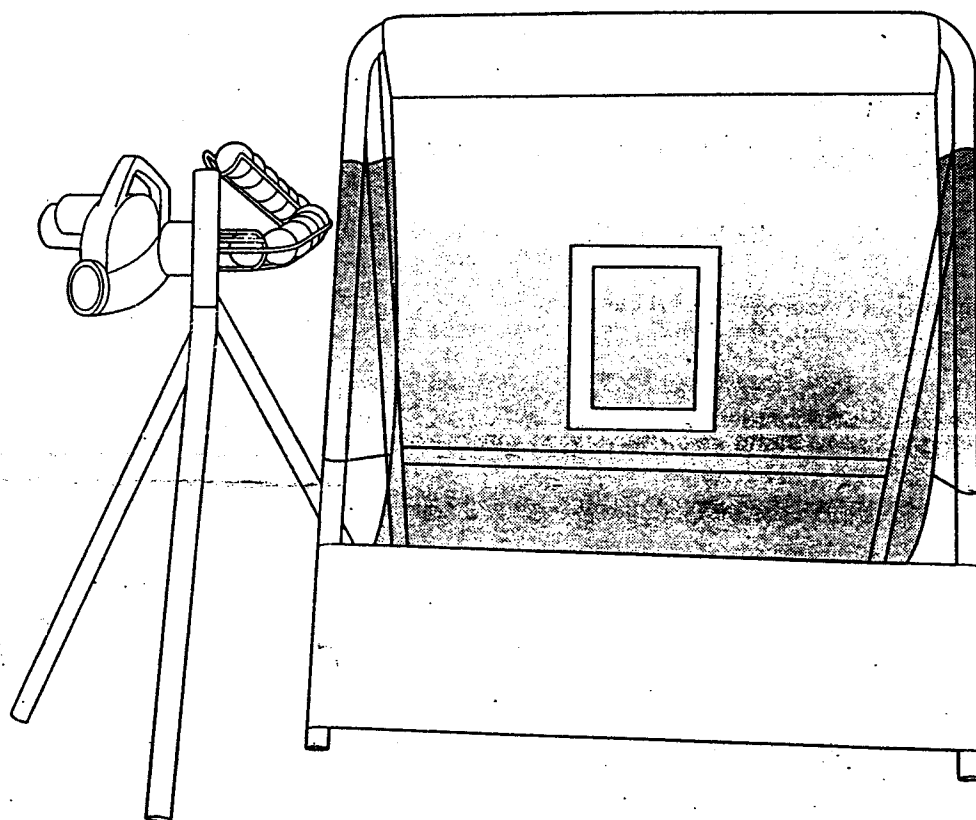
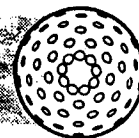


LEGEND™

Triple Play

PITCH · CATCH · HIT



Model No. DR101230/LP101230

OWNER'S MANUAL

QUESTIONS?

As a manufacturer, we are committed to providing complete customer satisfaction. If you have questions, or find there are missing or damaged parts, we will guarantee you complete satisfaction through direct assistance from our factory. **TO AVOID UNNECESSARY DELAYS, PLEASE CALL DIRECT TO OUR TOLL-FREE CUSTOMER HOT LINE.** The trained technicians on our customer hot line will provide immediate assistance, free of charge to you. **CUSTOMER HOT LINE: 1-800-999-3756, Mon.-Fri., 6 a.m.-6 p.m. Mountain Time (excluding holidays).**

WARNING!

Read all precautions and instructions in this manual before using this equipment. Save this

IMPORTANT PRECAUTIONS

WARNING: Use of the TRIPLE PLAY exposes you to the risk of severe injury or death from such causes as being hit with a ball, coming in contact with moving parts, or electrical shock. Thoroughly read and understand this manual before using the TRIPLE PLAY. Save this manual for future reference.

GENERAL PRECAUTIONS:

MATURE SUPERVISION is needed to set up and use this equipment.

GUARD AGAINST UNAUTHORIZED USE. Do not leave the safety key in the pitching machine.

DO NOT USE DRUGS OR ALCOHOL while playing with the pitching machine.

DO NOT USE OBJECTS OTHER THAN POLYURETHANE PRACTICE BALLS.

To reduce the chance of being HIT BY A BALL:

THE PROBLEM

- Balls from the pitching machine can travel at speeds of up to 50 miles per hour.
- Being hit by a ball can cause severe injury, such as blindness, brain damage, or death.

HOW TO AVOID THE PROBLEM

- Wear a batting helmet.
- Keep other children out of the play area.
- Unplug the pitching machine before moving or adjusting the throwing angle.
- When using the pitching machine on the tripod, anchor the back legs. This will prevent the pitching machine from moving or tipping over, which could cause balls to come out at unexpected angles.
- If a ball becomes lodged in the pitching machine or net, do not approach the pitching machine from the front. Approach from the side, turn off the pitching motor and unplug all power cords.
- Before you insert the safety key, make sure that no one is in danger of being hit by a ball.

To reduce the chance of CRUSHING AND PINCHING FINGERS AND HANDS:

THE PROBLEM

- The wheel inside the pitching machine spins rapidly when it is turned on.
- The wheel does not stop spinning immediately after the machine is turned off.
- Hands or fingers that come in contact with the spinning wheel can be severely damaged.
- Neckties, other clothing or hair could be pulled into the machine.

HOW TO AVOID THE PROBLEM

- **Keep hands, hair and clothing away from the two openings.**
- **If a ball is stuck inside the machine, DO NOT try to free it with your hand. Insert the safety key into the wheel housing, and use it to turn the wheel to force the ball out. (See A BALL IS LODGED IN THE TRIPLE PLAY on page 13.)**

To reduce the chance of being ELECTROCUTED:

THE PROBLEM

- **The pitching machine uses electricity to operate.**
- **Contact with electrical current can cause a serious burn or fatal electrocution.**

HOW TO AVOID THE PROBLEM

- **Use an extension cord with a three-pronged plug and an outlet with three holes. The purpose of the third prong is to reduce the chance of electrocution.**
- **Have worn or frayed cords replaced.**
- **Do not use the pitching machine in the rain or on wet ground.**
- **Protect the pitching machine from wet weather.**

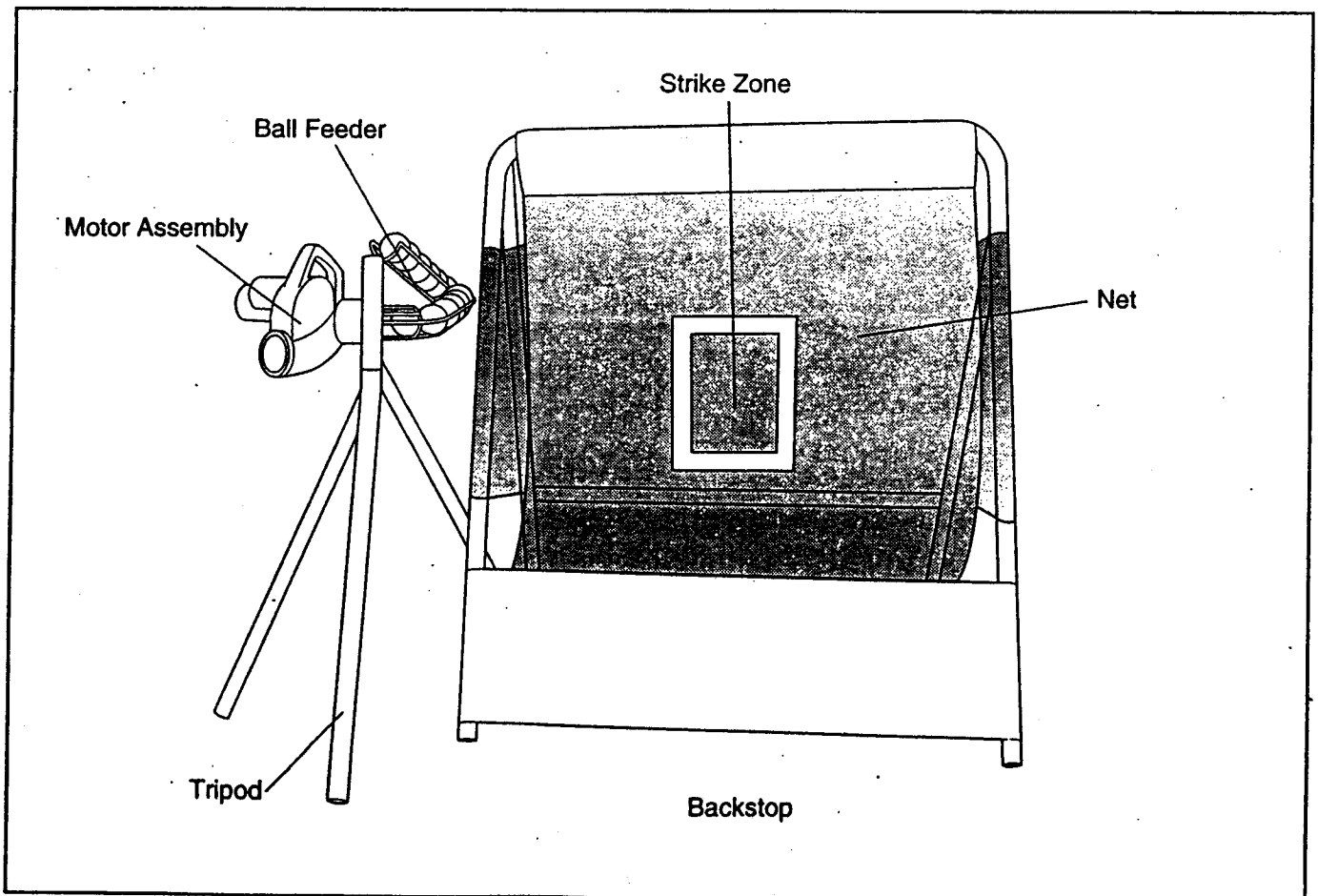
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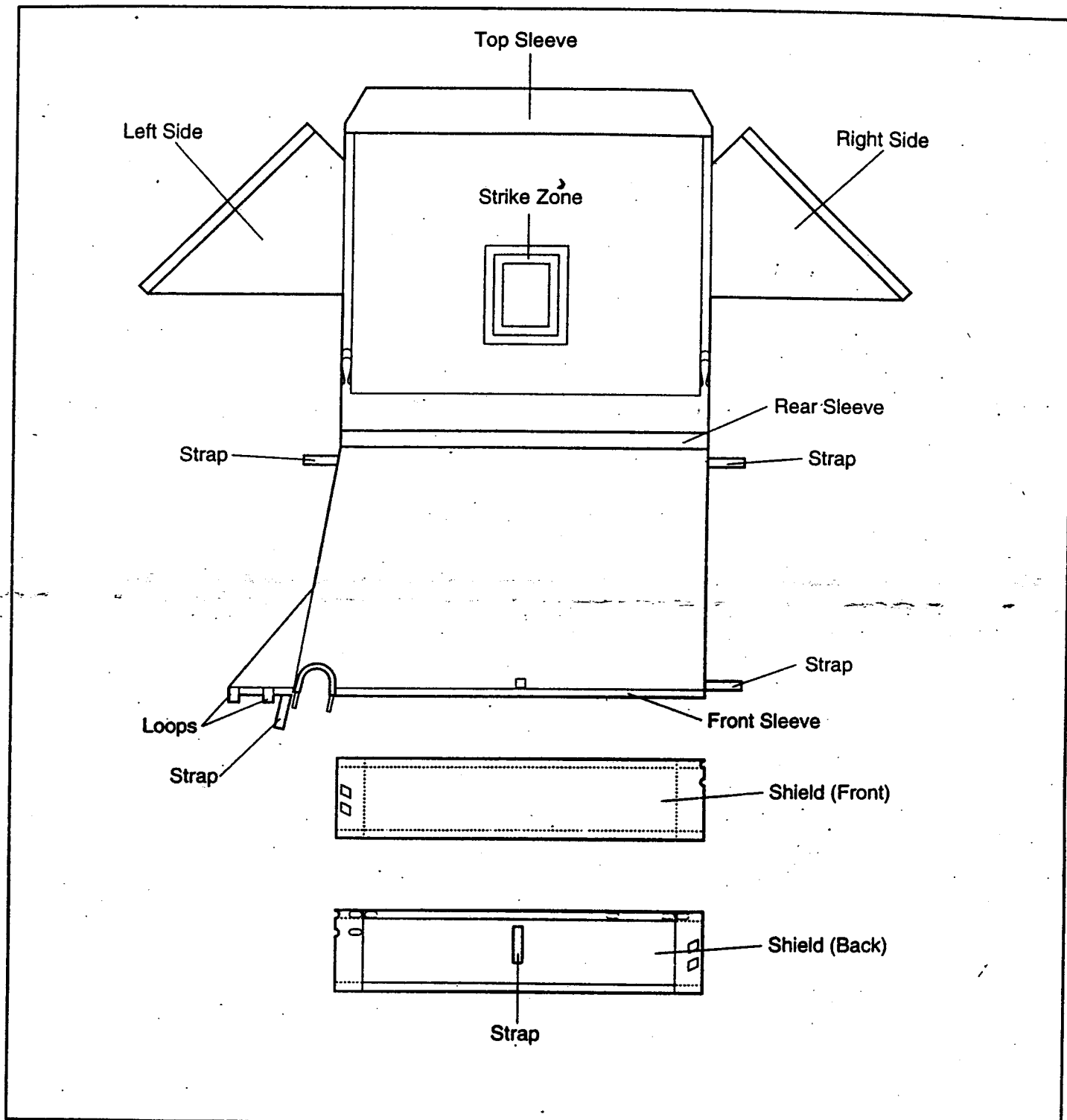
BEFORE YOU BEGIN

Congratulations for selecting the versatile TRIPLE PLAY™ Pitching, Fielding and Catching Machine. Whether at the ball park or in your own backyard, the TRIPLE PLAY offers a great way to have fun while you practice. **For your benefit, read this owner's manual carefully before using the TRIPLE PLAY.** If you have additional questions, please call our Customer Service Department toll-free at 1-800-999-3756, Monday through Friday, 6 a.m. until 6 p.m. Mountain Time (excluding holidays). To help us assist you, please note the product model number before calling. The model number is DR101230/LP101230.

Before reading further, please review the drawing below, and familiarize yourself with the parts that are labeled.

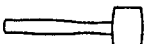


Before beginning assembly, lay the net and shield on the floor as shown below. Familiarize yourself with the parts that are labeled.



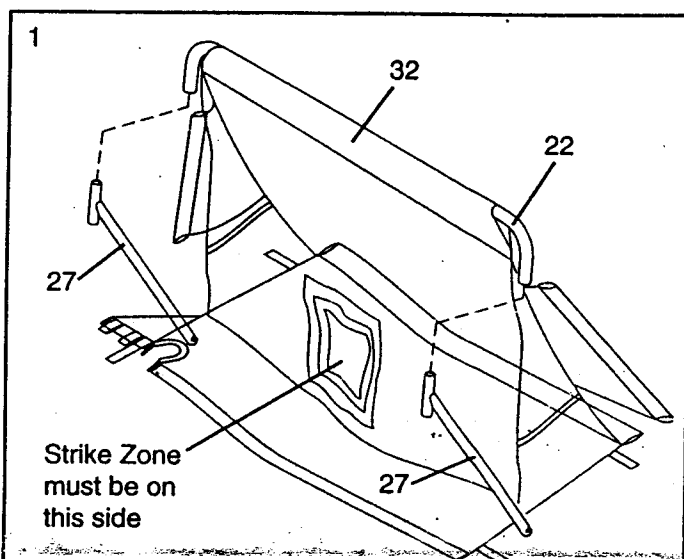
ASSEMBLY

Assembly requires two people. Set all parts of the TRIPLE PLAY in a cleared area and remove the packing materials. Do not dispose of the packing materials until assembly is completed. Please read all assembly steps carefully before beginning. Note: Refer to the drawings on pages 5 and 15 if you need help identifying parts.

Assembly requires a rubber mallet  and an adjustable wrench  (not included).

1. Slide the Top Frame Tube (22) into the sleeve at the top of the Net (32).

Slide the two Upper Back Legs (27) into the ends of the Top Frame Tube (22).

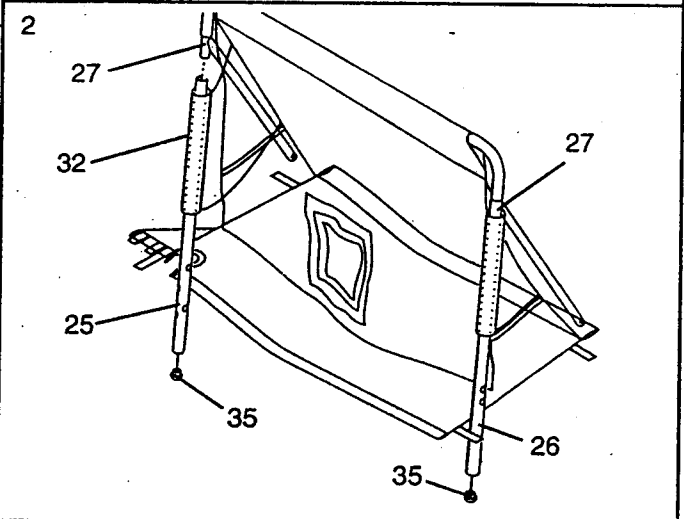


2. Locate the Left and Right Front Legs (25, 26).
Note: There are several holes near the lower end of the Left Front Leg.

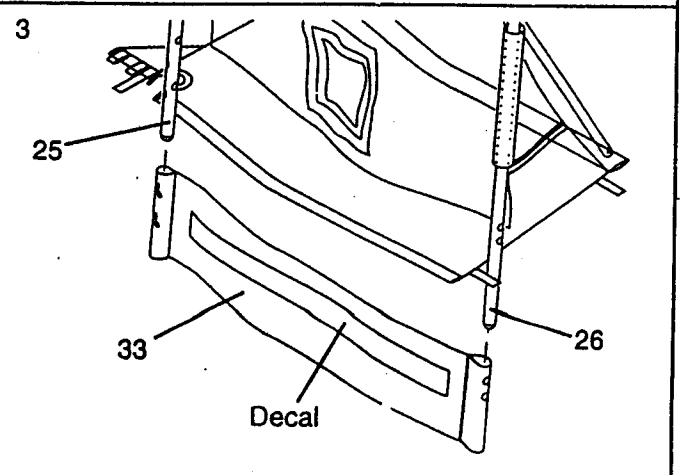
Remove the 2" Round Caps (35) from the upper ends of the Left and Right Front Legs (25, 26), and press them into the lower ends.

Insert the Left and Right Front Legs (25, 26) into the sleeves on the sides of the Net (32). Make sure that the Legs are on the correct sides.

Slide the Upper Back Legs (27) down into the Left and Right Front Legs (25, 26).

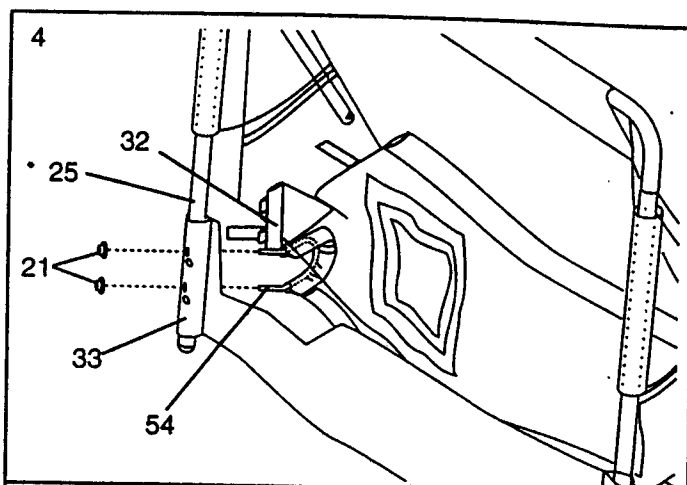


3. Slide the Shield (33) onto the lower ends of the Left and Right Front Legs (25, 26). Make sure that the Shield is turned so the decal is on the side shown.



4. Locate the Curved Wire (54) in the lower left corner of the Net (32). Insert the ends of the Curved Wire through the Shield (33) and the Left Front Leg (25). Make sure that the Curved Wire is inserted through the correct holes—the ends of the Curved Wire should be at an angle as shown.

Pull sideways on the Curved Wire (54) to hold it in place. Using a rubber mallet, tap the two 1/4" Hat Caps (21) onto the ends of the Curved Wire.

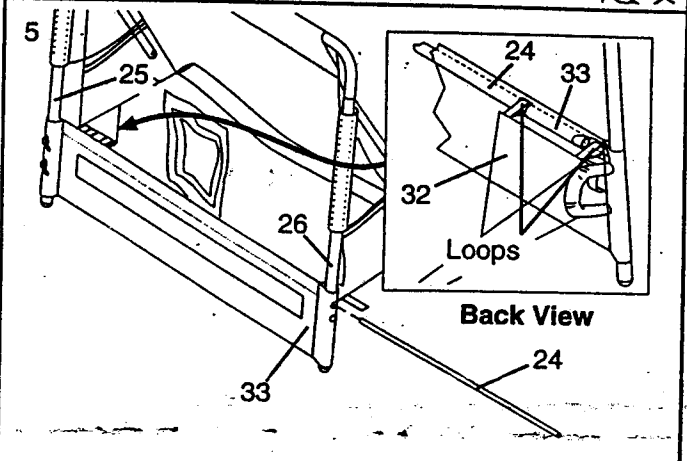


5. **CAUTION: During assembly steps 5 and 6, be careful to avoid getting fiberglass silvers from the 3/8" Rod (24) and the 1/2" Rod (3).**

Insert the 3/8" Rod (24) through the upper hole in the right side of the Shield (33), and through the upper hole in the Right Front Leg (26).

Insert the 3/8" Rod (24) through the sleeve at the top of the Shield (33), and through the two loops on the lower left corner of the Net (32) (see the inset drawing).

Insert the 3/8" Rod (24) through the upper hole in the left side of the Shield (33), and into the upper hole in the Left Front Leg (25).

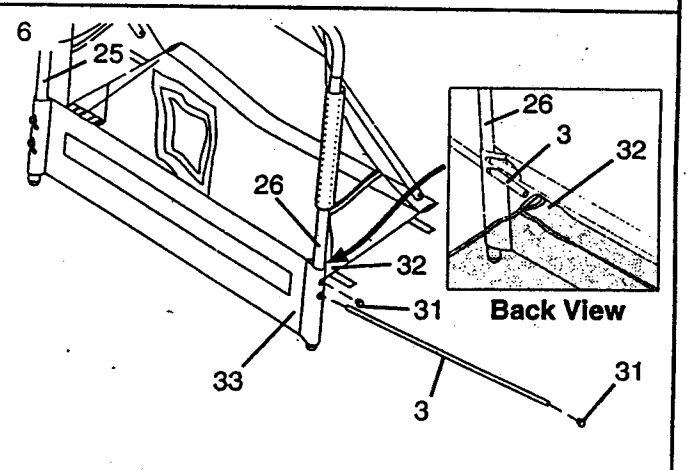


6. Insert the 1/2" Rod (3) through the lower hole in the right side of the Shield (33), and through the lower hole in the Right Front Leg (26).

See the inset drawing. Insert the 1/2" Rod (3) through the sleeve on the front of the Net (32).

Insert the 1/2" Rod (3) through the lower hole in the left side of the Shield (33), and into the lower hole in the Left Front Leg (25).

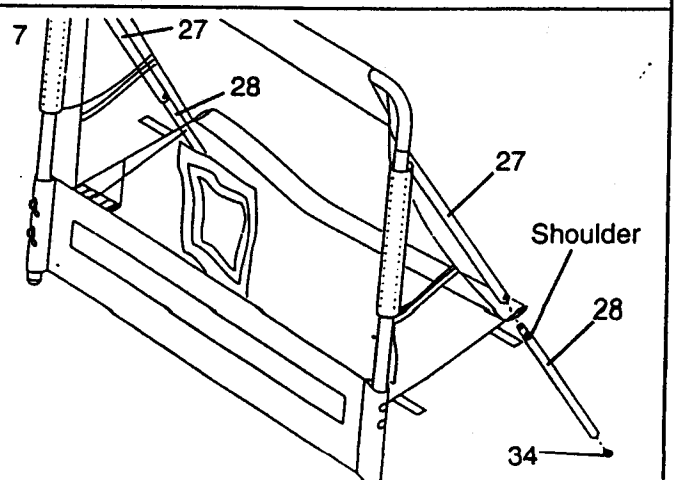
Insert the two Rod Caps (31) into the holes in the Shield (33), and tap the Rod Caps into the Right Front Leg (26).



7. Locate the Lower Back Legs (28). Note: There is a shoulder on each Lower Back Leg.

Make sure that there is a 1 1/4" Round Cap (34) in each Lower Back Leg (28).

Slide the Lower Back Legs (28) into the Upper Back Legs (27). Make sure that the holes in the Lower Back Legs are aligned with the holes in the Upper Back Legs.

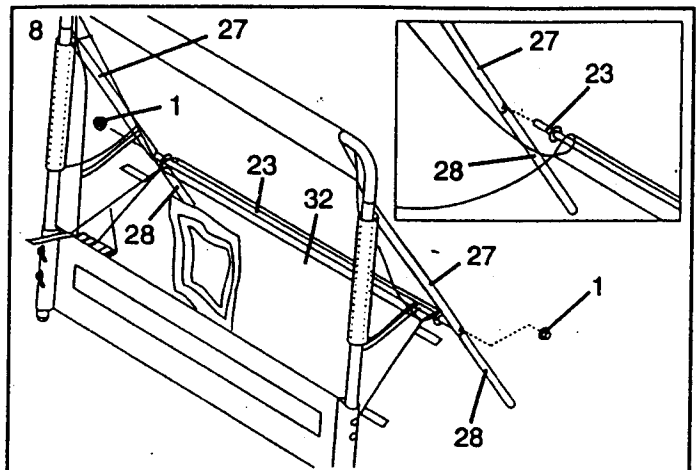


8. Locate the Rear Rod (23). Note: The Rear Rod has a collar near each end.

Insert the Rear Rod (23) through the sleeve on the back of the Net (32).

(See the inset drawing.) Insert the ends of the Rear Rod (23) into the holes in the Upper and Lower Back Legs (27, 28).

Tap a 1/2" Hat Cap (1) onto each end of the Rear Rod (23).

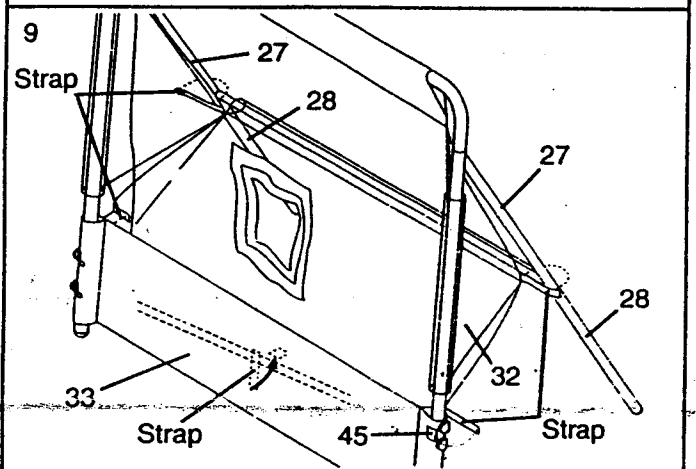


9. Apply the Fastener Strip (45) to the right side of the Shield (33) in the location shown. Fasten the straps on the front of the Net (32) to the Shield as shown.

Fasten the straps on the rear of the Net (32) around the Upper and Lower Back Legs (27, 28) as shown.

Fasten the strap on the back of the Shield (33) to the underside of the Net (32) as shown.

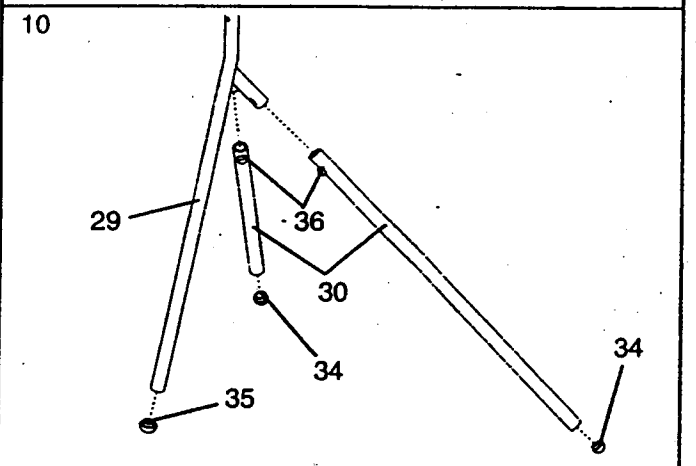
Throw a ball forcefully into the Net (32) several times. If the ball bounces out of the Net, loosen the straps. If the ball does not roll out of the opening in the lower left corner of the Net, tighten the straps.



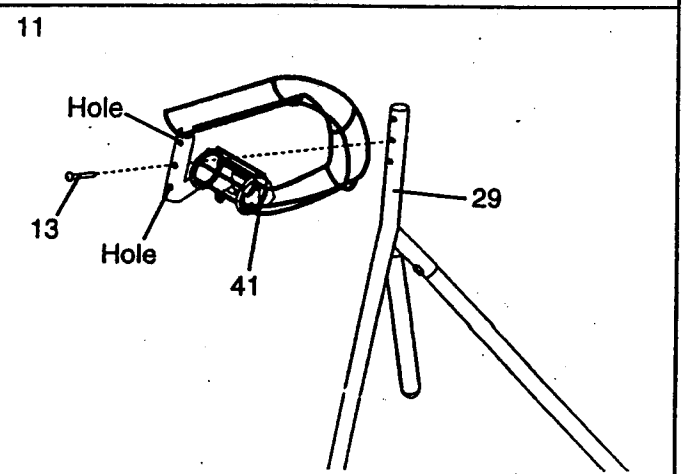
10. Make sure that there is a 2" Round Cap (35) in the lower end of the Front Tripod Leg (29).

Make sure that there is a 1 1/4" Round Cap (34) in the lower end of each Rear Tripod Leg (30).

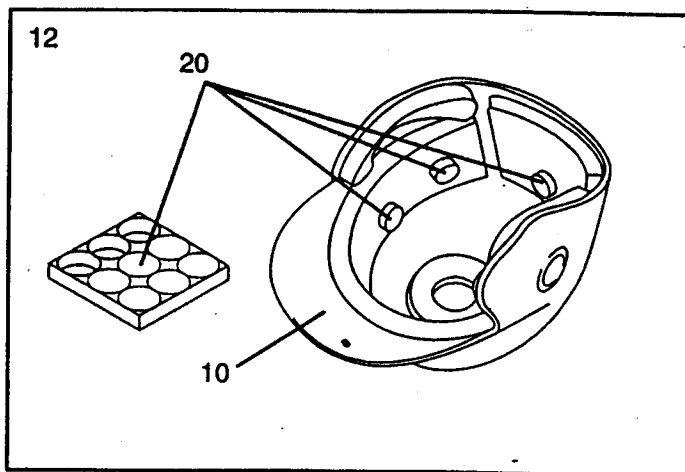
Insert the Rear Tripod Legs (30) into the sockets on the Front Tripod Leg (29). Make sure that the Spring Clips (36) snap into the holes in the Front Tripod Leg.



11. Attach the Feeder (41) to the Front Tripod Leg (29) with the M8 x 15mm Bolt (13) as shown. Make sure that the indicated holes in the Feeder are aligned with the holes in the Front Tripod Leg.



12. Try on the Helmet (10). If the Helmet is loose, it can be adjusted by pressing Helmet Adjustment Pads (20) around the inside of the Helmet as shown.



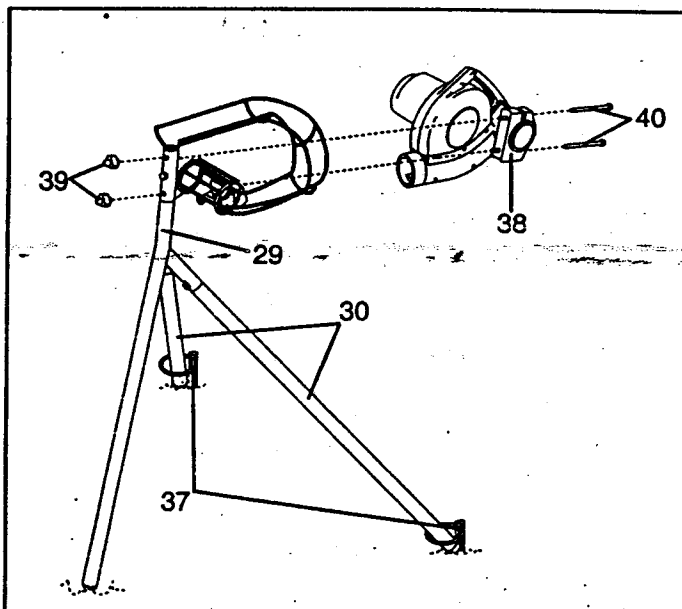
OPERATING THE TRIPLE PLAY

ATTACHING THE MOTOR ASSEMBLY TO THE TRIPOD

WARNING: Make sure that the safety key is removed and that all power cords are unplugged. (See **TURNING THE POWER ON AND OFF** on page 11.)

Attach the motor assembly and the Chute Clamp (38) to the Front Tripod Leg (29) with the two Clamp Bolts (40) and Adjustment Knobs (39). Note: The heads of the Clamp Bolts must rest in the holes in the Clamp.

Place the tripod in the desired location. Slide the Stakes (37) onto the Rear Tripod Legs (30). Tap the Stakes into the ground. **CAUTION:** Place the tripod on a level surface. The Rear Tripod Legs must be anchored or the tripod could tip, causing balls to be thrown at unexpected angles.

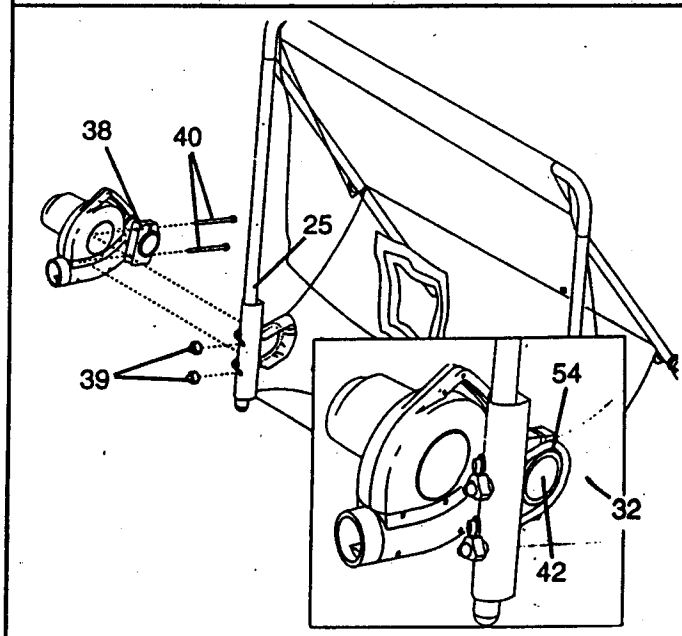


ATTACHING THE MOTOR ASSEMBLY TO THE BACKSTOP

WARNING: Make sure that the safety key is removed and that all power cords are unplugged. (See **TURNING THE POWER ON AND OFF** on page 11.)

The help of a second person is required. Attach the motor assembly and the Chute Clamp (38) to the Left Front Leg (25) with the two Clamp Bolts (40) and Adjustment Knobs (39). Note: The heads of the Clamp Bolts must rest in the holes in the Clamp.

Make sure that the Curved Wire (54) in the lower left corner of the Net (32) is aligned with the opening in the right half of the Chute (42) (see the inset drawing). If necessary, tap the Curved Wire with a rubber mallet until it is aligned. Balls thrown into the net must roll from the net into the Chute. **WARNING:** Place the backstop on a level surface.



ADJUSTING THE PITCHING ANGLE

WARNING: Make sure that the Safety Key (47) is removed and that all power cords are unplugged. (See **TURNING THE POWER ON AND OFF** on page 11.)

The TRIPLE PLAY will throw fly balls, line drives or grounders, depending on the angle of the Chute (42, 43). To adjust the angle, first loosen the upper Adjustment Knob (39). Rotate the Chute to the desired angle. Firmly retighten the Adjustment Knob.

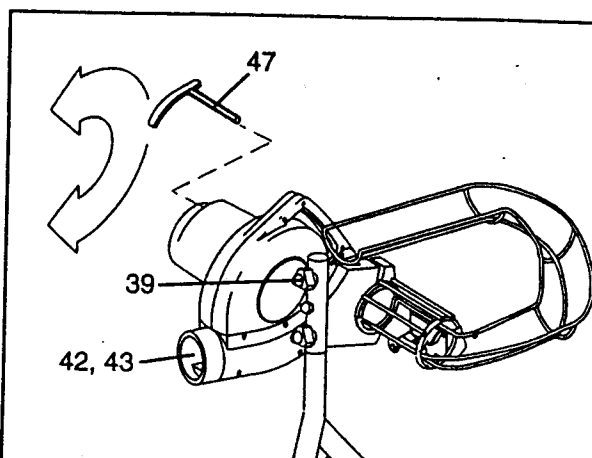
PLUGGING IN THE POWER CORDS

The TRIPLE PLAY requires two grounded extension cords—one for the pitching motor and one for the feeder motor. (One extension cord is adequate if it has multiple outlets, or if it has a multiple-outlet adapter attached [Drawing 1].) The extension cord(s) must be 14 gauge if they are 50 feet or less in length, and 12 gauge if they are 50 feet to 100 feet in length.

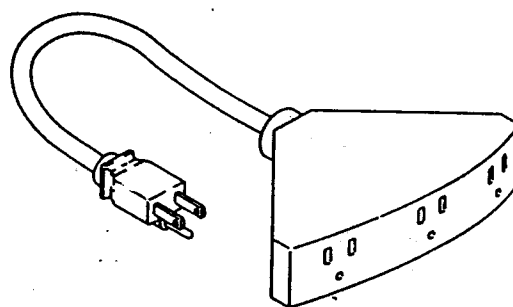
This product must be grounded. If it malfunctions, grounding provides a path of least resistance for electric current to reduce the risk of electric shock. This product requires one grounded three-outlet extension cord, or two grounded single-outlet extension cords, each with an equipment-grounding conductor and a grounding plug. Plug each extension cord into an outlet that is properly installed and grounded in accordance with all local codes and ordinances.

WARNING: Improper connection of the equipment-grounding conductors can result in a risk of electric shock. Check with a qualified electrician or serviceman if you are in doubt as to whether the product is properly grounded. Do not modify the plugs provided with the product—if they will not fit the outlet, have a proper outlet installed by a qualified electrician.

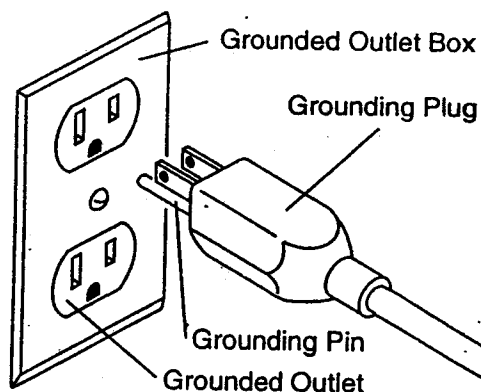
This product is for use on a nominal 120-volt circuit, and has grounding plugs like the plug illustrated in Drawing 2. Temporary adapters like the adapter illustrated in Drawing 3 may be used to connect the plugs to a 2-pole receptacle as shown in Drawing 3 if a properly grounded outlet is not available. The temporary adapters should be used only until a properly grounded outlet (Drawing 2) can be installed by a qualified electrician. The green colored rigid ear, lug, or the like extending from the adapter must be connected to a permanent ground such as a properly grounded outlet box cover. Whenever an adapter is used it must be held in place by a metal screw. Some 2-pole receptacle outlet box covers are not grounded. Contact a qualified electrician to determine if the outlet box cover is grounded before using an adapter.



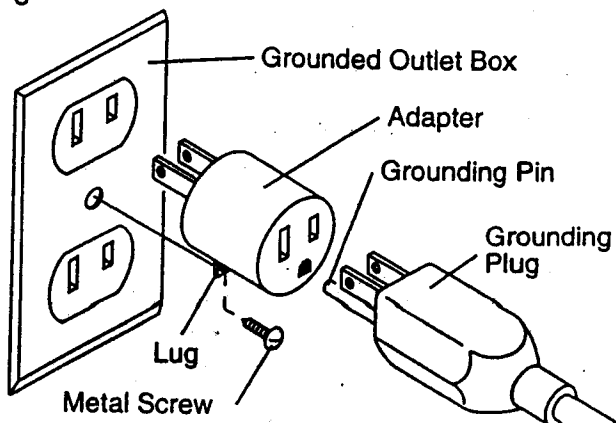
1



2



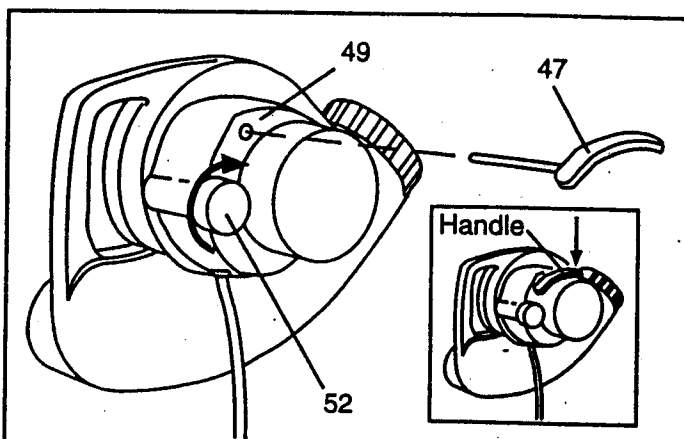
3



TURNING THE POWER ON AND OFF

To turn on the power, insert the Safety Key (47) into the Motor Housing (49), and press down on the Safety Key handle until it snaps into place (see the inset drawing). **Note: The speed of the pitching wheel is controlled with the Speed Knob (52).** To adjust the speed, see **ADJUSTING THE PITCHING SPEED** below.

To turn off the power, first turn the Speed Knob (52) counterclockwise until it stops. Lift the handle of the Safety Key (47), and remove the Safety Key.



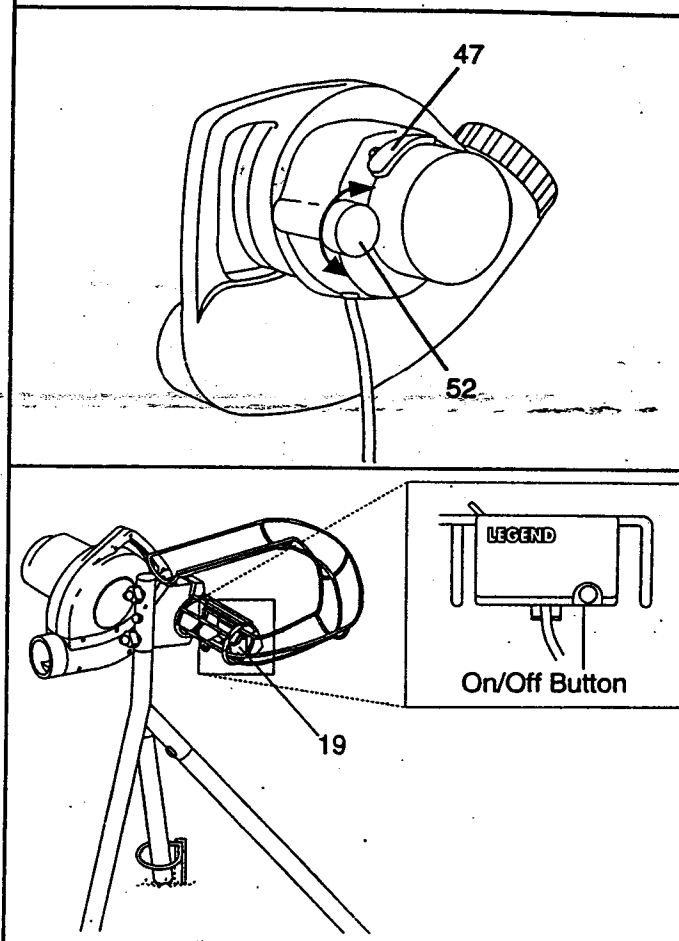
ADJUSTING THE PITCHING SPEED

Make sure that the **TRIPLE PLAY** is plugged in and that the Safety Key (47) is inserted as shown. Turn the Speed Knob (52) counterclockwise as far as it will turn. Next, turn the Speed Knob clockwise until you feel a click. To increase the speed of the pitching wheel, turn the Speed Knob clockwise; to decrease the speed, turn the Speed Knob counterclockwise. **CAUTION: Select low speed settings until you are familiar with the TRIPLE PLAY.** Before inserting a ball, wait for several seconds for the motor to reach the selected speed setting.

IMPORTANT: If the **TRIPLE PLAY** is unplugged, if the Safety Key (47) is removed, or if the power is interrupted during operation, the motor will not restart until the Speed Knob (52) is turned counterclockwise as far as it will turn.

STARTING AND STOPPING THE FEEDER

The Feeder Motor (19) can be both started and stopped by pressing the on/off button. **WARNING: Never stand in front of the TRIPLE PLAY when starting the Feeder.**



USING THE TRIPLE PLAY FOR BATTING PRACTICE

WARNING: Use only polyurethane practice balls; do not use standard baseballs. Wear a batting helmet.

Attach the motor assembly to the tripod (see page 9). Place the tripod in the desired location and anchor the back legs (see page 9). Adjust the pitching angle (see page 10). Plug in the power cords (see page 10). Insert the safety key and adjust the speed knob to the desired position (see above). **Stand behind the TRIPLE PLAY, away from the opening in the chute, and place a ball in the feeder.** Press the on/off button on the feeder (see above) and make a test throw. Make sure that the ball is thrown at the desired angle and speed.

When you are ready to begin batting, place up to 12 balls in the feeder. A second person standing behind a protected screen should press the on/off button on the feeder. The **TRIPLE PLAY** will pitch one ball about every ten seconds.

USING THE TRIPLE PLAY FOR FIELDING PRACTICE

WARNING: Use only polyurethane practice balls; do not use standard baseballs.

The TRIPLE PLAY can be used for fielding practice by pitchers, infielders and outfielders. Attach the motor assembly to the backstop (see page 9). Adjust the pitching angle (see page 10). Plug in the power cords (see page 10). Insert the safety key and adjust the speed knob to the desired position (see page 11).

For infield practice, drills can include fielding the ball straight on, running to the right, running to the left, and "charging" a slow-moving ball. These types of drills will improve your range. Stand in the desired location and throw a ball into the net. The ball will automatically be fed into the motor assembly and will be thrown back. After catching the ball: set, rotate and throw the ball back into the net. Vary the distance that you stand from the TRIPLE PLAY to allow for the fielding of "short hitters."

For outfield practice, drills can include fielding fly balls and short hitters. Field balls running in every direction—right, left, forward and backward. Note: Depending on the distance that you stand from the TRIPLE PLAY, it may be necessary to throw the ball to another player who can throw the ball back into the net.

USING THE TRIPLE PLAY FOR PITCHING PRACTICE

WARNING: Use only one polyurethane practice ball; do not use standard baseballs. Use only one ball at a time for pitching practice.

Attach the motor assembly to the backstop (see page 9). Adjust the pitching angle (see page 10). Plug in the power cords (see page 10). Insert the safety key and adjust the speed knob to the desired position (see page 11).

Stand at an appropriate distance from the TRIPLE PLAY and throw a ball at the strike zone on the net (the red and white rectangle). Aim at specific areas of the net in order to improve your accuracy and control. The ball will automatically be fed into the motor assembly and will be thrown back. The ball can be thrown back as either a pop fly, a line drive or a grounder, depending on the pitching angle and the position of the speed knob.

STORAGE

Store all parts of the TRIPLE PLAY indoors after use. The TRIPLE PLAY should not be left outside in the sun or in bad weather.

MAINTENANCE AND TROUBLE-SHOOTING

MAINTENANCE OF THE TRIPLE PLAY

Inspect all parts of the TRIPLE PLAY regularly. Never leave the TRIPLE PLAY outside overnight or when it is raining or snowing. The frame, net and outside surfaces of the motor assembly can be cleaned using a soft cloth and water. Do not use solvents or abrasive cleaner. **WARNING:** When cleaning the motor assembly, unplug the power cords and exercise caution to avoid getting the motor wet.

If particles appear in the bottom of the chute, unplug the power cords and sweep or vacuum the particles out. If a residue builds up on the metal ball guide or the pitching wheel near the front of the chute, clean the residue off to avoid a build-up that may affect performance.

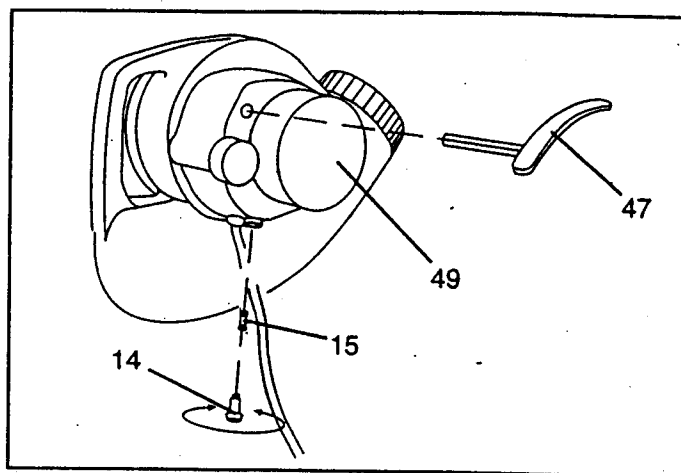
TROUBLE-SHOOTING

PROBLEM: THE MOTOR WILL NOT START

SOLUTION 1: Make sure that the safety key is properly inserted (see TURNING THE POWER ON AND OFF on page 10). Turn the speed knob counterclockwise as far as it will go.

SOLUTION 2: If the TRIPLE PLAY still will not start, the Fuse (15) should be checked. **Unplug the power cords and remove the Safety Key (47) from the Motor Housing (49).** Locate the Fuse Holder (14) on the underside of the Motor Housing. Turn the Fuse Holder counterclockwise 45° and pull it out of the Motor Housing. Slide the Fuse out of the Fuse Holder and inspect its filament. If the filament is broken, replace the Fuse with any of the following three 3/4" fuses:

Cooper/Bussman No. BK/S 506-2.5 A
Buss Fuses GDC-2.5A
Little Fuse Inc. T2.5A 218.



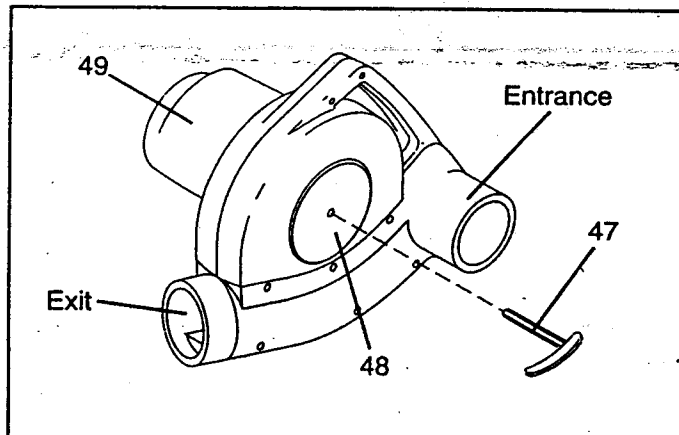
If none of these fuses can be found in your area, you can order replacement fuses by calling our Customer Service Department toll-free at 1-800-999-3756, Monday through Friday, 6 a.m. until 6 p.m. Mountain Time (excluding holidays).

Insert the new fuse into the Fuse Holder (14). Insert the Fuse Holder into the Motor Housing (49) and turn it clockwise 45°. Insert the Safety Key (47) and plug in the power cords. Stand clear of the TRIPLE PLAY and try to start it again.

PROBLEM: A BALL IS LODGED IN THE TRIPLE PLAY

SOLUTION: If a ball becomes lodged in the TRIPLE PLAY, the Safety Key (47) can be used to force it out. **First, turn off the pitching motor and unplug all power cords.**

Remove the Safety Key (47) from the Motor Housing (49), and insert it into the Wheel Housing (48) until it engages the pitching wheel. (Note: It may be necessary to remove one of the clamp knobs in order to insert the Safety Key.) Firmly turn the Safety Key clockwise until the ball becomes dislodged. The ball may then be removed by carefully tipping the TRIPLE PLAY.



PROBLEM: A BALL IS LODGED IN THE NET

If a ball thrown into the net does not roll from the net into the chute, **approach the pitching machine from the side, turn off the pitching motor, and unplug all power cords. WARNING: Do not approach the pitching machine from the front. Balls from the pitching machine can travel at speeds of up to 50 miles per hour. Being hit by a ball can cause severe injury, such as blindness, brain damage, or death.**

Next, make sure that the curved wire in the lower left corner of the net is aligned with the opening in the rear of the chute (see ATTACHING THE MOTOR ASSEMBLY TO THE BACKSTOP on page 9). If the ball still does not roll into the chute, the net may need to be tightened (see assembly step 9 on page 8).

BALLS BOUNCE OUT OF THE NET

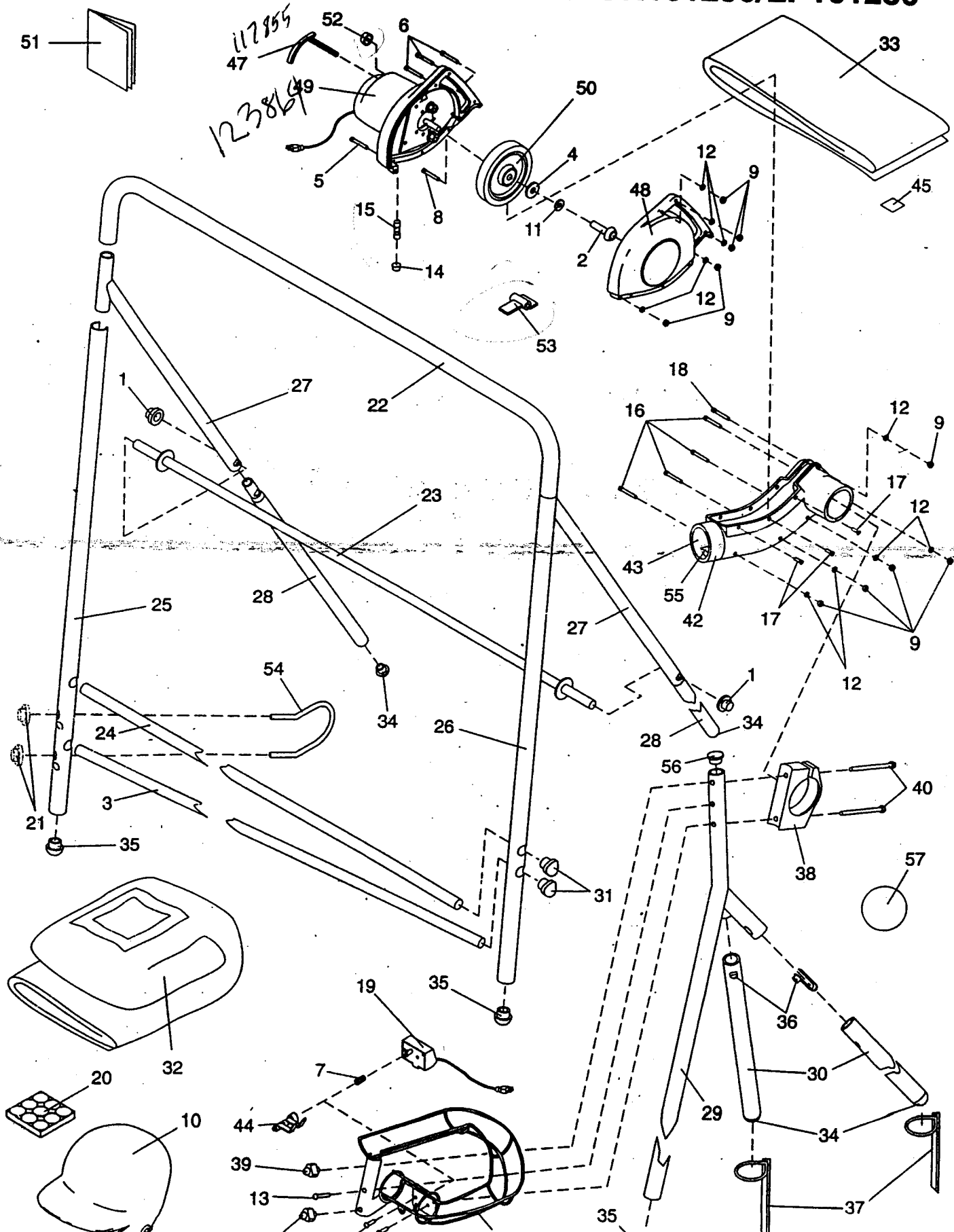
If a ball thrown into the net bounces out instead of rolling into the chute, the net should be loosened (see assembly step 9 on page 8).

PART LIST—Model No. DR101230/LP101230

Key No.	Qty.	Description	Key No.	Qty.	Description
1	2	1/2" Hat Cap	30	2	Rear Tripod Leg
2	1	1/4" Hex Socket Cap Screw	31	2	Rod Cap
3	1	1/2" Rod	32	1	Net
4	1	1/4" I.D. 1 1/2" O.D. Washer	33	1	Shield
5	1	#6 x 2 1/4" Pan Head Phillips Screw	34	4	1 1/4" Round Cap
6	3	#6 x 1 1/8" Pan Head Phillips Screw	35	3	2" Round Cap
7	1	Spring	36	2	Spring Clip
8	1	#6 x 3/4" Pan Head Phillips Screw	37	2	Stake
9	10	#6 Nut	38	1	Chute Clamp
10	1	Helmet	39	2	Adjustment Knob
11	1	1/4" Lock Washer	40	2	Clamp Bolt
12	10	#6 Lock Washer	41	1	Feeder
13	1	M8 x 15mm Bolt	42	1	Chute, Right Half
14	1	Fuse Holder	43	1	Chute, Left Half
15	1	Fuse	44	1	Feeder Hook
16	4	#6 x 1" Pan Head Phillips Screw	45	1	Fastener Strip
17	6	#6 x 3/8" Flat Head Phillips Screw	46	2	Feeder Screw
18	1	#6 x 1 3/8" Pan Head Phillips Screw	47	1	Safety Key
19	1	Feeder Motor	48	1	Wheel Housing
20	1	Helmet Adjustment Pad	49	1	Motor Housing
21	2	1/4" Hat Cap	50	1	Pitching Wheel
22	1	Top Frame Tube	51	1	Owner's Manual
23	1	Rear Rod	52	1	Speed Knob
24	1	3/8" Rod	53	1	Guard Bracket
25	1	Left Front Leg	54	1	Curved Wire
26	1	Right Front Leg	55	1	Metal Ball Guide
27	2	Upper Back Leg	56	2	2" Flat Cap
28	2	Lower Back Leg	57	1	Set, Polyurethane Practice Balls
29	1	Front Tripod Leg			

Specifications are subject to change without notice. See the back cover of this owner's manual for information about ordering replacement parts.

EXPLODED DRAWING—Model No. DR101230/LP101230



ORDERING REPLACEMENT PARTS

To order replacement parts, simply call our Customer Service Department toll-free at 1-800-999-3756, Monday through Friday, 6 a.m. until 6 p.m. Mountain Time (excluding holidays). To help us assist you, please be prepared to give the following information when calling:

1. The MODEL NUMBER of the product (DR101230/LP101230).
2. The NAME of the product (LEGEND® TRIPLE PLAY Pitching, Fielding and Catching Machine).
3. The KEY NUMBER and DESCRIPTION of the part(s) from page 14 of this manual.

LIMITED WARRANTY

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