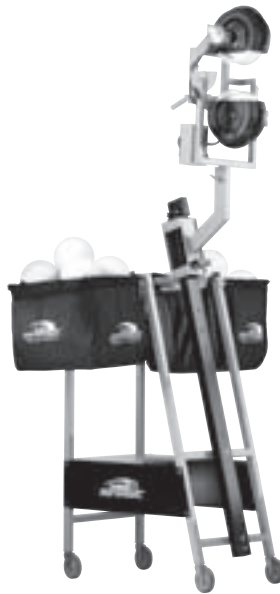


SNAP ATTACK

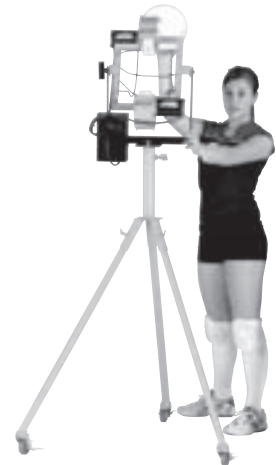
VOLLEYBALL



ATTACK



ATTACK II



SKILL ATTACK



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