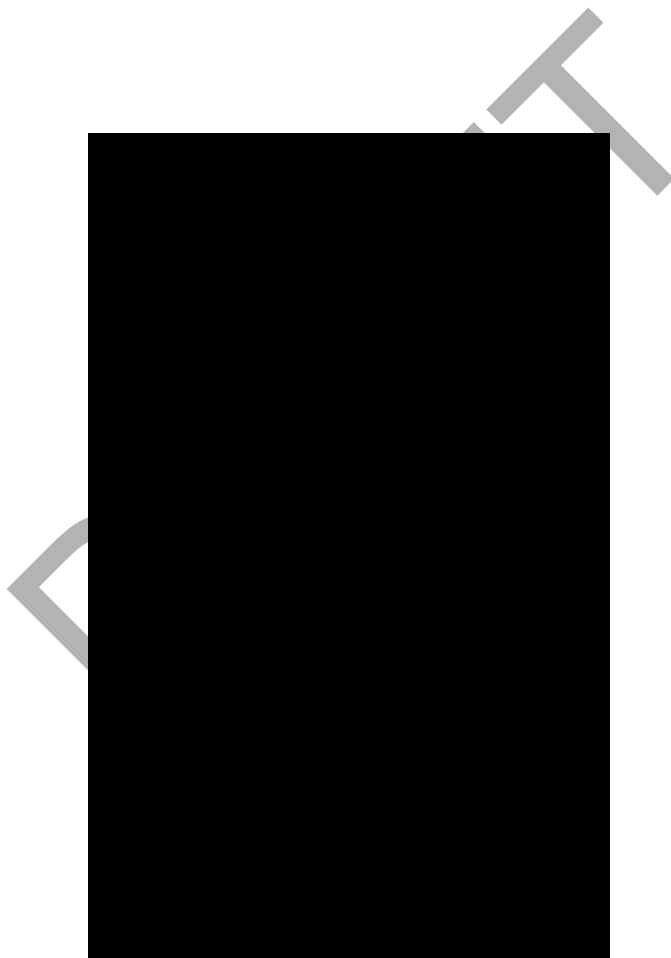




Owner's Manual



DRAFT

Getting Started

⚠ WARNING

See the *Important Safety and Product Information* guide in the product box for product warnings and other important information.

When using the device the first time, complete these tasks.

- 1 Register your device ([Registering Your Device](#)).
- 2 Charge the device ([Charging the Device](#)).
- 3 Turn on the device ([Turning On the Device](#)).
- 4 Go play a game of golf ([Playing Golf](#)).

Charging the Device

⚠ WARNING

This product contains a lithium-ion battery. To prevent the possibility of personal injury or product damage caused by battery exposure to extreme heat, store the device out of direct sunlight.

NOTICE

To prevent corrosion, thoroughly dry the USB port, the weather cap, and the surrounding area before charging or connecting to a computer.

The device is powered by a built-in lithium-ion battery that you can charge using a standard wall outlet or a USB port on your computer.

- 1 Pull up the weather cap ① from the USB port ②.



- 2 Plug the small end of the USB cable into the USB port on the device.
- 3 Plug the large end of the USB cable into the AC charger.
- 4 Plug the AC charger into a standard wall outlet.
- 5 Charge the device completely.
A fully charged battery can run for up to 15 hours.

Turning On the Device

The first time you use the device, you are prompted to choose a language and unit of measure. You can also set up club advice during initial set up.

Hold .



Registering Your Device

Help us better support you by completing our online registration today.

- Go to <http://my.garmin.com>.
- Keep the original sales receipt, or a photocopy, in a safe place.

Locking the Touchscreen

You can lock the screen to prevent inadvertent screen touches

- 1 Select .
- 2 Select .

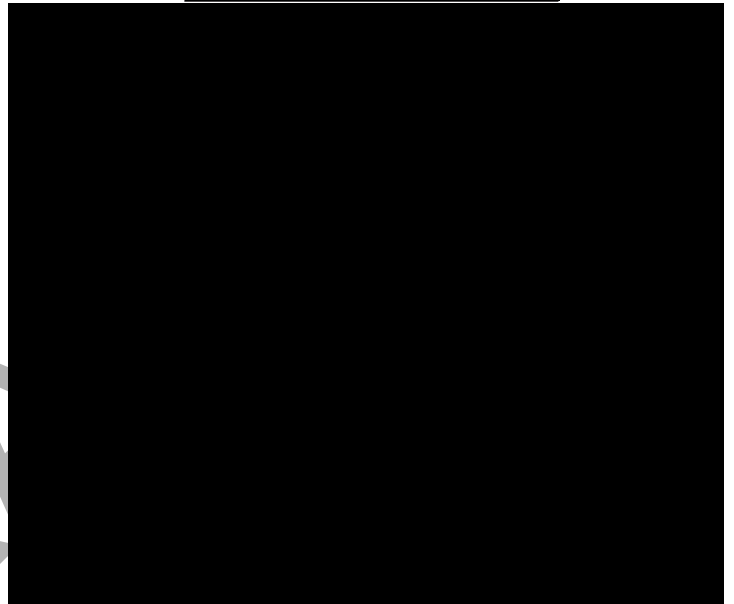
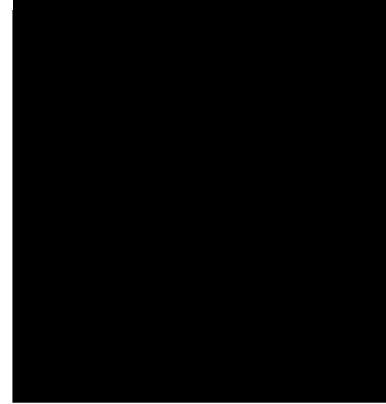
Playing Golf

- 1 Select **Play**.

- 2 Select a course.


Hole View

The device shows the current hole you are playing.

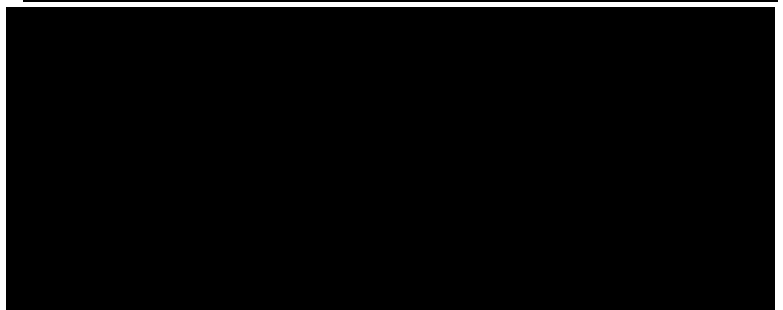
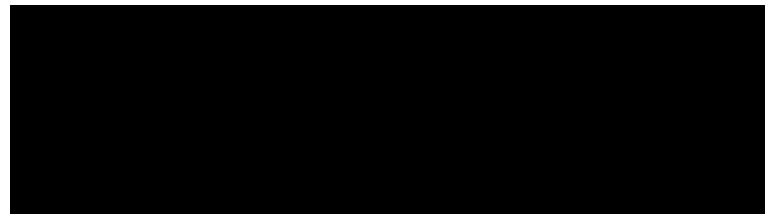


Moving the Pin

While playing a game, you can take a closer look at the green and move the pin location.

- 1 Begin playing a game ([Playing Golf](#)) or previewing a course ([About Course Preview](#)).
- 2 Select **green view** to zoom in on the green.
- 3 Drag  to move the pin location.

The PinPointer feature adjusts to the new pin location.





①	Local handicap
②	Total score
③	Actual strokes for the hole
④	Recorded strokes for the hole

Setting the Scoring Method

You can change the method the device uses to keep score.

- 1 Select an option:
 - If you are currently playing a round, select ⏏ > ≡ > **Setup** > **Scoring** > **Method**.
 - If you are not currently playing a round, select **Setup** > **Scoring** > **Method**.
- 2 Select a scoring method.

About Stableford Scoring

When you select the Stableford scoring method ([Setting the Scoring Method](#)), points are awarded based on the number of strokes taken relative to par. At the end of a round, the highest score wins. The device awards points as specified by the United States Golf Association.

NOTE: The scorecard for a Stableford scored game shows points instead of strokes.

Points	Strokes Taken Relative to Par
0	2 or more over
1	1 over
2	Par
3	1 under
4	2 under
5	3 under

About Match Scoring

When you select the Match scoring method ([Setting the Scoring Method](#)), one point is awarded at each hole to the player who has the fewest strokes. At the end of a round, the player who won the most holes wins.

NOTE: Match scoring is available only for two players.

When you set the Approach to count strokes, the device determines the winner of each round. Otherwise, at the end of each hole, select the player who had the fewest strokes, or if the number of strokes was equal, select **Halved**.

About Skins Scoring

When you select the skins scoring method ([Setting the Scoring Method](#)), players compete for a prize on each hole.

When you set the Approach to count strokes, the device determines the winner of each hole. Otherwise, at the end of each hole, select the player who had the fewest strokes. You can select multiple players if there is a tie for the win.

Viewing Round Statistics

You can view statistics for the round you are currently playing.

- 1 While playing a game, select **score** > ≡.
- 2 Select an option:
 - To view information for all players, select **Round Details**.
 - To view more details about an individual player, select **Round Details** > ≡ > **Player Details**, select a player name, and select a statistic to view.

About Individual Scorecards

The individual scorecard features a hole-by-hole overview of a player's round. Four symbols represent the number of strokes relative to par. A par score has no symbol.

Measuring a Shot

- 1 After taking a shot, hold **measure**.
- 2 Select **Begin Measurement**.
- 3 Walk to your ball.

You do not have to walk directly to your ball to get an accurate measurement. The device measures distance in a straight line from your starting point. You can select ↶ to return to the map while measuring.
- 4 When you arrive at your ball, select an option:
 - To discard the shot, select **Reset**.
 - To add the shot distance to a club average, select **Save Shot**, and select the club you used for the shot. The device saves the shot in the scorecard and adds the shot distance to your average shot distance for the club ([Setting Up Clubs](#)).

Keeping Score

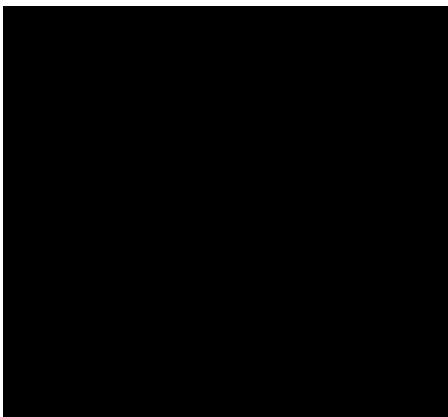
Before you begin keeping score, you must select the scoring method ([Setting the Scoring Method](#)).

You can keep score for up to four players.

- 1 Begin playing a game ([Playing Golf](#)).
- 2 Select **score**.
- 3 Select an option:
 - Select a player's name to edit it.
 - Select ✎ to enter the number of strokes for the selected hole.
 - Select ≡ > **Set Up Players** to edit player handicaps. This selection is only displayed if you have enabled handicap scoring ([Enabling Handicap Scoring](#)).
 - Select ⏏ > ≡ > **Setup** > **Scoring** > **Method** to change the scoring method. If the scores you have already entered for the round are incompatible with the new scoring method, the device will prompt you to clear all scores for the round, or keep the current scoring method.
- 4 Select **score** to return to the course map.

About the Scorecard

You can view and change each player's name, score, and handicap during a round using the scorecard.





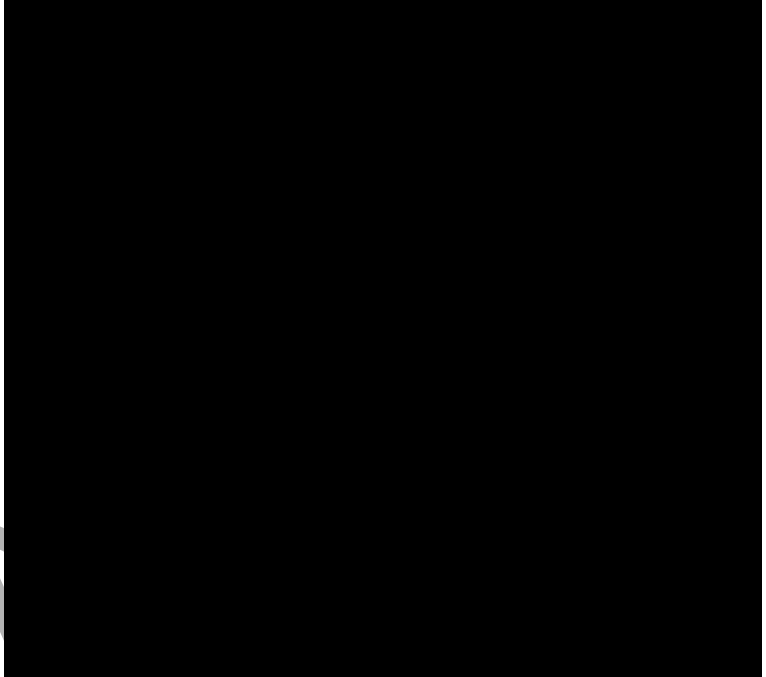
- Select **Index\Slope Method** to enter the player's handicap index and the course slope rating to calculate a course handicap for the player.

Setting the Hole Handicap

Before you can score using handicaps, you must enable handicap scoring ([Enabling Handicap Scoring](#)).

The device displays the default handicap for the hole if it is available. You can set the hole handicap manually.

- 1 While playing a game, select **score** > > **Change Handicap**.
- 2 Enter the hole handicap.



①	Overall score
②	Two or more over par
③	One over par
④	One under par
⑤	Two or more under par

Viewing History

You can view saved shots, rounds, and player statistics.

- 1 Select **History**, and select a round to view.
The device shows information for all players.
- 2 Select an option:
 - Select > **Player Details**, and select a player name to view an individual scorecard for that round ([About Individual Scorecards](#)).
 - Select > **Course Details** to view a list of each hole and its par.
 - Select > **Edit Scorecard** to adjust individual details for that round, including each player's name, score, and handicap.
 - Select > **Delete Scorecard** to clear the scorecard from the device history.

Viewing Scorecards on a Computer

You can view all scorecards on your computer.

- 1 Connect the device to your computer using the USB cable.
The device appears as a removable drive in My Computer in Windows® computers, and as a mounted volume on Mac® computers.
- 2 Open the device drive.
- 3 Open **Scorecard** > **ScorecardViewer.html** to view scorecards.

Handicap Scoring

You can set a handicap for the hole ([Setting the Hole Handicap](#)) and for each player ([Setting a Player Handicap](#)).

Enabling Handicap Scoring

- 1 Select **Setup** > **Scoring** > **Scoring Handicap**.
- 2 Select **On**.

Setting a Player Handicap

Before you can score using handicaps, you must enable handicap scoring ([Enabling Handicap Scoring](#)).

- 1 While playing a game, select **score** > > **Set Up Players**.
- 2 Select for the player whose handicap you want to enter or change.
- 3 Select an option:
 - Select **Local Handicap** to enter the number of strokes that will be subtracted from the player's total score.

Saving a Location

You can mark a location on a hole using your current location or Touch Targeting.

NOTE: You can clear all saved locations from a hole by selecting > > **Clear Locations**.

- 1 While playing a game, select > **Save Location**.
- 2 Select an option:
 - Select **Use Current Location** to place a marker at your current location on the hole.
 - Select **Use Touch Targeting** to select a location on the map.

Finding Courses

You can use the device to locate a golf course that is nearby or in a specific city. You can also locate a golf course by name.

- 1 Select **Preview**.
- 2 Select an option:
 - Select **Search Near You** to find courses closest to your current location.
 - Select **Spell City** to find courses in a specific city.
 - Select **Spell Course** to find a course by name.

About Course Preview

When you find a course, the device provides a hole-by-hole overview of the selected course. You can view a close up of the green ([Moving the Pin](#)) or measure distances ([Measuring Distance with Touch Targeting](#)).

If you do not touch the screen for a few moments after selecting a hole, a course simulation begins ([Preview Mode](#)).

About: Displays important software information and your unit ID.

Measuring Distance with Touch Targeting

While previewing a course or playing a game, you can use touch targeting to measure the distance to any point on the map.

- 1 Begin playing a game ([Playing Golf](#)) or previewing a course ([About Course Preview](#)).
- 2 Drag your finger to position the target circle ①.

- 3 If necessary, select **+** to zoom in on the target circle.
- 4 When zoomed in on the target circle, select **↶** to return to the map of the hole.

Preview Mode

When you preview a course, you can view a simulation of the course. The map gradually zooms in on the green to simulate the way it performs when you play through a hole.

The simulation begins automatically if you do not touch the screen for a few moments after selecting the hole.

Customizing Your Device

Device Care

NOTICE

Do not store the device where prolonged exposure to extreme temperatures can occur, because it can cause permanent damage.

Never use a hard or sharp object to operate the touch screen, or damage may result.

Avoid chemical cleaners and solvents that can damage plastic components.

Secure the weather cap tightly to prevent damage to the USB port.

Cleaning the Screen


Before you can clean the screen, you should have a soft, clean, lint-free cloth and water, isopropyl alcohol, or eyeglass lens cleaner.

Apply the liquid to the cloth, and gently wipe the screen with the cloth.

Cleaning the Device

- 1 Wipe the device using a cloth dampened with a mild detergent solution.
- 2 Wipe it dry.

Using the Backlight

- At any time, tap the touchscreen to turn on the backlight.
NOTE: Alerts and messages also activate the backlight.
- Select  to turn on the backlight and adjust the brightness.
- Change the backlight timeout ([Settings](#)).

Specifications

Battery type	Rechargeable, built-in lithium-ion battery
Battery life	15 hours, typical usage
Operating temperature range	From -4° to 140°F (from -20° to 60°C)
Charging temperature range	From 32° to 104°F (from 0° to 40°C)
Water resistance	IEC 60529 IPX7

Appendix


Calibrating the Touchscreen

If the touchscreen does not seem to be responding properly, you can calibrate it.

- 1 Select **Setup > Display > Calibrate Screen**.
- 2 Follow the on-screen instructions.

Clearing User Data

NOTE: This deletes all user-entered data.

- 1 Hold  to turn off the device.
- 2 Place your finger on the top left corner of the touchscreen.
- 3 While holding your finger on the touchscreen, turn on the device.
- 4 Select **Yes**.

Using the Clip

NOTE: Your clip may look slightly different from the image.

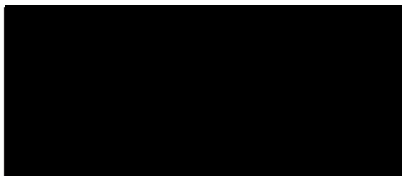
You can use the clip to attach the device to your belt, pocket, or bag.

- 1 Slide the bottom of the device into the bottom of the clip.
NOTE: If you place the device into the clip upside-down, it does not lock into place and could fall out of the clip easily.
- 2 Press the top of the device into the top of the clip until it clicks.

Installing a Memory Card

You can install a microSD™ memory card for additional storage or pre-loaded maps.

- 1 Pull up the weather cap  from the microSD card slot .



- 2 Press in the card until it clicks.



- 3 To remove the device, pull up the top of the clip while pressing on the back of the device, and slide the bottom of the device out of the bottom of the clip.

Saving Energy While Charging the Device

You can turn off the device display and all other features while charging.

- 1 Connect your device to an external power source.
The remaining battery capacity appears.
- 2 Hold the power key for 4 to 5 seconds.
The display turns off, and the device goes into a low power, battery charging mode.
- 3 Charge the device completely.

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