

# HACK ATTACK BASEBALL PITCHING MACHINE



Patent No. US 8,001,954,B2

## Exceptional Quality

- Machines are heavy enough to absorb recoil, ensuring accuracy, yet portable and easily moved by one person.
- Extra wide tripod base insures real stability and safety on mounds or playing surfaces.
- High tensile, tough heat-treated alloy, weather-resistant aluminum casting throwing head protects throwing mechanism.
- Rugged powder-coated rust-proof steel frame insures limitless seasons of use.
- The throwing wheels out last all other machine wheels and don't melt in direct summer heat. Sports Attack has never replaced a wheel from wear or heat exposure.
- Three powerful variable-speed motors drive three indestructible concave 14" throwing wheels. Almost instant recovery.

## Features of Distinction

	HACK ATTACK	JUNIOR HACK ATTACK
LEVEL OF PLAY	High school, college, professional, and commercial sports facilities	Youth league, backyard, machine-pitch games, travel teams, drills at all levels including high school college and professional
PITCHES	Fastballs, curves, sliders, split fingers & knuckle	Same as Hack Attack
FUNGO	Pivots instantly for pop-ups, fly balls, grounders and catcher's pop-ups	Same as Hack Attack
WEIGHT	135 lbs.	75 lbs.
TRANSPORTABILITY	Fits into any SUV or full size car, fits through standard doorway	Fits into any car, including a compact car
AUTOMATIC FEEDERS	Can use either Solo Feeder (15 ball) or the Team Feeder (150 ball)	Same as Hack Attack
POWER SUPPLY	110 VAC - 2000W generator with inverter technology (not included)	Same as Hack Attack
BALL TYPES	All types, including leather (no synthetics)	Same as Hack Attack plus 7.5" training ball
BALL SIZES	Can be converted to softball using conversion kit	Can be converted to softball using conversion kit and can also be converted to use the 7.5" diameter vision training balls <i>(see accessories)</i>

" My coaches used to resist using pitching machines and relied on using live throwing arms. However, the Hack Attack is a great training tool for our hitters and catchers. The Hack Attack is as good as live pitching with its vision and timing. It throws accurate breaking pitches, it's indestructible and it's easy to operate and move. We use the Hack Attack in our practices and camps year round. " **PAUL MAINIERI** HEAD BASEBALL COACH, NOTRE DAME UNIVERSITY

## Unique Features

- You can see the ball clearly all the way through the feeding motion, acceleration and release, just like a live pitcher.
- The hitter sees when to stride and the angle of release, giving him an actual live-arm sense of timing and location.
- With a quick turn of the dials, you can effortlessly throw major league fastballs, and right- and left-handed breaking pitches including curveballs, sliders and split fingers.
- The three-wheel design changes the breaking pitch plane by simply adjusting wheel speed dials.
- Makes most efficient use of practice time with limited throwing head adjustments needed and an almost instant recovery time. More strikes delivered at every practice!
- Both units quickly move on and off field, just tilt it, unsocket legs and easily roll on two transporting wheels.
- The front wheel guards insure the throwing wheels never come in contact with the ground. *(Some machines are moved using throwing wheels, picking up dangerous dirt and gravel which causes inaccuracy and wear.)*



Throwing Wheel Dials

- Both machines are designed for use with regulation leather balls, dimpled practice balls, Wiffle® balls and all softer practice balls. The Junior Hack Attack will also convert to throw a 7.5" undersized vision training ball.
- The elevation adjustment handle **A** will raise or lower the pitch. With a simple turn, you can even move the pitch up or down within the strike zone between pitches.
- Hack Attack and the Junior Hack Attack includes an inside/outside adjustment **B** that provides instant location change, giving the machines a whole new dimension.
- Quickly release fungo pivot control handle **C** to pivot instantly in any direction for all fungo work including deep fly balls that can drive fielders to the fence, slicing line drives, catcher's pop-ups with reverse spin, towering infield pop-ups, and grounders.
- No assembly is required, both units arrive fully assembled and ready for your immediate use.



# JUNIOR HACK ATTACK BASEBALL PITCHING MACHINE



**Front Wheel Guards**  
Protects throwing wheels from balls driven back into machine and during set-up, transporting and storage

**Throwing Head**  
Mass eliminates recoil, ensuring repeatability

**Pitch Selection Chart**  
Dial locations for the right & left hand curveballs, split finger and knuckleballs

**Pitch Elevation Control**  
Moves the pitch up and down through the strike zone - location can be changed between pitches

**Frame Locking Pin**  
For safe and easy transporting

**Extra-Wide Tripod Base**  
Provides stability on all surfaces, including mounds

**Fungo/Pivot Control**  
Tightens for pitch repeatability; loosens for fungo work

**Heavy-duty Leg Caps**  
Stabilizes machine and protects floors

**Feed Chute Handle**  
Pivots throwing head instantly in any direction for all fungo work

**Throwing Wheel Guards**  
For safe operation

**Transporting Wheels**  
Large wheels make rolling machine easy; it is extremely portable

**Throwing Wheel Dials**  
Allows you to make all the necessary adjustments for every type of pitch

**Inside/Outside Adjustment**  
Move pitch across width of plate between pitches - location can be changed between pitches

**Locking Quick Release Legs**  
Quick set-up

**Easy Transport**  
Moves and stores easily

**Three Concave Wheels**  
Provide accuracy, speed, and vision with no wear



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## Outstanding Performance

	HACK ATTACK	JUNIOR HACK ATTACK
SPEED	100+ MPH	70+ MPH
DISTANCE	60 feet	45 feet (simulates 90+ MPH)
VISION	Complete ball vision provides a realistic sense of timing	Same as Hack Attack
ACCURACY	The ball is gripped in three locations, providing tremendous control and accuracy	Same as Hack Attack
EFFICIENCY	Dial-in pitch selection quick, easy throwing head adjustments, maximizes practice time	Same as Hack Attack
FUNGO	380 ft. fly balls	250 ft. fly balls
PORTABILITY	Quickly rolls on and off the field	Same as Hack Attack
RECOVERY TIME	Because of the three wheels, it is almost instant	Same as Hack Attack

# BASEBALL

## PITCHING MACHINES

“I train major league hitters using the Junior Hack Attack at a close 33 ft distance with a small ball coming up at an angle to the hitters at a high speed. The theory being that the hitter would have to focus on the smaller ball, shortening his stroke to get the head of the bat to the ball, eliminating any loo in his bat prior to contact. Hard focus and quick to the ball is the objective.” **JOE MADDON** MANAGER OF THE CHICAGO CUBS



### The Three Wheel Advantage

FEATURE	3-WHEEL HACK ATTACK & JR.	TWO-WHEEL MACHINES	ONE-WHEEL MACHINES	ARM MACHINES
VISION	<b>Complete</b> Provides a realistic sense of timing	Poor	Poor	Poor Motion hidden by arm guard
TIMING	<b>Excellent</b> Natural	Poor Limited vision	Poor Limited vision	Good
ACCURACY	<b>Excellent</b> Three-point contact	Good Two-point contact	Fair One-point contact	Good
BREAKING PITCH	<b>All</b> Quick adjustment	<b>All</b> Awkward - slow	<b>Unrealistic Spin</b> Awkward adjustments	<b>Fastball Only</b> Single pitch
FUNGO	<b>Excellent</b> Pivots instantly	Good - Fair	Poor Limited distance	Poor No pivot
SAFETY	<b>Excellent</b> Wheel guards protect operator	Poor Limited - no wheel guards	Poor Limited - no wheel guards	<b>Excellent</b> complete guard protection
PORTABILITY	<b>Excellent</b>	Good	Good	<b>Very Poor</b> Completely immobile
BALL GRIP AREA	<b>Excellent</b> Three contact points	Good Two contact points	Poor One contact point	N/A
SPIN CONTROL	<b>Exceptional</b> No cumbersome adjustments of throwing head	Good - Poor Must move throwing head	<b>Unrealistic Excessive Spin</b>	<b>Backspin Only</b>
WHEEL DIAMETER	<b>Excellent</b> Large pin-point accuracy, less ball wear	Good Smaller wheels, less accuracy increase wear	Poor Requires pinch pad, heavy ball wear	N/A Propels ball using a mechanical arm (no wheels)
THROWING HEAD SIZE & WEIGHT	<b>Excellent</b> No recoil of any kind for any pitch	Good - Poor Lighter, some recoil	Poor Snubbing action causes recoil	Poor Recoil requires bolting to concrete base

# BASEBALL PITCHING MACHINES

## Baseball Ball Feeders

**Team Feeder** The 150 ball capacity Team Feeder will feed a baseball into the eHack, Hack Attack or Junior every 7 seconds for a continuous hitting time of 20 minutes.

**Solo Feeder** Extremely portable 15 baseball capacity Solo Feeder provides adjustable intervals between pitches. Feeds the eHack, Hack Attack and Junior Hack Attack.

## Baseball Machine Accessories

**Baseball to Softball Conversion Kits** are available for both the Hack Attack and the Junior.

**Junior Hack Attack** Conversion Kit enables the Junior Hack Attack to throw 7.5" undersized balls for vision training.



Hack Attack with Team Feeder

Junior with Solo Feeder



**Fungo Leg Kit** is available for both Hack Attack and Junior Hack Attack.

Set of 3 legs with solid, heavy-duty casters for Hack Attack and Junior Hack Attack Baseball Pitching Machines allows for ease of maneuverability around the field during fungo training.



**Extended legs** are available for the eHack, Hack Attack and Junior Hack Attack.

eHack and Hack Attack Baseball Pitching Machine legs measure 67" which raises the ball release height to 70".

Junior Hack Attack Baseball Pitching Machine legs measure 46" which raises the ball release height to 56".