



## **Purpose:**

The following document is intended to provide coaches and managers with basic care and usage instructions of the Zooka machines.

Full care instructions and diagrams can be found here:

[https://www.zooka.com/v/vspfiles/files/zs740\\_manual.pdf](https://www.zooka.com/v/vspfiles/files/zs740_manual.pdf)

## **Zooka specs:**

- Base paths: 60 feet.
- Pitchers plate: 46 feet from back tip of home plate to front of pitching plate.
- Zooka machine: centre stem positioned at 40 feet from the back tip of home plate and 2 feet, 6 inches towards 3<sup>rd</sup> base side.
- Zooka speed: 40-43MPH.

## **Zooka set up:**

- Spread the legs of the Zooka and tighten the black handle. The back leg of the tripod should face directly behind the Zooka, with the front two legs pointing towards the 1<sup>st</sup> and 3<sup>rd</sup> base dugouts.
- Place the top of the Zooka onto the legs and tighten the two orange handles.
  - One handle is for sideways (horizontal) movement and the other for up and down (vertical) movement.
  - Vertical movement: look at the chart on the leg stem and tighten the orange handle so that the base of the Zooka top is in line with the '40' line on the stem sticker.
  - Horizontal movement: tighten the orange handle so that the Zooka base and legs are aligned (i.e. the triangular sections are aligned).
- Turn on the Zooka:
  - Hold the orange button (should hear a beep or two beeps)
  - Press the black buttons: left, middle, right, left, middle, right.
  - The Zooka will usually be preset at 40%.
- Setting the speed/direction (rules state between 40-43MPH):
  - Insert a ball to check speed. It usually takes a few balls for the Zooka to 'gas up'
  - Readings are given on the display screen in 'Miles Per Hour' (MPH) after each pitch.
  - Increase percentage of power using the directional arrows (black buttons) to desired speed. Usually 40MPH is between 45-50% of power.
  - You may have to manually slightly adjust height/direction of zooka to ensure it is firing approximately waist height over the plate.



### Zooka pack down and storage:

- Loosen orange handles and remove the Zooka from the stem.
- Return Zooka to storeroom.
- **It is essential that you put the Zooka back on the charger as soon as possible.** Leaving the Zooka drained for prolonged periods reduces the battery life significantly.
- You cannot overcharge the Zooka. It will go into 'maintenance mode' at 100% and then drop to 75% before recommencing a charge up cycle.
- **Ensure when storing the Zooka that you do not have any object pressing against the rubber lip at the front.** This can result in the rubber becoming misshapen and causing wayward pitching.

If Zooka is broken or damaged notify: [gear@pittwaterbaseball.com.au](mailto:gear@pittwaterbaseball.com.au)

### Some key tips

- When the ball is rolled in at the proper speed, it seats itself in the cup. A roll that is too fast or too slow may cause the ball to bounce out of the cup. If the ball is not seated in the cup, the pitch is thrown at a slow speed with a hollow sound. Most duds result from rolling the ball in too quickly.
- To optimize consistency from pitch to pitch, do not mix different ball types in a single pitching sequence. Discard lopsided, oversized, or damaged balls.
- Note that the Zooka machines have a tendency to result in RIBs cracking and splitting at the seams.
- Tennis and dimple balls can be a good substitute for training as they offer more consistent pitch location (as they have no seams) and are more durable.
- Do not use the Zooka with dirty or muddy balls. This will get dirt in the barrel, and clog the optics resulting in more duds and/or an inability to read the pitch speed.
- Error codes are included on page 20 of the care instructions:  
[https://www.zooka.com/v/vspfiles/files/zs740\\_manual.pdf](https://www.zooka.com/v/vspfiles/files/zs740_manual.pdf)
- **The most common Error 13. Usually this just requires the cup to be gently pushed back into position in the barrel of the Zooka using the handle of a baseball bat. Ensure the Zooka is turned off when you do this!**