

GAME LINE

Owner's Manual



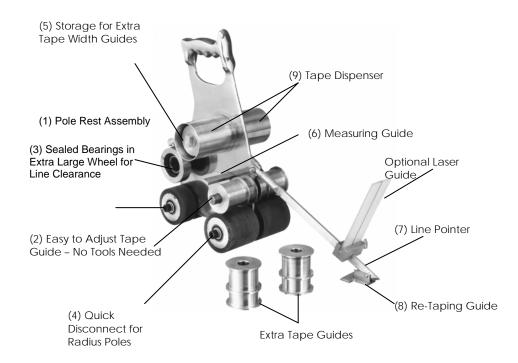
Part #: EFGL

GAMELINE TAPING MACHINE

Replacement Parts List

FSP PART #	DESCRIPTION
EFGL	Game Line Taping Machine w/ 2' Poles
PGL1	Casting – Body
PGL2	Tape Width Measure Guide
PGL3	Guide Spools 3/4 x 2
PGL4	Guide Spools 1 x 1 1/2
PGL4-1	Set Screw - Ball Plunger
PGL5	Male Tape Guide Spool Shaft
PGL5A	Female Tape Guide Spool Shaft
PGL6	Roll Spools
PGL7	Steel Stamped-Out Washers
PGL9	Spool Holders
PGL10	Pivot Point Collar for Poles
PGL10A	Pivot Point Assembly
PGL11	Plug 3/4" D x 1"
PGL12	Pole Rest Collar for Center of Poles
PGL13	Pole Rest Collar
PGL13A	Pole Rest Assembly
PGL14	6006 Bearing
PGL15	6202 Bearing w/ .590 Bore
PGL16	Front Axle Shaft
PGL16-1	Spacer – Axle .125
PGL17	Rear Axle Shaft
PGL18	Narrow Rear Wheels
PGL19	Wide Front Wheels w/ 2 Wheel Spacers
PGL20	Bar - Tape Pointer
PGL20A	Assembly – Tape Pointer
PGL21	2' Poles
PGL22	Spacer – Rear Wheels
PGL23	Female 1/2-13" Press
PGL24	2 Piece Coupler Assembly
SPHH3C	Coupling – Male
SPHHB23	Coupling – Female
PGL25	Spacer – Rear Wheel
PGL26	Spacer – Front Wheel
PGL28	Laser Guide

For additional parts or accessories not listed or to order call Mack Manufacturing (269)945-3970



- With our Game Line Taping Machine, there are no tools needed to make line width adjustments.
- The most heavy-duty, easy to use and dependable taping machine on the market today.... Guaranteed.
- Will create lines from ½" to 5" wide.
- Radius attachments for 3-point lines available at an additional cost.

STRAIGHT LINE GAME LINING

- 1. Be sure to select the proper Tape Guides (2) for the tape you will be using. The GAME LINE TAPING MACHINE is designed to take tape widths of ½", ¾", 1" and 2". The extra tape spools are located inside the Tape Dispenser (9).
- 2. Adjust the Tape Guides (2) to the proper width by simply sliding the guide in or out on the grooved shaft. For example, if you want to make 2" wide lines, set the tape guides at the 2" mark on the Measuring Guide (6).
- 3. To operate the Tape Dispenser, slide a roll of tape over the tape dispenser. Feed a 12" piece of tape (sticky side down) over the tape guide and under the front wheel on the same side. Repeat this for the other tape dispenser as well.
- 4. Point the Line Pointer (7) on the pre-marked string, chalk or laser line and begin moving the machine forward using slight pressure to make sure the tape is sticking to the floor. Make sure to pay close attention to the marked line.
- 5. Repeat steps 1-3 for all straight-line game lining. Some trimming will be needed where corners meet.
- 6. If you are simply going to re-stripe over your existing lines, use the Re-Taping Guide (8) to follow the lines on the floor.

RADIUS LINES

- 1. When mapping out the 3-point line, the semi-circle and half court circle, use the Radius Tool, and Poles.
- After finding the start point as indicated in the M.F.M.A. Game Markings Manual provided, locate the correct combination of poles to do the desired radius. The poles simply screw together at the ends. One of the 2' poles is equipped with a quick connect for attaching the poles to the GAME LINE TAPING MACHINE. This will attach on the right side of the machine, when standing behind it.
- 3. When the pole assembly is ready, attach the radius tool to the poles at the desired length. Simply measure your distance needed and tighten the thumb screw on the radius tool at the desired measurement on the poles. One person will have to hold down on the radius tool while another maneuvers the taping machine.

Note: For longer sections of poles, use the Pole Roller for support. Place the Pole Roller as close to the center of the poles as you can. This will assist in a smoother flowing line and assure proper pole support.

HELP!

Please feel free to contact Mack Manufacturing with questions, comments, or concerns at (269)945-3970. Replacement parts are readily available.

Optional accessories for the Game Line Taping Machine

Telescoping Pole Kit Pivot Point Helper