

WARNING!

READ BEFORE USING

- **WEAR PROTECTIVE HEAD AND CHEST GEAR WHEN PLAYING CATCH WITH THE REVFIRE BASEBALL. BEING HIT BY A PITCHED REVFIRE BALL CAN CAUSE SEVERE INJURY.**
- **COACHES SHOULD NOT STAND IN THE PITCHER'S LINE OF FIRE WHEN USING THE REVFIRE MONITOR.**

FOR LONG LIFE OF REVFIRE BALLS:

- **DO NOT THROW REVFIRE BALLS AGAINST A HARD SURFACE OR HIT THEM WITH A BAT. EITHER ACTION COULD BREAK THE BALLS AND INVALIDATE THE WARRANTY.**
- **KEEP REVFIRE BALLS FREE OF WET DIRT AND WATER. STORE REVFIRE BALLS IN A CLEAN, DRY ENVIRONMENT.**
- **DO NOT USE REVFIRE BALLS IN PITCHING MACHINES.**



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.

Modifications to the device could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: a) reorient or relocate the receiving antenna, b) increase the separation between the equipment and receiver, c) consult RevFire Corporation or an experienced radio/TV technician for help.

RevFire Balls Contain –
FCC ID: UDJ-T1
Industry Canada IC: 6640A-T1



USER'S MANUAL

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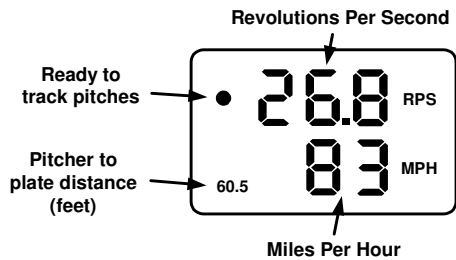
www.RevFire.com

TO MONITOR PITCHES

To monitor pitches, press the “ON” button. The appearance of a circular dot as shown below indicates that the monitor is ready to track pitches and display the Revolutions Per Second (RPS) and Miles Per Hour (MPH). Each toss detected by the monitor will result in a beep and the display of RPS and MPH data.

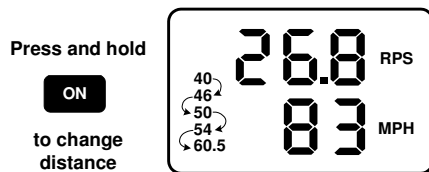
The monitor will detect pitches with a spin rate between 4 and 44 RPS and a speed between 30 and 110 MPH. A good knuckleball can not be detected by the RevFire system.

A coach holding the monitor should stand within 40 feet of the catcher. The monitor will turn off automatically if no pitch is detected or button pressed for 2 minutes.



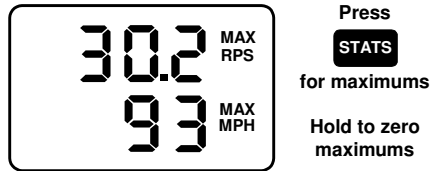
TO CHANGE PITCHING DISTANCE

Press and hold the “ON” button until the distance number changes. Release at the proper setting. The monitor can be set to 40, 46, 50, 54, or 60.5 feet for the pitching rubber to home plate distance. The correct setting is necessary for the MPH calculation. The catcher should be about 3 feet behind the plate.



TO DISPLAY MAX RPS AND MAX MPH

The monitor keeps track of the greatest spin rate and speed detected (not necessarily for the same pitch). To display these statistics, press the STATS button once or twice until the words “MAX RPS” and “MAX MPH” are displayed as shown below:



To return to tracking pitches, press the ON button.

TO CLEAR MAX RPS AND MPH

With “MAX RPS” and “MAX MPH” displayed, press and hold the STATS button until RPS and MPH are cleared to zeroes.

TO DISPLAY PITCH COUNT

The RevFire monitor will count the number of ball tosses it detects. To display the toss count, press the STAT button once or twice until the count is displayed as shown in the example below:



If the monitor is positioned such that it detects tosses by both the pitcher and the catcher, the actual pitch count would be half the value displayed.

TO CLEAR PITCH COUNT

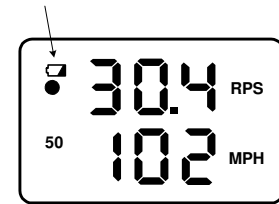
With the toss count displayed, press and hold the STATS button until the count is cleared to zeroes.

USING MULTIPLE REVFIRE BALLS OR MONITORS

The RevFire monitor will track only one ball at a time. If multiple RevFire balls are being used near your RevFire monitor, you can select the ball you wish to track. The monitor will track the first RevFire ball thrown after the ON button is pressed. To change balls, simply press the ON button immediately before the ball of interest is thrown. In addition, multiple RevFire monitors may be used to track the same or different balls in the same vicinity. IF YOU ARE USING MORE THAN ONE BALL DO NOT FORGET TO PRESS THE ‘ON’ BUTTON WHEN SWITCHING BALLS.

LOW BATTERY INDICATOR

For best monitoring range, the two AA batteries should be replaced with fresh Alkaline batteries when the low battery indicator is displayed.



TROUBLESHOOTING

If the RevFire monitor and ball do not appear to be working review the following:

1. The monitor only works with RevFire baseballs.
2. The RevFire ball must be caught to register a reading.
3. If you have two or more RevFire balls, or there are other RevFire balls in the area, the monitor may be tracking a ball other than the one you are currently using. Touch the “ON” button immediately before the next pitch of your RevFire ball to force it to track your ball.
4. The first toss of a RevFire ball after it has been idle for 2 minutes will typically not be detected by the monitor.
5. If the low battery indicator is displayed on the monitor, replace both of the monitor’s AA batteries.
6. The RevFire monitor should be positioned 40 feet or closer to the catcher.
7. There may be radio frequency interference (for example, WiFi networks) in the area, try using the ball at another location.
8. The ball must spin at least 4 revolutions per second in order to be detected by the RevFire system.