



YOUR PRACTICE COMPANY

To get the most out of your **JUGS® COMBO PITCHING MACHINE**, follow our easy to use practice plans to become the best player in your league.



FIVE HITTING KEYS TO IMPROVE YOUR GAME WITH JUGS® EQUIPMENT!

PRACTICE: Have a plan to get better.

Let JUGS® Equipment provide you with excellent tools to make your practices more effective. Hitting different pitches, locations, and speeds gives you the opportunity to improve your strengths and fix your weaknesses as a hitter.

BALANCE: A good hitter maintains Balance throughout a swing.

During warmup, the JUGS® Batting Tees allow the hitter to maintain balance before, during and after contact.

PATIENCE: Understand great hitting will take time. Don't get discouraged.

JUGS® Equipment allows you to take several swings with pinpoint accuracy to develop your swing.

CONFIDENCE: Have a good positive mental approach to hitting.

Start your JUGS® machine by throwing slow, increasing speeds as you progress.

HAVE FUN: Throughout the peaks and valleys of hitting, remain positive with your progress.

Durability, ease of use, and consistency make JUGS® Equipment an essential part of your everyday practice.

OVERVIEW:

A good batting practice routine will help to make the most out of the time that you put in before the game. One of the best ways to improve your batting practice time is to develop a plan that gives every swing you take a purpose.

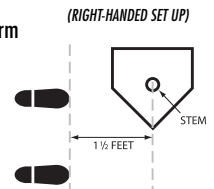
This is a weekly Practice Plan. There's hitting for you to chart, Monday through Friday. The plan recommended is based on limiting the number of swings you take in a session. A hitter tires and loses focus after just 15-20 swings. Minimize the quantity, and maximize the quality of swings, by taking breaks between each progression.

This Practice Plan has been designed to make you a better hitter.

SUGGESTED WARM-UP:

The philosophy behind a good warm-up is to properly warm up muscles and promote good muscle memory.

- 4-5 minute jog—upper and lower body stretch.
- Dry swings with bat. (approximately 25 easy swings)
- Tee Work: Set tee for down the middle pitch. Front foot approx. 1½ feet away from stem.



20 Total Swings: 1-5 at 50%, 6-10 at 75%, 11-15 at 80%, 16-20 at 100%.

Key Point: Progression with the tee should be making good contact and gradually increasing torque every 5 swings. Starting at 50% effort and ending your Tee-work at 100%.

SUGGESTED MACHINE SET UP:

COLLEGE MACHINE SET UP: 55 mph Fastball

SPEED DIAL SETTINGS: 30 (top wheel)
70 (bottom wheel)

Key Point: Adjust speed to the hitter's skill level.

HIGH SCHOOL MACHINE SET UP: 51 mph Fastball

SPEED DIAL SETTINGS: 20 (top wheel)
60 (bottom wheel)


Key Point: Adjust speed to the hitter's skill level.

IMPORTANT: Regardless of the speed desired, keep dials 40 digits apart.

See the COMBINATION PITCHING MACHINE INSTRUCTIONS for further details.



Use the Whole field while hitting fastballs (FASTBALL SET UP)

___/5 1. Hit the outside pitch to the opposite field.

KEY POINT: Be patient in letting the ball get over the plate before contact. Right-handed hitters visualize hitting the ball over the 2nd baseman's head. Lefties visualize hitting it over the shortstop's head. Do so and get one point.


NOTE: Studies have shown that nearly three quarters of all pitches in the strike zone are over the outside half of the plate, especially in youth softball. Take advantage of that information and control the outer half of the plate. Then, if you need to, gradually work from an area of the strike zone that you can control, to an area where you have less control.

___/5 2. Hit the down-the-middle pitch back through the middle of the field.

KEY POINT: Focus on keeping your head down and hands back, and drive the ball back up the middle to get one point.


NOTE: Consistent hitters with high batting averages always tend to use the middle of the field. You can be successful being strictly a push or pull hitter, but you give away some of the advantage to the pitcher, because they can simply pitch to your weaker side.


Situational Hitting (FASTBALL SET UP)

___/3 3. Long fly balls: Trying to score a runner from 3rd base.

KEY POINT: Any ball hit to the middle to deep part of the outfield should be long enough to score a run. For cage hitting, the back 1/3 portion of the top net is the goal. Hit to this area to get one point.

___/3 4. Hard-hit balls: The Infield In
 A hitter must make solid contact to drive the ball past the drawn up infield.
KEY POINT: Give the hitter one point for driving the hard hit ball through the infield.

___/3 5. Ground Balls or Hit-And-Run:
 This situation would occur with a runner on first base. Hitter must hit a hard ground ball to move the runner.
KEY POINT: Ideally, the hitter should try to hit the hard grounder behind the moving runner. If not, hit the ball hard on the ground. Give yourself one point for every ball hit hard on the ground.

___/3 6. Hot-Zone Hits:

 Any ball that is driven through the middle of the field. The Target should be from the Right Field Power Alley to The Left Field Power Alley.
KEY POINT: For cage hitting, the back portion of the net is the goal. Give yourself one point for any ball that hits the HOT ZONE.

___/6 7. Sacrifice Bunt:

 3 Bunts towards first base, 3 Bunts toward third base. With a runner on first or second base, with less than two outs, a Sacrifice bunt can be utilized. The batter should show the bunt position as the pitcher is set to throw. A batter's philosophy is to give himself up for the runner(s) to advance.

KEY POINT: The direction of the bunt with a runner on first should be first base. (The first baseman must hold the base runner close before charging the bunt, giving ample opportunity to get the ball down toward first base.) With runners on second, or first and second, the batter should bunt towards third base. The third baseman must stay back to honor a steal behind. Hitter must bunt strikes only. One point for each successful bunt.

KEEP DAILY TRACK OF YOUR PROGRESS

1. Hit the outside pitch to the opposite field
 WEEK 1: MONDAY ___/5 WED. ___/5 FRIDAY ___/5
 WEEK 2: MONDAY ___/5 WED. ___/5 FRIDAY ___/5
 WEEK 3: MONDAY ___/5 WED. ___/5 FRIDAY ___/5
 WEEK 4: MONDAY ___/5 WED. ___/5 FRIDAY ___/5

2. Hit the down-the-middle pitch back through the middle of the field
 WEEK 1: MONDAY ___/5 WED. ___/5 FRIDAY ___/5
 WEEK 2: MONDAY ___/5 WED. ___/5 FRIDAY ___/5
 WEEK 3: MONDAY ___/5 WED. ___/5 FRIDAY ___/5
 WEEK 4: MONDAY ___/5 WED. ___/5 FRIDAY ___/5

3. Long fly balls: Trying to score a runner from 3rd base
 WEEK 1: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 2: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 3: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 4: MONDAY ___/3 WED. ___/3 FRIDAY ___/3

4. Hard-hit balls: The Infield In
 WEEK 1: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 2: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 3: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 4: MONDAY ___/3 WED. ___/3 FRIDAY ___/3

5. Ground Balls or Hit-And-Run
 WEEK 1: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 2: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 3: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 4: MONDAY ___/3 WED. ___/3 FRIDAY ___/3

6. Hot-Zone Hits
 WEEK 1: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 2: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 3: MONDAY ___/3 WED. ___/3 FRIDAY ___/3
 WEEK 4: MONDAY ___/3 WED. ___/3 FRIDAY ___/3

7. Sacrifice Bunt
 WEEK 1: MONDAY ___/6 WED. ___/6 FRIDAY ___/6
 WEEK 2: MONDAY ___/6 WED. ___/6 FRIDAY ___/6
 WEEK 3: MONDAY ___/6 WED. ___/6 FRIDAY ___/6
 WEEK 4: MONDAY ___/6 WED. ___/6 FRIDAY ___/6

Track all swings using the checklist provided.

Hitting the Off-Speed Pitch

___/12 **1. Right- and Left-Handed Drop-Ball** (SEE DROP-BALL SET UP)

KEY POINT: Attack this pitch much like the low fastball. Exercise patience. Hitter must sink the body (not the hands) and drive the low ball through the middle of the field. *Front shoulder and hands stay back!* **Right-handed hitters** visualize hitting the ball over the 2nd baseman's head. Do so and get one point. **Left-handed hitters** visualize hitting it over the shortstop's head. Do so and get one point.

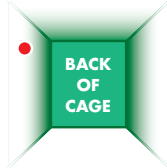
NOTE: Aggressive hitters are generally very good at hitting the fastball, but struggle with the off-speed pitch. Hitting the off-speed pitch requires discipline. Become great at recognizing the off-speed pitch and learn to react appropriately. If anticipating the drop-ball, move up in the box.

___/12 **2. Right- and Left-Handed Change Up**

KEY POINT: Set machine to throw 24 mph and angle machine to throw lob. **Right-handed hitters** visualize hitting the ball over the 2nd baseman's head. Do so and get one point. **Left-handed hitters** visualize hitting it over the shortstop's head. Do so and get one point.



Right-handed hitters should drive the off-speed pitch over the second baseman's head.



Left-handed hitters should drive the off-speed pitch over the shortstop's head.

NOTE: Off-speed pitches are designed to get you to commit your weight too soon, to get you off balance and take your body out of the swing. In essence, an off-speed pitch makes you become an "arms only" hitter and your power and effectiveness can be severely hampered.

Hitting the Rise-Ball

___/12 **3. Right- and Left-Handed Rise-Ball** (SEE RISE-BALL SET UP)

KEY POINT: Exercise patience by waiting for the pitch to get up in the strike zone before contact. Stay tall in your stance. *Front shoulder and hands stay back!* Drive the high ball down through the middle of the field. Do so and get one point.

NOTE: Make sure the rise-ball is a strike before swinging. Make the pitcher bring it down into the strike zone.

SUGGESTED DROP & RISER SET UP:

HIGH SCHOOL	COLLEGE
46 mph DROP-BALL	60 mph DROP-BALL
60 (top wheel)	70 (top wheel)
20 (bottom wheel)	00 (bottom wheel)
55 mph RISE-BALL	70 mph RISE-BALL
30 (top wheel)	40 (top wheel)
70 (bottom wheel)	80 (bottom wheel)

Key Point: Adjust speed to the hitter's skill level.

IMPORTANT: Regardless of the speed desired, keep dials 40 digits apart.

See the COMBINATION PITCHING MACHINE INSTRUCTIONS for further details.

KEEP DAILY TRACK OF YOUR PROGRESS

1. Right- and Left-Handed Drop-Ball

WEEK 1: TUESDAY ___/12 THURSDAY ___/12
WEEK 2: TUESDAY ___/12 THURSDAY ___/12
WEEK 3: TUESDAY ___/12 THURSDAY ___/12
WEEK 4: TUESDAY ___/12 THURSDAY ___/12

2. Right- and Left-Handed Change Up

WEEK 1: TUESDAY ___/12 THURSDAY ___/12
WEEK 2: TUESDAY ___/12 THURSDAY ___/12
WEEK 3: TUESDAY ___/12 THURSDAY ___/12
WEEK 4: TUESDAY ___/12 THURSDAY ___/12

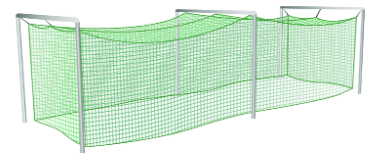
REMEMBER: Minimize the quantity, and maximize the quality of swings, by taking breaks between each progression.

3. Right- and Left-Handed Rise-Ball

WEEK 1: TUESDAY ___/12 THURSDAY ___/12
WEEK 2: TUESDAY ___/12 THURSDAY ___/12
WEEK 3: TUESDAY ___/12 THURSDAY ___/12
WEEK 4: TUESDAY ___/12 THURSDAY ___/12

The road to the Big Leagues starts in your own backyard. Over 80,000 families in the United States and around the world have already put JUGS in their backyards.

SOFTBALL BACKYARD NET PACKAGE



1. Backyard Batting Cage™ Net #8, 119-lb.-Breaking-Strength Nylon (55'L x 11'W x 11'H)
2. Outdoor Frame for Cage #8
3. **FIXED-FRAME™** Softball Screen
4. **FREE** Backdrop & Pitcher's Trainer

Track all swings using the checklist provided.