

## *NEW BADMINTON FEEDERS REVOLUTIONIZE TRAINING*

Two new remarkable devices to train badminton athletes have been invented by a U.S. company. By dispensing shuttlecocks in a predictable way, the machines simplify training and greatly assist coaches. Additionally, for the first time, solitary competitive training without a coach or opponent is possible.

### PRACTICE BADMINTON STATION

The first machine is a portable device that provides a convenient means of holding shuttlecocks and dispensing them one at a time. The device makes possible solitary practice of serves, clears, smashes, drops and drives, as well as partner-fed practice of any shot.

The rotating station carousel can hold up to eight removable dispenser tubes containing a total of 208 shuttlecocks. When sealed with special humidifier caps, dispenser tubes provide humidified, see-through, short-term storage for shuttlecocks. The dispensing tubes can also be removed and hand-held by a practice partner as well as easy on-off Velcro attached to walls or posts.

The entire carousel of dispensers can be refilled in less than two minutes. An accessory turntable conveniently holds dispenser caps, humidifiers, rackets, clipboard, stopwatch/timer, and a specially designed, light-weight, telescoping mini-rake.

The entire Practice Badminton Station can be disassembled in less than a minute and carried in a standard badminton bag.

Each unit is individually hand-crafted of light, anodized aluminum, stainless steel, and durable plastic composites and weighs only six pounds.

#### Options for use include:

##### Solitary Practice

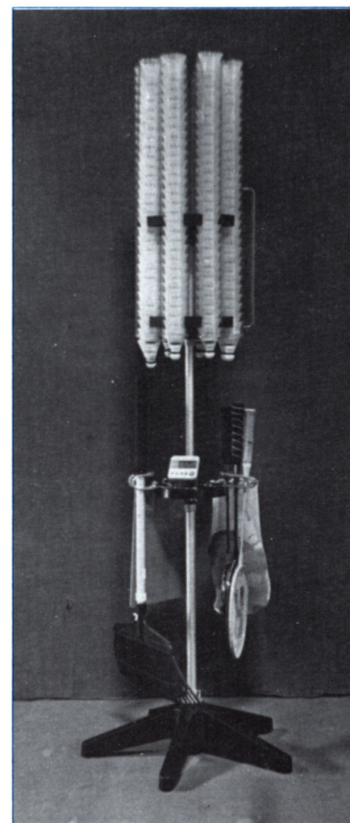
- Serving - place station within easy reach of the non-racket hand and serve repeatedly. 208 shuttlecocks self-feed head first into the hand.
- Serve return - from odd or even courts, place station within easy reach and toss dispensed birds up in the air between net and short service line to practice return strokes as shuttle falls to a level simulating a short doubles serve.
- Short nets - toss birds up so they fall tight to net right or left practice dribbles, tumbles, spinners, drives, cross courts, clears, etc.
- Clears, drives, drops, smashes - throw bird with non-racket hand, then stroke as it falls to proper position.

**Practice with Feeder/Partner** - Use the shuttle station for all partner-assisted drills by using the eight-tube station, or pull individual tubes off the station, holding vertically with one hand and throwing with the other.

### AUTOMATIC COMPUTER CONTROLLED FEEDER

The second device is a computer controlled automatic throwing machine that attaches to the above described Practice Badminton Station or to a cart base.

The feeder machine fits on the telescoping pole of the Practice Badminton Station and sandwiches between the dispenser tube carousel and the base. As such, 208 shuttlecocks are available for automatic feeding to the athlete. By removing the feeding machine from the station, the player can then again use the station to practice serves or for hand feeding.



Practice Badminton Station

Every coach faced with the task of training a badminton athlete must spend hours feeding shuttlecocks at different trajectories, speeds and patterns, or train fellow athletes to do so. The automatic feeder can virtually replace this task, freeing the coach to observe and teach. He or she can also depend on the machine to hit the shuttlecock exactly as desired, permitting the training of every conceivable shot an athlete should learn. On the other hand, an athlete without a partner can be drill trained endlessly by this machine alone.

By having the ability to receive an infinite number of shuttlecocks hit in any manner desired, the competitive athlete can focus on every element of his or her game such as footwork, focus, body rotation, grip, stroke, and accuracy without constantly having to adjust or pause for improperly fed shuttles. For the beginner, being able to have shuttlecocks delivered repetitively in any trajectory and at any speed greatly accelerates learning and increases enjoyment without the frustration of not having birds fed properly by another player.

The computer control permits limitless versatility. The user easily programs a series of shots to hit wherever desired in the court, sets the interval between hits and then turns the machine off by remote control.

Simple drills or complex game situations can be programmed. For example, the exact play of top athletes can be copied from observing match videos. The trainee can then play the machine just as if they were playing against a top athlete. The computer stores all such drills and games for easy, future use.

#### Features of the automatic feeder:

- Consistency** - "Hits" shuttlecocks in an exact trajectory at an exact speed to a precise location.

- Competitive Simulation** - By adjusting the variables on the computer control, the athlete can create a non-predictable pattern of shots or mimic actual game situations to simulate actual competitive play patterns.

- Practice Concentration** - The athlete can depend on the quality of the feed and concentrate on all aspects of technique.

- Challenge** - Once the athlete becomes skilled at certain computer settings, he or she then simply upgrades the settings to increase the challenge to rise to a higher level of skill. The Feeder can always out-challenge an athlete, thus never permitting the athlete to plateau.

- Adjustable** - Adjusts in height, angle, speed, short and/or long distance, rate of feed, rate and radius of oscillations, and random option.

- Remote Control** - Make all settings with a remote, hand-held, digital display control box.

- Conditioning** - Pace and rhythm can be set and upgraded to create the ultimate fitness conditioning. The tireless, unrelenting feeding is far superior to stop-start partner training or other non-court methods of conditioning such as running or rope skipping.

- Speed** - An athlete need not plateau because of the limits of a partner or coach. Simply turn the machine "up".

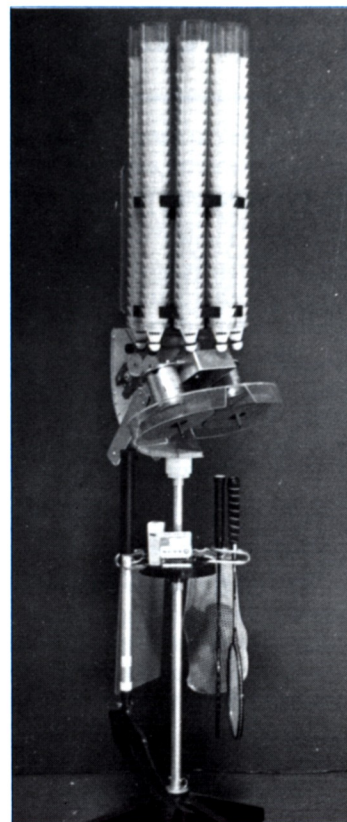
- Variable Tempo** - Any drill can be practiced with precision, be it one that emphasizes stroking or footwork. The tempo can be increased or decreased at will depending upon the needs of the athlete.

- Repetition** - Set a pattern of play on the computer and the machine will repeat the drill as many times as desired.

- Drills** - Long to the middle or to the sides, short stops, short-long drills, short-long diagonal drills, side-to-side drives and stroking to a spot (or target place on the floor) can all be practiced with reliability.

- Tournament Challenge** - Use the machine to create competitive challenge games for athletes or even spectators at events.

It is said the key to athletic skill is proper technique and repetition. It is, in fact, argued by some in biomechanics that it requires a full ten thousand correctly executed repetitions to properly train muscle memory. With these devices, such learning occurs rapidly and efficiently.



Computer Controlled Feeder

For further information on these machines, please contact:

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