

# Getting Started for SLPs



The ableEXPERIENCE includes a hands-on opportunity with your QuickTalker Freestyle. Using the device allows everyone to learn and determine best outcomes.

There is no obligation to complete the funding process and we have a team that will work with you to retrieve the device at no cost.

## Next Steps

- **Speech Evaluation Report:** The easiest way to complete your speech evaluation report is to use the online speech evaluation report tool from AbleNet. Check your email for a link to the online tool.
- **Insurance Decision:** AbleNet will collect and submit the required documentation to your client's or student's insurer for their final decision.



# Quick Start Guide

## Your Device



QuickTalker Freestyle



QuickTalker Freestyle Mini

- A** On/Off Button
- B** Volume Buttons
- C** Charging Port



## Getting Started

1. Press and hold the on/off button for 3-5 seconds to turn your device on.
2. Tap the speech app icon to start using your speech app.
3. Charge your device overnight when it's not being used or when the battery is low.



## Your Speech App

Visit our online support center for more information on how to get started with the speech app you've chosen.



## Warranty

The QuickTalker Freestyle includes an unconditional 5-year warranty.



<https://ablenet.online/ws-request>



## Request a Different Speech App or Device Size

You may request a different speech app or a different size QuickTalker Freestyle anytime.



<https://ablenet.online/ws-request>



## Resources

Whether you're a new SLP funding your first speech device, new to working with AbleNet, or an experienced SLP who has done this numerous times, you'll appreciate the library of resources we compiled to support you.



<https://ablenet.online/SLP-resources>



## Support

Funding Support  
(651) 294-2211  
[fundingservices@ablenetinc.com](mailto:fundingservices@ablenetinc.com)

ableCARE Product Support  
(651) 294-3101  
[ablecare@ablenetinc.com](mailto:ablecare@ablenetinc.com)



# Let's go!