



OWNER'S MANUAL

Deuce® Dual Wheel Pitching Machines

Applicable for Deuce 75 MPH (DC799) & 95 MPH (DC899)

www.HeaterSports.com

Model No's. DC799 or DC899

Serial No. _____

Write the serial number in the space above for reference.

ACTIVATE YOUR WARRANTY

To register your product and activate your warranty, call 1-800-492-9334

CUSTOMER CARE

For customer service inquiries, please call our toll free line at 1-800-492-9334.

CAUTION

Read all precautions and instructions in this manual before using this product. Keep this manual for future reference.



Instructions Date: 12/2020
Version: 00001

DO NOT RETURN TO STORE, CALL 1-800-492-9334

Read Before Operating!

IMPORTANT

**NEVER USE OR LEAVE THE MACHINE IN RAIN/MOISTURE.
DOING SO CAN RUIN THE MACHINE & VOID ITS WARRANTY.**

**THE DEUCE PITCHING MACHINE THROWS REAL REGULATION BALLS;
HOWEVER, THE ACCURACY OF THE DEUCE DEPENDS ON THE QUALITY,
HARDNESS AND TYPE OF BALLS YOU USE IN THIS MACHINE!**

HEATER SPORTS RECOMMENDS USING HEATER PITCHING MACHINE BALLS IN THE DEUCE MACHINE. THESE BALLS HAVE BEEN PRECISELY CRAFTED TO PROVIDE YOU WITH HOURS OF ACCURATE, TROUBLE FREE BATTING AND FIELDING PRACTICE. OTHER BRAND OF BALLS HAVE NOT BEEN TESTED IN THE DEUCE AND CANNOT BE VALIDATED AS SUFFICIENT AND SAFE.

Heater Pitching Machine Balls

Heater Pitching Machine Balls are recommended for use with the Deuce Machine. These balls are incredibly accurate, long lasting, and produce the fastest ball speed.

Regulation Leather Balls:

The Deuce Pitching Machine works well with real leather balls; however, accuracy will vary more than with pitching machine balls because the seams on leather balls cause the machine to pinch the ball differently on each pitch. Be sure and use real leather balls, not simulated leather balls. Batters should be aware at all times.

KNOWN PROBLEMS WITH SIMULATED (SYNTHETIC) LEATHER COVERED BALLS . . .

Simulated (synthetic) leather balls:

Simulated leather balls are inexpensive seamed balls that don't work well in the Deuce Machine. During operation, portions of the simulated leather cover comes off the ball and attaches to the wheels of the Deuce. Also, during operation, consumers have reported seeing small puffs of smoke coming out of the Deuce. These puffs are not smoke, but actual pieces of the simulated leather ball being turned into small dust particles as they pitch out of the Deuce Pitching Machine.

IF BALLS GET WET, THEY WILL NOT PITCH PROPERLY UNTIL THEY DRY.

KNOWN FACTS ABOUT DIFFERENT BALLS:

The speed and accuracy of each pitch is dependent on the hardness, roundness, and type of each ball used.

For example: If you have 12 balls and four are softer than the others (these balls will throw lower than the other balls), if four are harder than the others (these balls will throw higher than the other balls), and if four are not round (these balls will throw inside and outside). THIS COULD LEAVE THE USER WITH THE IMPRESSION THAT THE DEUCE PITCHING MACHINE IS INACCURATE WHICH IS NOT CORRECT.

PARTS

**Replacement Parts Available by Calling Heater Sports*



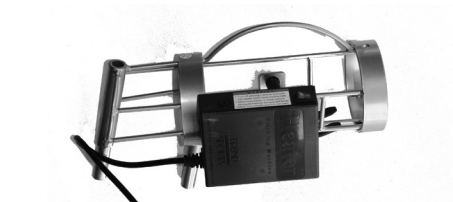
Housing (A)



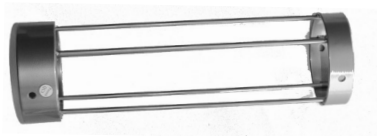
Tripod (B)



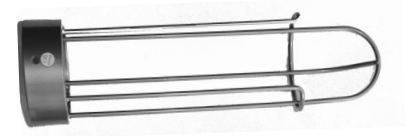
Leg Assembly (9 Total)
 Bottom Leg (C): 3x
 Middle Leg (D): 3x
 Top Leg (E): 3x



Ballfeeder: Motor Section (F)



Ballfeeder: Middle Section (G)



Ballfeeder: End Section (H)

Front Hole Tripod Hardware:



Silver Hex Bolt
(I): 1x



Flat Washer
(J): 2x



Silver Locknut
(K): 1x

Back Hole Tripod Hardware:



Carriage Bolt
(L): 1x



Black Washer
(M): 2x



Thick Flat Washer
(N): 1x



Teeth Washer
(O): 1x



Knob
(P): 1x



Thumbscrew
(Q): 3x

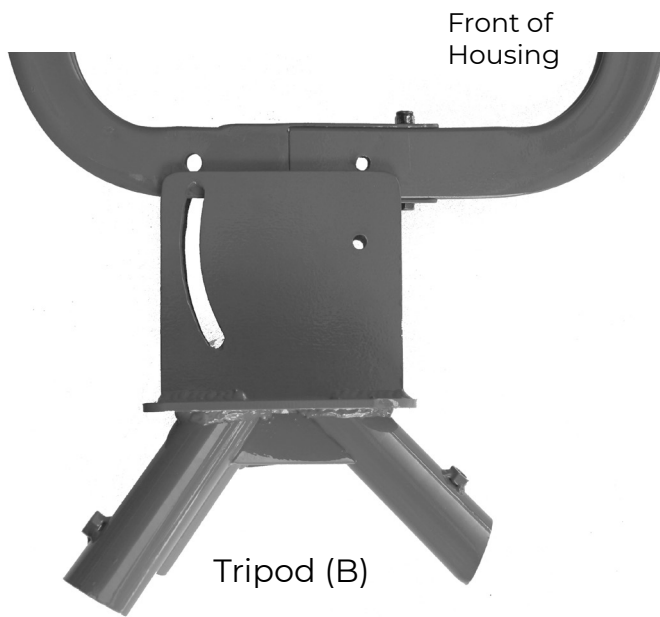


Allen Wrench
(R): 1x

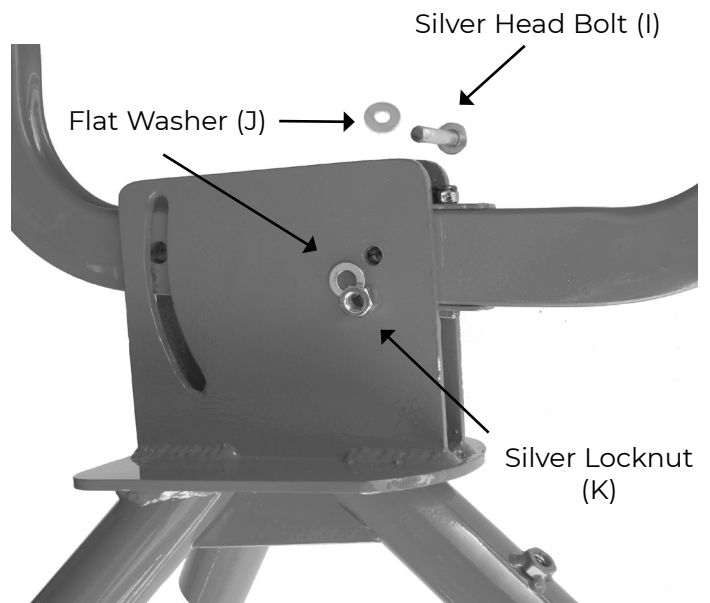


Ballfeeder Hardware
(S): 4x

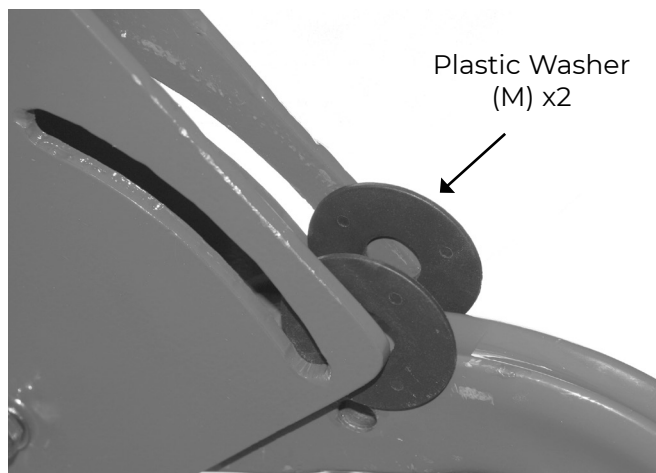
HOUSING ASSEMBLY



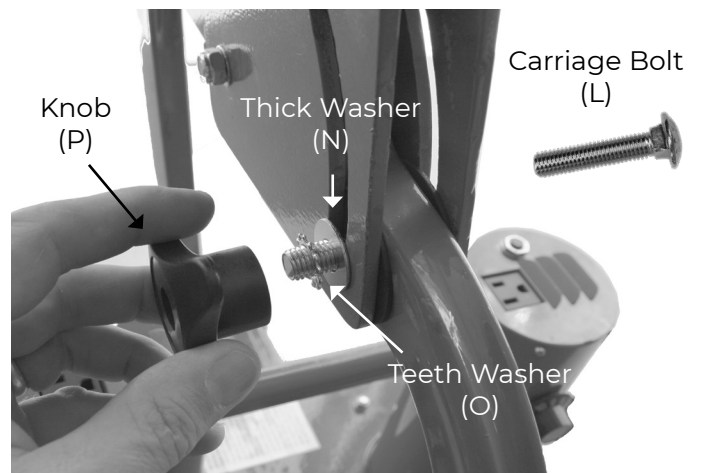
STEP 1: Slide the Tripod Bracket (B) over the U-shape arms of housing and align bolt holes. *(Make sure the swivel groove is toward the back of the machine)*



STEP 2: Front Hole of Tripod: Slide flat washer (J) on Hex Head Bolt (I) and insert through the front tripod hole. Then, add another flat washer (J) once through and securely tighten with Silver Locknut (K).



STEP 3: Back Hole of Tripod: On the other side of the tripod, push the two Black Plastic Washers (M x2) in place between the Tripod Bracket and the U-shape arm as shown and line up the holes in the washer to the holes in the tripod slot.



STEP 4: Insert Carriage Bolt (L). Place Thick Metal Washer (N) and Teeth Washer (O) on the bolt and tighten with the Knob (P).

LEG ASSEMBLY

STEP 1: Slide leg sections together (See illustration). Lock the sections together by making sure the push pins line-up with each adjoining hole and lock into place.



Follow Step 1 to assemble all three legs for the pitching machine.

After assembling Pivot Arm and Housing, slide the 3 leg sections into the Tripod Bracket Leg Supports and secure with the Thumbscrews (Part Q).

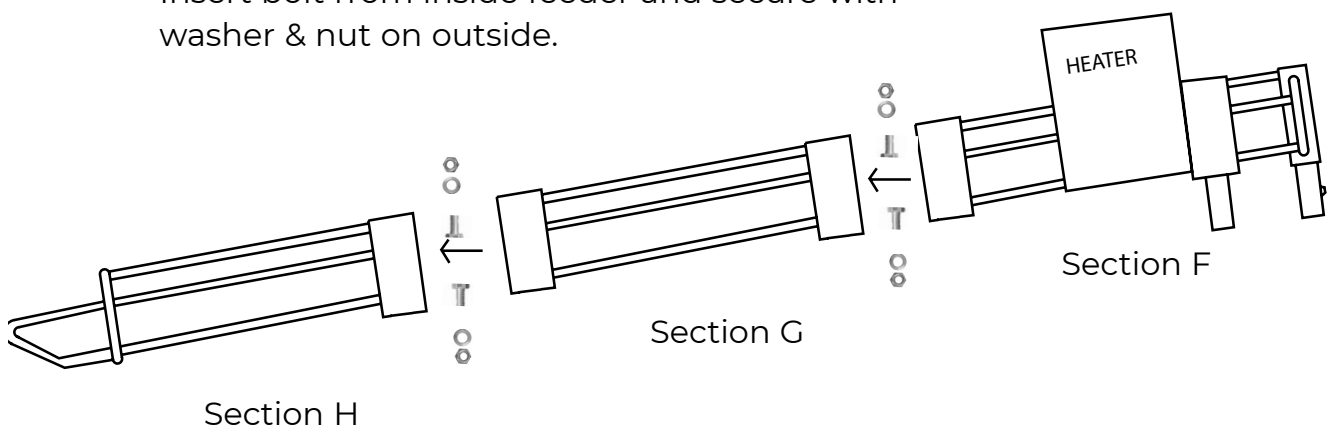


Thumbscrew
(Q): 3x

BALLFEEDER ASSEMBLY

STEP 1: Slide sections F - G - H together.

STEP 2: Secure sections by installing ballfeeder hardware (S).
Insert bolt from inside feeder and secure with washer & nut on outside.

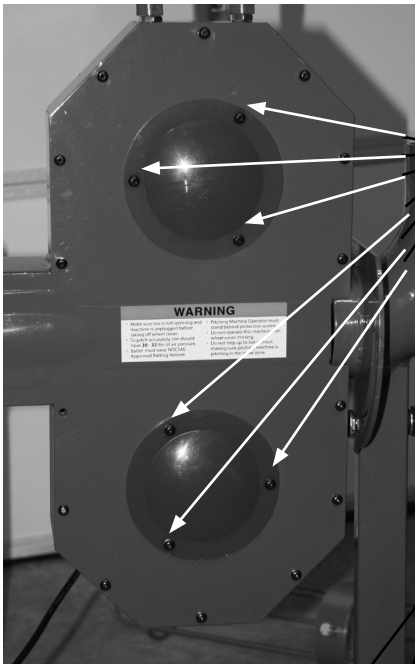


WARNING

- Turn off pitching machine and auto-ball feeder motor when loading balls.
- Make sure batter is ready before turning on auto-ball feeder and machine.
- Make sure all persons stand clear of pitching machine and ball path.
- Make sure all persons are aware pitching machine is throwing balls automatically.
- Make sure machine operator is ready to turn off auto-ball feeder power switch if necessary.

PRE-OPERATION

Ensure The Hub & Tire Black Lines Align & Check Air Pressure In Pitching Machine Tires.



WARNING: MAKE SURE MACHINE IS UNPLUGGED AND THE TIRES ARE NOT SPINNING DURING THESE OPERATIONS!

Pre-Operation #1

Locate Allen Wrench (provided in package) and unscrew (3) three wheel cover screws for each wheel.

****Important:**

Periodically inspect the tires to make sure they are not worn out or punctured. Serious damage could result if operated in this condition.

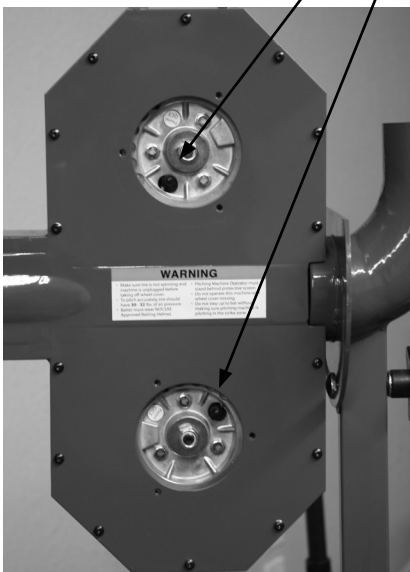
Pre-Operation #2

You'll see both the Tire & Hub have a BLACK magic marker line drawn on them. These two lines should connect, as if they are one line. This ensures the machine's tires are in balance and will perform correctly. If the two lines are not touching, let all your air pressure out of the tire and rotate the tire on the hub until they do touch exactly.

Next, locate a tire pressure gauge (not provided) and check tire pressure. Tire pressure should be between 35 - 37 lbs. If tire pressure reads low, use an air pump to inflate the tires. If tire pressure reads high, decrease the air pressure by pushing down the air stem bubble located in the middle of the air stem.

****Important:**

If tires are not balanced, it will vibrate and sound loud. Also if the tires are not filled at the exact same pressure, it may lead to inaccurate pitches and dramatic changes in pitch speed.



Pre-Operation #3

Locate Allen Wrench (provided in package) and secure Wheel Covers back on machine by tightening (6) six Wheel Cover Screws.

Warning - Serious Bodily Injury: Never operate Deuce Pitching Machine until Wheel Covers are secured on the Deuce Pitching Machine with the (6) six Wheel Cover Screws.



Fuse Re-Set Button

The Deuce Pitching Machine has two fuse reset buttons which are designed to protect the electronic circuit in the Deuce Pitching Machine. If the Deuce will not turn on, check this button to make sure it is not popped out on both motors. If it is popped out, press it back in to reset the fuse circuit breaker. This should allow the Deuce to operate safely again.

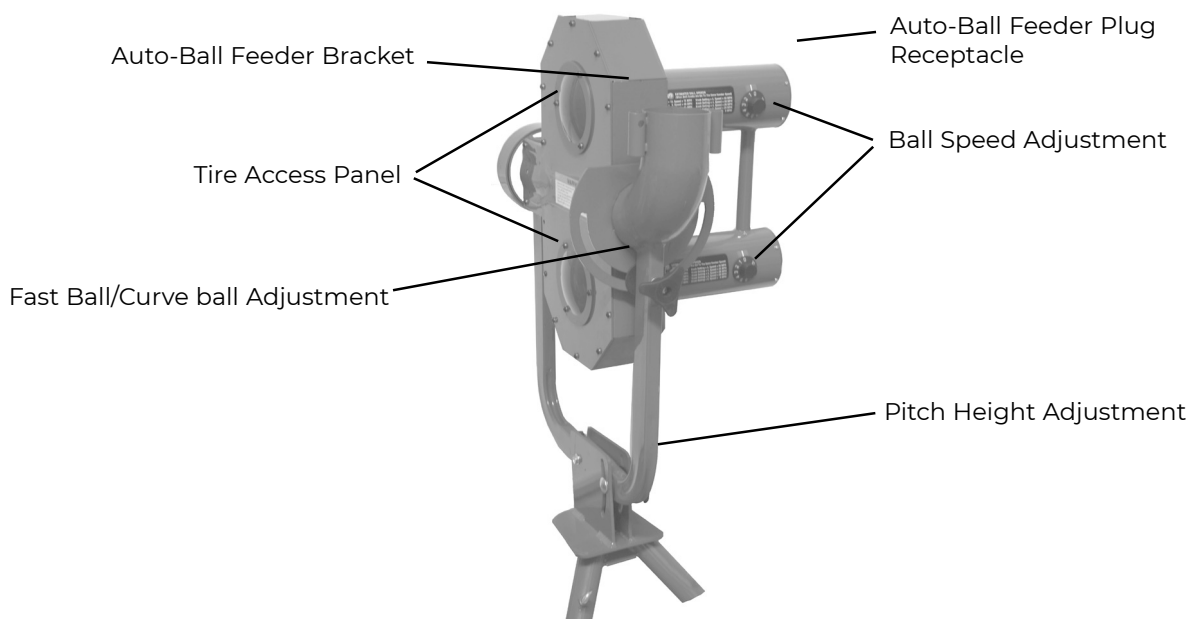
OPERATION

CAUTION!

USE HEATER PITCHING MACHINE BALLS FOR THE MOST ACCURATE PITCH POSSIBLE. PITCHING MACHINES THAT USE A WHEEL TO THROW BALLS WILL NOT THROW REAL BALLS AS ACCURATE BECAUSE OF THE SEAMS ON THE BALL.

IMPORTANT: THIS PRODUCT IS TO BE USED BY ADULTS ONLY. MAKE SURE MACHINE IS TURNED OFF BEFORE ASSEMBLY! KEEP HANDS AND ALL BODY PARTS AWAY FROM BALL EXIT! SERIOUS HAND AND BODILY INJURY MAY RESULT IF USED INCORRECTLY!

- Step 1: Insert auto-ball feeder tubes into auto-ball feeder bracket (2X) and plug into outlet.
- Step 2: Place balls into ball feeder. (Make sure the pitching machine is not plugged in.)
- Step 3: Ensure pitching machine variable speed control knobs both show "0".
- Step 4: Plug pitching machine into 3 prong power outlet (Make sure pitching machine wheels are not spinning.)
- Step 5: Aim pitching machine at desired target and make sure every person and everything is clear of pitching machine ball path.
- Step 6: Turn variable speed control knobs on to desired speed setting and turn on auto ball feeder (*Note: Setting each speed control to varying settings controls the amount of curve on the pitch*)
- Step 7: Make sure ball is pitching in desired zone before allowing a batter to step up to hit.
- Step 8: Adjust pitch height by loosening the Pitch Height Adjustment Knob and rotating the Baseball Housing to desired location. Re-tighten when done.
- Step 9: Once balls are done pitching, turn both machine & ballfeeder off before collecting balls to ensure no bodily injury occurs.



FASTBALL/CURVEBALL

WARNING!

ROTATING THE HEAD OF THE DEUCE FROM FAST BALL TO CURVE BALL POSITIONS CHANGES THE DIRECTION AND TRAJECTORY OF THE PITCHED BALL. MAKE SURE NO PERSONS ARE IN FRONT OF MACHINE WHILE ADJUSTING FOR FAST BALL OR CURVE BALL PITCHES.

DIAL SETTINGS FOR VARIOUS PITCHES

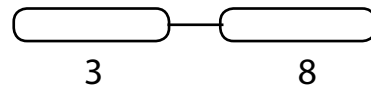
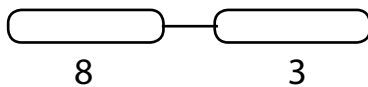
Use the following diagrams as guides for using any Heater Sports Two Wheel Pitching Machine. Each diagram shows the approximate angle of the machine head. Numbers represent the dial setting as seen on the 0-10 knobs.

IMPORTANT: You may have to adjust speed knobs from the diagrams below to get desired speed and pitch locations. Diagrams represent perspective of operator pitching to batter.

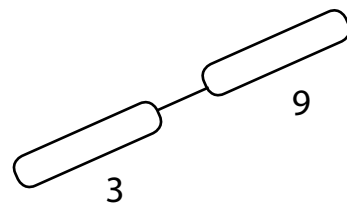
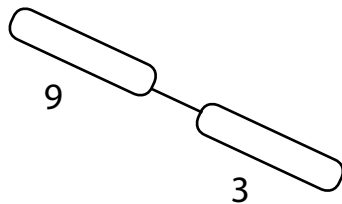
Left Handed Pitcher

Right Handed Pitcher

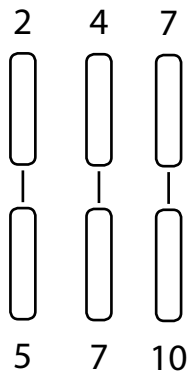
Slider



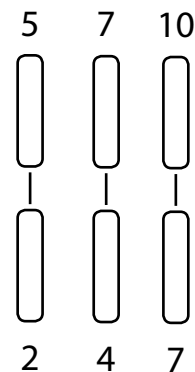
Curve



**Straight
Fastball,
Rise Pitch,
Flyballs**



**Split Finger
Fastball,
Drop Pitch,
Grounders**



We recommend each operator of the pitching machine spend at least 10 hours adjusting the speed and angle settings of the pitching machine. The operator may even take note of speed settings and angles for future reference.

We urge each operator to experiment with many speed settings and angles.

While adjusting speed and angle settings, we recommend using a wide backstop with no person or object in the ball path while experimenting with many settings.

- At the beginning of practice, or after any change in speed, angle, or trajectory, have the batter stand clear while at least 6 test balls are thrown to make sure the balls are thrown at desired target. If you move the machine for any reason, repeat this process.
- Throw balls at speeds the batter can hit. As the batter's skills improve, you can throw faster pitches.
- When you increase speed of any pitch, you must lower elevation of aim; when you decrease speed, you must increase the aim elevation.
- Be sure to check tire pressure of each wheel at beginning of practice. Any change in tire pressure will affect the pitch speed and location. **If you notice any vibration or loudness, turn off machine and check tire balance marks and tire pressure.**
- Always turn both dials to the Zero/Off position when throwing is completed or temporary stopped.

WARNING: A PITCHING SCREEN MUST BE USED TO PROTECT THE OPERATOR AND THE MACHINE FROM BATTED BALLS.

Deuce 75

Deuce

ESTIMATED BALL SPEEDS

(When Both Knobs Are Set To The Same Number Speed)

Knob Setting = 10, Speed = 75 MPH · Knob Setting = 5, Speed = 40 MPH
Knob Setting = 9, Speed = 68 MPH · Knob Setting = 4, Speed = 33 MPH
Knob Setting = 8, Speed = 61 MPH · Knob Setting = 3, Speed = 26 MPH
Knob Setting = 7, Speed = 54 MPH · Knob Setting = 2, Speed = 20 MPH
Knob Setting = 6, Speed = 47 MPH · Knob Setting = 0, Speed = 0 MPH

Deuce 95

Deuce

ESTIMATED PITCH SPEEDS

(When Both Knobs Are Set At The Same Number)

Knob Setting = 10, Speed = 95 MPH · Knob Setting = 5, Speed = 55 MPH
Knob Setting = 9, Speed = 88 MPH · Knob Setting = 4, Speed = 46 MPH
Knob Setting = 8, Speed = 80 MPH · Knob Setting = 3, Speed = 34 MPH
Knob Setting = 7, Speed = 73 MPH · Knob Setting = 2, Speed = 20 MPH
Knob Setting = 6, Speed = 65 MPH · Knob Setting = 0, Speed = 0 MPH

WARNING!

- Do not put hands or fingers in pitching machine.
- Make sure all persons are clear of the ball path and away from pitching machine before pitching any ball.
- Make sure you pitch only one ball at a time.
- Make sure all balls are out of machine before turning the pitching machine on.
- Do not stand in front of pitching machine.
- Do not operate in moisture.
- Batter must wear NOCSAE Approved Batting Helmet.
- This machine may cause serious bodily injury if used improperly.
- For adult operation only.

WARNING!

- Heater pitching machine balls are the most accurate balls for use in the Deuce Machine. Real leather balls can be used but aren't as accurate because of the ball seams. Batter should be aware at all times.
- Always have legs set on the ground before pitching to a batter or the Deuce Pitching Machine may move and hit the batter causing serious physical injury.
- Make sure you pitch only one ball at a time.
- Pitching Machine Operator must stand behind protective safety screen.

WARNING • WARNING • WARNING

- **Make sure pitching machine is aimed and throwing properly before allowing batter to step up and hit balls pitched from the Deuce Pitching Machine.**
- Turn off pitching machine and auto-ball feeder motor when loading balls.
- Make sure batter is ready before turning on auto-ball feeder and machine.
- Make sure all persons stand clear of pitching machine and ball path.
- Make sure all persons are aware pitching machine is throwing balls automatically.
- Make sure machine operator is ready to turn off auto-ball power switch if necessary.
- Power Cords over 20 feet can lose energy and cause the Deuce to pitch slower than normal.

**Thank you for purchasing the Deuce Pitching Machine.
If you have any questions or comments on how Heater Sports can improve the Deuce Pitching Machine, please call our 24 hour customer service hotline at (800) 492-9334.**