SPORTDOG®
BRAND

TEK 2.0

OPERATING GUIDE
PLEASE READ THIS ENTIRE GUIDE BEFORE BEGINNING

IMPORTANT SAFETY INFORMATION

EXPLANATION OF ATTENTION WORDS AND SYMBOLS USED IN THIS GUIDE

⚠ This is the safety alert symbol. It is used to alert you to potential personal injury hazards. Obey all safety messages that follow this symbol to avoid possible injury or death.

⚠WARNING WARNING indicates a hazardous situation which, if not avoided, could result in death or serious injury.

CAUTION CAUTION, used without the safety alert symbol, indicates a hazardous situation which, if not avoided, could result in harm to your dog.

NOTICE NOTICE is used to address safe use practices not related to personal injury

⚠WARNING

- Not for use with aggressive dogs. Do not use this product if your dog is aggressive, or if your dog is prone to aggressive behavior. Aggressive dogs can cause severe injury and even death to their owner and others. If you are unsure whether this product is appropriate for your dog, please consult your veterinarian or a certified trainer.
- This device contains Lithium-Ion (Li-Ion) batteries; never incinerate, puncture, deform, short-circuit, or charge with an inappropriate charger. Fire, explosion, property damage, or bodily harm may occur if this warning is not followed.
- Risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the regulations in your area.
- Batteries should never be removed from the battery compartment for charging.
- Do not charge the batteries in areas with high temperature (100°F +).
- Keep batteries away from children.
- Using your TEK™ Series Location and Training System while operating a motor vehicle can be distracting. Always pay full attention to operating your vehicle.
- Always be alert to your surroundings when navigating to a way point. Do not cross dangerous terrain or obstacles as you move.

CAUTION

Please read and follow the instructions in this manual. Proper fit of the collar is important. A collar worn for too long or made too tight on the dog's neck may cause skin damage. This is called bed sores; it is also called decubitus ulcers or pressure necrosis.

- Avoid leaving the collar on the dog for more than 12 hours per day.
- When possible, reposition the collar on the dog's neck every 1 to 2 hours.
- Check the fit to prevent excessive pressure; follow the instructions in this manual.
- Never connect a leash/lead to the Collar Receiver; it will cause excessive pressure on the contacts.
- When using a separate collar for a leash/lead, don't put pressure on the electronic collar.
- Wash the dog's neck area and the contacts of the collar weekly with a damp cloth.

- Examine the contact area daily for signs of a rash or a sore.
- If a rash or sore is found, discontinue use of the collar until the skin has healed.
- If the condition persists beyond 48 hours, see your veterinarian.

For additional information on bed sores and pressure necrosis, please visit the Support section for remote trainers at www.sportdog.com.

These steps will help keep your dog safe and comfortable. Millions of dogs are comfortable while they wear stainless steel contacts. Some dogs are sensitive to contact pressure. You may find after some time that your dog is very tolerant of the collar. If so, you may relax some of these precautions. It is important to continue daily checks of the contact area. If redness or sores are found, discontinue use until the skin has fully healed.

- You may need to trim the hair in the area of the Contact Points or switch to the longer Contact Points to ensure consistent contact. Never shave the dog's neck; this may lead to a rash or infection.
- You should not make the collar any tighter than is required for good contact. A collar that is too tight will increase the risk of pressure necrosis in the contact area.
- Unauthorized changes or modifications to the equipment may violate FCC regulations and could void the user's authority to operate the equipment.
- Taking product apart can cause damage and void your warranty. Contact the Customer Care Center for battery replacement service.

NOTICE

THE DATA IN THIS SYSTEM HAS BEEN PROVIDED BY DELORME IN PARTNERSHIP WITH RADIO SYSTEMS® CORPORATION. IT IS SUITABLE AND INTENDED ONLY FOR GENERAL VISUAL REFERENCE USE. IT SHOULD NOT BE USED FOR ANY PURPOSE REQUIRING EXACT MEASUREMENT OF DISTANCE OR DIRECTION, OR FOR PRECISION IN ADDRESS LOCATION OR IN THE DEPICTION OF GEOGRAPHIC FEATURES. ROUTING DIRECTIONS SHOULD BE USED ONLY AS A TRAVEL AID AND MUST ALWAYS BE VISUALLY VERIFIED BY THE USER ON THE GROUND AND EXECUTED WITH DUE REGARD TO TRAFFIC AND ROAD CONDITIONS, ROAD SIGNS AND REGULATIONS. Please note that the Data is merely a graphical representation of geographic features appearing on the face of the earth. The Data may include features, such as roads, trails, etc., that are located on private property. Nothing in this License grants the use of, or is intended to imply the right to use, any such private property. You should respect all landowner restrictions. You are solely responsible for complying with all legal requirements relating to land use and for your own safety and for the consequences of your actions in your use of the Data.

- Avoid using a high-powered radio (greater than 5 watts) in close proximity to the TEK™ Series Location and Training System. It may cause irreversible damage to the TEK Series Location and Training System.
- Avoid chemical cleaners and solvents that can damage plastic components.
- Do not store the TEK Series Location and Training System where prolonged exposure to temperature extremes may occur, because permanent damage may result.
- When storing the device for an extended time, store within the following temperature range: from 32°F to 77°F (from 0° to 25°C).
- Do not leave the device exposed to a heat source or in a high-temperature location, such as in the sun in an unattended vehicle. To prevent damage, remove the device from the vehicle or store it out of direct sunlight, such as in the glove box.

Thank you for choosing SportDOG Brand® tracking and training products. Used properly, this product will help you track and train your dog efficiently and safely. To ensure your satisfaction, please review this operating guide thoroughly. If you have questions regarding this product's operation, please see this manual's Frequently Asked Questions or Troubleshooting sections, contact our Customer Care Center at 1-800-732-0144, visit our website at www.sportdog.com or view our support videos at www.youtube.com/sportdogbrand.

To get the most protection out of your Two-Year Warranty, please register your product within 30 days at www.sportdog.com. By registering, and keeping your receipt you will enjoy the product's full warranty and should you ever need to call the Customer Care Center, we will be able to help you faster. Most importantly, your valuable information will never be given or sold to anyone. Complete warranty information is available online at www.sportdog.com.

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* You Tube videos available at www.youtube.com/sportdogbrand

COMPONENTS

TEK SERIES TEK-V2L SYSTEM CONTAINS:

- Handheld Device with Antenna
- GPS Collar on Red Collar Strap • Gear Bag
- Charge Cradle • Adapter • USB Cables
- Basic Training DVD and Manual
- Quick Start Guide • Lanyard

TEK SERIES TEK-V2LT SYSTEM CONTAINS:

- Handheld Device with Antenna
- GPS Collar with E-Collar Module on Red Collar Strap
- Location-only Module • Gear Bag
- Charge Cradle • Adapter • USB Cables
- Basic Training DVD and Manual
- Quick Start Guide • Long Contact Points • Test Light
- Lanyard • Allen Wrench

HOW THE SYSTEM WORKS

The SportDOG Brand® TEK Series 2.0 Systems have been proven safe, comfortable, and effective for all dogs over 8 pounds (3.6 kg). Consistent, correct use of this product allows you to track your dog, reinforce commands, and correct misbehavior from up to 10 miles line of sight.

The Handheld Device receives your location from its built-in GPS antenna and receives location updates from the GPS antenna mounted on the Collar to track the location of your dog. The Handheld Device sends a signal, activating the E-Collar Module to deliver a harmless stimulation.* With proper training, a dog will learn to associate the signal with a command. Like all SportDOG™ products, this model features adjustable stimulation levels so you can tailor the stimulation level to your dog's temperament, eliminating the risk of over-correction.

*TEK-V2LT and TEK-2AD have E-Collar functionality. To add E-Collar functionality to your TEK-V2L, you must purchase the TEK-2T E-Collar Module.

IMPORTANT: THE TEK SERIES 2.0 SYSTEM HAS A RANGE OF UP TO 10 MILES LINE OF SIGHT. DEPENDING ON THE WAY YOU HOLD THE HANDHELD DEVICE, THE MAXIMUM RANGE MAY VARY. FOR CONSISTENT RESULTS AT LONGER RANGES, HOLD THE HANDHELD DEVICE IN A VERTICAL POSITION AWAY FROM YOUR BODY AND ABOVE YOUR HEAD. TERRAIN, WEATHER, VEGETATION, TRANSMISSIONS FROM OTHER RADIO DEVICES, AND OTHER FACTORS WILL AFFECT THE MAXIMUM RANGE.

⚠ **WARNING** Do not use this product if your dog is aggressive, or if your dog is prone to aggressive behavior. Aggressive dogs can cause severe injury and even death to their owner and others. If you are unsure whether this product is appropriate for your dog, please consult your veterinarian or a certified trainer.

KEY DEFINITIONS

HANDHELD

TRANSMITTER ANTENNA

ON/OFF BUTTON

WHEEL

ENTER

ARROW PAD

USER-DEFINED STIM BUTTON

TRAINING/ TRACKING/ HOME TOGGLE BUTTON

CHARGING JACK (located on the backside)

WAYPOINT BUTTON

MENU BUTTON

COLLAR RECEIVER

CONTACT POINTS

ON/OFF BUTTON

RECEIVER INDICATOR LIGHT

CHARGE CONTACTS

HANDHELD: Receives and displays location updates from the GPS Module. It sends the radio signal to the E-Collar module. It is waterproof and can be submerged in water to a depth of 5 feet.

ON/OFF BUTTON: Pressing and releasing this button will cause the unit to vibrate and the startup screen will display. Pressing and holding this button when the display goes black will turn the unit off. The backlight settings can also be adjusted by simply pressing and releasing the button for one second.

WHEEL: Rotating the wheel clockwise or counterclockwise allows the user to interact with the features on the screen, including scrolling through icons and adjusting the map scale.

ENTER: Pressing and releasing this button selects a highlighted Menu entry. May also be used to select an object on the map screen to receive more detailed information.

ARROW PAD: This pad contains four arrow keys (up, down, left, and right) and can be used to control navigation through all menus and lists on the device.

TRAINING/TRACKING/HOME TOGGLE BUTTON: This button toggles between tracking, training, and home screens and can be used to return to the last used screen when pressed from any other screen.

USER-DEFINED STIM BUTTON: These buttons (button 1 on top, button 2 in the middle, and button 3 on the bottom) send the stimulation signals you have selected to use when training your dog.

MENU BUTTON: When pressed and released, this slightly raised button displays a pop-up menu of the available options for the current screen.

WAYPOINT BUTTON: Pressing and releasing this button displays a "Create Waypoint" menu with customization options for users, active dogs, hunters, or map locations.

CHARGING JACK: For connecting the Handheld to the USB cable or vehicle charger.
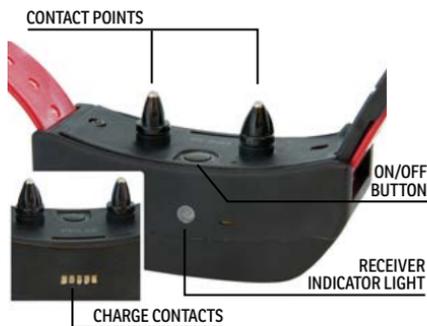
E-COLLAR MODULE: Receives the radio signal from the Handheld and delivers static, vibration, or tone stimulation for correcting or cueing your dog. It is waterproof and can be submerged in water to a depth of 15 feet.

GPS MODULE: Receives location from GPS and transmits location updates to the Handheld. It is waterproof and can be submerged in water to a depth of 25 feet.

CONTACT POINTS: The contacts through which the E-Collar Module delivers stimulation to your dog.

ON/OFF BUTTON: Pressing and releasing this button when the GPS Indicator Light comes on green will turn the unit on. Pressing and holding this button until the GPS Indicator Light comes on solid red and the GPS Collar beeps for 2 seconds will turn the unit off.

INDICATOR LIGHT: Indicates when the GPS module has been turned on or off, whether a GPS Lock has been attained, is in pairing mode, and also serves as a low-battery indicator.

CHARGING JACK: For connecting the GPS module to the charge cradle.

ICON DEFINITIONS

The following icons are used throughout the TEK SERIES 2.0 software interface.

ICON	FUNCTION
GENERAL ICONS	
12:40 PM	**TIME INDICATOR**: Displays the current local time.
	BATTERY GAUGE: Displays the battery charge status.
	UP / DOWN INDICATORS: Indicates menu choices available. Use the arrow pad keys to view additional menu items.
	MORE / SELECT INDICATOR: Indicates more information is available. Use the arrow pad keys to view additional information.
<<	**BACK INDICATOR:** Indicates lower menu level. Press the Back button to return to the previous screen.
	SEARCHING FOR GPS: Indicates that Handheld is trying to locate GPS signal.
TRACKING ICONS	
3D	**GPS FIX INDICATOR**: Indicates the Handheld has a good satellite fix.
	COMPASS NEEDLE: Display compass heading to magnetic north.
	MY DOG: Indicates the current dog. Color is based on the assigned collar to this dog.
	HUNTER: Indicates a hunting buddy. Color is based on the color assigned by the user.
	WAYPOINT: Indicates a waypoint selected and color-coded by the user.
	DOG DIRECTION INDICATOR: Displays the compass bearing to your dog.
	DOG DIRECTION INDICATOR COMMUNICATION LOST: Display if communications to the Collar Receiver is lost.
	DOG ON POINT / TREED INDICATOR: Indicates the location of your dog when the dog is stationary.
AUTO (2 MILES)	**SCALE INDICATOR:** Shows the current map scale. Scales range from 45 yards to 1,989 miles
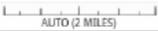
TRAINING ICONS	
C	**CONTINOUS STATIC STIMULATION:** You control both when and how long static stimulation is delivered, up to a maximum of 10 seconds. After 10 seconds, the static stimulation will "time out" and you'll receive a transmission time out message. Release the button and press it again for additional static stimulation to be delivered.
V	**VIBRATION STIMULATION:** The Collar Receiver will vibrate when this User-Defined Stim button is pressed.
T	**TONE STIMULATION:** The Collar Receiver will make a rapid beeping noise when this User-Defined Stim button is pressed.
M	**MOMENTARY STATIC STIMULATION:** The E-Collar will deliver static stimulation for 1/10 of a second, when this User-Defined Stim button is pressed.
R	**RISING STATIC STIMULATION:** The static stimulation will rise from the current level to the maximum level when this User-Defined Stim button is pressed and held.
P12	**USER PROGRAMMABLE STIMULATION 1**: The E-Collar will deliver static stimulation according to the User-Defined setting.
P5	**USER PROGRAMMABLE STIMULATION 2**: The E-Collar will deliver static stimulation according to the User-Defined setting.

HOME PAGE ICONS

When you power on the Handheld, the Home Page will offer the following icons:

MY DOGS: view a list of all dogs and their details (Page 19).

MY COLLARS: view a list of all assigned collars and their details (Page 19).

SHARING: share information with other hunters in the field, including dog tracking information, waypoints, and geofences (Page 25).

TRAINING: view stimulation settings and deliver stimulation to dogs (Page 26).

TRACKING: view a map showing all the items being tracked (Page 28).

MAP: view and pan the map and any data that has been loaded on the Handheld (Page 32).

VOICE: receive alerts on all items being tracked and status updates on selected items (Page 37).

COMPASS: view the electronic compass for navigation and details for selected tracked objects (Page 38).

SETTINGS: change configuration for dogs, collars, units, time, display, and other settings (Page 40).

HUNTERS: view a list of all hunters and their details (Page 48).

TRIP COMPUTER: view detailed information about the current GPS tracking session (Page 50).

GEOFENCES: view, add, remove, and manage geofences, and synchronize them to the desktop application (Page 53).

WAY POINTS: view, add, change, or remove way points from the system (Page 55).

JOURNAL: view all the journal notes, waypoints, and tracks created (Page 51).

SUN/MOON: view information about rising and setting time for the sun and moon, as well as predictions for hunting conditions (Page 57).

OPERATING THE TEK SERIES 2.0 HANDHELD

The following terms are used throughout this manual:

SELECT: Use the up/down/right/left arrow keys to scroll through and highlight menu items or areas of the screen. A selected item is highlighted in orange.

HOME: the main menu screen that displays on the icons.

BACK: press the Training/Tracking/Home button on the top right side of the Handheld to go to the previous screen.

FIELD: the location on a page where data can be **Enter**ed.

ENTER: press the **Enter** button in a text entry field to **Enter** a highlighted character.

NAVIGATION TIPS:

The **Enter** button and the right arrow key share many of the same functions. Either one can be used to **Enter** a highlighted character.

ARROW KEYS AND WHEEL

TO USE THE ARROW KEYS:

• Press the left/right/up/down buttons to scroll through icons.

TO USE THE WHEEL:

• Turn the wheel clockwise to scroll left to right, or counter clockwise to do the opposite.
• The wheel will scroll between pages, and the pages are looped, so you can scroll from the last icon to the first icon, or vice versa.

ARROW KEYS AND WHEEL USES

• The wheel or arrows will navigate the home screens.
• The wheel or up/down arrows will navigate the menu lists.
• The left/right arrows or **Enter** button interact with menu items.
• The wheel changes the map scale on the map screen and tracking screen.
• The up/down arrow moves through the dog data area at the bottom of the tracking screen.
• The up/down arrow moves the cursor on the map page.
• The up/down arrow changes stimulation levels on the training screen.
• The left/right arrow moves through the active dog list on the training screen.

STEP :: 01

PREPARE THE GPS COLLAR/E-COLLAR MODULE
YOU MUST COMPLETE THESE STEPS PRIOR TO USING THIS DEVICE FOR THE FIRST TIME.

TO CHARGE THE GPS COLLAR/E-COLLAR MODULE:

1. Attach the supplied Charge Cradle so that the SportDOG Brand® logo on the Charge Cradle covers the SportDOG Brand logo on the GPS Collar.
2. Connect the appropriate charger connector to the charging jack.
3. Plug the charger into a standard 120/240-volt AC wall outlet.
4. Charge the GPS Collar for 4 hours for the first charge and every charge thereafter. It is not harmful to let the unit charge more than 4 hours.
5. When charging is complete, as indicated by the Indicator Light blinking green, remove the Charge Cradle.

NOTE: Approximate battery life between charges is 24 hours (at the 3 second update rate) depending on the frequency of use

.

TO TURN THE GPS COLLAR/E-COLLAR MODULE ON:

Press the On/Off button and release when the GPS Indicator Light comes on green. The GPS Collar will beep 1 to 5 times indicating which channel the collar is on.

TO TURN THE GPS COLLAR/E-COLLAR MODULE OFF:

Press and hold the On/Off button until the GPS Indicator Light comes on solid red and the GPS Collar beeps for 2 seconds. To extend the battery life between charging cycles, turn off the GPS Collar when it is not in use.

TEST LIGHT INSTRUCTIONS
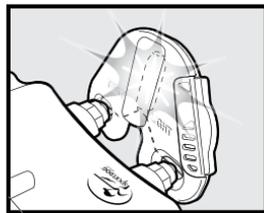
1. Turn the Collar Receiver on.
2. Hold the Test Light Contacts to the Contact Points.
3. Press a Static Stimulation Button on the Remote Transmitter.
4. The Test Light will flash.

NOTE: At higher static stimulation levels, the Test Light will flash brighter.

5. Turn the Collar Receiver off.

Save the Test Light for future testing.

NOTE: If the Test Light does not flash, recharge the battery and re-test. If the Test Light still does not flash, contact the Customer Care Center at 1-800-732-0144

INDICATOR LIGHT

| OPERATIONAL MODE	LIGHT COLOR	LIGHT FUNCTION	BATTERY STATUS	SPEAKER FUNCTION
Unit is turned on via *On/Off* button	Green	Light is solid in color during beep sequence	Good	Beeps 1-5 times depending on channel set.
Unit is turned on via *On/Off* button	Red	Light is solid in color during beep sequence	Low	Beeps for 1.5 seconds
Unit is turned off via *On/Off* button	Red	Light is solid in color during beep sequence	N/A	N/A
Unit is on	Green	Single blink every 3 seconds	Good	N/A
Unit is on	Red	Single blink every 3 seconds	Low	N/A
Unit is in pairing mode	Amber	Light is solid in color	N/A	N/A
Unit is charging	Green	Light is solid in color	N/A	N/A
Unit is charged	Green	Light flashes	N/A	N/A
Unit is delivering continuous, momentary, rising, or programmable static stimulation	Red	Light is solid in color while delivering stimulation	N/A	N/A
Unit is delivering tone stimulation	N/A	N/A	N/A	
Unit is delivering vibration stimulation	N/A	N/A	N/A	N/A
Unit has attained GPS lock	Green or Red depending on battery status	Single blink every 3 seconds	N/A	N/A
Unit has lost GPS lock	Green or Red depending on battery status	Double blink every 3 seconds	N/A	N/A

ABOUT RECHARGEABLE BATTERIES

⚠ WARNING

- The Handheld Device, GPS Collar and E-Collar Module contain Lithium-Ion (Li-Ion) batteries; never incinerate, puncture, deform, short-circuit, or charge with an inappropriate charger. Fire, explosion, property damage, or bodily harm may occur if this warning is not followed.
- Risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the regulations in your area.
- Risk of explosion if batteries are charged in areas with high temperature (100°F+).
- Batteries should never be removed from the battery compartment for charging.

- The rechargeable Lithium Ion (Li-Ion) batteries are not memory sensitive, do not require depletion before charging and cannot be over charged.
- The batteries come partially charged from the factory, but will require a full charge before the first use.
- When storing the unit for long periods, remember to regularly give batteries a full charge. This should be done once every 3 to 4 months. Failure to do so will result in decreased battery life.
- You should expect hundreds of recharge cycles from your batteries. However, all rechargeable batteries lose capacity over time relative to the number of recharge cycles they experience. This is normal. If your operating time drops to half of the original life, contact the Customer Care Center.
- The batteries should last for a period of 3-5 years. When a battery needs replacement, call our Customer Care Center at 1-800-732-0144. Please do not open the GPS Collar or E-Collar Module until you have received your replacement.
- When storing the device for an extended time, store within the following temperature range: from 32°F to 77°F (from 0° to 25°C).
- Separate collection of spent batteries is required in many regions; check the regulations in your area before discarding spent batteries.

HOW TO CHANGE A GPS COLLAR TO A GPS COLLAR WITH E-COLLAR MODULE

1. Remove the outer screws from the Location-Only Module with a 3/32 Allen wrench **(A)**.
2. Separate the Location-Only Module (back cover) from the collar's front housing **(B)**. The O-ring may become dislodged.
3. Thoroughly clean around the O-ring boss inside the front housing with a soft towel ensuring all grease and debris have been removed.
4. Once clean, reapply grease to the O-ring and slide the O-ring around the boss. Press down firmly to make sure O-ring is seated properly **(C)**.
5. Before installing the E-Collar Module, check to make sure the GPS collar mount and Antenna base and cable have not become dislodged **(D)**.
   - Ensure the GPS collar mount is seated properly in the front housing and that the GPS collar mount plug is securely in place.
   - Ensure the Antenna base is seated firmly on top of the GPS collar mount and that the Antenna cable is routed properly through front housing channel.
6. Install the E-Collar Module onto the collar's front housing. Ensure that the E-Collar module is fully seated before replacing the screws **(E)**.
7. Replace the two outer screws being careful not to over-tighten **(F)**.
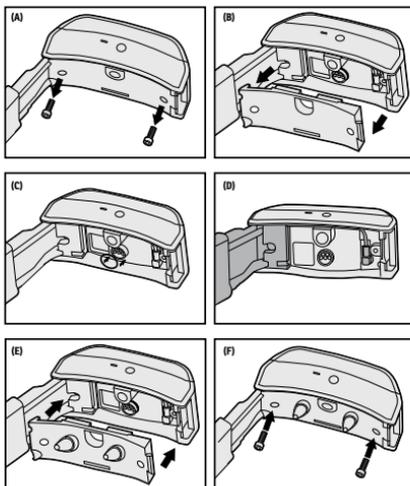
STEP :: 02

FIT THE GPS COLLAR WITH E-COLLAR MODULE

To ensure the effectiveness of this product and the comfort and safety of your dog, check the fit of his collar frequently. If you notice that your dog is experiencing skin irritation, discontinue use of the collar for a few days. If the condition persists beyond 48 hours, see your veterinarian.

IMPORTANT: The proper fit and placement of the GPS Collar with E-Collar Module is important for effective use.

CAUTION Please read and follow the instructions in this manual. Proper fit of the collar is important. A collar worn for too long, or made too tight on the dog's neck may cause skin damage. This is called bed sores; it is also called decubitus ulcers or pressure necrosis.

Avoid leaving the collar on the dog for more than 12 hours per day.

When possible, reposition the collar on the dog's neck every 1 to 2 hours.

Check the fit to prevent excessive pressure; follow the instructions in this manual.

Never connect a lead/leash to the collar; it will cause excessive pressure on the contacts.

When using a separate collar for a lead/leash, don't put pressure on the collar.

Wash the dog's neck area and the contacts of the collar weekly with a damp cloth.

Examine the contact area daily for signs of a rash or a sore.

If a rash or sore is found, discontinue use of the collar until the skin has healed.

If the condition persists beyond 48 hours, see your veterinarian.

For additional information on bed sores and pressure necrosis, please visit the Support Section for remote trainers at www.sportdog.com.

These steps will help keep your dog safe and comfortable. Millions of dogs are comfortable while they wear stainless steel contacts. Some dogs are sensitive to contact pressure. You may find after some time that your dog is very tolerant of the collar. If so, you may relax some of these precautions. It is important to continue daily checks of the contact area. If redness or sores are found, discontinue use until the skin has fully healed.

TO ENSURE A PROPER FIT, FOLLOW THESE STEPS:

1. With your dog standing (**1A**), center the GPS Collar with E-Collar Module so the Contact Points are underneath your dog's neck, touching the skin (**1B**). If your dog has a long or thick coat, you have two options to ensure consistent contact: either trim the hair around the Contact Points or switch to the longer Contact Points included with your system.

CAUTION

You may need to trim the hair in the area of the Contact Points. Never shave the dog's neck; this may lead to a rash or infection.

You should not make the collar any tighter than is required for good contact. A collar that is too tight will increase the risk of pressure necrosis in the contact area.

2. The GPS Collar with E-Collar Module should fit snugly, yet loose enough to allow one finger to fit between the strap and your dog's neck (**1C**).

3. Allow your dog to wear the collar for several minutes, and then recheck the fit. Check the fit again as your dog becomes more comfortable wearing the GPS Collar with E-Collar Module.
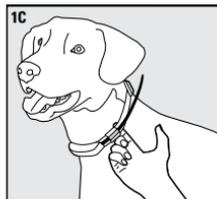
Note: To ensure the best reception possible, make sure the GPS antenna is positioned on the back of your dog's neck.

PREPARE THE TEK SERIES 2.0 HANDHELD

You must complete these steps prior to using this device for the first time.

TO CHARGE THE HANDHELD DEVICE:

1. Lift the rubber cover protecting the charging jack.
2. Connect the appropriate charger connector to the charging jack.
3. Plug the charger into a standard 120/240-volt AC wall outlet.
4. Charge the Handheld Device for up to 8 hours for the first charge and every charge thereafter. It is not harmful to let the unit charge more than 8 hours. Charge times may be longer using a non-specified charger.
5. When charging is complete, as indicated by a full bar on the battery icon, replace the rubber cover.

NOTE: Approximate battery life between charges is 12 hours, depending on the frequency of use.

TO TURN THE HANDHELD DEVICE ON:

Firmly press and release the On/Off button. The unit will vibrate and the start-up screen will display.

TO TURN THE HANDHELD DEVICE OFF:

Firmly press and hold the On/Off button. Release when the display goes blank.

STEP :: 03

TEK 2.0 SETUP WIZARD:

The first time you turn on your TEK 2.0 Handheld, the Setup Wizard will run to walk you through setting up your device.

The Setup Wizard is broken into four sections:

- Initial Device Settings
- Adding Dogs
- Adding Collars
- Final Device Settings

LANGUAGE

First, the Setup Wizard will ask you to select the language for your SportDOG Brand® TEK 2.0.

The default selection is English, and there are 10 additional languages available. Use the up/down arrow keys to highlight your choice, then press select **Next**.

CUSTOMIZING YOUR TEK 2.0

Next, the Wizard will ask: "Would you like to follow the Guided Setup or use the Default Settings?"

You will have the option of selecting: Guided Setup, Default Settings, or a Do Not Show This Again checkbox. Use the up/down arrow keys to highlight your choice, then press **Enter** or the right arrow key.

- Select Guided Setup to go to the next page in the wizard.
- Selecting Default Settings to go directly to the Home screen.
- Select the Do Not Show This Again checkbox to prevent the Setup Wizard from running each time the Handheld is turned on.

*NOTE: If you choose to skip the Guided Setup, your Handheld will have one dog named "Dog 1" and one collar, both paired so that the hunter can go directly to the field. You can adjust this setting later through the Settings menu. **You will need to calibrate your compass, see page 18.***

DISTANCE AND SPEED

Next, the Wizard will ask you to select your measuring units for:

• Distance – Miles/Yard or Kilometers/Meter

• Speed – MPH or KM/H

Select your choices for each field, then select **Next** to move to the Next screen.
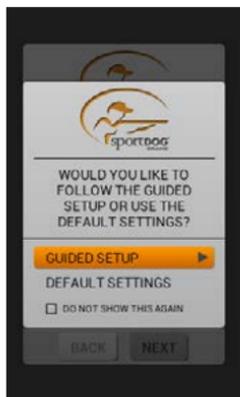
TIME

The Wizard will then ask you to choose:

• Time Format – 12 hour or 24 hour

• Time Zone – EST, CST, etc.

• Daylight Savings – Enabled or Disabled (If you choose Enabled, the Handheld will update for DST automatically)

Select your choices for each field, then select **Next** to move to the Next screen.

DOG NAME

Next, the Wizard will ask you to Enter your dog's name.

Press the **Enter** button or right arrow key to bring up a keyboard.

Use the arrow keys or wheel to select letters and spell out the name of the dog*, then select the checkbox.

Select **Next** to move to the Next step.

*The TEK 2.0 does not allow duplicate dog names. If you try to enter the same name twice, a warning will appear asking you to enter a different name before being allowed out of the keyboard page.

E-COLLAR

Next, the Wizard will ask – Do you use an E-Collar with this dog?

• **Yes** – you'll move on to questions about Stim buttons.

• **No** – you'll move directly to the Next screen in the Wizard.

Select **Next** to move to the Next screen.

STIM BUTTONS

The Next screen will let you set the dog's stimulation buttons.

Choose from the following values for each Stim button: (see Training Icons for a description of each option)

• **(C)** Continuous Static Stimulation

• **(V)** Vibrate Stimulation

• **(T)** Tone Stimulation

• **(M)** Momentary Static Stimulation

• **(R)** Rising Static Stimulation

• **(P1)** User Programmable Static Stimulation 1

• **(P2)** User Programmable Static Stimulation 2

Select Next to move to the **Next** screen.

STIM RANGE

This screen lets you set the current dog's stim range.

Select **Low, Medium, or High**, then select **Next** to move to the Next screen.

ACTION

Next, select the desired actions for the current dog: None/On-Point/Treed.

NOTE: Default value for Action is None.

Select None, On-Point, or Treed, then select **Next** to move to the Next screen.

BARK INDICATOR

Next, the Wizard will ask "Do you want to use the Bark Indicator with this dog?"

Select Yes or No, then select **Next** to move to the Next screen.

ADDITIONAL DOGS

Next, the Wizard will ask "Would you like to add another dog?"

If you select Yes, you'll be taken back to Dog Name screen and will repeat the process.

If you select **No**, you'll move on to the Next screen.

NOTE: The upper dog limit is set at 100 dogs.

Select **Yes** or **No**, then select Next to move on.

ASSIGN COLLAR COLOR

Next, you'll choose a color for the current dog's collar. This color will represent them on all screens.

Press **Enter** to bring up a selection of colors. Colors that have already been assigned will have an icon on them. Available colors will have no icon.

Select your color choice, then select **Next** to move on.

NOTE: Assigning a new color to the initial collar requires the collar to be re-paired.

SHARED COLLAR

Next the Wizard will ask "Is this a shared collar to track another hunter's dog?"

If you choose **No**, select **Next** to move to the Next screen.

If you choose **Yes**:

- Choose and **Enter** the Owner ID, and the Collar ID *
- The Owner ID is the code that another hunter has chosen for his/her device and has given to you in order to share their tracking information.
- Press **Enter** or the right arrow key to bring up a keypad and use the arrow keys to **Enter** an ID. Then select the checkbox to go on to the **Next** step.
- Select **Next** to move to the Next screen.

* The Owner ID and Collar ID are found on the Trip Computer of the other Handheld. Be sure your GPS codes match, see page 46.

The Owner ID is up to 4 digits, the Collar ID is up to 2 digits, and the GPS code is a single digit.

SET UPDATE RATE

This screen will let you choose how often the current collar sends updates to the Handheld.

Select your Update Rate, then select **Next** to move on.

NOTE: Upon changing the update rate, collars will need to be paired again.

E-COLLAR SETTING

Next, the Wizard will ask "Does this collar include an E-Collar module?"

Select Yes or No, then select **Next** to move on.

PAIR THE COLLAR

Follow the instructions to pair the current collar with your TEK 2.0 Handheld.

The collar must be on and in pairing mode (press and hold your collar's on/off button until the Indicator Light turns amber). When the collar indicates pairing is complete (Indicator Light flashes green five times), press **Next**.

Select **Next** to move on.

ADDITIONAL COLLARS

Next the Wizard will ask "Would you like to add another collar?"

- Selecting **Yes** will take you through the collar setup process again.
- Selecting **No** advances to the Next step in the Wizard.

ASSIGN COLLARS

This screen will display a list of available dogs and asks you to assign collars.

Select a dog and then choose a collar to assign to it. If you try to select a collar that is already assigned, a warning message will appear. If you choose "Deactivate", the original collar assignment will deactivate and the collar will be assigned to the current dog.

When you're done assigning collars, select Done to move on.

ENTER HANDHELD NAME

This screen lets you Enter a name for TEK 2.0 Handheld. This is the name you'll use when you share your Handheld information with other hunters.

Press **Enter** to bring up the keyboard, then Enter the name.

When you're finished, select the checkbox, then **Next** to move on.

CALIBRATE COMPASS

To calibrate the handheld's compass, you'll need to rotate the Handheld in all three dimensions until all the circles shown on the screen are as close as possible to the center of the bars.

When you have successfully calibrated the handheld, the screen will notify you by displaying "Calibration Successful."

Select **Next** to move on.

SETUP COMPLETE!

Your Setup is now complete.

- Use the Settings page to adjust any settings at any time.
- Use the My Dogs, My Collars, and Hunters pages to add these items to your Handheld at any time.

HOME PAGE

On the Home page, you'll find icons that will allow you to access all the pages on your Handheld. See page 8 for description of each.

You can scroll through these icons using either the wheel or arrow pad *(see Operating the TEK 2.0 Handheld Navigation Tips on page 9).*

HOME PAGE MENU

Press the Menu button while viewing the Home page to display the Home menu.

CUSTOMIZE HOME PAGE

You can customize your home screen so that the icons you use most frequently are grouped together.

To rearrange icons:

- Select Customize Home Page.
- Use the wheel or arrows to highlight an icon.
- Press **Enter** to select the icon – the highlight will change to 4 arrows pointing up/down/left/right.
- Use the arrow pad to move the icon up/down/left/right.
- When you reach the space where you want your icon to be, press **Enter** again. Your icon will stay in place, and the rest of the icons will move one place to the right.
- When you are finished customizing your home page, press **Menu** and select the **"Done"** option.

CANCEL

Highlight and select **Cancel** to close the menu without making any changes to the page.

MY DOGS

MY DOGS 🐾

The My Dogs page lets you add and remove dogs, assign each one a color-coded collar so that their movements can be tracked, and manage all their settings.

To view or edit the details for a dog, simply highlight its name.

To add a dog or set your dogs' order, follow the instructions below.

ADD A DOG

Highlight and select Add A Dog. Select dog's name to bring up a keyboard.

Use the arrow keys to **Enter** button to Enter the dog's name.* When you're done, scroll to and select the checkbox.

Select **Next** to move on.

The TEK 2.0 does not allow duplicate dog names. If you try to enter a duplicate name, a warning will appear asking you to enter a different name before you can move on to the next step.

NOTE: Press the menu button to stop adding a dog at any time.

E-COLLAR

Next, you'll be asked – Do you use an E-Collar with this dog?

Press **Enter** and use the arrow buttons to select **Yes** or **No**.

If you choose **No**, you'll skip questions about Stimulation.

Select **Next** to move on.

STIM BUTTONS

The Stim Buttons 1, 2, and 3 correspond with the buttons on the left side of your Handheld. (See Training Icons for descriptions of each option.)

To choose the Stim buttons for this dog, select Button 1 and choose from:

• **(C)** Continuous
• **(V)** Vibration
• **(T)** Tone
• **(M)** Momentary
• **(R)** Rising
• **(P1)** Programmable
• **(P2)** Programmable

Follow the same steps to choose Stim settings for Button 2 and Button 3.

Select **Next** to move on.

STIM RANGE

This screen lets you set the current dog's Stim range.

Select Low, Medium, or High, then select **Next** to move on.

ACTION

The Handheld can alert you when your dog exhibits specific hunting actions:

- **On-point** – used for pointing dogs to detect when the dog is stationary indicating it is on-point.
- **Treed** – used for hunting with trailing dogs to indicate the dog is "on the tree" and holding an animal at bay.

Select **None, On Point**, or **Treed**, then select **Next** to move on.

BARK INDICATOR

The Bark Indicator will notify you every time a selected dog barks in Barks/Min.

Select **Yes** or **No**, then select **Next** to move to the **Next** screen.

ASSIGN COLLAR COLOR

Choose a color for the current dog's collar. This color will represent them on all screens.

Press **Enter** to bring up available colors. Colors that have already been assigned will have an icon on them. Available colors will have no icon.

Select your color choice, then select **Done**.

NOTE: Assigning a new color to a collar requires the collar to be re-paired.

SET ORDER

Selecting this option allows you to change the order of your dogs.

To move a dog, highlight and select it. An up and down arrow will indicate that the dog is selected.

Use the Up/Down arrow buttons to move it up or down the list

When you have the dog where you want it, press **Enter** and select another dog to reorder.

Press **Menu** at any time to select **Done** or **Cancel**.

Done closes the menu and returns you to Set Order.

DOG LIST AND DOG DETAILS

Active dog names, up to 21, appear in the color of their collar, and inactive dogs appear in gray. You can have up to 100 dog profiles.

To view a dog's details, simply highlight and select the color.

To edit a specific detail, highlight the field and press **Enter** or the right arrow key.

Press the left arrow key at any time to return to the My Dogs menu.

CHANGE NAME…

Press **Enter** or the right arrow key to bring up the keyboard, then Enter the name.* To return to the settings menu, highlight and select the checkbox.

*Remember that the TEK 2.0 does not allow duplicate dog names.

ASSIGN COLLAR...

Press **Enter** or the right arrow key and select a collar.

If you try to assign a collar that is already assigned to a different dog, a warning will appear. If you continue, the selected collar is moved.

- For example: moving the red collar from DOG 1 to DOG 3, DOG 3 will now be red and DOG 1 will be gray (inactive).

If you try to assign a collar that is not active, a warning will ask if you want to continue. If you continue with the assignment, the selected collar is activated.

SUSPEND/RESUME

Press **Enter** or the right arrow key to choose Suspend or Resume a dog.

BREAD CRUMBS

Press **Enter** or the right arrow key to turn Bread Crumbs On or Off.

E-COLLAR

Press **Enter** or the right arrow key to select Yes or No E-collar.

If you choose No, Stim settings will not be available.

BARK INDICATOR

The Bark Indicator reports each time a selected dog barks. (Barks/Min).

Press **Enter** or the right arrow key to select **Yes** or **No**.

STIM BUTTONS

Press **Enter** or the right arrow key to display a new menu and adjust the Stim button settings.

Buttons 1, 2, 3 – Press **Enter** or the right arrow key to select from the following choices:

- **(C)** Continuous Static Stimulation
- **(V)** Vibration Stimulation
- **(T)** Tone Stimulation
- **(M)** Momentary Static Stimulation
- **(R)** Rising Static Stimulation
- **(P1)** User Programmable Static Stimulation 1
- **(P2)** User Programmable Static Stimulation 2

Press the left arrow to return to the Dog Details menu.

For P1 and P2 Level – Press **Enter** or the right arrow key to bring up a numeric keypad and select a level 1-20.

Select the checkbox to return to the Stim button settings menu.

Press the left arrow to return to the Dog Details menu.

STIM RANGE

Press **Enter** or the right arrow key to select Low, Medium, and High Stim Range.

ACTION

Press **Enter** or the right arrow key to select On-Point, Treed, or None.

DELETE

Press the right arrow to delete this dog and its details. You will receive a message "you are deleting this dog from the system." Select to **Confirm** or **Cancel**.

When you're finished editing details, press the left arrow key to return to the My Dogs page.

To exit the My Dogs page, press the Menu button and select Home.

MY COLLARS 📧

The My Collars page displays a list of your collars, lets you add and remove collars, and manage settings for each collar.

ADD A COLLAR

Select Add a Collar and begin choosing settings for the new collar.

ASSIGN COLOR

Press **Enter** or the right arrow key to bring up a selection of collar colors.

Select your color* and press **Enter**. This is now the color assigned to the dog that wears this collar, in all tracking, training, and menu settings.

*Colors that have already been assigned will have an icon on them. Available colors will have no icon.

*If you choose a color that is already assigned to a different collar, a warning will ask you to change the other collar's color before continuing.

Select **Next** to move on.

NOTE: Assigning a new color to a collar requires it to be re-paired.

SHARED COLLAR

"Is this a shared collar to track another hunter's dog?"

Press **Enter** or the right arrow key to select Yes or No to answer –

If you choose No, select **Next** to move to the Next screen.

If you choose Yes, you must **Enter** the Owner ID, and the Collar ID:*

The Owner ID is the code, up to 4 digits, that another hunter has chosen for his/her device and has given to you in order to share their tracking information.

- Select each option by pressing the right arrow key to bring up a keypad and use the arrow keys to Enter an ID. Then select the checkbox to go on to the **Next** step.
- Select Done to return to the My Collars menu. This collar's set-up is complete.

*The Owner ID and Collar ID are found on the trip computer of the other Handheld. Be sure your GPS Codes match (see page 44).

UPDATE RATE

Press **Enter** to display a drop-down menu.

Use the Up/Down arrows to select the collar's Update Rate.

Select **Next** to move to the Next step.

E-COLLAR

"Does this collar include an E-Collar Module?"

Press **Enter** and use the up/down arrow key to select Yes or No.

Select **Next** to move to the Next step.

PAIR COLLAR

To pair a collar with your TEK 2.0 Handheld, it must be on and in pairing mode (press and hold your collar's on/off button until the indicator light turns amber). When the collar indicates pairing is complete (indicator light flashes green five times), press **Done**.

COLLAR LIST AND COLLAR DETAILS

Active collars appear in their selected color of their collar, and inactive collars appear in gray.

To view details for a collar, simply highlight and select the color. *

To edit a specific detail, highlight the field and press **Enter** or the right arrow key.

Press the left arrow key at any time to return to the My Collars menu.

*You can have up to 21 collars/hunters assigned to a color.

COLOR

Press **Enter** or the right arrow key to bring up a selection of collar colors. Select your color and press **Enter**.

If you choose a color that is already assigned to a different collar, a warning will ask you to change the other collar's color before continuing.

ACTIVE

Press **Enter** or the right arrow key to select **Yes** or **No**.*

If you select **No,** the collar is removed from the TEK 2.0 Tracking, Training, and Compass pages and must be set to Yes before it will display again.

The collar is still visible in the My Dogs and My Collars pages, but is grayed out to represent that it is not active.

*If you try to deactivate a color that is currently assigned to a dog, a warning will appear to let you know that the collar is assigned. Use the right arrow to choose Deactivate or Cancel.

UPDATE RATE

Press **Enter** or the right arrow key to select the Update Rate.

E-COLLAR

Press **Enter** or the right arrow key select Yes or No.

PAIR COLLAR

To pair this collar to your Handheld, press **Enter** or the right arrow key and follow the instructions provided. Then select Done to return to the Collar Details.

SHARED COLLAR

Press **Enter** or the right arrow key to select **Yes** or **No**

If you choose Yes, you must **Enter** the GPS ID*, and the Dog ID:

The GPS ID is the 4-digit code that another hunter has chosen for his/her device and has given to you.

• Select each option by pressing the right arrow key to bring up a keypad and use the arrow keys to **Enter** an ID. Then select the checkbox to go on to the **Next** step.

DELETE

Press the right arrow to delete this collar and its details. You will receive a message "you are deleting this collar from the system." Select **Confirm** or **Cancel**.

When you're finished editing details, press the left arrow key to return to the My Collars page.

To exit the My Collars page, press the Menu button and select Home.

SHARING ••••

The Sharing page allows you to share information with other hunters in the field, including dog tracking information, waypoints, and geofences.

Highlight and select any of the following options to create Sharing settings.

WAYPOINTS

To share waypoints, highlight and select one of the following options:

• **Select All** (to share all Waypoint)
• **Waypoint 1** (to share only Waypoint 1)
• **Waypoint 2** (to share only Waypoint 2)

DOG/HUNTERS

To share dogs or hunters, highlight and select one of the following options:

• All
• Dog 1
• Dog 2
• Hunter 1
• Hunter 2

GEOFENCES

To share geofences, highlight and select one of the following options:

- All
- Dog 1
- Dog 2

MY INFO

To share your info, simply press **Enter** or the right arrow key to select yes.

SET UPDATE RATE

To set the rate at which your Handheld shares information, highlight and select one of the following options:

- 30 sec
- 1 min
- 2 min
- 5 min
- Off

To exit the My Collars page, press the **Menu** button and select **Home**.

TRAINING

THE TRAINING PAGE:

- Displays the Stim button settings for the current dog and lets you deliver stimulation from all three buttons.

- Displays the intensity setting for the current dog and lets you adjust the setting.

- Displays the name of the current dog and lets you quickly switch between active dogs.

You can access the Training page directly from the Home page, or by pressing the dedicated Tracking/Training button on the right side of your Handheld.

STIM BUTTONS

The circles on the left side of the screen correspond with Stim Buttons 1, 2, and 3 on the left side of your Handheld, and display the Stim settings for the highlighted dog.

To send a stimulation, simply press the Stim button (1, 2 ,3) on the Handheld that corresponds with the type of stimulation you want to deliver.

- Example: To deliver C (Continuous), press button 1. To deliver T (Tone), press button 2. To deliver V (Vibration), press button 3.

Remember – you can adjust these settings at any time by going to the My Dogs page.

TYPES OF STIMULATION

(C) Continuous Static Stimulation

If you press and hold the button, the E-Collar will deliver Continuous Static Stimulation until you release the button, up to a maximum of 10 seconds. After 10 seconds, the static stimulation will "time out" for 5 seconds and you'll need to release the button and press again to deliver additional static stimulation.

(V) Vibration

The E-Collar will vibrate when you press and release the button.

(T) Tone

The E-Collar will make a rapid beeping noise when you press and release the button.

(M) Momentary Static Stimulation

The E-Collar will deliver static stimulation for 1/10 of a second, regardless of how long the button is pressed.

(R) Rising Static Stimulation

If you press and hold the button, the static stimulation will rise from the current level to the maximum level.

(P1) User Programmable Stimulation 1

The E-Collar will deliver stimulation according to the program you have set up in the Settings page.

(P2) User Programmable Stimulation 2

The E-Collar will deliver stimulation according to the program you have set up in the Settings page.

INTENSITY

The number displayed in the center of the Training page, is the current Intensity Level setting for the collar being used.

You can use the up/down arrow keys to adjust from 1-99.*

The default intensity is set to 1. Each time you adjust the intensity for a dog, that value is remembered between sessions and power cycles. The Stim Range setting can be changed from the My Dogs page.

DOG NAME

The name of the currently selected dog is displayed below the Stim and Intensity settings.

DOG LIST

The Dog List at the bottom of the screen is a horizontally scrolling list of all the dog collars connected to the TEK 2.0 device.

Each dog is a unique color, and this color is also used to display their Stim buttons and Intensity level.

Use the left and right arrow buttons to scroll through the list.

TRAINING MENU

To display the Training Menu, press the **Menu** button while on the Training page.

Home

Select Home to see the Home page.

Cancel

Select **Cancel** to leave the menu without taking any action.

To exit the Training page, press the **Menu** button and select Home.

TRACKING 🏁

The Tracking page lets you easily view dog locations and deliver stimulation to control dog movement.

THE TRACKING PAGE:

- Provides a map to show you all the items your Handheld is currently tracking, including you, your dogs, and any shared hunters or shared dogs.

- Shows a list of the tracked items with details about their status.

- Gives you access to the primary training stimulation button for each dog (the type of stimulation selected for butoon 1).

MAP

The map gives you a geographic reference for tracking, helps you navigate, and displays all available map information.

USER LOCATION

A black arrow in the center of the map displays your GPS location. As you move, the arrow will stay at the center of the screen, while the map pans around you as needed.

TRACKED ITEMS

Each of your tracked items are represented by their own unique symbol (see tracking icons on page 7).

You can adjust the settings to show (all, none, or selected) or clear.

DOGS

Each tracked dog will be represented by an icon in the color you have selected to represent that dog. The dog's breadcrumb trail is represented with the same color as the icon.

For example: A red dog will correspond to the dog whose collar you selected as red.

When a dog is in an alert state – Point, Treed, or Stopped – its icon will change to represent that alert.

If a dog is moving, its icon will appear as an arrow that rotates to show the direction the dog is traveling.

If TEK 2.0 is unable to communicate with a dog's collar, the dog's icon will change to an arrow with a hollow fill. That icon will not update until the dog is back in range.

GRAPHIC FPO

HUNTERS

Each hunter who shares his/her Handheld information will also be represented with a color-coded icon and breadcrumb trail.

When moving, the hunter's icon will appear as a triangle that rotates to show direction of travel.

NORTH ARROW

The North Arrow in the upper-right corner of the map represents the direction to either Magnetic or True North, based on your current settings.

As you turn, the map will rotate and the North Arrow will update to reflect the new heading.*

Selecting "North Up" locks the rotation of the map and causes the North Arrow to lock as well. To do this go to your Tracking Menu, Map Setup, and select North Up for the Orientation setting.

SCALE BAR

The scale bar under the map shows you the current map scale* and notifies you if the map is set to Auto Scale.

The Tracking page is set to automatically scale and zoom in or out to best fit all of the tracked items on the screen. You can override this by using the Wheel to zoom in or out and the scale will update accordingly.

NOTE: You cannot pan the map in the Tracking view; all zooming is based on the user's current GPS location.

The map is shown in the units you selected in Setup. You can change this at anytime by going to the Settings menu.

STIMULATION BUTTONS

From the Tracking page, you can deliver the primary stimulation option to up to three dogs by pressing the Stim 1, 2, or 3 buttons. These buttons will correspond with the dogs listed in rows 1, 2, and 3 of the Dog List at the bottom of the page. Each Stim button is also color-coded to correspond to the dog listed in rows 1, 2, or 3. When you press a Stim button, the corresponding button will highlight to show that the stimulation is being delivered.

If you are only tracking one dog, all three buttons can be used for that dog and will deliver the type of stimulation you have assigned to each button.

NAME LIST

The Name List displays details about all of the items you are currently tracking (dogs/hunters).

You can quickly scroll through the list using the up/down arrow keys if you have more than 3 items being tracked.

The Name List scrolls three dogs/hunters at a time to keep the connection between the list and the stimulation buttons.

For example: In this Name List, DOG 1 is in the first slot and will receive a continuous static stimulation set at level 1 when the top Stim button is pressed, OZ is in the second slot and will receive a continuous static stimulation at level 1 when the middle Stim button is pressed, and ROXY is in the third slot and will receive a continuous static stimulation at level 1 when the bottom Stim button is pressed.

If you pressed the Down arrow to view the Next set of three dogs/hunters, the top Stim button will send stimulation to the fourth dog, which will now be at the top of the name list, and so on and so forth.
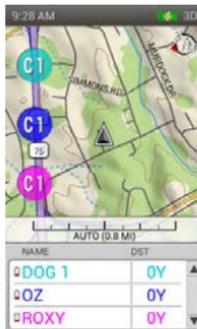
NAME

The Name Column will display dog/hunter names as you've set them up in My Dogs/Hunters settings. This column also shows you the battery strength in the dog's GPS collar or hunter's Handheld.

DISTANCE

The Distance column shows you the distance between you and the dog you are tracking.*

SPEED

The Speed column shows you the current speed of the dog you are tracking.*

BARK

TBD....

*Both Distance and Speed are shown in the units you selected in Setup. You can change these at anytime through the Settings menu.

NOTE: You can select which of these items to display (distance, speed, bark) from the Tracking Menu...Display info. In our example only the distance field is displayed.
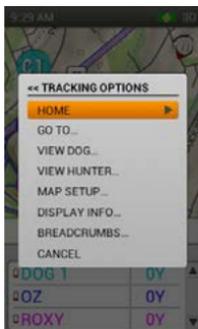
TRACKING MENU

To display the Tracking Menu, simply press the Menu button while viewing the Tracking page.

Use the up/down arrows or wheel to highlight your selection and press **Enter** or the right arrow key.

HOME

Select **Home** to display the Home page.

STOP NAVIGATION

Select **Stop Navigation** to stop navigation and clear route content from screen. This option is only visible when a route is active.

GO TO...

Select **Go To** to see a menu option that will let you create a route to a waypoint or a tracking item.

VIEW DOG...

Select **View Dog** to see the dogs you're tracking, select one, and zoom to a location to get details.*

This option is valuable when a dog has traveled faraway and the Auto Zoom feature won't let you get details about the area where the dog is located.

VIEW HUNTER...

Select **View Hunter** to see the hunters you're tracking, select one, and zoom to a location to get details.*

This option is valuable when a hunter is being tracked and the Auto Zoom feature won't let you get details about the area where the hunter is located.

MAP SETUP...

Select **Map Setup** to see a menu option to manage map data, or change map orientation.

ORIENTATION

Select **Orientation** to control the way the map is oriented. Options include North Up and Heading Up.

DISPLAY INFO...

Select **Display Info** to see options for the content that goes in the Name List

SHOW SPEED

Select **Yes** to display the speed of the dog or hunter being tracked.

SHOW DISTANCE

Select **Yes** to display the distance between the user and the dog, or hunter being tracked.

BARK INDICATOR

Select **Yes** to display the number of dog barks per minute for each dog whose Bark Indicator is enabled.

BREADCRUMBS...

Select **Breadcrumbs**, then select **Show, (All, None, Selected), Dogs/Hunters**, or **Clear***

*Clears current breadcrumbs from the map. This option is valuable when the breadcrumb trails from all the tracked items have made it hard to see the map content, or when the breadcrumb information is no longer valuable. This content can still be downloaded by the companion application.

CANCEL

Select **Cancel** to leave the menu without taking any action.

MAP 🗺️

The Map page offers a full-screen view of any map data that has been loaded on the Handheld.

A GPS cursor displays your current location and additional GPS-related information can be found at the bottom of the map. Menu options allow you to customize the map and GPS information.

Use the Wheel to zoom in and out of the maps.

Stim buttons cannot be used while you're on the map page and no dog tracking information is available here.

Press the Tracking/Training/Home button on the right side of the Handheld to quickly switch to either the Tracking or Training page (whichever was viewed last).

MAP DATA
BASE MAP DATA

Your Handheld comes preloaded with a world base map and 1:100,000 topo map of North America.

This Base Map data cannot be removed, but updates will be available in the future.

NORTH ARROW

The North Arrow in the upper-right corner of the map represents the direction to either Magnetic or True North, based on your current settings.

As you turn, the map will rotate and the North Arrow will update to reflect the new heading.*

*Selecting North Up from the Map Menu... Setup...Orientation, locks the rotation of the map and causes the North Arrow to lock as well.

SCALE BAR

The scale bar under the map shows you the current map scale.* You can use the wheel to zoom in and out, and the scale will update accordingly.

NOTE: You cannot pan the map in the Tracking view; all zooming is based on the user's current GPS location or items being tracked using Menu-View Dog.

*The map is shown in the units you selected in Setup. You can changes this at anytime by going to the Settings menu.

YOUR TRACK LINE

When your Handheld is tracking satellites, a black, triangle-shape will appear, with a black Track Line that shows you the track you have followed. This track line will appear on top of all other data.

• In this example, the route being followed is red. The part of the route that has already been traveled does not show up, because the track line is on top of it.

INFO FIELDS

The Info Fields at the bottom of the screen display GPS-related information. They can be customized using the **Map Menu**.

MAP PANNING MODE

To Enter Map Panning mode, press one of the four arrow keys while viewing the Map page.

This will bring up a location cursor that allows you to move up/down/right/left using the arrow buttons.

To pan, move the cursor to the edge of the map. The map will shift in that direction to show you more.

To pan faster, hold the arrow key down for longer than two seconds. This will allow you to cover more distance quickly.

As the map pans, the cursor's location information will appear and refresh along the bottom. To see information about a certain area of the map, let the cursor hover over it.

GETTING INFORMATION ABOUT A LOCATION

Press **Enter** while hovering over an object to display info about the object.

If there are multiple objects under the cursor when you press **Enter**, a list of all the available objects will appear.

Use the up/down arrow keys or the wheel to scroll through and press **Enter** to choose the object you wish to learn about.

Each Info page has three options available:

• **Mark** – Displays the Waypoint Details Page and allows you to save the location.
• **View** – Centers the map on the object.
• **Go To** – Creates a route from your Handheld's current GPS location to the object selected, and displays the Go To Details Page in Navigation mode.

EXITING PAN MODE

To exit Pan Mode, press **Menu**, scroll down, and select Stop Panning. This will return the map to the GPS location.

MAP MENU

Press **Menu** to display the Map Menu anytime you're viewing the Map page.

Highlight and select from the following:

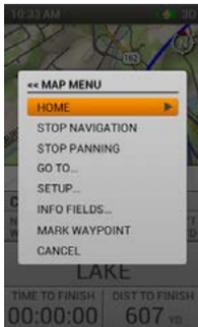### HOME

Takes you to the Home page

Stop Navigation

Stops navigation and clears route content from screen (this option is only visible when a route is active)

Stop Panning

Exits pan mode and re-centers on your current GPS location (this option is only visible when the you are panning the map)

Go To...

Brings up your saved Waypoints list and lets you choose one to create a route.

When you select a waypoint, it will bring you to the waypoint detail page. Select **View** to show the route connecting your location to the waypoint.

MAP SETUP...

Displays a menu option to Change Orientation or to Restore Defaults.

Orientation

Lets you control the way the map is oriented – North Up, Heading Up

Restore Defaults

Select Restore Defaults to return the Map Setup options to their default settings:

- Orientation – Heading Up
- Data Management – Show All Maps

Cancel

Highlight and select Cancel to return to the main Map Menu.

Info Fields...

Select to display the Info Fields Setup page and choose which info is displayed on your Map page.

Hide Info Fields

Select Hide Info Fields to see no GPS information on your map screen. To bring Info Fields back select (**Show Info Fields**) from the Info Fields menu.

Arrange Info Fields

Select Arrange Info Fields to choose from possible Info Field arrangements.

Each arrangement has default Info Fields until you change them.

This is the Info Field arrangement when the Handheld is **NOT** routing – upper left to lower right:

- 1 Wide, 2 Narrow: Coordinates, Speed, Heading
- 4 Narrow: Trip Odometer, Elevation, Speed, Heading
- 2 Wide: Coordinates, Trip Odometer
- 2 Narrow: Speed, Heading
- 1 Wide: Coordinates

This is the Info Field arrangement when the Handheld **IS** routing – upper left to lower right:

- 1 Wide, 2 Narrow: Finish, Time to Finish, Distance to Finish
- 4 Narrow: Trip Odometer, Speed, Time to Finish, Distance to Finish
- 2 Wide: Finish, Distance to Finish
- 2 Narrow: Time to Finish, Distance to Finish
- 1 Wide: Finish

If you want to change any of the Info Fields, first choose the arrangement you want by selecting **Menu** – **Arrange Info Fields.** Then scroll through and select from these Info Field arrangements:

- 1 Wide, 2 Narrow
- 4 Narrow
- 2 Wide
- 2 Narrow
- 1 Wide
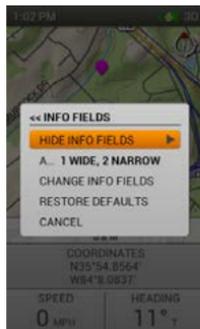
CHANGE INFO FIELDS

Select Change Info Fields, use the up/down arrows to select an Info Field heading to change, then press **Enter**.
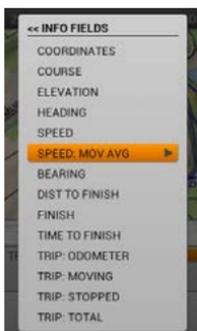
This will bring up a menu of possible headings to select for that Info Field.

Use the Arrow Keypad or wheel to scroll through the possible heading list.

Press **Enter** to select the new info field.

To exit Change Info Fields, press Menu and select:

- **Done** – Exits the Change Info Fields mode
- **Cancel** – closes the menu and returns to Change Info Fields

RESTORE INFO DEFAULTS

Select Restore Defaults to return the Map page to the default settings.

CANCEL

Select Cancel to dismiss the menu without taking any action.

VOICE 🗨

When activated, the voice feature provides alerts on all active items you are tracking and reports status updates on items you've selected to track at intervals.

Updates follow the order that your tracked items appear in the chart on the Tracking screen and include all the information being displayed.

- **Example 1**: DOG 1 is 230 yards in front of you moving at 14 mph. OZ is 43 yards left of you moving at 4 mph. ROXY is 63 yards behind you moving at 7 mph.
- **Example 2**: DOG 1 is 230 yards in front of you moving at 14 mph. ROXY is on point 63 yards behind you. OZ is 43 yards left of you moving a 4 mph. ROXY is on point 63 yards behind you.

NAMES

The Voice feature will use the names you have Entered or the defaults if none have been Entered.

ALERT ITEMS

The Voice will report the following alerts:

- "...is on point"
- "...has treed"
- "...is barking"
- "...is leaving Geofence area"

STATUS ITEMS

The Voice feature will report the following statuses:

- Direction from Handheld – in front of, behind you, left of you, right of you.
- Distance from Handheld – Yards/ Miles, Meters/Kilometer
- Speed – MPH, KPH

UPDATE RATE

The Voice feature will report update rates every 2 minutes.

COMPASS

The Compass page looks and acts like a traditional compass, and shows you a directional arrow to the objects being tracked. You can scroll through your list three objects at a time.

The Compass page is used in two modes:

GENERAL TRACKING

When a route IS NOT active:

- The Compass page rotates the compass circle to show you the heading that is being followed.
- The Compass page does not show a bearing arrow for the user, since no destination has been specified.
- The dogs being tracked still appear on the compass circle, along with the Info Fields and Stim button options for each dog.
- The Info Fields show speed and heading.

ROUTE NAVIGATION

When a route IS active:

The Compass page displays the outline arrow, pointing in the direction of the next route waypoint.

- The Info Fields show distance to finish and trip odometer.

COMPASS VIEW

The Compass is designed to look and act like a traditional floating needle compass. The cardinal letters rotate as the handheld rotates, maintaining their orientation to North.

BEARING ARROWS (OUTLINE ARROW)

The Bearing Arrow represents the direction of the next waypoint in relation to the current location, and rotates with the compass as you turn the Handheld.

Other bearing arrows represent the direction to three objects being tracked. These arrows are each color-coded to the object they represent.

OBJECTS BEING TRACKED

The three info boxes below the compass provide details about the three different objects being tracked. These boxes show you the name and color of each object, as well as the distance and bearing to that object. The distance and bearing values update in real time as the tracked object moves.

The three info boxes are scrollable, from left to right and you can scroll through to bring up more objects.

STIMULATION SOFT BUTTONS

The three buttons on the left side of the screen display the stimulation level for each of the tracked objects. Objects that do not support stimulation are still color-coded, but show a dash instead of a Stim level.

INFO FIELDS

The Info Fields at the bottom of the Compass page display information about the current track or route. You can choose the types of information they show.

When the compass is used for navigation, an additional field appears above the info fields and displays the name of what you are navigating to.

COMPASS MENU

To see the Compass Menu, press the Menu button while viewing the Compass page.

You can exit the Compass Menu at anytime by pressing the left arrow button.

Home

Press **Enter** or the right arrow button to go to the Home page.

Stop Navigation

Press **Enter** or the right arrow button to stop navigation and clear route content from screen (only visible when a route is active).

Calibrate...

Press **Enter** or the right arrow button and follow the instructions to calibrate your Handheld's compass.

Go To...

Press **Enter** or the right arrow button to bring up a menu of waypoints and objects. Use the Up/Down arrow buttons or the wheel to make your selection, then press the right arrow button to create a route to a waypoint or a tracking item.

Vehicle Mode

This option allows you to tell the TEK 2.0 that you are in a vehicle and the magnetic compass should be turned off to prevent rapid changes in heading that might be caused by the metal from the car.

In Vehicle Mode, the TEK 2.0 will only update heading values when the GPS detects movement.

Info Fields

To change Info Fields, select Menu – Info Fields – Change Info Fields

Use the up/down arrows to select an Info Field heading to change, then press **Enter**.

This will bring up a menu of possible headings to select for that Info Field.

Use the arrow keys or wheel to scroll through the possible heading list.

Press **Enter** to select the new info field.

See page 33 for a complete list of available Info Fields.

Exiting Change Info Fields

Press **Menu**. Select Home to go to the Home page. Select **Done** to exit the Change Info Fields mode. Select **Cancel** to close the menu and return to Change Info Fields.

Cancel

Select **Cancel** to leave the menu without taking any action

To exit the Compass page, press the Menu button and select Home.

SETTINGS ⚙

The Settings Page is where you go to customize your Handheld. Each category in the Settings list opens to display a menu of setting options.

STANDARD SETTINGS OPTIONS

Every Settings menu contains two standard options:

Restore Defaults (Reset)

Select Restore Defaults and press **Enter** to restore the setting to the default factory setting. You will be asked to confirm that you want to restore defaults.

Cancel

Select Cancel and press **Enter** to cancel the particular Setting menu and return to the main Setting page.

Each menu also has unique settings. Menus and their settings are listed below.

LANGUAGE :

Highlight Language and press **Enter** to choose the language that is used throughout the handheld. Use the up/down arrows to select your choice and press **Enter**.

Available Languages

- English (default) ENG
- Francais FRA
- Nederlands NLD
- Espanol SPA
- Italiano ITA
- Deutsch DEU
- Suomi FIN
- Svenska SWE
- Norsk NOR
- Dansk DAN
- Russian RUS

Default: English

GENERAL:

GPS – Select GPS and press **Enter** to control the way the GPS functions and how much power it consumes.

Enabled: GPS acquires satellites and updates map once per second. (Default)

Disabled: GPS is inactive, but all other functions are available, appropriate for indoor use prior to departure.

Demo: Selecting Demo causes the handheld to play back a specific scenario as though the user was involved in a hunting activity. A demo database of dogs and collars needs to be populated along with demo tracking content for each tracked object. The handheld performs as though the user is in the field, giving access to all the other features of the handheld while the GPS information for the user and all tracked objects comes from a demo file.

NOTE: if the GPS Setting is set to Disabled or Demo when it is turned off, it will be reset to Normal when it is turned back on.

NOTE: during demonstrations all other GPS functions perform as though a 3D satellite fix has been achieved.

Tracking Only

Highlight Tracking Only and press **Enter**, then select Yes or No to make the Handheld a tracking-only system.

Default: No

Stim Levels

Highlight and press **Enter** to bring up a numeric keyboard. Use the arrows to scroll and select the number of increments for the Stim level, 20-99

Default: 20 (lowest Stim level)

Stim Buttons

Highlight and press **Enter** to set the default Stim button configuration when a New Dog is added. Highlight and press **Enter** on each button to edit. (See Training – Types Of Stimulation for a detailed list of Stim choices.)

Default: C, M, T

Alert Types

Highlight and press **Enter**, then use the up/down arrows to choose how you are notified of an alert – Vibration, Tone, Both, None.

Default: Both

User Name

Highlight and press **Enter** to bring up a keyboard. Use the arrows to scroll through and **Enter** a name for your Handheld. You will have to name your Handheld before sharing it with another hunter.

Default: No default

Restore Defaults

Highlight and press **Enter**. A warning message will appear – "Are you sure you want to restore the default settings?" Select Restore Defaults to revert back to the original factory settings or Cancel.

Cancel

Highlight and select Cancel to return to the main Settings menu.

COMMUNICATION:

Highlight and press **Enter**. A dropdown menu will allow you to select and **Enter**:

- User ID
- GPS ID
- Restore Defaults
- Cancel

UNITS

Highlight and press **Enter** to select the units of measurement all your data will be displayed in. Below are the menu options and the choices for each. Default settings are indicated.

Coordinates

- Degrees
- **DEGREES, MINUTES (DEFAULT)**
- Deg, Min, Sec
- UTM/UPS (Universal Transverse Mercator/Universal Polar Stereographic)
- USNG/MGRS (United States National Grid/Military Grid Reference System)

Datum

- Adindan
- Afgooye
- AIN EL ABD '70
- Anna 1 Ast '65
- ARC 1950
- ARC 1960
- Ascnsn Isld '58
- Astro B4 Sorol
- Astro Bcn "E"
- Astro Pos 71/4
- Astro Stn '52
- Australia '66
- Australia '84
- Austria
- Bellevue (IGN)
- Bermuda 1957
- Bogota Observ
- Campo Inchspe
- Canton Isld '66
- Cape
- Cape Canaveral
- Carthage
- CH-1903
- Chatham 1971
- Chua Astro
- Corrego Alegr
- Croatia
- Djakarta
- DOS 1968
- Easter Isld '67
- Egypt
- Estonia
- European 1950
- European 1979
- Finland Hayfrd
- Gandajika Base
- GDA94
- Geod Datum '49
- Guam 1963
- GUX 1 Astro
- Hjorsey 1955
- Hong Kong 1963
- Hu-Tzu-Shan
- Indian Bngldsh
- Indian Napal
- Indian Pakistn
- Indian Thailand
- Indonesia '74
- Ireland 1965
- ISTS 073 Astro
- Johnston Isld
- Kandawala
- Kerguelen Isld
- Kertau 1948
- L.C. 5 Astro
- Liberia 1964
- Luzon Philipp
- Luzon Mindanao
- Mahe 1971
- Marco Astro
- Massawa
- Merchich
- Midway Ast '61
- Minna
- NAD27 Alaska
- NAD27 Bahamas
- NAD27 Canada
- NAD27 Canal Zn
- NAD27 Caribbn
- NAD27 Cntrl Am
- NAD27 CONUS
- NAD27 Cuba
- NAD27 Grnlnd
- NAD27 Mexico
- NAD27 San Sal
- NAD83
- Nahrwan Masirah
- Nahrwan UArabEm
- Namibia
- Naparima BWI
- Nhrwn Saudia Ar
- Obsrvtorio '66
- Old Egyptian
- Old Hawaiian
- Oman
- Old Srvy GB
- Pico De Las Nv
- Ptcairn '67
- Potsdam
- Prov S Am '56
- Prov S Chln '63
- Puerto Rico
- Qatar National
- Qornoq
- Reunion
- Rome 1940
- RT 90 Sweden
- Santo (DOS)
- Sao Braz
- Sapper Hill '43
- Schwarzeck
- Sth Amrcn '69
- South Asia
- SE Base
- SW Base
- Timbalai 1948
- Tokyo
- Tristan Ast '68
- Viti Levu 1916
- Wake-Eniwetok
- WGS 72
- **WGS 84 (DEFAULT)***
- Zanderij

*Recommended because it is a global reference system.

Distance

- **Miles/Yards (DEFAULT)**
- Kilometers/Meters

Speed

- **MPH (DEFAULT)**
- KM/H

Bearing

- **True North (DEFAULT)**
- Magnetic North

Restore Defaults

Highlight and press **Enter**. A warning message will appear – "Are you sure you want to restore the default settings?" Select Restore Defaults to revert back to the original factory settings or Cancel.

Cancel

Highlight and select Cancel to return to the main Settings menu.

TIME:

Highlight and press **Enter** to select the time settings for Handheld. Below are the menu options and the choices for each. Default settings are indicated.

Format

• **Local 12 hr (DEFAULT)**

• Local 24 hr

Auto Time Zone

Select Enabled to allow the Handheld to update the time zone automatically based on the GPS location and the time zone table on the device. If you choose this option, you will not be able to manually set the time zone.

Time Zone

Select and choose to manually set a time zone for the Handheld.

• **EASTERN (UTC-5) (DEFAULT)**	• C Pacific (UTC+11)	• E Europe (UTC+2)
• Central (UTC-6)	• W Pacific (UTC+10)	• W Europe (UTC+1)
• Mountain (UTC-7)	• Japan (UTC+9)	• UTC
• Pacific (UTC-8)	• China (UTC+8)	• Azores (UTC-1)
• Alaska (UTC-9)	• Bangkok (UTC+7)	• Mid-Atlantic (UTC-2)
• Hawaii (UTC-10)	• C Asia (UTC+6)	• E S America (UTC-3)
• Samoa (UTC-11)	• W Asia (UTC+5)	• Atlantic (UTC-4)
• Dateline (UTC-12)	• Arabian (UTC+4)	
• DTLN (UTC-12)	• Russian (UTC+3)	
• Fiji (UTC+12)		

Daylight Saving

Highlight and select

• Enabled – the Handheld will automatically update for Daylight Savings Time (default)

• Disabled – user can adjust device time in areas not covered by Automatic US and Canada or Automatic Europe

Restore Defaults

Highlight and press **Enter**. A warning message will appear – "Are you sure you want to restore the default settings?" Select Restore Defaults to revert back to the original factory settings or Cancel.

Cancel

Highlight and select Cancel to return to the main Settings menu.

SOUND:

Highlight and press **Enter** to select the sound settings for the Handheld. Below are the menu options and the choices for each. Default settings are indicated.

Button Press

• **Off (DEFAULT)**
• Beep
• Ring
• Tone
• Alarm
• Long Beep
• Long Ring
• Long Tone

Power

• Off (default)
• Beep
• Ring
• Tone
• Alarm
• Long Beep
• Long Ring
• Long Tone

Treed/On-Point Alert

• Off
• Beep (default)
• Ring
• Tone
• Alarm
• Long Beep
• Long Ring
• Long Tone

Fence/Lost Dog Alert

• Off
• Beep
• Ring (default)
• Tone
• Alarm
• Long Beep
• Long Ring
• Long Tone

SETTINGS

Lost Hunter Alert

- Off
- Beep
- Ring
- Tone (default)
- Alarm
- Long Beep
- Long Ring
- Long Tone

Critical Alert

- Off
- Beep
- Ring
- Tone
- Alarm (default)
- Long Beep
- Long Ring
- Long Tone

Volume

Highlight and select the Mute checkbox, or use the right and left arrow buttons to adjust the volume level 0-100%. Use up and down arrows when you have made your selection to move to the next field.

Default is 100%

Restore Defaults

Highlight and press **Enter**. A warning message will appear – "Are you sure you want to restore the default settings?" Select Restore Defaults to revert back to the original factory settings or Cancel.

Cancel

Highlight and select Cancel to return to the main Settings menu.

DISPLAY:

Highlight Display and press **Enter** to choose settings for how your Handheld's screen displays.

Colors

Highlight Colors and press **Enter** to choose a Light or Dark color scheme.

Default: Light

Brightness

Highlight Brightness and press **Enter**. Use the arrows to scroll through the dropdown menu and press **Enter** to select a backlight intensity from 20% to 100%*. The Brightness changes immediately as you adjust it to give you a preview of the setting change.

Default: 50%

You can also bring up a Backlight Intensity slider from any screen by pressing and holding the Power button for one second.

NOTE: Higher brightness levels may decrease battery life between charges.

Timer

Highlight and press **Enter** to select Timer. Use the arrows to scroll through options and press **Enter** to choose how long the backlight will remain on after pressing the power button.

- 15 sec **(DEFAULT)**
- 30 sec
- 45 sec
- 1 min
- Always on

Restore Defaults

Highlight and press **Enter**. A warning message will appear – "Are you sure you want to restore the default settings?" Select Restore Defaults to revert back to the original factory settings or Cancel.

Cancel

Highlight and select Cancel to return to the main Settings menu.

RESET:

Highlight and press **Enter**. A warning message will appear – "Resetting to factory defaults will delete all saved information. Are you sure you want to reset to factory defaults?" Select Restore Defaults to revert back to the original factory settings or Cancel.

ABOUT:

Highlight and press **Enter** to view the following information about the SportDOG TEK 2.0.

- Device Name
- User Name
- User ID
- Serial number – Necessary to link the device with the desktop application and exchange maps
- Version – the version of the firmware currently loaded
- OS Version
- Kernel Version
- Boot Loader Version
- Hardware Version

GRAPHIC
FPO

HUNTERS

The Hunters page lets you manage hunters who have shared their TEK 2.0 Handheld, so you can track each other on the map. You can add and remove other hunters here.

ADD-A-HUNTER

Select Add-A-Hunter and press **Enter** to begin choosing settings for this hunter.

Hunter's Name

Select and press **Enter** or the right arrow key to bring up a keyboard.

Use the Up/Down/Left/Right arrows to select letters and **Enter** the hunter's name. When you're done, scroll to the OK icon – a box with a checkmark – and press **Enter**.

Select **Next** to move to the **Next** step.

Assign Color

Press **Enter** or the right arrow to bring up a selection of colors.

Use the arrow buttons or wheel to select your color and press **Enter**. This is now the color assigned to this hunter, in all tracking and menu settings.

Assign Hunter ID

Choose and **Enter** the Hunter ID, and the GPS ID from Trip Computer (see page 46).

Select each option by pressing **Enter** or the right arrow key to bring up a keypad and use the arrow keys to **Enter** an ID. Then select the checkbox to go on to the **Next** step.

Select **Done** to return to the Hunters menu

Set Order

This option allows you to change the order of hunters within the Hunters List.

Select Set Order and press **Enter** or the right arrow key to display the Hunters list.

To move a hunter, highlight the name and press **Enter**. An up and down arrow will indicate that the hunter is selected.

Use the Up/Down arrow buttons to move the name up or down the list.

When you have the hunter where you want it, press **Enter** and select another hunter to reorder.

You can press **Menu** at any time to select Done or Cancel.

"Done" takes you back to the Hunters List, "Cancel" closes the menu and returns you to Set Order.

Highlight the setting you'd like and press **Enter** or the right arrow button.

NOTE: At anytime, you can press the left arrow key to return to the previous screen.
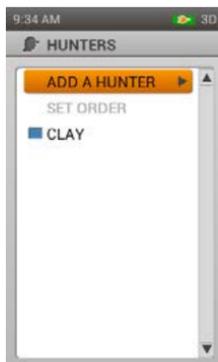
HUNTER DETAILS

To see a hunter's settings, simply highlight the Hunter's name and press **Enter** or the right arrow button.

Change Name...

To change the hunter's name, press the right arrow button to bring up the keyboard. To return to the settings menu, highlight and select the checkbox.

Assign Color

To assign a collar to the selected hunter, press the right arrow button to bring up a palette of colors, and then use the arrow buttons or wheel to select a color.

Suspend/Resume

Use the right arrow button to Suspend or Resume a hunter.

NOTE: Suspending the hunter unassigns the hunter's color so that you can assign it to another hunter.

Bread Crumbs

Use the right arrow button to turn Bread Crumbs On or Off.

Assign Hunter and GPS ID

The GPS ID is the 4-digit code that the hunter has chosen for his/her Handheld and has given to you.

The Hunter ID is ///

Enter the Hunter ID and GPS ID from Trip Computer (see page 46).

Select each option by pressing the right arrow key to bring up a keypad and use the arrow keys to **Enter** an ID. Then select the checkbox to go on to the **Next** step.

Delete

Press the right arrow to delete this hunter and its details. You will receive a message "you are deleting this hunter from the system." Select **Confirm** or **Cancel**.

Press the left arrow key to return to the Hunters menu.

To exit the Hunters menu, press the Menu button and select Home.

TRIP COMPUTER

The Trip Computer page is designed to give you as much information as possible about the current GPS tracking session, including details about movement and collar settings.

INFO FIELDS

These Info Fields cannot be changed or rearranged in the Trip Computer page. They are set in the following order:

For Owner:
- Owner Name
- Coordinates: Displays your current coordinates.
- Distance Traveled: Displays the distance traveled during current session.
- Average Moving Speed: Displays the average speed in which the owner is moving.
- Total Time: Displays the total time of the session.
- Speed:
- Time Moving: Displays the length of time the owner has been traveling.
- Time Stopped: Displays how long the owner has been stopped.
- ID Code
- GPS Code

For Dogs:
- Dog Name
- Distance (to dog): Displays the distance from owner to selected dog.
- Last Communication: Displays the last communication from selected dog.
- Collar Battery: Displays the collar battery life of the selected dog.
- Distance Traveled: Displays how far the selected dog has traveled.
- Average Moving Speed: Displays the average moving speed of the selected dog.
- Update Rate: Displays the update rate of the selected dog.
- E-Collar Code
- ID Code
- GPS Code

For Hunters:
- Hunter Name
- Distance (to hunter): Displays the distance from owner to selected hunter.
- Last Communication: Displays the last communication from selected hunter.
- Battery: Displays the battery life of the selected hunter's Handheld.
- Distance Traveled: Displays how far the selected hunter has traveled.
- Average Speed: Displays the average moving speed of the selected hunter.
- Update Rate: Displays the update rate of the selected hunter.
- Total Time: Displays the total time of the session.
- ID Code
- GPS Code

PAGE SLIDER

Press the left or right arrow buttons to change the display to show a different tracked object.

The first page shows the Trip Computer statistics for the owner.

Press the right arrow key to show dogs and hunters in the same order as they appear on the Tracking page.

TRIP COMPUTER MENU

To see the Trip Computer Menu, press the **Menu** button while viewing the Trip Computer page.

Highlight and select a field to adjust the setting.

NOTE: You can exit the Trip Computer Menu at anytime by pressing the left arrow button.

Home

Press the right arrow button to go to the Home page.

Go To

Press the right arrow button to bring up a menu of waypoints and objects. Use the Up/Down arrow buttons or the wheel to make your selection, then press the right arrow or **Enter** button to create a route to a waypoint or a tracking item.

View

Press the right arrow button to see a map centered on the tracked object you are looking at in the Trip Computer. Select the menu button to stop panning and return to the Trip Computer.

Reset

Resets the statistics of your current Trip.

Reset All

Resets all of the statistics in Trip Computer.

This option clears all stored information with the exception of waypoints, tracks, and routes.

Selecting the Reset option is confirmed with an "Are you sure you want to reset..." message before executing.

Cancel

Select Cancel to leave the menu without taking any action.

To exit the Trip Computer page, press the Menu button and select Home.
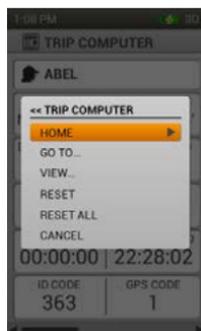
JOURNAL 📖

Journals save the notes, waypoints, and tracks that you create and stores them in a single, easy to manage collection. Follow these instructions to manage Active and Saved Journals. Remember that you can use the left arrow button to get back to previous menu options.
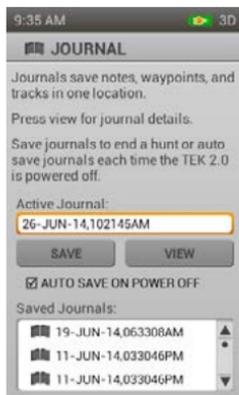
ACTIVE JOURNALS

NAMING A JOURNAL

Journals are automatically named the date and time that the journal was started. To change the name of the journal, highlight the "Active Journal" field and press enter to bring up a keypad. Use the arrow and enter buttons to enter a new name. When you have finished entering the name, select the checkbox to return to the Journals menu.

Save

Select Save to end an Active Journal on a hunt.

View

Select View to display details about the Active Journal.

Auto Save

Select the Auto Save On Power Off checkbox to automatically save journals each time the TEK 2.0 is powered off.

SAVED JOURNALS

To view details about a saved journal, highlight the name of the journal and press the right arrow button.

Notes

To read the notes on a saved journal, highlight the Notes icon (an open book) and then use the up/down arrows to select and read a note.

Waypoints

To view the waypoints on a saved journal, highlight the Waypoints icon and use the up/down arrows to highlight a waypoint. Press enter to view details about that waypoint.

Tracks

To view the tracks logged in a saved journal, highlight the Tracks icon and use the up/down arrows to highlight a track. Press enter to view details about the track.
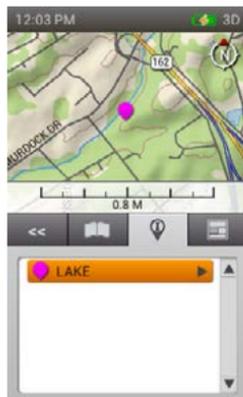
JOURNALS MENU

To display the Journals Menu, highlight an active or saved journal and press the Menu button.

HOME

Select Home to see the Home page.

DELETE

Select Delete to delete the selected journal.

CANCEL

Select Cancel to leave the menu without taking any action.

To display menu options for a selected journal, press the Menu button while viewing the journal.

HOME

Select Home to see the Home page.

BREADCRUMBS

Select Breadcrumbs to select which breadcrumbs will be displayed in the journal. Press the left arrow button to return to the previous page.

Show – Use the right arrow button to choose to display "All," "None," or "Selected" breadcrumbs of the available Dogs and Hunters.

Dogs – Use the right arrow button to bring up a list of Dogs, then highlight and select which Dogs' breadcrumbs to display, by checking or unchecking their box.

Hunters – Use the right arrow button to bring up a list of Hunters, then highlight and select which Hunters' breadcrumbs to display, by checking or unchecking their box.

Clear – Use the right arrow button to choose to clear "All," "None," or "Selected" breadcrumbs of the available Dogs and Hunters.

CANCEL

Select Cancel to leave the menu without taking any action.

To exit the Journals page, press the Menu button and select Home.

GEOFENCES ■

The Geofences page lets you manage geofences settings, add and remove geofences, and synchronize them with the TEK 2.0 companion application.

Geofences let you specify a boundary. When you use your TEK 2.0 to draw a shape on the map and identify it as the active geofence, you will be alerted any time a dog travels through the geofence boundary based on the sound setting selected in the Settings Menu.

ADD A GEOFENCE

Press the right arrow button or **Enter** to select **Add-A-Geofence** to Enter Geofence Drawing mode and create a geofence line on the map. Selecting Add-A-Geofence displays the Map page and changes the cursor to represent Geofence Drawing mode.

Press **Enter** to display a dropdown box. Use the Up/Down arrows to select either Draw Fence or Draw Circle and press **Enter**.

Select **Next** to move to the Next step.

NAME

Press the right arrow button or **Enter** to bring up a keyboard. Use the arrow buttons to **Enter** the name. To return to the settings menu, highlight and select the checkbox.

Select **Next** to move to the Next step.

COLOR

Press the right arrow button or **Enter** to bring up a color palette. Use the arrows or wheel to choose a color and press **Enter** to select.

Select **Next** to move to the Next step.

A message about how to draw the geofence will appear. Select **Next** to begin.

IF YOU CHOOSE DRAW FENCE:

• Use the arrow buttons (the cursor will also adjust automatically with your body movements) to move the crosshair cursor to where you want the boundary to begin.

• Press **Enter** to place the first geofence node at the cursor location.

• Move the cursor to your **Next** boundary point and press **Enter**. A line will connect the two points.

• Each time you press **Enter** a new point is placed and adds shape to the geofence polygon.

• To remove a point, press the menu button to bring up a menu. Use the arrow buttons to select Remove Last Point, and press **Enter**. Your last point will be removed.

• When finished, press the Menu Button and Select Finish Geofence, then press **Enter**.

IF YOU CHOOSE DRAW CIRCLE:

• Use the arrow buttons to move the crosshair cursor to where you want the center of the geofence to be.

• Press **Enter** to place a geofence point at the cursor location. This will be the very center of your geofence.

• Use any of the arrow buttons (the cursor will also adjust automatically with your body movements) to expand the circle to the size you want and press **Enter**.
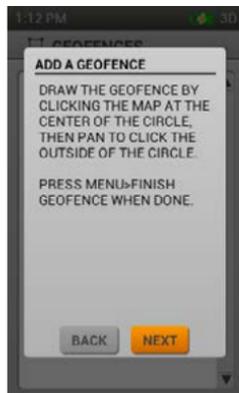
- To stop drawing the geofence and discard it, press the menu button and select Remove Geofence. A message will ask you if you are sure you want to remove the geofence. Select Remove and press **Enter** to remove the geofence. Select Cancel to continue drawing.

- When you have the geofence you want press **Enter***, Press the menu button and select Finish Geofence, then press **Enter**.

- If another geofence is already active, a message will appear asking if you'd like to make this geofence active instead. Choose Yes or No and press **Enter**.

*TEK 2.0 does not support complex polygons. If you try to create geofences that overlap, you will see a warning message asking you to edit the geofence. Press Enter to select OK. You will be taken back to the map to adjust the points that overlap.

The TEK 2.0 will support (100) geofences (only one can be active at a time). If you try to create another one, a message will appear asking you to delete an existing geofence first. Press **Enter** to select OK

GEOFENCE INFO

A scale bar below the map will show you the size of your geofence.

Info Fields at the bottom of the screen display information about your cursor's location -- Heading from last geofence node above Leg Distance from last geofence node in lower-right.

To see the name or description of any area of the map, simply let the cursor hover over it. The information will appear below the map, the same way it does on the Map Page when you are in panning mode.

Press **Menu** to view two options: **Finish Geofence** and **Cancel**. Finish Geofence exits the Draw Geofence Mode and returns you to the Add A Geofence Page while Cancel closes the menu.

GEOFENCE DETAILS

The Geofence List shows a list of all the geofences that have been added to the TEK 2.0 Handheld.

The active geofence appears in the selected color, while inactive geofences appear in gray.

To see the details for a geofence, highlight the name and press the right arrow button or **Enter** to bring up a menu. You can also edit the following settings here.

Name

Highlight Change Name and press the right arrow button or **Enter** to bring up a keyboard and edit the name.

Edit

- Highlight Edit and press the right arrow button or **Enter** to display the geofence, with the nodes visible.

- Use the arrow buttons to move the select tool to highlight the node you would like to edit, then press **Enter.**

- The selected node will change shape and color to indicate that it is the node that will be moved.

- Move the cursor and node to a new location and press **Enter** to place the node at this location.

- Continue to select nodes or create new nodes by selecting a point on one of the geofence borders to place a new node.

- After all editing, press **Menu** and select Finish Geofence.

Color

Highlight Color and press the right arrow button or **Enter** to select a color.

NOTE: the same color can be assigned to more than one geofence, because only one geofence can be viewed at a time.
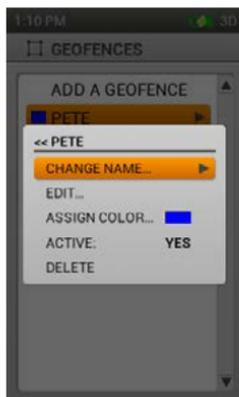
Active

Highlight Active and press the right arrow button or **Enter** to choose Yes or No. When Yes is selected, this geofence will display on the Tracking and Map pages.

NOTE: Only one geofence can be active at one time. If another geofence is already active, a message will appear asking if you'd like to make this geofence active instead. Choose Change Geofence or Cancel and press Enter.

Delete

Highlight and select **Delete** to remove the geofence from the Handheld.

WAYPOINTS

The Waypoints page shows you an alphabetized list of existing waypoints and lets you view the details of a selected waypoint.

When a waypoint on your list is highlighted, information about it is displayed at the bottom of the screen.

- The left Info Field displays the bearing from the current GPS location to the selected waypoint.

- The right Info Field displays the distance from the current GPS location to the selected waypoint.

If the GPS is disabled, measurements are from the map center. If the map is being panned, measurements are from the cursor location.

NEW WAYPOINT

The Waypoint page appears after the Waypoint icon has been selected from the Home screen, or when you select Mark Waypoint after hovering over and selecting an object on the Map page.*

* The Mark Waypoint button places a waypoint on the map at the current GPS location – the cursor location when in pan mode, or the map center if the GPS is disabled and the map isn't being panned. You can specify a new location by changing the Coordinates text field and entering a different coordinate value.

You can exit the Waypoint page by pressing the menu button and selecting Close Waypoint. Waypoints are saved automatically when you create them.

WAYPOINT DETAILS

To view and edit details on a waypoint, highlight the name and press the right arrow button or **Enter**.

Symbol

The symbol in the top left field is how this waypoint will be represented on your map.

Press **Enter** while highlighting it to bring up a color palette. Use the arrows or wheel to choose a color and press **Enter**.

Name

To edit the name of a waypoint, highlight the name field and press **Enter** to bring up the keyboard. Use the arrows to scroll through and make your selections. When you're done, select the checkbox to return to the details page.

NOTE: When the keyboard dialog is first accessed the existing text label is highlighted. Entering in new characters overwrites the existing label.

Letters appear on the left, numbers appear on the right, cursor controls appear in the middle with special characters appearing at the bottom.

Special characters include:

Arrow left; moves the cursor one space to the left. This does not delete any characters; it only moves the cursor location.

Arrow right; moves the cursor one space to the right. This does not delete any characters; it only moves the cursor location.

Shift; changes the characters from lower case to upper case letters.

The letters within the keyboard change to show upper or lower case to provide a visual cue as to what the selected letter will look like.

The upper case letter selection remains selected until the user changes the case selected.

Backspace; moves the cursor one space to the left while deleting the character that was there.

Clear; clears the content of the text field being edited.

Okay; accepts the changes made to the text field and closes the keyboard dialog.

Space; moves the cursor one space to the right and leaves a blank space behind.

Period.

Comma.

Apostrophe.

Exclamation point.

Coordinates

To change a waypoints coordinates, highlight the field and press **Enter**. The first character will be highlighted. Use the wheel or the up/down arrows to change the character. Use the right/left arrows to move to the Next character you want to change, then use the up/down arrows to change that one. When you're done, press **Enter** to move on to another field.

Editing a waypoint's coordinates changes the location of the waypoint on the map. Changing the coordinates can let you specify a waypoint that has not been traveled to, in order to set it as a destination waypoint.

Elevation

To change a waypoint's elevation as determined by GPS signal, highlight the number and press **Enter** to bring up a numeric keypad. Use the arrows to scroll through and press **Enter** to make your selection. Select the checkbox to return to the details.

The text field is edited with a spin control.

Time/Date

To edit the time and date reported by the GPS signal at the time the waypoint was recorded, highlight the field and press **Enter**. The first character will be highlighted. Use the wheel or the up/down arrows to change the character. Use the right/left arrows to move to the Next character you want to change, then use the up/down arrows to change that one. When you're done, press **Enter** to move on to another field.

Notes

The comment field allows you to Enter a description of the waypoint, up to 256 characters. Highlight the field and press **Enter** to bring up a keyboard.

Special characters include:

- Arrow left – moves the cursor one space to the left
- Arrow right – moves the cursor one space to the right
- Shift – changes the characters from lower case to upper case letters
- Clear – clears the content of the text field being edited
- Period
- Comma
- Apostrophe
- Exclamation point, etc.

Delete

Highlight and press **Enter** to select Delete and remove the waypoint from the database and the map.

View

Highlight and press **Enter** to select View to display the Map page and confirm that the waypoint location is as desired. This option is valuable if you have modified the location value in order to place a destination waypoint.

Go To

Highlight and press **Enter** to select Go To to display the compass screen with the bearing and distance to the selected waypoint.

To return to the Waypoints page, press Menu button and select Stop Panning.

WAYPOINT MENU

Press the Menu button while viewing the Waypoints page to display the Waypoint Menu.

Home

Select Home and press **Enter** to go to the Home page

Sort By Name/Distance

Select Sort By Name/Distance and press **Enter** to sort your waypoints by name or by distance from current GPS location.

Delete By Symbol

Select Delete By Symbol and press **Enter** to delete waypoints by selecting symbols from a checkbox list. This option lets you delete a set of existing waypoint types without removing all of the waypoints.

Delete All Waypoints

Select Delete All Waypoints and press **Enter** to delete all of the waypoints on the Handheld.

Cancel

Select Cancel and press **Enter** to dismiss the menu without taking any action.

SUN/MOON ☀☾

The Sun/Moon/Hunt page displays valuable information about the rising and setting times for the sun and moon, as well as predictions for hunting conditions. The page also allows the time and date to be changed in order to view information about future solar and lunar cycles and hunting activity.

This page is valuable because it can tell you how much daylight remains for your trip or when legal hunting time is for areas that base times on sunrise and sunset.

NOTE: Always confirm hunting times with local authorities.

DATE

Select the Date field and press **Enter** to edit the month/day/year. All information on your Handheld will adjust when this setting is changed.

COORDINATES

The Coordinates field displays the Handheld's current location via exact coordinates.

SUN RISE/SET

The Sun Rise/Set field shows you the time of sun rise and sun set, based on almanac data for the current GPS location.

MOON RISE/SET

The Moon Rise/Set field shows you the time of moon rise and moon set, based on almanac data for the current GPS location.

BEST TIMES

The Best Times field displays the best times for hunting/fishing for that day. Two time ranges are possible.

SUN/MOON MENU

Press the Menu button while on the Sun/Moon page to display the Sun/Moon Menu.

• Home – select Home and press **Enter** to go to the Home page

• Reset Time and Date – select Reset Time and Date and press **Enter** to reset these fields to display the current time and date based on the GPS information

• Cancel – select Cancel and press **Enter** to dismiss the menu without taking any action
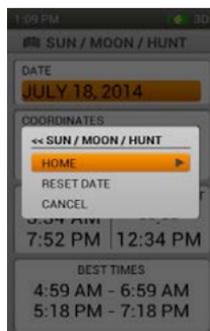
ACCESSORIES

To purchase additional accessories for your SportDOG Brand® TEK Series 2.0 Systems, contact the Customer Care Center at 1-800-732-0144 or visit our website at www.sportdog.com.

Component	Part Number
E-collar	SDT52-14790
GPS collar (includes whip and patch antennas)	SDT52-14792
GPS collar with e-collar module (includes whip and patch antennas)	SDT00-15066
Handheld with antenna	SDT52-14791
Car top antenna	TEK-V2CARANT
GPS whip antenna	TEK-V2GANT
Handheld antenna	TEK-V2HANT
Patch antenna	TEK-V2PATCH
Adapter	TEK-V2ADAPT
Cable	TEK-V2CABLE
Car charger	TEK-V2CARCHRG
GPS battery kit	TEK-V2GBATT
Handheld battery kit	TEK-V2HBATT
Charge cradle	TEK-V2GCRAD
Retractable lanyard	SD-RETRACT
Gear bag	TEK-V2BAG
ID bands (21 colors)	TEK-V2IDBANDS
1" orange collar strap	SAC00-10811
1" blue collar strap	SAC00-11920
1" red collar strap	SAC00-10822
1" yellow collar strap	SAC00-10823
1" green collar strap	SAC00-10813
1" black collar strap	SAC00-10812

FREQUENTLY ASKED QUESTIONS

Is the stimulation safe for my dog?	While continuous and/or momentary static stimulation may be unpleasant, it is harmless to your dog. Electronic training devices require interaction and training from the owner to achieve desired results.
How old does a dog have to be before using the TEK SERIES® Location and Training System?	Your dog should be able to learn basic obedience commands such as "Sit" or "Stay." The collar receiver may be too large for dogs under 8 pounds.
Once my dog is trained and has been obeying my commands, will my dog have to continue to wear the collar receiver?	Your dog may need to wear the collar receiver from time to time for reinforcement. Also, many hunters keep the collar receiver on their dog(s) while hunting for maximum control.
Is the collar receiver waterproof?	Yes. If the rechargeable battery pack ever needs to be replaced, make sure the o-ring and o-ring groove are free from dirt and debris.
Can my collar receiver be used around salt water?	If the collar receiver is used in or around salt water, the collar receiver should be rinsed with fresh water following each use.
Can I use the TEK SERIES® Location and Training System with more than one dog?	Yes, the TEK SERIES® Location and Training System is expandable to a maximum of 12 dogs. Additional collar receivers must be purchased separately.
Can I use the TEK SERIES® Location and Training System on aggressive dogs?	We do not recommend any of our products to be used on aggressive dogs. We recommend you contact your local veterinarian or professional trainer to determine if your dog might be aggressive.
Will I get exactly 7 miles of range with the TEK SERIES® Location and Training System?	The range you get with your TEK SERIES® Location and Training System will vary according to terrain, weather, vegetation, as well as, transmission from other radio devices. To get the maximum amount of range, please refer to the "How the System Works" section of this guide.
How long can I continuously deliver stimulation to my dog?	The maximum amount of time you can deliver stimulation to your dog continuously is 10 seconds. After 10 seconds, the handheld transceiver will "time-out," and the STIM button must be released and pressed again.
What do I do if my dog's neck becomes red and irritated?	This condition is due to the contact points irritating the skin. Discontinue use of the collar receiver for a few days. If the condition persists beyond 48 hours, see your veterinarian. Once the skin returns to normal, resume use, and monitor the skin condition closely.
Can I attach a leash to the collar receiver?	DO NOT attach a leash to the collar receiver. You may put a separate non-metallic collar on your dog's neck and attach a leash. Be sure the extra collar does not interfere with the contact points.

TROUBLESHOOTING

The answers to these questions should help you solve any problem you have with this system. If they do not, please contact the Customer Care Center at 1-800-732-0144 or visit our website at www.sportdog.com.

PROBLEM	SOLUTION
My handheld transceiver does not turn on.	Check that battery is not dead. Refer to "Charge the Handheld Transceiver" to charge the battery in the handheld transceiver.
My dog is not responding when I press a STIM button.	Check to see if the E-collar module has been turned on. • If your range has reduced from the first time you have used it, please check to see if the battery is low in either the handheld transceiver or E-collar module. • Many factors can impact the range you have with the TEK SERIES® Location and Training System. For a list of these factors, please refer to "How the System Works". • You can verify the E-collar module is delivering stimulation to your dog by placing the test light, enclosed in your kit, on the contact points. Please refer to the "Test Light Instructions" section for details. • Increase the stimulation level. Refer to "To Find Your Dog's Recognition Level for Your Dog" for more information. • Make sure the contact points are placed snugly against your dog's skin. Refer to "Fit the Collar Receiver" for more information. • You may need to switch to the longer contact points included with your system or trim the hair beneath the contact points. • If you notice your operating time dropping to about half the original time, your E-Collar module battery needs to be replaced. Contact the Customer Care C**Enter** to purchase a new one.
The collar receiver will not turn on.	Make sure the E-Collar module has been charged. The E-collar module will charge in 2 hours.
The collar receiver is not responding to the handheld transmitter.	• Verify the E-Collar module has been turned on. Refer to "Prepare the E-Collar Module". • Refer to "Pair Collars to the Handheld Transceiver."

WARRANTY
TWO YEAR NON-TRANSFERRABLE LIMITED WARRANTY

This Product has the benefit of a limited manufacturer's warranty. Complete details of the warranty applicable to this Product and its terms can be found at www.sportdog.com and/or are available by contacting your local Customer Care Center.

• Radio Systems Corporation, 10427 PetSafe Way, Knoxville, TN 37932 USA

Australia/New Zealand – In compliance with the Australian Consumer Law, Warranties Against Defects, effective January 1, 2012, warranty details of this Product are as follows:

Two Year Non-Transferrable Limited Warranty

What is covered: Radio Systems Australia Pty Ltd. (hereinafter referred to as "Radio Systems") warrants to the original retail purchaser, and not any other purchaser or subsequent owner, that its Product, when subject to normal and proper residential use, will be free from defects in material or workmanship for a period of two (2) years from the purchase date. An "original retail consumer purchaser" is a person or entity who originally purchases the Product, or a gift recipient of a new Product that is unopened and in its original packaging. When serviced by Radio Systems Customer Service, Radio Systems covers labour and parts for the first two years of ownership; after the first two years, a service or upgrade charge will apply relative to replacement of the Product with new or refurbished items at Radio System's sole discretion.

The limited warranty is non-transferrable and shall automatically terminate if the original retail consumer purchaser resells the Radio Systems Product or transfers the property on which the Radio Systems Product is installed. This Limited Warranty excludes accidental damage due to dog chews; lightning damage; or neglect, alteration, and misuse. Consumers who purchase Products outside of Australia, New Zealand, or from an unauthorised dealer will need to return the Product to the original place of purchase for any warranty issues.

Please note that Radio Systems does not provide refunds, replacements, or upgrades for change of mind, or for any other reason outside of these Warranty terms.

Claims Procedure

Any claim made under this Warranty should be made directly to Radio Systems Australia Pty Ltd. Customer Care Centre at:

<div align="center">

Radio Systems Australia Pty Ltd.
PO Box 765, Mudgeeraba QLD 4213
Australia Residents: 1800 786 608
New Zealand Residents: 0800 543 054
Email: info@petsafeaustralia.com.au

</div>

To file a claim, a proof of purchase must be provided. Without a proof of purchase, Radio Systems will not repair or replace faulty components. Radio Systems requests the Consumer to contact the Radio Systems Customer Care Centre to obtain a Warranty Return number, prior to sending the Product. Failure to do so may delay in the repair or replacement of the Product.

If the Product is deemed to be faulty within 30 days from date of original purchase, Radio Systems will organise for a replacement to be sent in advance of returning the faulty Product. A Post Bag will be included with the replacement Product for the return of the faulty Product. The Product must be returned within 7 days of receiving the replacement. If the Product is deemed to be faulty after 30 days from the date of original purchase, the consumer will be required to return the Product to Radio Systems at the consumer's own expense. Radio Systems will test and replace the faulty unit or its components and return to the consumer free of charge, provided the Product is within its said warranty period. This warranty is in addition to other rights and remedies available to you under the law. Radio Systems goods come with guarantees that cannot be excluded under the Australia Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Should you have any queries or require any further information, please contact our Customer Care Centre on 1800 786 608 (Australia) or 0800 543 054 (New Zealand).

TERMS OF USE AND LIMITATION OF LIABILITY

FOR PRODUCTS PURCHASED WITHIN THE UNITED STATES:

1. **TERMS OF USE**
   This Product is offered to you conditioned upon your acceptance without modification of the terms, conditions, and notices contained herein. Usage of this Product implies acceptance of all such terms, conditions, and notices.

2. **PROPER USE**
   This Product is designed for use with dogs where tracking and training are desired. The specific temperament of your dog may not work with this Product. We recommend that you not use this Product if your dog is less than 8 pounds or if your dog is aggressive. If you are unsure whether this is appropriate for your dog, please consult your veterinarian, certified trainer, or contact our Customer Care Center at 1-800-732-0144. Proper use includes reviewing the entire Operating and Training Guide, and any specific safety information.

3. **NO UNLAWFUL OR PROHIBITED USE**
   This Product is designed for use with dogs only. This dog tracking and training device is not intended to harm, injure, or provoke. Using this Product in a way that is not intended could result in violation of Federal, State, or local laws.

4. **LIMITATION OF LIABILITY**
   In no event shall Radio Systems® Corporation be liable for any direct, indirect, punitive, incidental, special or consequential damages, or any damages whatsoever arising out of or connected with the use or misuse of this Product. Buyer assumes all risks and liability from the use of this Product.

5. **MODIFICATION OF TERMS AND CONDITIONS**
   Radio Systems Corporation reserves the right to change the terms, conditions, and notices under which this Product is offered.

TERMS OF USE AND LIMITATION OF LIABILITY

FOR PRODUCTS PURCHASED OUTSIDE OF THE UNITED STATES:

1. **TERMS OF USE**

   Use of this Product is subject to your acceptance without modification of the terms, conditions, and notices contained herein. Use of this Product implies acceptance of all such terms, conditions, and notices. If you do not wish to accept these terms, conditions, and notices, please return the Product, unused, in its original packaging and at your own cost and risk to the relevant Customer Care Centre together with proof of purchase for a full refund.

2. **PROPER USE**

   This Product is designed for use with dogs where tracking and training are desired. The specific temperament or size/weight of your dog may not be suitable for this Product. Radio Systems Corporation recommends that this Product is not used if your dog is aggressive and accepts no liability for determining suitability in individual cases. If you are unsure whether this Product is appropriate for your dog, please consult your veterinarian or certified trainer prior to use. Proper use includes, without limitation, reviewing the entire Operating Guide and any specific safety information.

3. **NO UNLAWFUL OR PROHIBITED USE**

   This Product is designed for use with dogs only. This dog tracking and training device is not intended to harm, injure, or provoke. Using this Product in a way that is not intended could result in violation of Federal, State, or local laws.

4. **LIMITATION OF LIABILITY**

   In no event shall Radio Systems Corporation or any of its associated companies be liable for (i) any indirect, punitive, incidental, special or consequential damage and/or (ii) any loss or damages whatsoever arising out of or connected with the misuse of this Product. The Purchaser assumes all risks and liability from the use of this Product to the fullest extent permissible by law.

5. **MODIFICATION OF TERMS AND CONDITIONS**

   Radio Systems Corporation reserves the right to change the terms, conditions, and notices governing this Product from time to time. If such changes have been notified to you prior to your use of this Product, they shall be binding on you as if incorporated herein.

COMPLIANCE

FCC

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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 specific installation. If interference does occur to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Contact customer service or an experienced radio/TV technician for assistance.

CAUTION Unauthorized changes or modifications to the equipment may violate FCC regulations and could void the user's authority to operate the equipment.

IC - CANADA

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

This device has been designed to operate with the antennas provided with the equipment. Use of other antennas may violate Industry Canada rules and void the user's authority to operate the equipment.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Ce dispositif a été conçu pour fonctionner avec les antennes fournies avec ce produit. L'utilisation d'autres antennes peut enfreindre les règles industrielles du Canada et annuler l'autorité de l'utilisateur quant au fonctionnement de l'équipement.

AUSTRALIA

This device complies with the applicable EMC requirements specified by the ACMA (Australian Communications and Media Authority).

CUSTOMER CARE CENTER / SERVICE CLIENTÈLE

UNITED STATES AND CANADA

Tel: 800-732-0144
Monday - Friday / Lundi - Vendredi
8 AM - 8 PM EST / 8h00 - 20h00 EST

Saturday / Samedi
9 AM - 5 PM EST / 9h00 - 17h00 EST

AUSTRALIA

Tel: 1800 786 608
Monday - Friday 8:30 AM - 5 PM

NEW ZEALAND

Tel: 0800 543 054
Monday - Friday 10:30 AM - 7 PM

☒ BATTERY DISPOSAL

> **⚠ WARNING** See important Safety Information related to the battery on page 2.

Separate collection of spent batteries is required in many regions; check the regulations in your area before discarding spent batteries.

This system operates on two Li-Ion battery packs (2000mAh capacity for the GPS Collar and 4400mAh capacity for the Handheld Device). Call the Customer Care Center if your battery needs to be replaced. For a listing of Customer Care Center telephone numbers, visit our website at www.sportdog.com.

AT END OF PRODUCT LIFE, USE THESE BATTERY REMOVAL INSTRUCTIONS FOR FINAL DISPOSAL (DO NOT OPEN THE COLLAR RECEIVER OR REMOTE TRANSMITTER UNTIL YOU HAVE RECEIVED THE REPLACEMENT):

- Remove the collar strap from the receiver.
- Using 3/32 Allen wrench, remove the 2 screws which secure the Ecollar or dummy module.
- Using the 3/32 Allen wrench, remove the 4 screws in the corners which secure the top cover to the receiver. (lift the antenna bases to access all of the screws).
- Remove the top cover to expose the battery.
- Disconnect the battery wires by pulling the connector gently away from the board.

☒ IMPORTANT RECYCLING ADVICE

Please respect the Waste Electrical and Electronic Equipment regulations in your country. This equipment must be recycled. If you no longer require this equipment, do not place it in the normal municipal waste system. Please return it to where it was purchased in order that it can be placed in our recycling system. If this is not possible, please contact the Customer Care Center for further information. For a listing of Customer Care Center telephone numbers, visit our website at www.sportdog.com.

This product is protected by the following patents:

U.S. Patent Numbers: 8,736,499; 6,184,790; 6,459,378 and other patents pending.
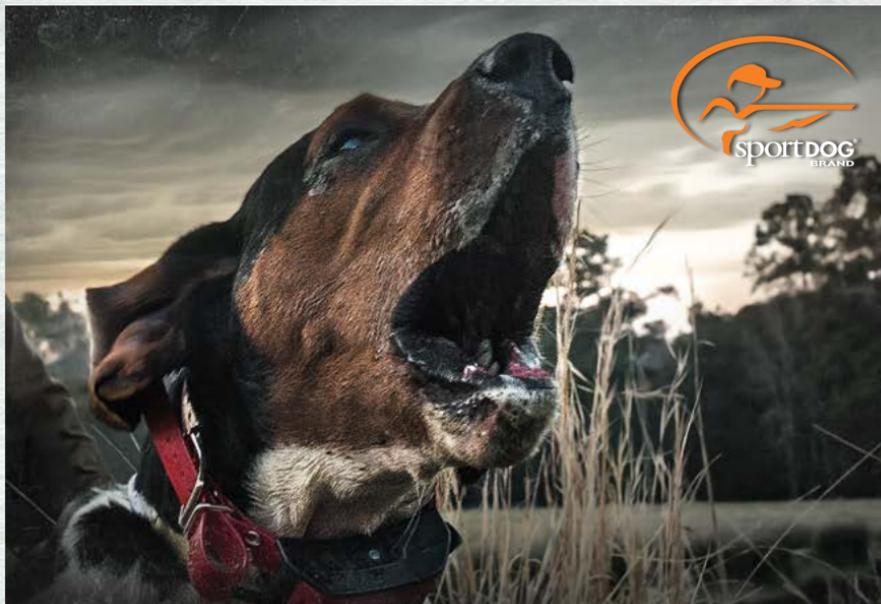
SPORTDOG BRAND® ADD-A-DOG® COLLAR RECEIVERS

SPORTDOG.COM

TEK 2.0 GPS TRACKING COLLAR
TEK::2L ADD-A-DOG

TEK 2.0 E-COLLAR MODULE
TEK::2T ADD-A-DOG

TEK 2.0 GPS TRACKING + E-COLLAR
TEK::2AD ADD-A-DOG

NOT COMPATIBLE WITH TEK 1.0 OR OTHER SPORTDOG BRAND SYSTEM.

GEAR THE WAY YOU'D DESIGN IT®