

**MVP**<sup>™</sup>  
MOBILE VIRTUAL PLAYER

**DRIVE**<sup>™</sup>

## PRODUCT MANUAL



Product Name: MVP | DRIVE  
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# Introduction

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Mobile Virtual Player, LLC, the developer, and Rogers Athletic Company, Inc., the manufacturer and distributor of the Mobile Dummy. Those companies utilize the registered trademarks of “MVP Mobile Virtual Player™” and “DRIVE™” respectively. Throughout the remainder of this document the name “MVP | DRIVE” will be used to refer to the Mobile Dummy developed, manufactured and distributed by those entities.

The MVP | DRIVE was developed, to assist in simulating real tackling and other football skills. As developed, the MVP | DRIVE weighs 190lbs. and moves at 16 to 17 mph. The MVP | DRIVE behaves like a human athlete in some ways, but in other ways it does not. For example, the weight of the MVP | DRIVE is located in its base while the weight of a human is located in their torso.

You already understand that practicing football is inherently dangerous and an environment that can cause injury to the players involved. The introduction of the MVP | DRIVE can help make that environment safer in some ways, but it can also add other risks. For example, the use of the MVP | DRIVE reduces the need to have player on player contact, but there is still player on MVP | DRIVE contact and that contact can cause injury. Therefore, teams and players need to understand that they use the MVP | DRIVE at their own risk.

We have attempted to include in this Product Manual what we have learned through the development of the MVP | DRIVE to assist you in using the MVP | DRIVE as safely as possible.

If you have questions or you need additional copies of this Product Manual, please call Rogers Athletic at 800-457-5337.

It is critical that anyone using the MVP | DRIVE system (Dummy and Controller) including, but not limited to, all coaches, equipment managers and players be familiar with the MVP | DRIVE system, its operations, hazards and limitations, prior to use. Failure to do so, may result in serious injury.

# General Safety Rules

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## **WARNING!**

### **READ AND UNDERSTAND ALL INSTRUCTIONS**

Failure to follow all instructions listed below may result in personal injury.

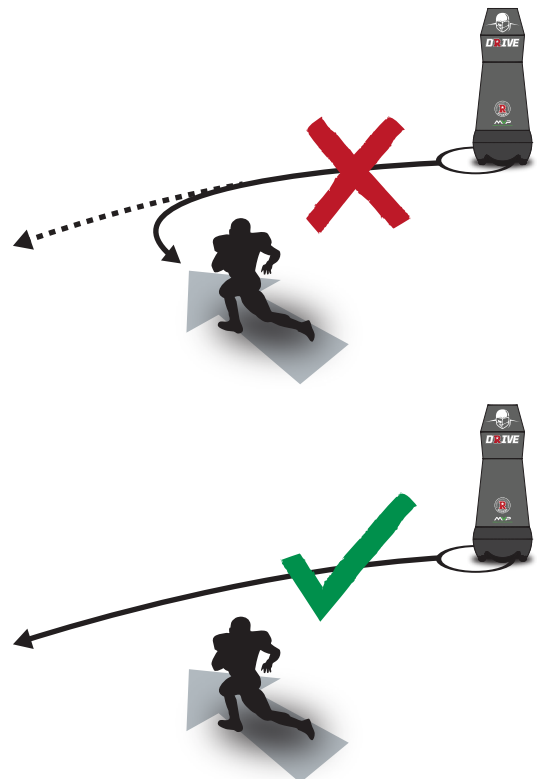
- ★ Supervision of the drills while using the MVP | DRIVE is recommended. The MVP | DRIVE has its weight located in the bottom half. This will result in momentum carrying the MVP | DRIVE forward even as it is tackled with possibly the MVP | DRIVE sliding forward base first or rolling forward. It is imperative to avoid situations where the player is partially or totally in the path of the MVP | DRIVE, but not squared up to it. Designing drills to position the players to be out of the MVP | DRIVE's path or to be squared up to it avoiding situations where a leg or ankle could be rolled under the MVP | DRIVE or where the MVP | DRIVE could possibly strike a defenseless player. If there is a drill where there is a concern for the players safety, discontinue the drill, document the situation and contact Rogers Athletic (800-457-5337).
- ★ Having players tackle MVP | DRIVE while stationary first is recommended to give the players a sense of the product.
- ★ MVP | DRIVE should only contact a player during a planned drill or exercise when the player is aware of the drill operation and can see, react and square up to the MVP | DRIVE.
- ★ Adequate space is needed to use a MVP | DRIVE in a drill or exercise. The MVP | DRIVE may roll after contact possibly striking a spectator or player participating in another drill.
- ★ Supervision of the drills while using the MVP | DRIVE is recommended. The players may perceive the MVP | DRIVE as another dummy and may try for a big hit underestimating the size, weight and speed of the MVP | DRIVE. This could result in a player injury.
- ★ Training of the coaching staff is recommended. Safe use of the MVP | DRIVE requires an understanding of the MVP | DRIVE, its operations, hazards, and limitations.
- ★ Training of the person using the controller ("Operator") to control the MVP | DRIVE to maintain the planned path of the MVP | DRIVE is very important. Turning the MVP | DRIVE into a player or turning it off course instead of continuing the line of movement could put the player or spectators in the path of the MVP | DRIVE where they cannot safely square up and tackle or get out of the way causing injury.
- ★ Supervision of athletes while using the equipment is recommended. Horse play such as chasing people with the MVP | DRIVE or running it into unsuspecting persons can result in injuries.
- ★ MVP | DRIVE should only be operated within a clear line of sight of the Operator.
- ★ For best results, design drills using one player and one MVP | DRIVE, one player and multiple MVP | DRIVES, or multiple players and one MVP | DRIVE. Do not attempt to use multiple players and multiple MVP | DRIVE dummies in the same drill.
- ★ Inspect the MVP | DRIVE and the controller prior to use. DO NOT use the MVP | DRIVE if it or its controller appears damaged.
- ★ Do not operate your dummy if a degradation of the foam, vinyl cover, or mechanical parts is observed. Contact Rogers for replacement parts and service.
- ★ This Product Manual is an integral part of this product. Save this Operations Manual. If it is lost or damaged or if you would like another copy, please visit:  
<http://rogersathletic.com/mvp-drive-user-manual/>

- ★ Although designed to operate both indoors and outdoors, the Dummy is not intended to operate in rainy conditions or to run through standing water. Use in the rain or running through standing water could damage the Dummy.
- ★ Although designed to be used in contact drills, the Dummy is not intended to collide into a hard fixed items such as a wall, curb or post. Colliding the Dummy into a hard fixed object could damage the Dummy. Colliding a MVP | DRIVE into another MVP | DRIVE may damage one or both of the MVP | DRIVE's.
- ★ The Dummy is designed to be operated on synthetic turf. Do not operate the Dummy on concrete or asphalt as that could damage the Dummy. The Dummy will operate on grass fields, but may tear up the grass.
- ★ Disassembling the Dummy can cause shock or injury.
- ★ Puncturing or damaging the battery can cause explosion or injury.
- ★ If the Dummy fails to respond to commands as expected, cease use and call (800) 457-5337. If you need to stop it, tackle the Dummy and turn off the switch under the flap on the Dummy's cover.
- ★ Wheels that propel the Dummy, stop when the Dummy tips more than thirty (30) degrees.

## Important Information Regarding Drill Design

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- ★ Tackle location is important. The MVP | DRIVE has the majority of its weight in the base and little weight and resistance in the top half. Tackling the MVP | DRIVE too high or too low will result in too little or too much resistance respectively and that may result in an injury Tackling in the mid-section provides the most life like result. (Illustration 1)
- ★ Angles and positioning are important. Design and implement drills where the player can square up their hips prior to impacting the MVP | DRIVE. This is especially true when the MVP | DRIVE is moving at full speed. If the player does not have sufficient time and space to square up their hips to the MVP | DRIVE prior to impact it can result in a serious injury. It is highly recommended that you explain to the players how the MVP | DRIVE operates, how to safely tackle it and what to expect from it in the drill.

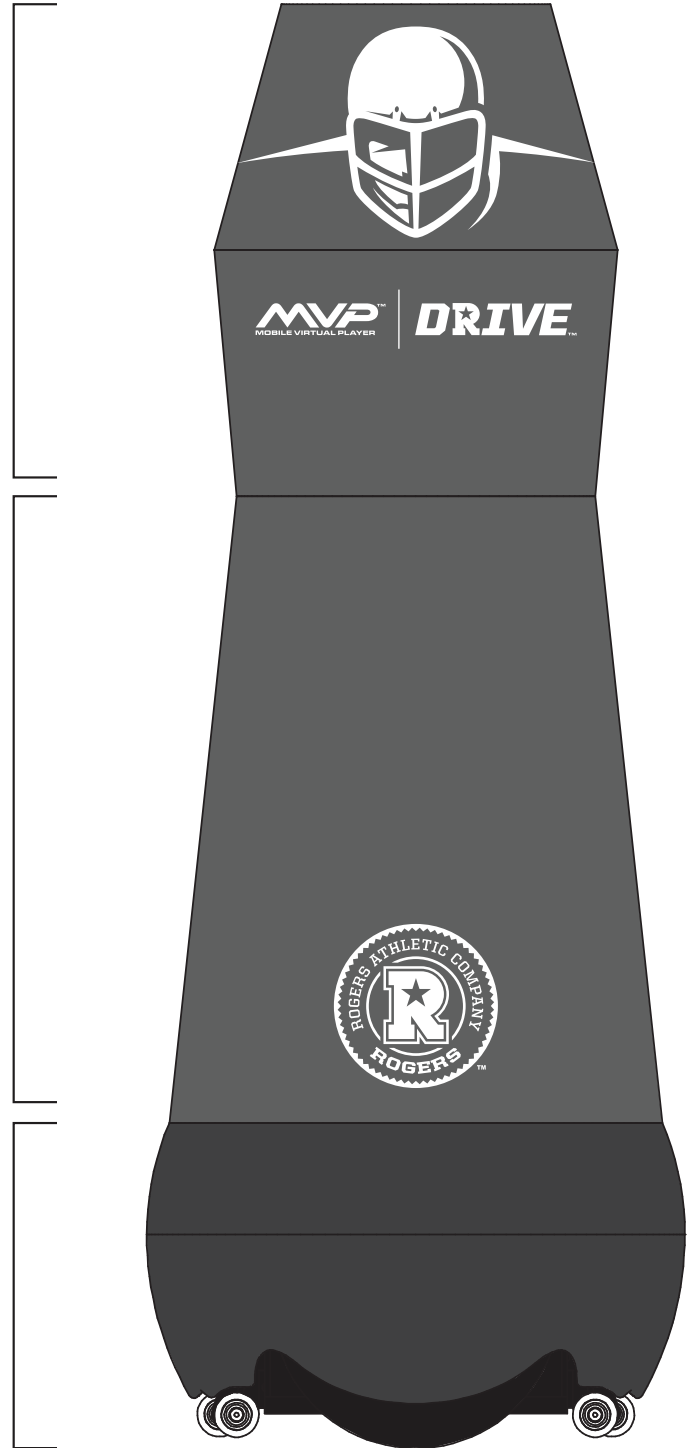


**ILLUSTRATION #1**

**Top Section**  
15 lbs.

**Hitting Zone**  
15 lbs.

**Base Section**  
160 lbs.

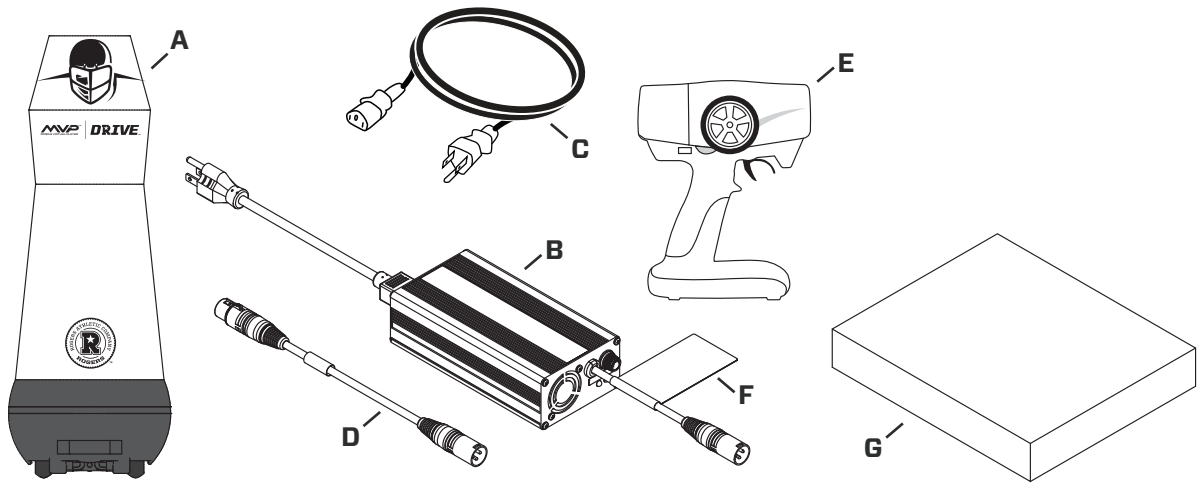


## General Operating Information

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- ★ The battery is expected to last between two (2) and three (3) hours depending upon the type, frequency and duration of drills between charges.
- ★ Once a battery's charge has been completely used, it will need to be plugged into its charger. The charger will recharge the battery in approximately six (6) hours.
- ★ MVP | DRIVE will beep if left idle for five (5) minutes. This is a reminder to turn off your dummy at the end of each session.
- ★ If MVP | DRIVE slows down it is at the end of its charge cycle and the battery is near empty. Use the remaining battery charge to drive the unit to its charger.
- ★ Turn off MVP | DRIVE when not in use to avoid serious damage to the battery and to avoid wasting the current charge on the battery. If the MVP | DRIVE beeps due to being left idle, turn off the MVP | DRIVE.
- ★ To prolong battery longevity, see Battery Use, Storage, and Charging Instructions on page 8.
- ★ Do not attempt to use the MVP | DRIVE more than 200 yards from the controller.
- ★ If planning to store the MVP | DRIVE for more than seven days see Battery Use, Storage, and Charging instructions on page 8.

# Getting Started

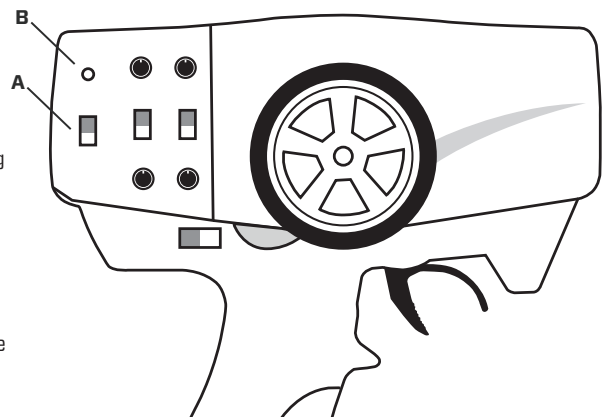


## WHATS IN THE BOX

- |                                    |   |
|------------------------------------|---|
| <b>(A)</b> MVP   DRIVE dummy       | <b>(E)</b> Controller unit (with batteries) |
| <b>(B)</b> Charger                 | <b>(F)</b> Charge instructions flag         |
| <b>(C)</b> Charger power cable     | <b>(G)</b> Storage Block                    |
| <b>(D)</b> Charger Extension Cable | MVP   DRIVE user manual                     |

## REMOTE CONTROL

- ★ To turn on, push up power switch **(A)** (left face of remote control)
- ★ Red power light **(B)** will illuminate.
- ★ If the red power light **(B)** is blinking the batteries in the controller are low and will need replacing. The controller uses (4) AA Alkaline batteries.
- ★ Your controller was shipped calibrated to your dummy from the factory. Its default settings should not need to be adjusted. If you feel your controller has become uncalibrated contact Rogers customer service at 1.800.457.5337.





## THE MVP | DRIVE DUMMY

- ★ Open Velcro™ flap located on back of dummy and familiarize yourself with the internal control panel.
- ★ Select TURF or GRASS mode depending on the surface you will be using.
- ★ Turn red knob to on position
- ★ PWR ON light will illuminate
- ★ Battery charge level indicator lights will illuminate
- ★ DRIVE unit will emit a beep when ready for use
- ★ NOTE: Your MVP | DRIVE unit was shipped with a storage charge on the battery (around half charge). A full charge will be needed before first practice (see Battery Use, Storage, and Charging Instructions).



## HOW TO DRIVE YOUR DUMMY

- A** To drive your dummy forward pull the controller trigger.
- B** To drive your dummy in reverse push forward on the controller trigger.
- C** To turn your dummy use the wheel on the side of your controller.

## TURF / GRASS MODE

The MVP | DRIVE Dummy is capable of operation on both synthetic turf and grass fields. Before operating your dummy, select the field type using the switch located on the Internal Control Panel.

- ★ GRASS Mode: Selecting this mode reduces acceleration and wheel spin which helps protect your grass fields.
- ★ TURF Mode: Select this mode for optimal performance on synthetic turf fields.

# Battery Use, Storage, and Charging Instructions

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The battery is expected to last between two (2) and three (3) hours of intermittent use depending upon the type, frequency and duration of drills.

If the MVP | DRIVE stops, check the battery indicator lights on the internal control panel (under the flap on the cover of the MVP | DRIVE). The dummy will stop if the battery runs down or if the MVP | DRIVE overheats. If the Over Temp light is lit, let the unit sit for 20 minutes to cool. Leave the power switch on to keep fans running.



## **READ BEFORE USE**

- **Remove MVP | DRIVE from charger 30-minutes after charging is complete (indicator LED turns green) to extend battery life and prevent damage.**

## **CHARGING YOUR MVP | DRIVE DUMMY**

- ★ Once a battery's charge has been completely used, the dummy will enter "slow mode" and only operate at a reduced speed. It will need to be plugged into its charger. The charger will recharge the battery in approximately six (6) hours.
- ★ Plug the Charger 3 pin DC output cable into the charger first, then plug the charger AC power cable into the wall outlet.
- ★ LED2 will be RED to indicate charging. NOTE: the charger fan will run intermittently as required during the charging process.
- ★ LED2 will turn Green when charge is complete
- ★ Allow battery to balance cells for 30 minutes after charge complete before disconnecting from the charger. Disconnect the charger DC output cable first then the AC power cable.
- ★ Charging your MVP | DRIVE from an empty battery to a full charge should take approximately 6 hours.

## **WHEN STORING UNIT MORE THAN 2 WEEKS**

- ★ Fully charge battery (charger indicator light is Green)
- ★ Run MVP | DRIVE dummy until only two of the battery charge indicator LED's are illuminated (located on the internal control panel). Be sure to turn off the power switch.
- ★ Remove the AA batteries from controller to prevent damage due to battery leakage.
- ★ Store unit on the storage block provided in the original shipping box to lift wheels off floor
- ★ Store your dummy and charger in a dry, moderate temperature environment (~70°F). Very hot temperatures, very cold temperatures or significant moisture in the storage environment can damage the battery or reduce its life.

## **ADDITIONAL BATTERY INFORMATION**

- ★ Battery can explode if damaged, punctured, or disposed of in fire.
- ★ Never disassemble or modify pack wiring in any way or puncture battery.
- ★ If reduced dummy run time is experienced, or if charger stops functioning please call (800) 457-5337.

## **General Maintenance Instructions**

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- ★ Wipe down cover with a damp cloth after each practice.
- ★ Inspect the wheels and rollers after each practice and wipe them clean.
- ★ Inspect the tires monthly for tread wear and damage.
- ★ Inspect base foam for any damage. If damage is present, contact Rogers Athletic at (800) 457-5337

# MVP | DRIVE Warranty

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Rogers Athletic Company, Inc. and MVP, LLC

MVP | DRIVE Mobile Tackling Dummy Limited Warranty

We warrant to the original purchaser each new MVP | DRIVE Mobile Tackling Dummy of our manufacture to be free from defects in material and workmanship. The warranty period for the structural frame, Molded Foam Core and Pad Cover expires after three (3) years under normal use and service. The warranty period for unit's Motors, Rollers and Drive Train expires after three (3) years of normal use and service. The warranty period for the battery, charger and tires expires after one (1) year of normal use and service. Worn items must be replaced using genuine Rogers' replacement parts only. This warranty shall not apply if other replacement parts are used.

Our obligations under this warranty will be limited to repairing or replacing at our factory any part or parts thereof within the warranty period. The warranty begins at delivery of the Rogers product to the original consumer. Once the product is returned to Rogers, we will perform an inspection to determine if the product is defective in material or workmanship. If Rogers determines the product is defective in material or workmanship, Rogers will repair or replace any part or parts at no cost to the consumer.

THIS WARRANTY IS IN LIEU OF ANY OTHER WARRANTY, EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL ROGERS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OR FOR ANY DELAY IN PERFORMANCE UNDER THIS WARRANTY.

The warranty shall not apply to any Rogers' product that has been used, repaired, or altered outside of the factory in any way so as to affect the intent of the design. Also excluded from warranty is any product that has been subject to misuse, negligence, accident, inappropriate environment, lack of normal maintenance or has been operated in any way other than its intended use. This unit is not intended to be operated in standing water or submerged under water. This unit is not intended to be dropped or to be collided into a wall or curb. The warranty does not include scratches in paint or other cosmetic damage including surface corrosion arising from normal use. The warranty does not include cosmetic damage caused by unsuitable detergents, cleaners and lubricants.

## **QUESTIONS?**

Contact Rogers Athletic customer service with your questions regarding usage or maintenance.  
Rogers Athletic: 800-457-5337