



PLAYMATE PORTABLE series



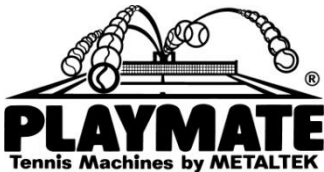
Owner's Manual

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PLAYMATE PORTABLE SERIES

VOLLEY PLUS Owner's Manual

Serial #: _____



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www.playmatetennis.com

PLAYMATE PORTABLE SERIES

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Dear Valued Customer,

Congratulations on the purchase of your new PLAYMATE Tennis Ball Machine. We have packed over 45 years of experience and dedication into the production of each and every ball machine that leaves our high-tech facility in Raleigh, North Carolina.

It is our mission to build the most durable, dependable, and player-friendly machines. Quality is assured; from the gear motors and pitching wheels, to the fully programmable control boxes and remote controls.

We hope that you enjoy your new ball machine as much as we enjoyed building it. We encourage your comments and suggestions on how we could better serve you in the future. Please feel free to contact us on our Consumer Connection Line at +1-919-544-0344.

Sincerely yours,

*Alfred F. Yarur
President and CEO*

Contents

Introduction.....	5
Safety Instructions.....	6
Safeguards.....	7
Getting Started.....	8
Assembly Instructions.....	19
Operating Instructions.....	23
Ball Machines 101.....	26
Care and Maintenance.....	29
Troubleshooting.....	31
PLAYMATE Consumer Connection.....	32
App “Like My Drill”.....	33
Warranty and Limitations of Liability.....	35

Introduction

The best way to improve your tennis game is to practice. That may sound like simple advice, but it is advice we take very seriously here at METALTEK. We believe that the best way to practice your game is to spend some quality time on the court with a ball machine. By utilizing a ball machine as a constant partner, you will be able to repeatedly attack all the shots that make up your range as a player, whether that means strengthening your weaknesses or perfecting your strengths. A ball machine is your best choice of practice partner when it comes to developing a well-rounded game.

In this age of technological development, we have tried to find a happy balance between technical complexity and ease of operation. We have worked hard to maintain the clean simple appearance of our design and the utility of our controls, while generating machines that can offer full game simulation and programmability. After only a short while with this manual you should have your new PLAYMATE up and running and be practicing the shots that you want to be practicing!

Safety Instructions

WARNING! READ ALL INSTRUCTIONS CAREFULLY BEFORE OPERATING THIS MACHINE.



NEVER operate the machine when it is raining or wet. Never immerse any part of this machine in water or any other liquid to protect against the risk of electrical shock.



NEVER stand or walk in front of the ball machine when it is operating. Tennis balls leave the machine at high speeds and could cause serious injury. **Always supervise children when the machine is in operation.**



ALWAYS stand to the side, or behind the machine when attempting to alter the settings of the various controls.



NEVER insert hands or foreign objects into the machine.



ALWAYS turn the **POWER SWITCH OFF** and **UNPLUG the battery** before attempting to remove a jammed tennis ball.



NEVER fill ball hopper while the machine is firing tennis balls.



NEVER attempt to use this machine with any other type of ball or wet balls. This machine is intended for pitching dry tennis balls only.



ALWAYS check each day before first use that there is no foreign object in the ball hopper or any item blocking the ball path before turning on the machine.



NEVER place hands or any other body part near moving parts, including but not limited to the feeding disk and pitching wheels. Pitching wheels can cause severe burns.



ALWAYS turn the **POWER SWITCH OFF** and **UNPLUG the battery** before attempting any repair.



ALWAYS make sure to turn the **POWER SWITCH OFF** and **UNPLUG the battery** when it is not in use.

Safeguards

Ball Hopper Lid – There is an interlock on the lid to the ball hopper. If you attempt to start feeding balls while the lid is open, the ball machine will stop running all motors under power as soon as possible. If you open the lid, the ball machine will stop turning the pitching wheels under power as soon as possible.

Front Motion Sensor – There is a motion sensor on the front of the ball machine. If you walk in front of the ball machine while the pitching wheels are turning, the ball machine will stop running all motors under power as soon as possible.

Controller Connection Sensor – If the controller is disconnected from the ball machine, the ball machine will stop running all motors under power as soon as possible.

Emergency Stop (E-Stop) - If the ball machine must be stopped in an emergency, firmly press the large red button on the side of the controller. The E-Stop switch functions as a category 1 stop. When ready to resume, release the E-Stop switch by rotating it. Clear all persons from in front of the ball machine, close the ball hopper lid, and wait for the controller to indicate that it is ready.

The safeguards cannot be disabled.

Electrical Requirements for Battery Charger

Specifications

Input Voltage	100-240V
Maximum Load	1.5A(MAX) 50/60Hz

VERY IMPORTANT- Must read OPERATING INSTRUCTIONS included in the battery charger box.

Getting Started

Your new PLAYMATE should have arrived securely packed. Inspect the ball machine for any damages that could have occurred during shipment. If the machine is damaged, please save box and all packing for inspection purposes. Inside the packing box, you should have found the owner's manual, warranty card, the lid, the remote box, the battery charger, and battery pack. The VOLLEY also comes with a handheld remote control. If any of these are missing, please notify us immediately. Please read the instructions carefully.

The Hopper

The hopper is the top of the ball machine where tennis balls are placed so that the ball machine has balls to feed. The hopper is raised up in order to hold tennis balls or is lowered in order to make the machine more compact for storage and transportation.



Hopper Raised
(Play Position)



Hopper Lowered
(Storage Position)

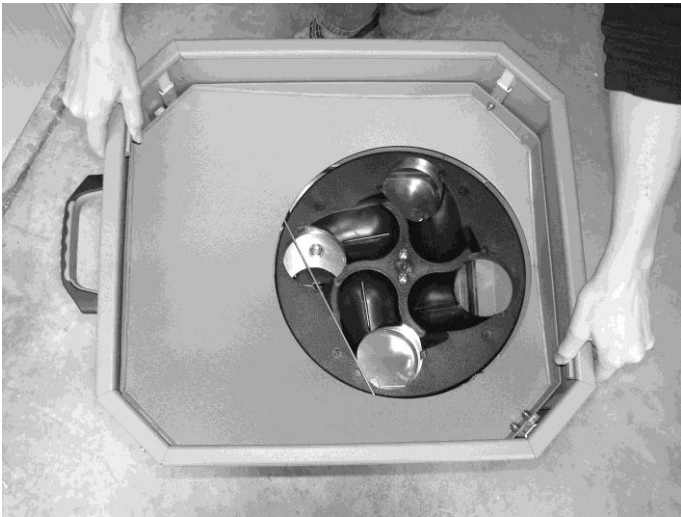
Raising the Hopper

LIFT THE LID

1. Pull up on the hopper release levers.



2. Pull the hopper up while continuing to depress the hopper release levers.



Raising The Hopper continued...

3. Release the hopper release levers.



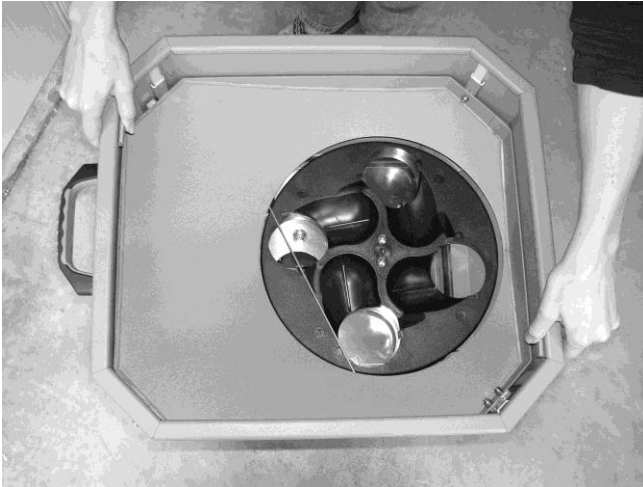
Lowering The Hopper

LIFT THE LID

1. Pull up on the hopper release levers.



2. Push the hopper down while continuing to depress the hopper release levers.



Lowering the Hopper continued...

3. Release the hopper release levers.



Charging The Battery-Pack

ALWAYS CHARGE THE BATTERY-PACK!

We recommend that you charge your battery-pack for up to 6 hours before the first use. **Anytime the ball machine is not in use, the battery-pack should be plugged into the charger and charged.** The charger is designed to maintain the proper health of the battery-pack by only charging it as needed and never overcharging. If a battery-pack is left sitting without the charger connected for an extended period of time, the overall battery-life will start to diminish. There is a light on the charger. When the charger is properly plugged in, the light will turn orange while charging and green when a battery-pack is fully charged or no battery is connected.

1. Plug the battery-pack into the charger.



Charging The Battery-Pack continued...

2. Plug the power cord into the charger.



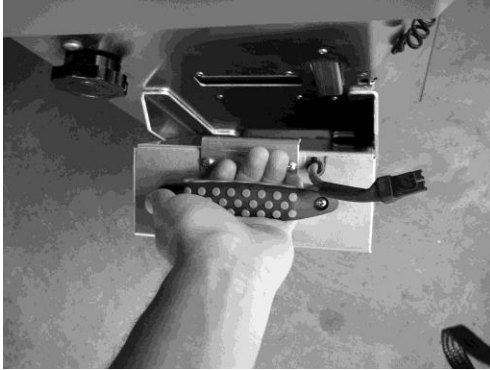
3. Plug the power cord into the wall outlet.



How To Mount The Battery-Pack

The ball machine will not operate or turn ON without the battery-pack properly mounted.

1. Grab the battery-pack by the handle and line it up with the guides on the bottom back of the ball machine.



2. Line up the hasp with the slide in hole while lining up the tabs on the bottom and slide the battery-pack downward until it "clicks".



How To Mount The Battery-Pack continued...

3. Plug in the battery-pack with the black connector.

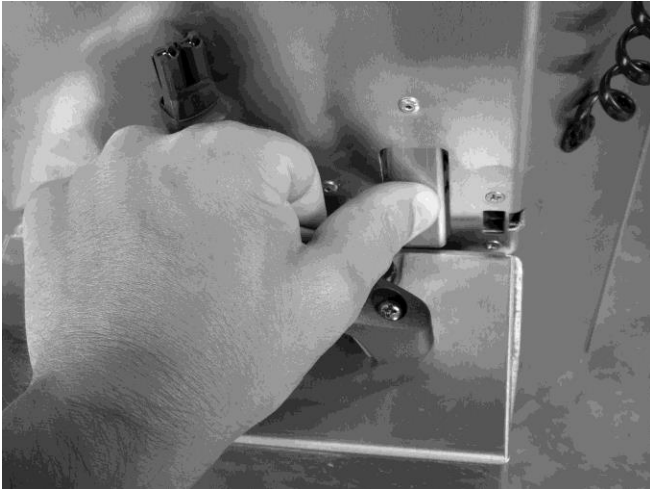


How To Remove The Battery-Pack

1. Squeeze the black connector and pull it straight out.



2. Grab the battery-pack by the handle.

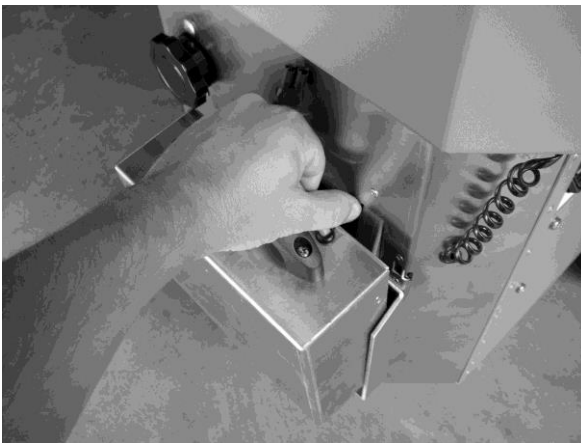


How To Remove The Battery-Pack continued...

3. Press the battery-pack lock button.



4. While pressing the battery-pack lock button, pull the battery-pack up and out.



Assembly Instructions

- 1. OPEN THE LID AND FILL THE HOPPER** – Install the lid with the provided hardware. Fill the hopper. For consistency, we recommend that all the balls used in the machine at one time be of the same type and approximate wear. **DO NOT USE WET TENNIS BALLS.**
- 2. INSTALL THE REMOTE BOX** – Install the remote box on the back of the ball machine. Plug-in the retractable cable that came with the remote box into the side of the ball machine.
- 3. INSTALL THE BATTERY** – Follow the instructions of page 15.
- 4. SET THE CONTROLS** – Your machine is just about ready for use. The last thing you will need to do is set the controls to a specific program. Make sure to carefully read the OPERATING INSTRUCTIONS before attempting to use this machine.

NOTE: If possible, save the shipping box that your PLAYMATE arrived in. Not only will it provide a safe place for long term storage, but will also provide proper protection if it is ever necessary to ship your PLAYMATE in the future.

Starting the Ball Machine

Make sure the power switch is in the OFF position.

Plug in the power cord.

Fill the ball hopper with tennis balls. Close the ball hopper lid.

Make sure there are no persons in front of the ball machine. Make sure the E-Stop switch is in the released position. Turn the power switch to the ON position. Wait until the ball machine is ready by watching the lights on the controller. When ready, press any button to start using the ball machine.

Emergency Stop (E-Stop)

If the ball machine must be stopped in an emergency, firmly press the large red button on the side of the controller. The E-Stop switch functions as a category 1 stop. When ready to resume, release the E-Stop switch by rotating it. Clear all persons from in front of the ball machine, close the ball hopper lid, and wait for the controller to indicate that it is ready.

Ready - When the ball machine is ready, the lights on the controller will flash slowly between the top options on the controller. Press any button to continue.



Emergency Stop
(E-Stop)

Lights

Warming Up - When the ball machine starts, the lights on the controller will quickly illuminate from side to side. Please wait during this time.

Ready - When the ball machine is ready, the lights on the controller will flash slowly between the top options on the controller. Press any button to continue.

Error – All lights will flash quickly. The ball machine has detected a safety issue:

- a large object or person has moved in front of the ball machine exit
- or the ball hopper lid has been opened during ball feeding.

Remove any persons from in front of the ball machine and close the ball hopper lid. Wait for the ball machine to indicate that it is ready.

- Lights will start flashing steadily

Press any button to continue.

Sounds

1 quick beep - ball machine will stop feeding balls

2 quick beeps - ball machine will start feeding balls

3 quick beeps – ball machine will reset its drill patterns

Siren – ball machine has detected a safety issue:

- a large object or person has moved in front of the ball exit
- the ball hopper lid has been opened during ball feeding
- Remove any persons from in front of the ball machine and close the ball hopper lid.

Wait for the ball machine to indicate that it is ready.

Ready - When the ball machine is ready, the lights on the controller will flash steadily between the top options on the controller. Press any button to continue.

Remote Control

The ball machine comes with a remote control. It has a switch on the side.



NOTE: The remote control does NOT require a battery. Do not open or disassemble the remote control.

Use the remote control to start and stop feeding tennis balls. Press and release the switch quickly to toggle starting and stopping. Press and hold down the button down for a few seconds to reset the drill pattern in the ball machine.

Operating Instructions

Direction Pattern

Set the direction to where the balls are sent. Choose straight ahead, left & right, etc. For a custom pattern, press the white targets on the tennis court.

Battery Charge Indicator

To check battery press and hold any of the SELECT A DIRECTION PATTERN BUTTONS. Lights on the TENNIS COURT will indicate battery charge level.

Spin

Turn the knob clockwise for topspin. Turn the knob counterclockwise for backspin.

Height

Controls overall height of the ball. Turn clockwise for a lob. Turn counterclockwise for a volley.

Random Direction On/Off

Toggle up - random
Toggle down - sequence

Speed Control

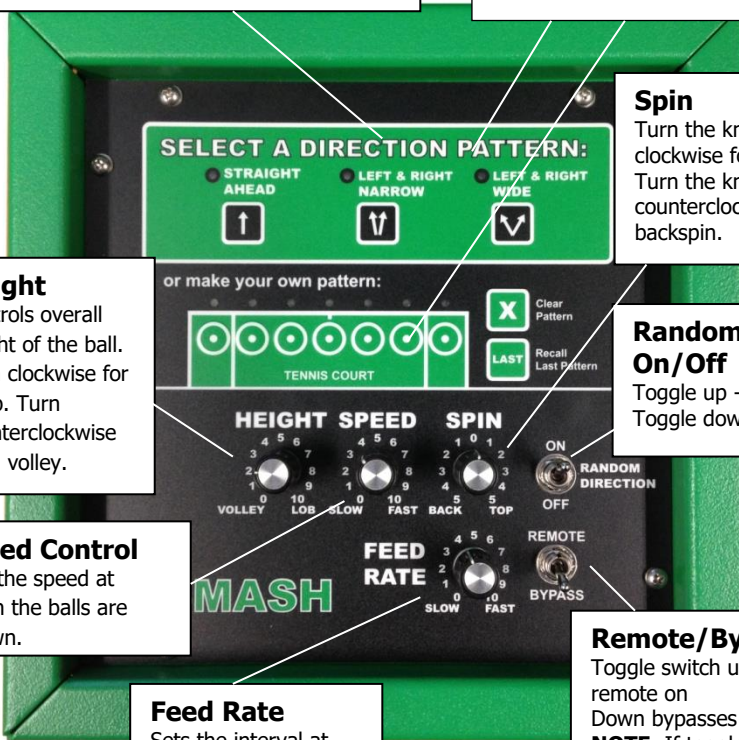
Sets the speed at which the balls are thrown.

Feed Rate

Sets the interval at which the balls are thrown.

Remote/Bypass

Toggle switch up turns the remote on
Down bypasses the remote.
NOTE: If toggle switch is down the machine will begin to throw balls, if the interval is greater than 0.



The VOLLEY control box is mounted to the back of the PLAYMATE cabinet.

Operating Instructions Continued...

POWER- This switch controls the power to the machine. When it is illuminated, power is being supplied.

- 1. FEED RATE** – This knob determines how frequently the balls are pitched. Turning the knob clockwise increases the number of balls pitched to a maximum of approximately one ball per second. Turning the knob counterclockwise decreases the number of balls per minute.
- 2. SPEED** – This knob sets the speed at which the ball is thrown. Turning this knob clockwise will increase the overall delivery speed of the ball. Turning it counterclockwise will decrease the overall speed.
- 3. HEIGHT** - This knob controls the overall height of the ball being pitched. Turning this knob clockwise increases the height of the ball. Turning it counterclockwise decreases it.
- 4. DIRECTION PATTERN** - The direction pattern control sends the balls straight ahead, left & right narrow, or left & right wide. For a custom direction pattern, press the white target buttons on the tennis court graphic. Up to seven different directions can be chosen. The lights will blink in the order of the pattern to demonstrate the selection. Fast blinking means that a custom direction pattern selection is in progress. Slow blinking means that the custom direction pattern selection is complete. Pressing the "X" button clears the custom direction pattern so that a new custom pattern can be entered. Pressing the "LAST" button recalls the last known custom direction pattern.

Example: To select a left and right direction only, press the button that says "LEFT & RIGHT NARROW".

Operating Instructions continued...

5. **SPIN** - This knob controls both TOP and BACKSPIN of the ball being thrown. Turning this knob clockwise will give TOPSPIN, counterclockwise BACKSPIN, if this knob is at 12:00 o'clock it will be a flat ball.
6. **REMOTE** – This machine is equipped with a radio remote control system. By selecting the REMOTE position toggle switch, the hand held remote becomes activated. By selecting the BYPASS position of the REMOTE toggle switch, the hand held remote becomes deactivated.
7. **BATTERY CHARGE INDICATOR** – To check the battery charge level press and hold any of the SELECT A DIRECTION PATTERN BUTTONS. Lights of the TENNIS COURT will indicate the charge level.

SAFETY PRECAUTION: If the machine is turned ON and the REMOTE switch is on the BYPASS position the machine will begin to throw balls.

NOTE: Any control adjustments can be made while the machine is running, provided the safety precautions are being followed.

Static Electricity

It is possible that the action of the tennis balls rubbing against the pitching wheels will cause a small static electric shock when you touch the control panel. **To eliminate this ground the machine with a wire to the court.**

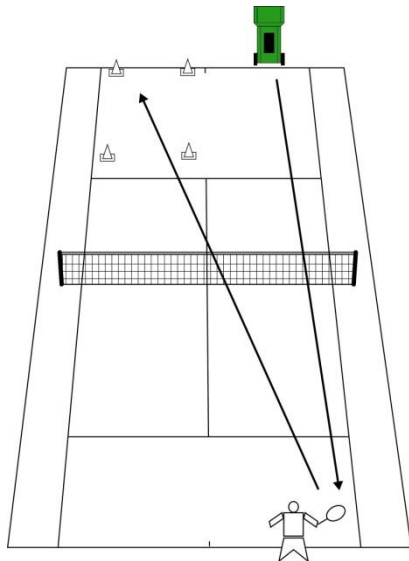
Ball Machines 101

Even experienced ball machine users are often surprised by the following basic advice when using a ball machine:

TARGETS

When training with a ball machine it is critical to first decide where you are going to hit the ball to and setup a target that you can see on the opposite side of the court. This target should be an area blocked off with cones or markers or something that shows you an area large enough that you can reasonably hit the ball there 6 out of 10 times.

For example, the picture to the right shows a player receiving a down-the-line shot and hitting a cross-court forehand drive to an area marked off with cones. As a player you should be able to hit this area 6 out of 10 times. As you get more comfortable, you can reduce the area size and aim more towards the doubles alley to challenge yourself. You can also increase how hard you hit the ball while keeping your shot in the target area.



Ball Machines 101 continued...

INTERVAL

Interval, also known as Feed Rate, refers to how often a ball is fed from the ball machine. The FEED RATE should always be set so that the ball machine feeds the next ball at the same time as the ball that you hit back towards the ball machine crosses the front of the ball machine.

If you hit a ball back towards the ball machine and your ball has not crossed the front of the ball machine, but the ball machine has fed the next ball, you need to reduce the FEED RATE. Reduce the FEED RATE by turning the knob counterclockwise.

If you hit a ball back towards the ball machine and your ball crosses the front of the ball machine but the ball machine does not immediately fire the next ball when your ball crosses the front of the ball machine, you need to increase the FEED RATE. Increase the FEED RATE by turning the knob clockwise.

Using a Feed Rate that is too fast or too slow is bad because it introduces an unnatural rhythm that will lead to long-term mistakes with stroke production and footwork.

Ball Machines 101 continued...

POSITION

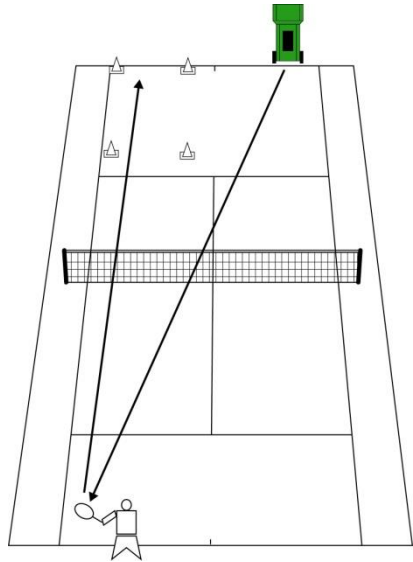
(position of the ball machine on the court)

New and experienced ball machine owners often place the ball machine at the center mark on the baseline when setting up the ball machine for a drill. This is a common mistake that misleads many players.

Hitting a cross-court forehand drive from a down-the-line shot feels very different from hitting a cross-court forehand drive from a ball that comes from the center of the court. This is true of every stroke in the game. If practicing overhands, it is best to place the ball machine at either of the corners of the singles court.

If practicing a down-the-line backhand drive, it is best to place the ball machine so that it provides a cross-court shot as shown to the right.

Following this advice will make the difference between small improvements and huge improvements in your game.



Care and Maintenance

With proper care and maintenance, your PLAYMATE tennis ball machine should last for years and years of effortless operation. These few basic steps will help to keep your machine in great shape, and deter any future mechanical problems.

- 1. PERIODIC CLEANING** – Over a period of use, various debris and ball fuzz will begin to build up on the interior of the ball machine cabinet. This should be cleared away periodically to avoid excessive build-up that could clog mechanical parts. Use a damp cloth to wipe down both the interior and exterior surfaces of the machine. Very gently use a dull object to help break away large clumps of debris. Never scrape at the surface of your PLAYMATE ball machine with a sharp object, or use any harsh abrasives or solvents. Loose debris can be vacuumed out of the ball machine cabinet. Never use a hose to attempt to spray debris out of the interior of the machine. Excessive water pressure can damage the sensitive electrical components, as well as increase the risk of electric shock.

NOTE: On a regular basis, compressed air should be used to blow ball fuzz and/or debris away from the ball switch area located underneath the black feeding disk near the ball drop hole on the top of the ball machine. Ball fuzz also builds up underneath the same area which can be accessed by turning the ball machine completely upside down and blowing with compressed air. The ball feed wire that goes over and across the feeding disk should be inspected to make sure that it is perfectly straight and not bowed in any way. These maintenance steps are essential for the proper function of the ball machine as well as the safety of ball machine users.

Care and Maintenance continued...

- 2. STORING** – When the machine is not in use, it should be stored in a proper and secure fashion. Ideally, it should be placed in a dry and clean area that offers shelter from the elements. Even though the ball machine is constructed from anti-rust aluminum, excessive exposure to wind, rain, sunlight, etc., can often interfere with the operation of the sensitive electrical components, and cause fading and/or other damage to the finish.

Troubleshooting

PROBLEM	POSSIBLE CAUSE	APPROPRIATE ACTION
Inconsistent ball speed	- Pitching wheels are heavily worn; the pitching surface is dirty	- Wheels need to be sanded and/or cleaned. Use medium grit sandpaper to restore the textured surface of the wheels.
Ball is not pitched	- Tennis balls and/or pitching wheels are wet	- Wheels and/or balls require cleaning and drying. Remove any wet balls from hopper.
	- A ball is jammed	- Turn off power and remove any jammed balls.
Feeding disk does not turn	- Loose electrical connection	- Turn machine upside down; check connection of cord #3 at side of control box.
	- Problem with the remote relay	- Turn REMOTE/BYPASS switch to BYPASS. If feeding disk works properly, check the remote (see remote troubleshooting below).
Balls jam repeatedly	- Ball feed wire is damaged or missing	- Inspect the position of the feed wire over the feeding disk. Make sure only one ball is allowed to enter at one time. If feed wire is missing, call METALTEK for service.
Remote does not function properly	- REMOTE/BYPASS is switched to BYPASS	- Set switch to REMOTE (see pg.23)
	- Test receiver	- Unscrew receiver from ball hopper. Click CMD button and listen for beeps.
	- Remote not learned	- Unscrew receiver from ball hopper. Click LEARN and then soon after press and release button on remote.
Pitching motors and/or Feed motor do not operate properly	- Loose electrical connection	- Turn machine upside down; check connection of cords #1 and #2 at side of control box.
Machine beeps Pitching wheels are running slow and Feeding disk is not turning	-Low battery	-Check the battery charge. If it is 2 or less, then recharge the battery.
Machine is not turning on/nothing is working	-Safety features have been overlooked	-check ball hopper lid is closed (See pg.7) -nothing is in front of the machine. E-Stop has been released -the retractable cable is plugged in.

PLAYMATE Consumer Connection

We are here during business hours to help provide technical assistance to our customers.

Hours of Operation: Monday - Friday
8:00am - 4:30pm (EST)

If you experience difficulty with your METALTEK Products, please feel free to contact us at one of the following numbers:

Toll Free (USA): 1-800-776-6770

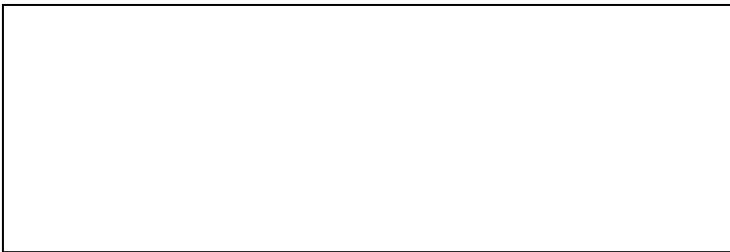
Tel: +1 919.544.0344

Fax: +1 919.544.1430

Visit our website at:
www.playmatetennis.com

Or write us at:
METALTEK
455 Kitty Hawk Drive
Morrisville, NC 27560
USA

Authorized Sales & Service Center



The App

Download the **Like My Drill** app on your iPod touch® or iPhone® in order to load drills onto or control your ball machine.

1. **DOWNLOAD THE APP** – Go to the App StoreSM on your iPod touch or iPhone and purchase and download the **Like My Drill** app.



2. **REGISTER** – Go to www.PlaymateTennis.com/LikeMyDrill and click on Sign Up or tap the Sign Up button in the **Like My Drill** app.
3. **CHECK EMAIL** – Go to your email and look for a PLAYMATE Tennis Drill Community email. Inside this email is a link to Complete Registration. Click on the link to automatically complete your registration.
4. **SIGN IN** – Start the **Like My Drill** app on your iPod touch or iPhone. Enter your email address for Username and your selected password for Password.

A screenshot of the Like My Drill app's sign-in screen. The status bar at the top shows "AT&T", signal strength, Wi-Fi, the time "9:28 AM", and battery level "88%". The screen has a blue header with the text "Sign In". Below the header are two input fields: "Username" with the placeholder text "name@example.com" and "Password" with the placeholder text "password". Below the input fields is a white button with the text "Sign In". At the bottom, there is a link "Don't have an account?" and a white button with the text "Sign Up".

For instructions and info about using Like My Drill, visit:
www.PlaymateTennis.com/iOS/Support

FCC

This device contains

FCC ID: PVH0925

IC: 5325A-0925

This device complies with Part 15 of the FCC rules.

Operation is subject to the following two conditions;

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

METALTEK LIMITED WARRANTY

WARRANTY COVERAGE –This warranty applies to new PLAYMATE Portable Series tennis machines (VOLLEY, HALF VOLLEY). PLAYMATE Commercial tennis machines (ACE, iSMASH, DEUCE, iGENIE, GRANDSLAM, and SERVELIFT) are warranted under separate warranty. This warranty covers defects in materials and workmanship for **two (2) years** from the date of purchase. During the warranty period, METALTEK will repair or, at its option, replace components that are determined to be defective under non-commercial use, and shall do so at no charge. However, you must pay any applicable labor and inspection charges, and shipping charges to METALTEK. This warranty only applies to original purchasers.

WHAT WARRANTY DOES NOT COVER – The PLAYMATE Portable tennis machines are not designed for commercial use. Commercial use is defined as the rental or use of the same ball machine by a group of 6 or more people. Commercial use may void the warranty. In addition, this warranty does not cover damage to the machine or any part or component thereof caused by or resulting from: parts or components not supplied by METALTEK, or METALTEK supplied parts or components that have been modified, misuse, abuse, accidents, acts of God (such as floods or hurricanes), normal wear and tear, failure to follow operating instructions, service or modifications by any persons other than those certified by METALTEK, and damage during shipment (all claims must be presented to the shipper within 7 days of receipt of merchandise).

TO OBTAIN SERVICE – In order to be eligible for service under this warranty, you **MUST** return the attached warranty registration card within ten (10) days of purchase. If something goes wrong, you can contact METALTEK directly at:

METALTEK'S PLANT: **REPAIR POLICY**
455 Kitty Hawk Dr.
Morrisville, NC 27560
USA
Toll Free No: (800)776-6770
Telephone No: +1-919-544-0344

METALTEK may refer you to an Authorized Sales and Service Representative for consultation and/or inspection of the problem and to correct if possible. There may be an inspection charge for on-site inspection. You will be responsible for any labor charges and for prepayment of the costs of returning the machine or part(s) to METALTEK. Parts should be returned in a protective package to avoid in-transit damage. Such damage is not covered by this warranty.

THIS LIMITED WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE SHALL COINCIDE IN DURATION WITH THE TWO-YEAR LIMITED WARRANTY. IN NO EVENT SHALL METALTEK BE LIABLE FOR CONSEQUENTIAL AND INCIDENTAL DAMAGES. (Note: Some states do not allow exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.) This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. No dealer has the right to modify this warranty or to make any representation or promise on behalf of METALTEK.



800.776.6770

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