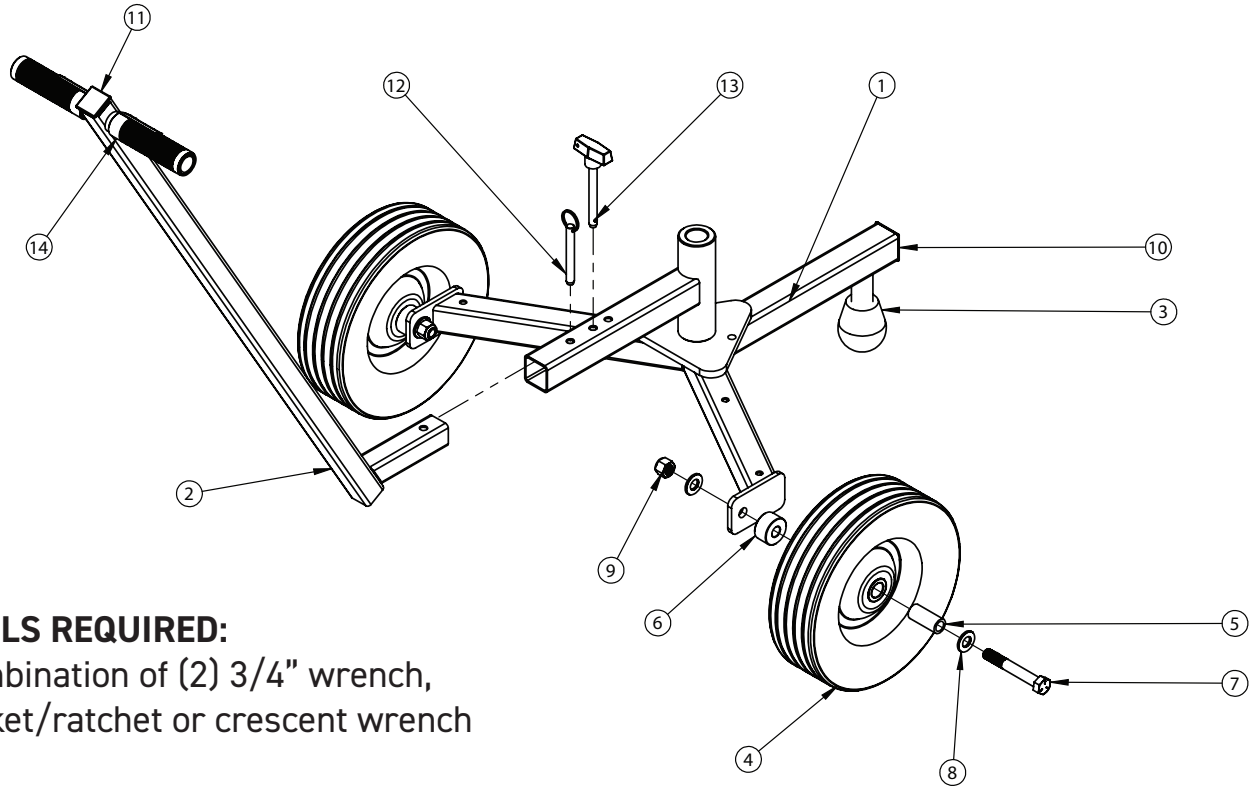




ASSEMBLY INSTRUCTIONS



TOOLS REQUIRED:

Combination of (2) 3/4" wrench,
socket/ratchet or crescent wrench

1. Place the 1/2" SAE washers (Item #8) and the bushings (Item #5) over the 1/2-13 bolts (Item #7).
2. Insert the assembly from step 1 into the travel wheels (Item #4) center holes.
3. Holding the bolts and travel wheel in place, slide the spacer (Item #6) over the threaded end of the bolt that is protruding from the inside of the travel wheel.
4. Insert the remaining portion of the bolt through the tab holes on the base (Item #1).
5. Using a 3/4" wrench or socket, tighten the 1/2-13 nylock nut (Item #9) to the bolt ensuring a second washer is placed between the tab on the base and the nut.
6. Repeat steps 1-5 for the other travel wheel.
7. Take the handle assembly (Item #2) and insert the lower tube into the protruding tube from the base (Item #1).
8. Using the quick release pin (Item #12) align the two tubes until the pin pushed completely through.
9. Insert (Item #13) into the next hole for safe keeping.

See back page for
**Fungo Kart - Junior Machine (AC and DC Models)
Transfer and Combo Instructions**

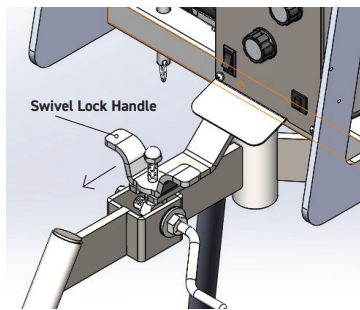


Fig. 1

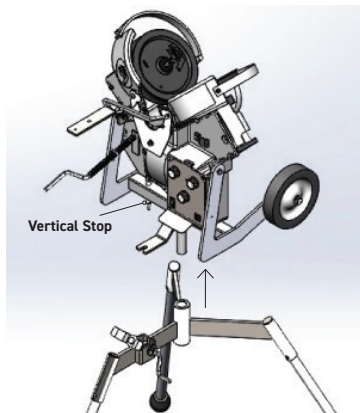


Fig. 2

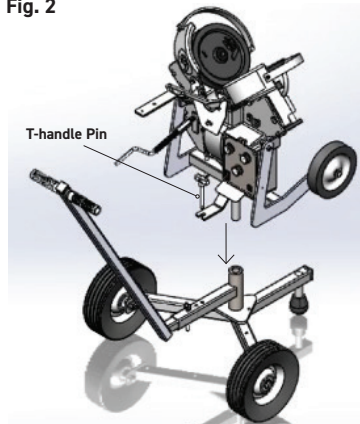


Fig. 3



Fungo Kart Combo (AC Model)



Fungo Kart Combo (DC Model)

Fungo Kart - Junior Machine Transfer Instructions

1. Refer to Fungo Kart assembly instructions and assemble the Kart prior to attempting the head transfer.
2. Completely loosen the Horizontal Swivel Lock handle and move it away from the machine (see fig. 1).
3. Ensure that the vertical stop (see fig. 2) is pressed against the machine casting, such that the head can't tilt up and down (see fig. 2).
4. Using a two-person lift, lift the junior head off the undercarriage and legs (see fig. 2).
5. Insert the head into the Fungo Kart base (see fig. 3).
6. Insert the T-handle pin into the hole to lock the junior into place (see fig. 3).
7. For DC Model, connect 2 plugs (does not matter what order just as long as they are both plugged in).

Fungo Kart/Junior Hack Attack Combo Assembly Instructions

1. Remove throwing head, Fungo Kart and handle from packaging.
2. Lower throwing head onto Fungo Kart (see fig. 3).
3. Insert T-handle pin (see fig. 3)
4. DC Model-Connect the wiring harness (2 plugs), make sure they snap in place. Orientation does not matter as long as both are connected.
5. Install the handle assembly, insert quick-release pin (see fig. 4).

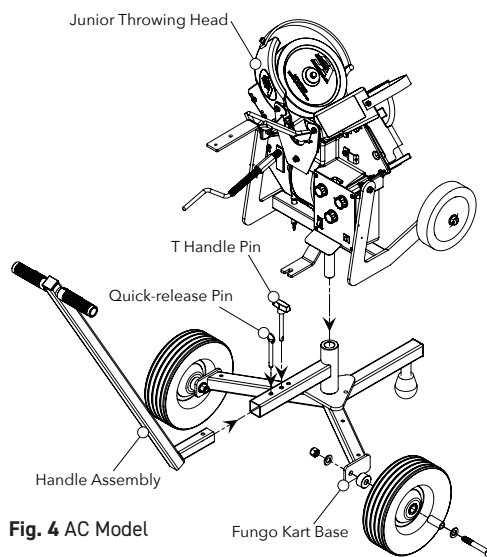


Fig. 4 AC Model

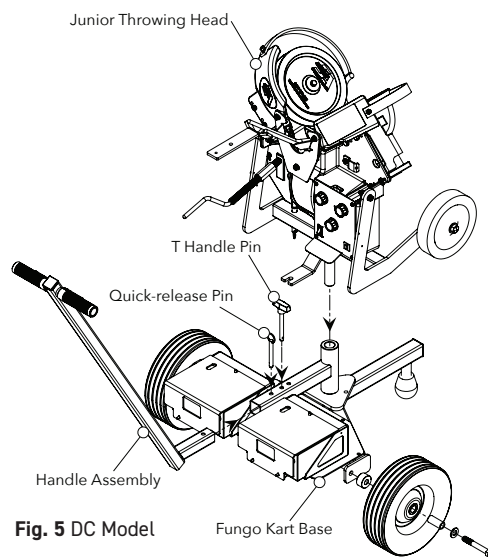


Fig. 5 DC Model

Battery Information (DC Model)

The Junior Hack Attack DC Model comes with a non-spilling Lithium Iron Phosphate 24AH, 12VDC battery. Upon receiving your Junior Hack Attack DC Model and batteries, you should charge the battery using the charger that comes with your unit. The charger has a 20AMP charge rate. Do not charge the battery when wet.

When replacing battery, you must use the same battery as originally equipped. When uninstalling the battery, you must first disconnect the negative cable, then the positive. When installing battery, you must first connect the positive, then the negative.

The battery has a light indicator showing percentage of charge:

Simply push solid white circle to view read out. The charger on the Junior Hack Attack DC Model does not damage fully charged batteries left connected to it. You may also charge the battery using any manufactured automotive battery charger.

IMPORTANT: Terminals must be protected from short circuit. Any object that is placed touching either battery terminal could cause a short circuit.

Battery Life Indicator LED's on the Machine: Simply press the white circle on battery and the LED will light up showing percentage of battery charge.

- 20 AMPS, charge time of 2:45 minutes.
- Fully charged run time is approx. 4 hrs.

Safety: Each battery is equipped with a 25 AMP inline ATC fuse.

DO NOT USE FOR PITCHING. DEFENSIVE DRILLS ONLY.

