

The Leader in Innovative, High Quality Sports Training Equipment

• BASEBALL • SOFTBALL

○ FOOTBALL

• VOLLEYBALL

O CRICKET

O SOCCER

○ RUGBY

Corporate History

Sports Attack was founded 1995 in Reno, NV, but our design and manufacturing folks pre-date the first wheel machines in the baseball industry, well over 50 years ago. With four founding partners still in place, SA is proudly family-owned and operated.



Located in Verdi, just outside the City of Reno, Nevada



Amanda Pratt President & Founding Partner



Kurt Brenner Vice President of Sales & Founding Partner

To say that we are manufacturers of quality sports training equipment just seems to not capture the essence of who we are. We do not just design our products; we explore, scrutinize, analyze and engineer our products. We do not just manufacture or assemble our equipment; we build each one from the ground up, by hand, the old-fashioned way. We view our suppliers through the lens of our mission statement, as a critical part of the design and development of our equipment. After fabrication and prior to shipment the equipment is tested thoroughly, every aspect of every unit. This insures the product reliability on which our brand is built. Our process represents who we are; distinctive and exclusive design, detailed and quality manufacturing, resulting in innovative, highly effective training equipment.

Our Mission Statement-

Sports Attack will be the leader in innovative, quality sports training equipment that will enable athletes at all levels to reach their full potential and coaches to develop championship teams.

Our corporate integrity is a critical asset and we are committed to upholding it worldwide. We set high standards and we abide by them as we practice business fairly and behave ethically. We wholeheartedly believe in, enthusiastically embrace and relentlessly pursue our company's mission.

The eHack is back at a new Elite level!

Introducing the Elite eHack electronic baseball pitching machine. With this innovative training tool you will be able to instantly control pitchtype, speed, spin (accessing each individual motor), angle and location (automatically adjusts) through a large touchscreen interface. Standard pre-set pitches or favorites and sequences that you design delivered in random or repeat modesall at your fingertips.

Level of Play

The ELITE eHack Attack is designed to be used at the professional level as well as at college and high school programs.

Favorite Pitches	
CURRENT PITCH: Curve Ball-Left 72MPH	
(1 2)	
Fastball 88MPH Empty Pitch Empty Pitch	
Split Finger 82MPH Empty Pitch Empty Pitch	
Curve Ball-Right 73MPH Empty Pitch Empty Pitch	
Curve Ball-Left 72MPH Empty Pitch Empty Pitch	
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Favorite Pitches screen shown above.

Adjustable Leg

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ELITE

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- 1. Elevated Platform Application (for more realistic ball release)
- 2. Level Surface Application (machine and home plate at same level)
- 3. Pitching Mound Application (back leg is positioned directly on pitching rubber)

BASEBALL O

Advanced Software Program Use the touchscreen to modify any pitch by making finite adjustments to each motor individually



Unique Features

With the familiar look and feel of a personal tablet, the interface is a customized touch screen through which you can control and select pitchtype, speed and spin as well as access to saved favorite pitches and sequences.

Level of Play

The I-Hack Attack is designed to be used at the professional level as well as at college and high school programs.

SA



The new gold standard in baseball pitching machines, the Hack Attack's three-wheel design allows the hitter to see the ball clearly all the way through the feeding motion, acceleration and release, just like a live pitcher.

Level of Play

Used at every level, from every Major League Baseball team to high school and club programs across the country. Used in our Total Component System, it is also rapidly gaining popularity in commercial training centers.

BASEBALL O



Unique Features

In developing hitters, especially at younger ages, there is nothing more important than the timing and vision the three-wheel Junior Hack Attack baseball pitching machine delivers.

Level of Play

A favorite of all youth, travel team and machinepitch leagues. Because of the extremely compact, portable design, it is also used for drills at all levels, from high schools to the pros.





Our new 150-ball Team Feeder now features a compact, easy to use wireless remote control, enabling easy "on/off" from anywhere on or near the field and a new variable speed ball delivery. The dial adjustment on feeder control panel sets the time between pitches with a range between about 6-12 seconds. Available for baseball and softball Hack Attack and Junior Hack Attack only.

Level of Play

Travel programs, high school, college and professional levels can benefit from this workhorse.

O BASEBALL

TRANZ>HIT PORTABLE HITTING STATION

Unique Features

Use the TranzHit frame to combine your baseball or softball Hack Attack and Junior Hack Attack pitching machine with your Team Feeder to create a portable hitting station. This extremely portable frame easily rolls from storage to the mound or cage, saving the hass le of equipment transport and extensive set-up time. Your 150 ball Team Feeder easily mounts onto the TranzHit frame to provide extended batting practice.

Level of Play

High school, college and professional.

NEW!



Unique Features

The eHack is back at a new Elite level!

Introducing the Elite eHack electronic softball pitching machine. With this innovative training tool you will be able to instantly control pitchtype, speed, spin (accessing each individual motor), angle and location (automatically adjusts) through a large touchscreen interface. Standard pre-set pitches or favorites and sequences that you design delivered in random or repeat modesall at your fingertips.

Level of Play

The ELITE eHack Attack is designed to be used at the professional level as well as at college and high school programs.

Favorite Pitches	
CURRENT PITCH: Curve Ball-Left 72MPH	
(1 2)	
Fastball 88MPH Empty Pitch Empty Pitch	
Split Finger 82MPH Empty Pitch Empty Pitch	
Curve Ball-Right 73MPH Empty Pitch Empty Pitch	
Curve Ball-Left 72MPH Empty Pitch Empty Pitch	
	⇔

Favorite Pitches screen shown above.





With the familiar look and feel of a personal tablet, the interface is a customized touch screen through which you can control and select pitchtype, speed and spin as well as access to saved favorite pitches and sequences.

Level of Play

The I-Hack softball pitching machine is designed to be used at top college and high school programs.

Advanced Software Program

Use the touchscreen to modify any pitch by making finite adjustments to each motor individually



The Hack Attack's three-wheel design allows the hitter to see the ball clearly all the way through the feeding motion, acceleration and release. And unlike other competitive machines, it throws all softball pitches including risers, drops, as well as right- and left-handed screwballs up and into the hitter.

Level of Play

Used at every level, from top colleges to high school and club programs across the country. Used in our Total Component System, it is also rapidly gaining popularity in commercial training centers.

SOFTBALL O





Unique Features

In developing hitters, especially at younger ages, there is nothing more important than the timing and vision the three-wheel Junior Hack Attack baseball pitching machine delivers.

Level of Play

A favorite of all youth, travel team and machinepitch leagues. Because of the extremely compact, portable design, it is also used for drills at all levels, from high schools to the pros.







This high-level training tool will not only execute a reliable play-starting snap but also a rightor left-handed pass or punt as well as a text book end-over-end kick off.

Level of Play

The Snap Attack is used by every NFL team, as well as top college and high school programs across the country.

○ FOOTBALL



Unique Features

The Aerial Attack will pin-point a right-handed pass to the exact location on the field, repetition after precise repetition. End-over-end kick offs and right-footed punts are also perfectly executed.

Level of Play

Designed to address the specific needs of high school and budget-conscious college programs.





This machine does it all due to its three-wheeled design. Along with all the ball deliveries provided by the standard Attack, this unit delivers the difficult to replicate sidespin and has increased power to match the complexity and speeds seen in international matches.

Level of Play

The Total Attack is a sophisticated machine that is necessary where movement on the ball (like a curveball) is experienced in match play. Primarily that is at the top universities and international level.

VOLLEYBALL O



The Attack volleyball machine will deliver thousands of reps in daily practice of every aspect of the game, from serve receiving at realistic ball release points, to digging and spiking drills to soft sets.

Level of Play

Sports Attack started in 1995 with only these two units that have now become the mainstay of every practice regimen in high school, college and university programs as well as club programs around the world.

• VOLLEYBALL



Unique Features

The Attack II volleyball machine will deliver thousands of reps in daily practice of every aspect of the game, from serve receiving at realistic ball release points, to digging and spiking drills to soft sets.

Level of Play

Sports Attack started in 1995 with only these two units that have now become the mainstay of every practice regimen in high school, college and university programs as well as club programs around the world.



OVOLLEYBALL



The Skill Attack is a very compact but versatile training tool. The two wheels and five-foot release point delivers serves with a full range of spins. It also performs effective setting and spiking drills from the same side of the net.

Level of Play

Designed for serious young athletes on competitive club or school youth teams. Is also a great individual practice machine for home use.



VOLLEYBALL O





Unique Features

This high-performance machine bowls realistic deliveries using cricket balls, just as if you were facing a bowler out in the middle. With the three-wheel design, the batsman can see the ball all the way through to delivery, timing is improved as your stroke play and shots are not rushed.

Level of Play

Comparable to the Hack Attack, the Crick Attack is designed for use at university and competitive club programs. It is currently primarily sold internationally to professional and top-level programs around the world.

NEW DESIGN!





Unique Features

A new entry into the game of soccer, our Strike Attack is ideal for continuous shooting or crossing sessions where hitting the mark every time is needed. Direction, speed and distance can be instantly changed for specific goalkeeper training.

Level of Play

Designed to provide the specific repetition, ball movement and speed needed at high school through professional levels. Currently this unit is primarily sold internationally where this sport is played at higher levels.

Lil' Strike Attack Coming Soon!

○ SOCCER



Unique Features

New to the sport of rugby, this sophisticated training tool will deliver a realistic drop kick and replicate chandelles (or up and under) and torpedo kicks, hundreds of precise repetitions per practice. Passes to feet as well as powerful torpedo and spin passes can be thrown with exceptional consistency.

Level of Play

The Drop Attack is designed for use at high school, university and competitive club programs. Currently it is primarily sold internationally to professional and top-level programs around the world.



O RUGBY

Our Development & Design Process

Research Stage: In addition to our vast knowledge and experience in the industry, and to thoroughly understand the entire range of features necessary for an effective training machine, we rely heavily on the expertise of successful coaches at all levels. We attend and



Doug Boehner Vice President of Engineering and Manufacturing





analyze countless practice sessions and drills to identify the characteristics of each ball delivery needed to develop and challenge athletes while supporting the training requirements of coaches. For instance, we concluded that it was imperative that our volleyball machine provide a low set as well as an above-the-net release point for exact replication of serves and spikes. For baseball we found that the ultimate baseball and softball pitching machine must be accurate, have appropriate velocity, throw breaking pitches, have fungo capabilities, and above all, provide the all-important **vision and timing.** Game-like repetition and variability, along with portability and reliability, became common themes for all of our training machine designs.

Design Stage: Our goal of precisely replicating game tempo and exact characteristics of play remain at the heart of our research and design process. Unlike our competitors, we understand that each game and each ball type provide its own set of challenges, which is why each machine is uniquely designed from the bottom up. For Volleyball the challenge was reaching the very high realistic ball release point while keeping a keen eye on safety by utilizing a solid frame containing a platform for the operator and a tilted mast that maintains the equipment's center of gravity. With American football and rugby, it took four years of research and development to learn how to precisely replicate the end-over-end and spiral ball delivery.

All of our machines use unique wheels to propel the ball and efficiently impart variable spin and reach high speeds. The volleyball and soccer wheel has a very wide, soft contoured gripping surface to uniformly distribute contact, provide control, and limit wear. The baseball, softball and cricket wheel has

a different surface and shape but the true uniqueness to our machines is the use of a third wheel. The location of these three wheels visually opens the ball chute, allowing the hitter to see the ball through acceleration and release, providing complete vision and timing.

Our Market: Our machines are used in youth leagues, high schools and top-level college competition. Every Major League Baseball team in the U.S. uses our Hack Attack and every team in the National Football League relies on our Snap Attack to fine-tune their training regimens. With our explosive growth internationally, the volleyball, cricket, soccer and rugby units are now reaching all levels of play.

We are also proud sponsors of:







BASEBALL

SOFTBALL

FOOTBALL

VOLLEYBALL

CRICKET

SOCCER

RUGBY



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