



RADAR CUBE™

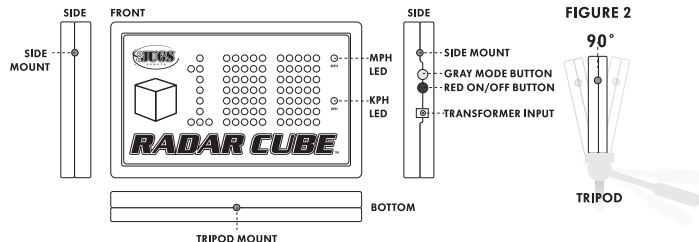


FIGURE 2

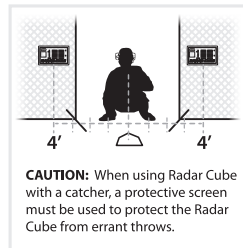


FIGURE 3

- 1. POWER:** You may utilize six AA alkaline or rechargeable batteries in the JUGS RADAR CUBE™. To access the battery compartment, remove the battery cover located on the back panel. **Do not mix alkaline and rechargeable batteries.** Duration is approximately eight (8) hours of use. For extended operation, use the *optional* 100-240v power transformer and plug into a power outlet. **No green light indicates insufficient battery power.**
- 2. TO TURN ON :** Press the red ON/OFF button located on the side of unit to turn the unit on. JUGS SPORTS will scroll across the LED lights. Two zeros will appear and then a green light will come on if the display is in the proper position (see number 3) in either the MPH or KPH LEDs—Default is MPH Mode.
- 3. GREEN LIGHT—CORRECT POSITION OF DISPLAY:** The green light is your indication that the unit is ready to record pitch speeds. From a plumb (vertical) position, the green light remains on until you tilt the display forward or backward beyond the operating degree range (Figure 2). **If the green is off, the display is out of position.** As long as the green light is on, you are ready to proceed.

1-YEAR LIMITED WARRANTY: JUGS SPORTS warrants to the original consumer purchaser of the JUGS Radar Cube™ that it will be free of defects in materials or workmanship for ONE YEAR from the date of purchase. This warranty does not cover damages resulting from accident, misuse, abuse or lost merchandise. **This warranty is only valid in the USA.**

- 4. MPH or KPH Mode:** Once display is on, simply press the gray MODE button located on the side of the display to change from MPH to KPH.
- 5. MOUNTING OPTIONS:** The JUGS RADAR CUBE™ comes with two mounting options—a 1/4" threaded mount on the bottom (for tripod use) and two on the sides (for suspension). **Recommended method is the radar display mounted on a tripod placed approximately six (6) feet behind the throwing target. Elevation should be no higher than five feet and no lower than the top of the strike zone.**
- 6. PLACEMENT:** For use with the JUGS Bullpen, Travel, Instant, or Protective Screens, place The JUGS RADAR CUBE™ in direct line (catcher's perspective) with the pitcher according to the **Recommended Radar Display Distances** set forth below (see number 7). **When using two or more Radar Cubes, allow 15' distance between units.**
 - For use with a catcher, place The JUGS RADAR CUBE™ in line with the catcher, either right or left, four feet from the middle of the plate (Figure 3). **Note: if the Cube is placed behind the catcher in this instance, the catcher will interfere with the radar signal.**
 - Normal operating range is from 32 mph to 100+ mph (51 kph - 160+ kph). **Speeds below 32 mph (51 kph) will not register.**
- 7. RECOMMENDED RADAR DISPLAY DISTANCES WHEN THROWING INTO A SCREEN:**
 - Youth League Baseball pitching distance (46')—**set radar display 52' from pitcher.**
 - High School & College Baseball pitching distance (60' 6")—**set radar display 66' from pitcher.**
 - Youth League Softball pitching distance (40')—**set radar display 46' from pitcher.**
 - High School & College Softball pitching distance (43')—**set radar display 49' from pitcher.**
- 8. TO TURN OFF:** Press and hold the red ON/OFF button until the green light (MPH or KPH) begins to flash. Let go of the red on/off switch, the green light will stop flashing, and the unit will then shut down. **The JUGS RADAR CUBE™ shuts down automatically after 10 minutes of non-use.**
- 9. OPERATION AND STORAGE:** The JUGS RADAR CUBE™ is *not* sealed but will resist mild weather conditions. As with most electronic devices, please keep your unit as dry as possible and store inside after usage. Failure to do so may damage the unit and void the warranty.
- 10. TROUBLESHOOTING:**
 - Inflatables**—to eliminate interference, place the RADAR CUBE in front or to the side of the inflatable motor. **If the JUGS RADAR CUBE is positioned behind, the unit will register frequencies from the motor.**
 - LO BAT Indicator**—the lo bat indicator will come on after approximately seven hours of use. At eight hours, the green light may begin to flash or become faint. For optimal usage, replace batteries when the lo bat indicator illuminates.