

# Chucker™

**PITCHING MACHINE**

**Model No. LP200130 Patent Pending**

Congratulations for selecting the CHUCKER™ Pitching Machine. With a smooth 1/4 HP DC motor, variable speed control and adjustable pitch angle, the versatile CHUCKER can toss fly balls, deliver line drives, throw grounders and pitch perfect strikes at speeds of up to 60 mph. Whether you want to improve your batting percentage, practice your infield game or sharpen your fielding skills, the CHUCKER is sure to be a hit.

LEGEND™ products undergo vigorous performance testing to ensure that they meet or exceed our standards for quality. If you find that a part is missing, or if you have questions about the CHUCKER, 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).

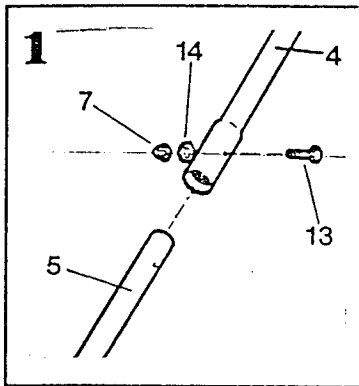
## **IMPORTANT SAFETY PRECAUTIONS**

**WARNING:** Use of the CHUCKER exposes you to the risk of serious injury from being struck with a ball or coming in contact with moving parts. You should thoroughly read and understand this manual before attempting to use the CHUCKER.

1. Read and understand this manual and all accompanying materials before using the CHUCKER.
2. Use the CHUCKER only with mature, knowledgeable supervision.
3. The CHUCKER should not be used if the power cord or plug is damaged. Only three-pronged (grounded) extension cords should be used. Damaged or worn extension cords should not be used.
4. The operator should avoid coming in contact with the throwing wheel when the power cord is plugged in. Keep all hair and loose clothing away from the throwing wheel at all times.
5. Do not use the CHUCKER when under the influence of drugs or alcohol.
6. Use of the CHUCKER requires two (2) individuals: an operator to operate the CHUCKER, and a batter or catcher. The operator should stand behind a protected screen.
7. When the CHUCKER is in use or the power cord is plugged in, the area should be kept clear of all obstructions and people other than the operator and the batter or catcher.
8. Keep small children away from the CHUCKER at all times.
9. Only one (1) type of ball should be used at a time. Polyurethane pitching balls are recommended. Wet balls should never be used in the CHUCKER.
10. Each time an adjustment is made to the CHUCKER, the area should be cleared and two (2) or three (3) test throws should be made without a batter.
11. The batter should wear a protective helmet at all times. The operator should make sure that the batter is ready before throwing a ball.
12. Always turn the speed dial to the off position and disconnect the power cord when you are finished using the CHUCKER.
13. When not in use, the CHUCKER should be secured against unauthorized and unsupervised use.

# ASSEMBLING THE CHUCKER

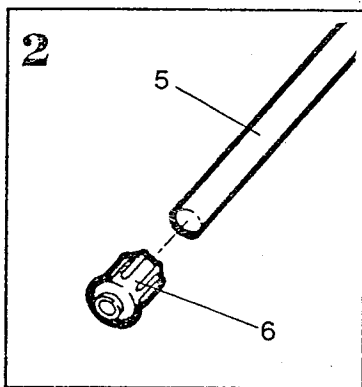
Place all parts of the CHUCKER in a cleared area and remove the packing materials. Do not dispose of the packing materials until the CHUCKER is completely assembled. If any part is missing, see the back of this manual. Assembly requires two 8" adjustable wrenches and a philips screwdriver.



## ATTACHING THE LEG EXTENSIONS TO THE LEGS

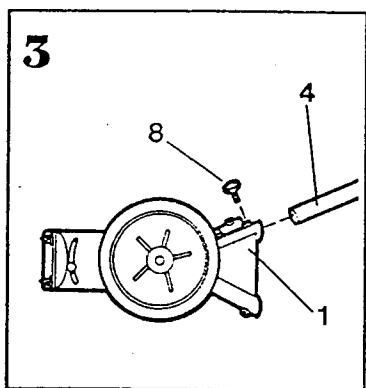
Slide the three Leg Extensions (4) onto the upper ends of the Legs (5). Note: The upper ends of the Legs have holes through them.

Insert a 1/4" x 1 1/2" Bolt (13) through each Leg Extension (4) and Leg (5). Tighten an Acorn Nut (7) with a 1/4" Lock Washer (14) onto each 1/4" x 1 1/4" Bolt (13).



## ATTACHING THE RUBBER CAPS TO THE LEGS

Slide a Rubber Cap (6) onto the lower end of each Leg (5). It may be helpful to twist the Rubber Caps in order to slide them fully onto the Legs.



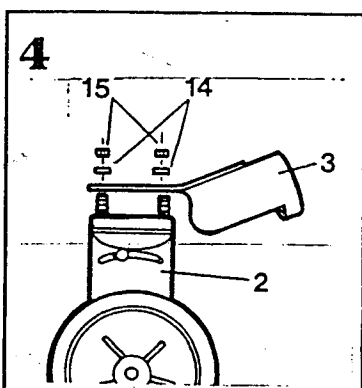
## ATTACHING THE LEG EXTENSIONS TO THE MOTOR HOUSING

Lay the Motor Housing (1) on the ground.

Insert one of the Leg Extensions (4) into one of the sockets on the Motor Housing (1).

Tighten a Thumb Screw (8) into the nut welded to the socket.

Attach the other two Leg Extensions (4) to the Motor Housing (1) in the same manner.



## ATTACHING THE BALL CHUTE TO THE BALL GUIDE

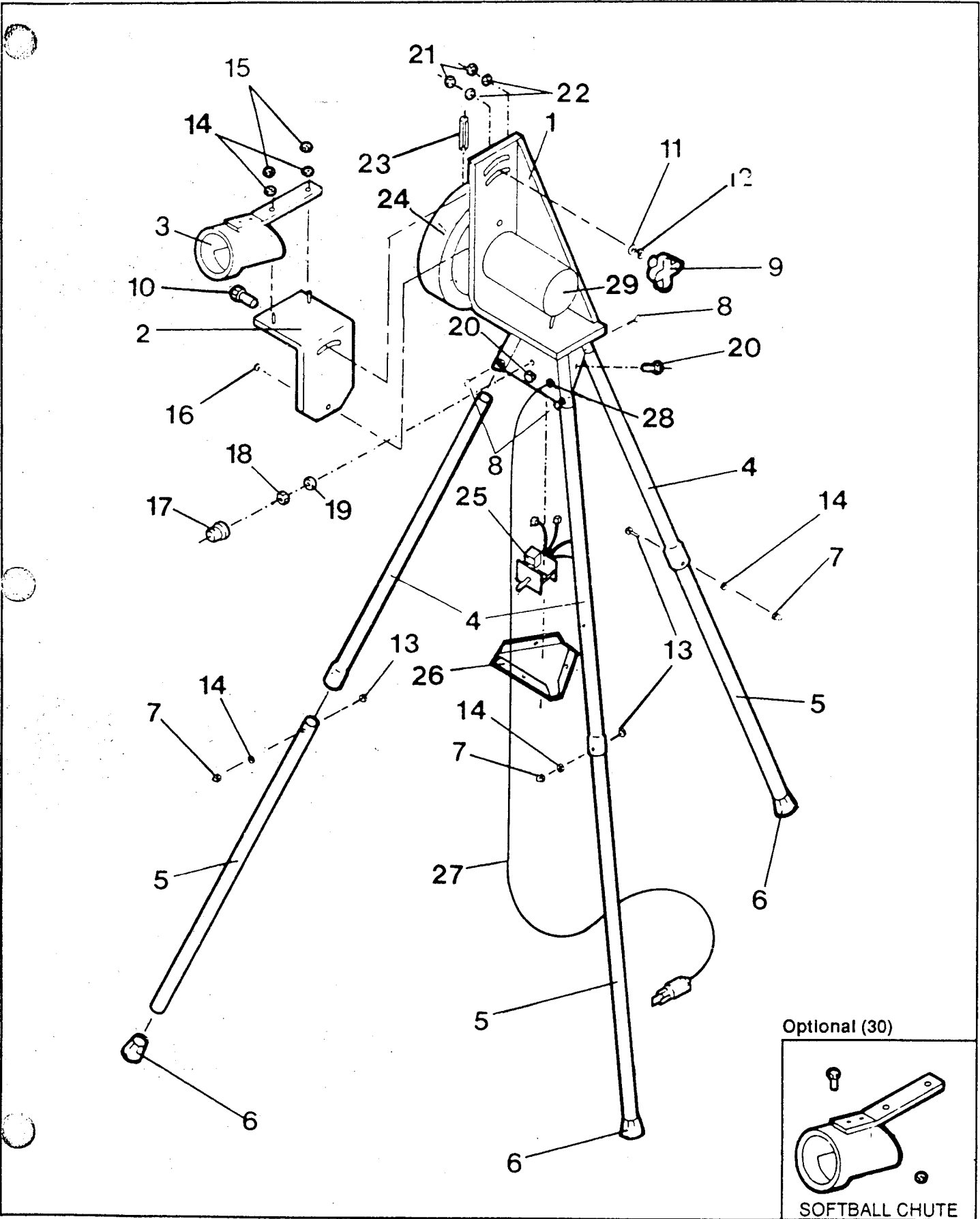
Stand the CHUCKER upright.

Slide the Ball Chute (3) onto the two bolts on top of the Ball Guide (2). **IMPORTANT: Make sure that the Ball Chute (3) is turned as shown in the drawing.**

Tighten a 1/4" Nut (15) with 1/4" Lock Washer (14) onto each bolt.

# EXPLODED DRAWING—MODEL NO. LP200130

Rev. 3/93



Optional (30)

SOFTBALL CHUTE

MODEL NUMBER: LP20013  
 VERSION: 00  
 PRODUCT NAME: CHUCKER  
 PRODUCT DESC: PITCHING MACHINE

MODEL/PART BOOK LISTING

RUN DATE: 7/12/93  
 RUN TIME: 8:48:02

KEY NUMBER	DESCRIPTION	QUANTITY
1	MOTOR HOUSING FRAME	1
2	BALL GUIDE W/CN	1
	112528 BALL GUIDE ASSY.	1
	112764 CN-CHUTE & GUIDE	1
3	BALL CHUTE W/CN	1
	112529 BALL CHUTE W/DECAL	1
	112764 CN-CHUTE & GUIDE	1
4	LEG EXTENSION	3
5	LEG	3
6	LEG ENDCAP	3
7	ACORN NUT	3
8	THUMB SCREW	3
9	GUIDE KNOB	1
10	CARRIAGE BOLT, 1/4 X 3/4"	1
11	5/16" WASHER	1
12	1/4" STAR WASHER	1
13	1/4" X 1 1/2" BOLT	3
14	1/4" LOCK WASHER	5
15	1/4" NUT	2
16	1/4" NYLOCK NUT	1
17	SPEED DIAL	1
18	3/8" THIN NUT	1
19	3/8" STAR WASHER	1
20	#6 X 1/2" SCREW	3
21	#10 NYLOCK NUT	2
22	1/4" WASHER	2
23	ROLL PIN	1
24-112751	PITCHING WHEEL ASSEMBLY	1
	112744 PITCHING WHEEL	1
	015050 ROLL PIN	1
	112765 CN-WHEEL REPLCMNT	1
25	SPEED CONTROL W/CN	1
	112745 SPEED CONTROL ASSY	1
	112766 CN-CNTRL REPLCMNT	1
26	HOUSING COVER	1
27	POWER CORD W/CN	1
	112747 POWER CORD	1
	112767 CN-CORD REPLCMNT	1
28	STRAIN RELIEF	1
29	MOTOR W/CN	1
	112749 MOTOR	1
	112768 CN-MOTOR REPLCMNT	1
.	NOTE: KEY #30 IS AN	0
.	OPTIONAL ASSEMBLY THAT	0
.	CAN BE ORDERED	0
30	SOFTBALL CHUTE ASSEMBLY	1
	112530 CHUTE W/DECAL	1
	013456 1/4 X 3/4" BOLT	1
	012090 1/4" NYLOCK NUT	1
	112764 CN-CHUTE & GUIDE	1
.	NON-ILLUSTRATED PARTS:	0
A	CHUCKER DECAL	1
B	CAUTION DECAL	1
C	OWNER'S MANUAL	1

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MODEL/PART BOOK LISTING

PAGE 2

INI023F

RUN DATE: 7/12/93

RUN TIME: 8:48:02

KEY NUMBER	PART NUMBER	DESCRIPTION	QUANTITY
	112748	HARDWARE KIT	1
.		013449 1/4" X 1 1/2" BOLT	3
.		103029 ACORN NUT	3
.		112541 THUMB SCREW	3
.		012096 1/4" NUT	2
.		014062 1/4" LOCK WASHER	5

Replacing Motor  $\frac{1}{2}$  Pt

LP200130

#### Chucker Wiring

1. Green wire from power cord connects to green and yellow striped wire coming from the ground that is attached to motor.
2. White from power cord connects to blue coming from controller board.
3. Black wire (small black) from power cord connects to blue coming from speed dial.
4. Black (thick wire printed 75w on wire) connects to black from motor.
5. Red wire from motor connects to red wire from cord.