


SET UP:

1. Attach **Club Tags** to the end of the grip for each club in your bag.
2. Hold **Power** button for 3 seconds to power device on and then proceed to **Pair Clubs** with device.

MAIN MENU:

- **Start Round**- Initiates satellite fix to begin your round of golf.
- **Pair Clubs**- Synchronize your golf clubs with device.
- **Review Rounds**- View the data from your previous rounds.
- **Settings**- Adjust the settings on the device.

- **Pairing clubs:**

1. Use [Up/Down] buttons to scroll to ***Pair Clubs***. Press [OK] button to select.
2. The screen will display a “spinning arrow” 
3. While holding golf club, hold attached ***Club Tag*** near the ***Sensor*** (located in the middle of the gray button panel).
4. Once ***Club Tag*** is recognized, device will vibrate and then make a “beeping” sound.
5. Use [Up/Down] buttons to select ***Club Type*** then press [OK] button.
6. Use [Up/Down] buttons to scroll to the specific club, then press [OK] button to assign ***Club Tag*** to club.
7. Club is now paired with device.
8. To ***Pair*** another club, use [Up/Down] buttons to select ***Yes***, then press [OK] button to confirm.
9. To reassign a ***Club Tag*** to a different club, repeat steps 3-7 using the same ***Club Tag***.
10. Repeat steps 1-9 until each club has been paired with device.

AT THE COURSE:

- **Getting started:**

1. Hold [Power] button for 3 seconds to power on.
2. Use [Up/Down] buttons to scroll to ***Start Round***. Press [OK] button to select.
3. Device will begin searching for satellite fix. Once satellite connection is established the 5 nearest golf courses will be listed.
4. Use [Up/Down] buttons to scroll to desired golf course then press [OK] button to select.
5. Use [Up/Down] buttons to select mode, then press [OK] button to confirm:
 - **Game Tracker Mode:** GPS mode with game tracking data.
 - **GPS Mode:** Standard GPS distances without game tracking data.

- **General use:**

1. **Hazard Screen**- Press and release **[OK]** button quickly to view **distances to hazards & doglegs**. Press and release **[OK]** button quickly again to return to the **Play Screen (distances to green)**.
2. **Advancing Holes**- After a putt is registered or Add Putt is selected in the Play Menu, the device will change to the next hole after registering your club for the next tee shot.
3. **E-CADDIE**- E-Caddie will make club recommendations based on your previous club distance data built up over time .
 - After playing three rounds in Game Tracker mode, the E-Caddie will become available.
 - E-Caddie can also be used in GPS Mode and can be turned off in **SETTINGS**.
 - If a shot does not travel at least 75% of your avg. distance for that particular club, it will not be used in calculating your avg. distances.
4. **Play Menu**- Hold **[OK]** button for 3 seconds then release to access **Play Menu**.
 - **Resume Round**: Select to return to your round.
 - **End Round**: Select to end your round and view round data.
 - **Add Putt**: Use in case you forgot to register a putt or if you were “given” a putt (see special scenarios)
 - **Add/Delete Stroke**: Use to manually edit the score on any given hole (see special scenarios)
 - **Last Yardage Removal**: Select to disregard the yardage data from your previous shot.
 - **Change Hole Par**: Use to edit the par for a particular hole (if ever necessary)
 - **Switch to Next 9 Holes**: Use if playing a course with more than 18 holes or starting on hole 10.
 - **Pair Clubs**: Use to pair clubs during your round if needed (see pairing clubs).
 - **Settings**: Select to edit the settings on the device (see **SETTINGS** for more details).

Note: To exit **Settings Menu** during a round, use the **[Down]** button to scroll to **Back**, then press **[OK]** button to select. This will return the device to the **Play Menu**, select **Resume Round** to exit and return to your round.

- **Game Tracker Mode:**

1. Hold ***Club Tag*** near **Sensor** while on tee box of 1st hole until unit vibrates and “beeps” (depending on which **Feedback** option is selected).
2. Hit shot and travel to ball.
3. Hold ***Club Tag*** near **Sensor** before each shot until reaching green.
4. Hold ***Club Tag*** near **Sensor** before each putt/chip.
5. Travel to next tee box.
6. **Repeat steps 1-5 for remainder of round.**

- **Special Scenarios:**

1. **Chip in, hole out, or hole in one-** In the case of chipping in or anytime a putter is not used (or added). The device must be manually advanced to the next hole.
2. **Penalty Stroke-** Hold [OK] button for 3 seconds to access the **Play Menu**. Use [Up/Down] buttons to scroll to **Add Stroke**, then press [OK] button. Use [Up/Down] buttons until the correct number of strokes is displayed, then press [OK] button to confirm.
3. **Adding putts-** If you forget to register a putt or you are “given” a putt, hold [OK] button for 3 seconds to access the **Play Menu**. Use [Up/Down] buttons to scroll to **Add Putt** then press [OK] button. Use [Up/Down] until the correct number of putts is displayed, then press [OK] button to confirm.
4. **Changing club selection-** If you decide to change your club prior to your shot but already registered that club, simply register the preferred club as long as you’re within a 10 yard radius of where the first club was registered.

5. **Putting off the green**- if you putt off the green then have to chip back on, press the **[Down]** button to return to the previous hole, then proceed to register the wedge for the chip and complete the hole.

- **End Round:**

1. Once your round is completed, hold **[OK]** button for 3 seconds to access **Play Menu**. Use **[Up/Down]** buttons to scroll to **End Round**, then press **[OK]** button to confirm.
2. Use **[Up/Down]** buttons to scroll and view the data from your round.
3. Hold **[OK]** button to exit and return to **Main Menu**.

REVIEW ROUNDS:

1. **Review Summaries**- Use the **[Up/Down]** buttons to scroll and view the data from your recent rounds of golf.
2. **Delete Round**- Delete saved rounds.
3. **Back**- Select to return to **Main Menu**.

SETTINGS:

- To return to **Main Menu**, hold **[OK]** button for 3 seconds then release, or use **[Down]** button to scroll down and select **Back**.
 1. **Display Total Score**- Turn on/off total score display while in Play Mode.
 - **Score Format**- Select **0,1,2,3** or **-2,-1,E,+1 (relative to par)**
 2. **Display Hole Score**- Turn on/off hole score display while in Play Mode.
 3. **Recommend Clubs**- Turn on/off club recommendations (**E-Caddie**) while in Play Mode.
 4. **Clear Stats**- Deletes all round data.

5. **Sleep Time**- This is the amount of idle time before the screen turns dark to conserve battery life. Select from **30 sec, 1 min, 2 min, off**.
6. **Auto Power Down**- This is the amount of idle time before the device powers off. Select from **30 min, 1 hr, 2 hr, off**.
7. **Feedback**- Select which type of notification when registering a shot.
 - **Audio & Vibration**- After registering a shot, device will “beep” and vibrate.
 - **Audio Only**- After registering a shot, device will only “beep.”
 - **Vibration Only**- After registering a shot, device will only vibrate.
8. **Brightness**- Adjust the brightness of the screen display.
9. **Daylight Saving**- Toggle **Daylight Saving Time** on/off.
10. **Meter/Yard**- Select unit of measure, **Yard/Meter**.
11. **Factory Reset**- Returns device to factory settings and deletes all saved data.
12. **About**- View device information.
13. **Back**- Return to **Main Menu**.

Changes or modifications not expressly approved by the party responsible for compliance could void your authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.