

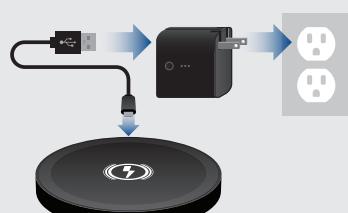
Welcome!

pitchLogic
By F5 SPORTS

Anytime. Anywhere. Any pitch.

STEP 1 CHARGE THE BALL.

Plug the charging pad into a USB port. The light on the pad will turn red.



A

Note the matching charging icons on both the pitchLogic ball and the charging pad.



B

Place the ball on the charging base, careful to align the icons with each other so that they touch.

C



The light on the charging pad will change to blue. **Allow 3 hours for a full charge.** If the light blinks red & blue, the ball is misaligned. Try picking it up for 5 seconds and then resetting it on the pad.

D



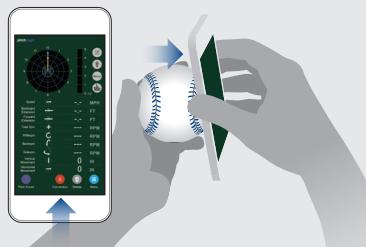
STEP 2 CONNECT THE APP.

Download the app from either the Apple App Store or Google Play.



A

Open the app and touch the ball to the back of your device. Watch the "Connection" button.



B

When the ball is detected, the "Connection" button will turn yellow. Press it to complete the connection.

C



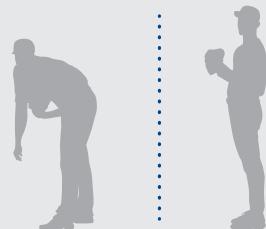
Don't set your mobile device on the ground because it may lose connection with the ball. If you like, set the phone on a small box like the one your baseball came in.



D

STEP 3 SET AND PITCH!

Prepare to throw the ball, assuming your normal, preferred stance.



A

Just before your delivery, pause for a half second to allow the ball to "set." Try not to fidget or spin the ball.



B

This pause is critical. You have to come to a complete stop before beginning delivery. Essentially...

DON'T BALK.

C

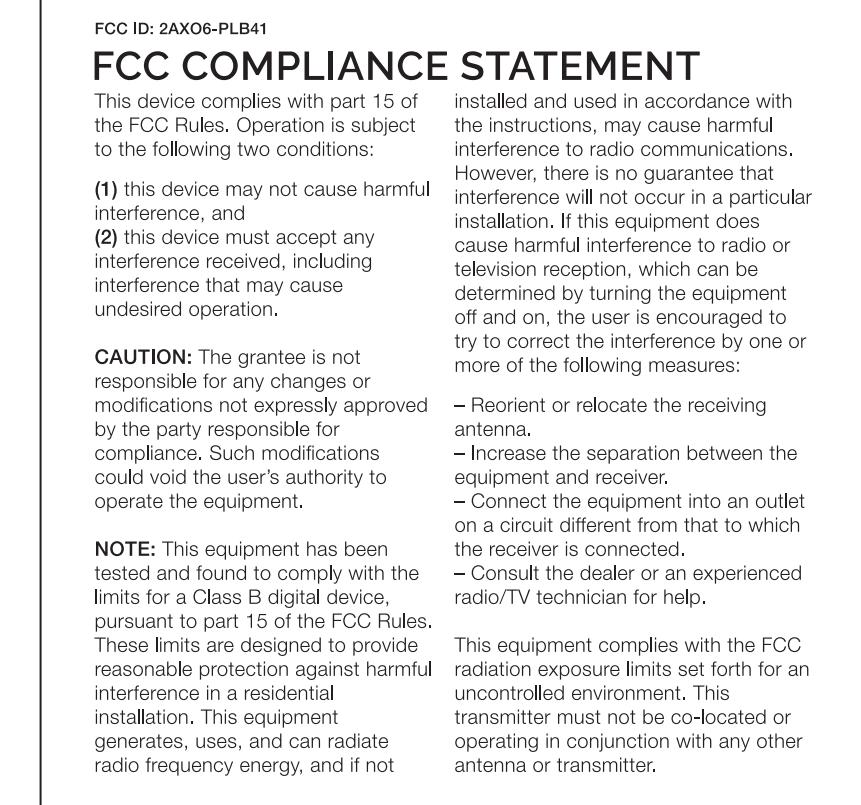
After the "set," start your delivery.



D



FRONT



BACK

DESCRIPTION		SPECIFICATIONS	PROCESSING / PRE-PRESS		
PROJECT	<i>F5 Sports_pitchLogic_Compliance Notice Card_REVISED</i>	SIZE	2.875" x 2.875"		
FILE NAME	F5-pitchLogic_Compliance-Notice_MECH_REV.ai	COLOR	CMYK; Full bleed		
CLIENT	F5 Sports, Inc.	STOCK	White Coated; Matte Finish; 80# Cover		
CONTACT	John Murph; 336-671-6950	BINDING	Trim		
DATE	October 9, 2020	QUANTITY	500 copies		
FILE FORMAT	Adobe Illustrator CC2020				
FONTS	None; All fonts converted to outlines				
LINKS	None				
PAGES	2 (Front & Back)				