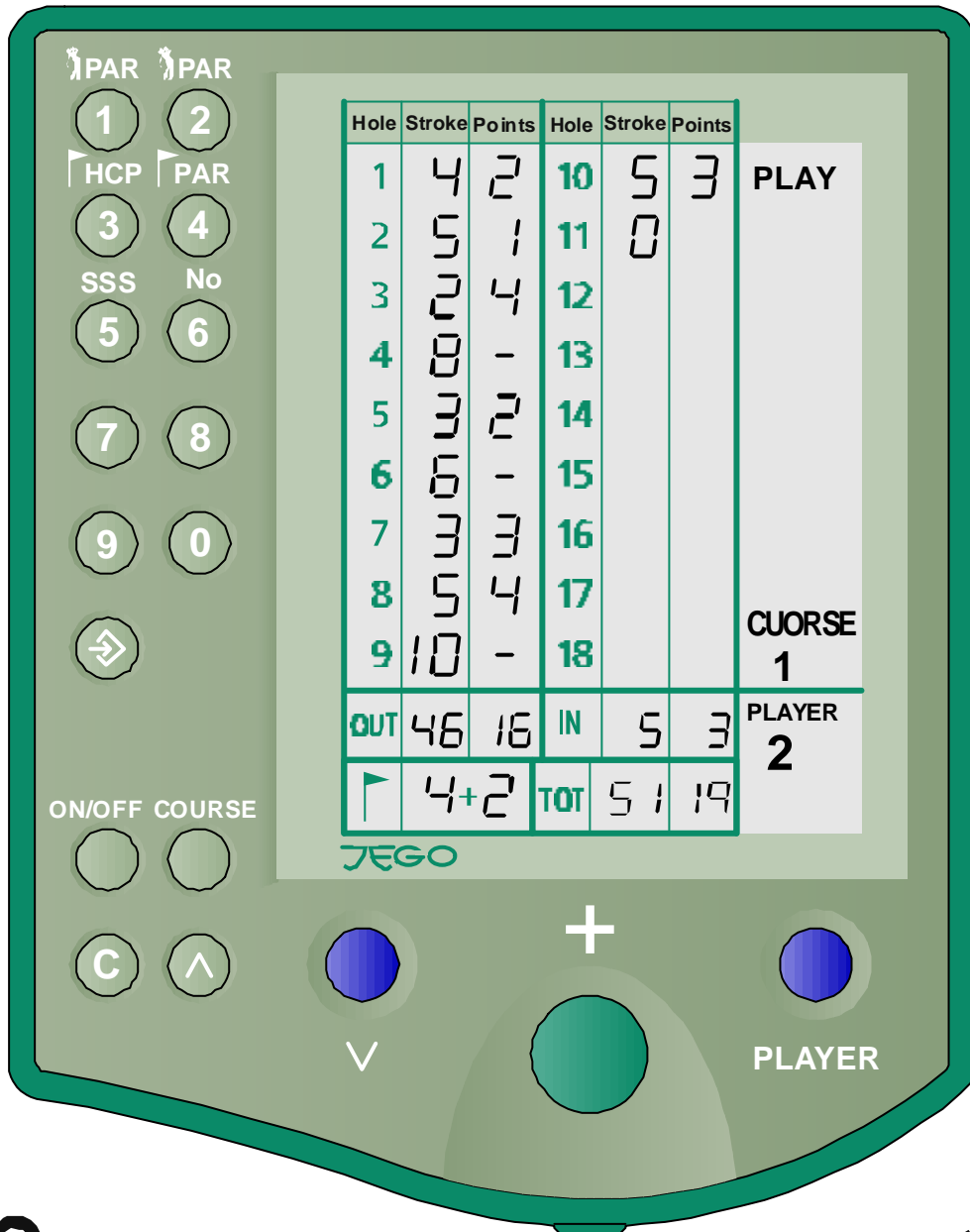




OPERATING INSTRUCTIONS



Golf made easy and more fun

CONTENTS

General:

Introduction page 2

Input:

Players handicap page 3

HCP of the course page 4

PAR of the course page 5

Slope/SSS page 6

Membership number page 7

Show personal PAR page 7

Play:

Prepare the game page 8

Starting the game page 8

During the game page 9

Correcting the input page 10

Technical data page 10

Battery replacement page 11

CONGRATULATIONS ON YOUR CHOICE OF JEGO!

JEGO is an electronic golf score card that is very easy to use and has, despite its simplicity, all the necessary properties to give the information needed for your game of golf

JEGO golf score card is equipped with one of the most advanced micro processors available on the market in order to give you all the functions that may be required.

Before you begin to use your JEGO, start by feeding the memory with information for up to two of your favourite courses as well as information on the players, which may be up to four.

First read the manual! Save it! Save also your purchase receipt!

ACCESSORIES

To fix or hang JEGO on your waist belt or golf cart, there is a belt clip with attached cord available.

JEGO is, as standard, delivered in a green case. Other case options are blue, red and yellow colours.

AUTOMATIC POWER-OFF

In order to save battery life JEGO has an automatic turn-off function. This comes to force, if no buttons have been pushed during the last 15 minutes, unless the game is still in progress.

JEGO can be turned off by pressing the button "ON/OFF". However, this cannot be done during a game, which must be finished by all the participants.

WARRANTY

The warranty is valid 1 year from the date of purchase indicated on your receipt. The warranty applies to material and production defects and offers compensation for parts and labour costs. The warranty is not valid, if JEGO has been used in an incorrect way, or if it has been repaired or tampered with by any unauthorized persons.

IN-PUT OF DATA

Before starting the game certain values for the course and player must be entered into JEGO.

Take the information about the course (e.g. from a score card) that you want to enter into JEGO.

All the values which you enter will remain in the memory, until you choose to delete or write new values over them.

These values must be entered:

- HCP Players handicap
- HCP Handicap for each hole
- PAR Par for each hole
- SSS** SSS of the course, 0=slope

Before entering

Start JEGO by pressing button ON/OFF

HCP - Your handicap

SSS-courses: use actual hcp
Slope-courses: select from slope figures

Select the player (1-4), for whom you want to enter your handicap (in this example player no 1).

Change player with button PLAYER

Enter your handicap (example HCP = 36).

HCP
 + + + finish with

If you so wish, enter handicap in a corresponding way for player 2-4

To alter the handicap

Choose the player you want to change

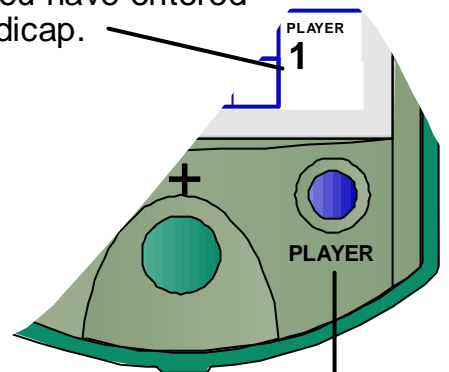
Press + + + +

To show player's handicap

Choose the player you want to show

Press + finish with

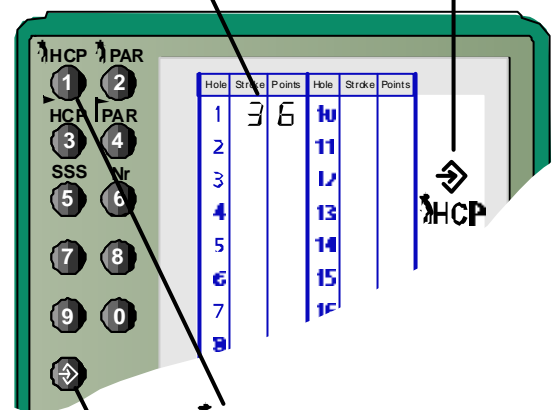
The display shows the player for whom you have entered the handicap.



Change player

HCP entered is shown here.

Function chosen is shown here.



HCP - Handicap for each hole

Select the course you want to enter, no 1 or 2, change with button **COURSE**

Enter the handicap for each hole of the course.

HCP
 + **3**

enter the first hole, for example HCP=8

Press **8** finish with

enter the second hole, for example HCP=10

Press **1** + **0** finish with

Follow the same procedure until all holes have been entered.

To change the handicap per hole

If you want to alter the values already entered for a certain course, you must first delete the HCP previously entered.

Select the course you wish to alter **COURSE**

Press + **3** + **C** + **C**

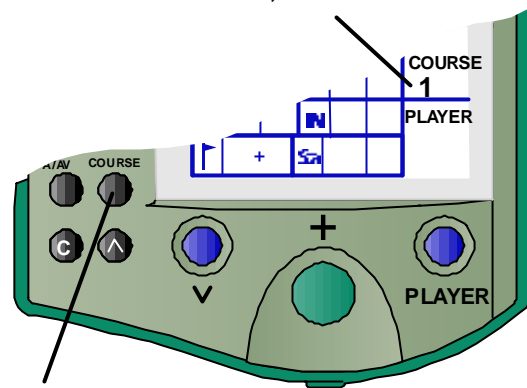
You will now be able to enter the new data.

To show the handicap per hole

Select the course you wish to show **COURSE**

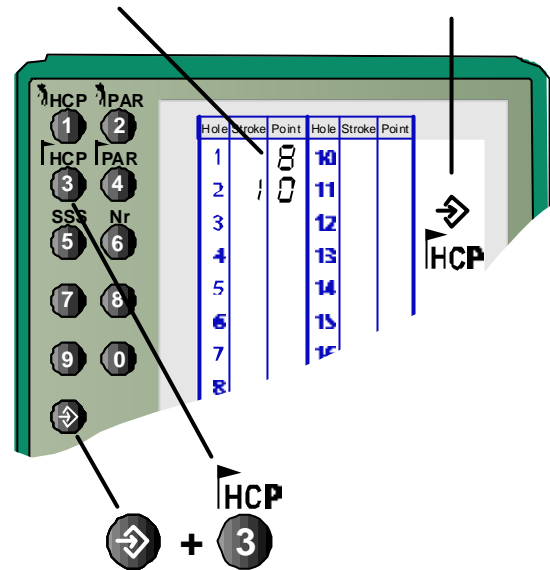
Press + **3** return with

The display will show entered course, 1 or 2



Select the course

HCP for each hole is shown here. Function chosen is shown here



PAR - Par for each hole

Select the course you want to enter, no. 1 or 2, change with button **COURSE**

Enter the PAR for each hole of the course

Press **PAR** + **4**

enter the first hole, example PAR=5 strokes

Press **5** finish with **DOWN**

enter the second hole, example PAR=4 strokes

Press **4** finish with **DOWN**

Continue in the same way, until the values for all holes have been entered, finish with **DOWN**

To correct values already entered

If you want to correct a wrong entry, reverse with button **UP** Alter the value by writing over the previous one.

Press **DOWN** to revert to the previous hole.

To alter the PAR

Select the course you want to alter **COURSE**

Press **PAR** + **4**

Go to the hole you want to alter with **DOWN**
Enter the new PAR value.

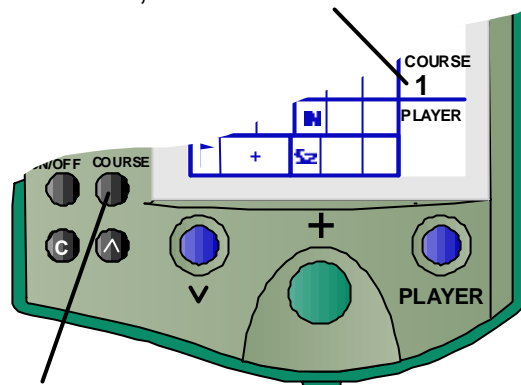
Repeat with button **DOWN** up to the last hole and then finish.

To show the PAR for each hole

Select the course you want to show **COURSE**

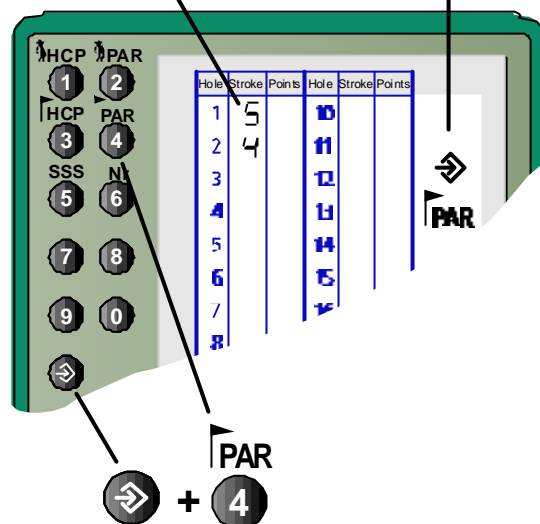
Press **PAR** + **4** finish with **UP**

The display will show you have entered, course 1 or 2

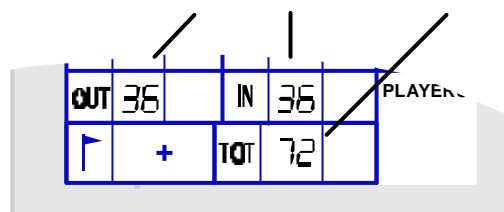


Select the course

PAR for each hole is shown here Function chosen is shown here



Check the total number of strokes in the squares **OUT** **IN** and **TOT**



SLOPE / SSS

Select the course you want to enter, COURSE no 1 or 2, change with button



Slope

If you play on a course with SLOPE-system shall you enter SSS=0

Press + + finish with

SSS

If you play on a course with SSS-system follow the instructions below

Enter the SSS rating (example SSS=72)

+ + + finish with

To alter the SSS rating

Select the course you want to alter COURSE



Press +

Alter the SSS value by writing over the old one, finish with

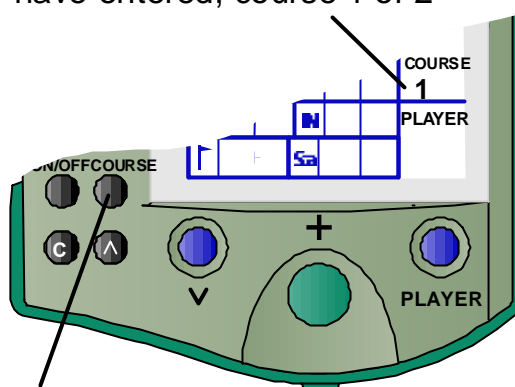
To show the SSS rating

Select the course you want to show COURSE



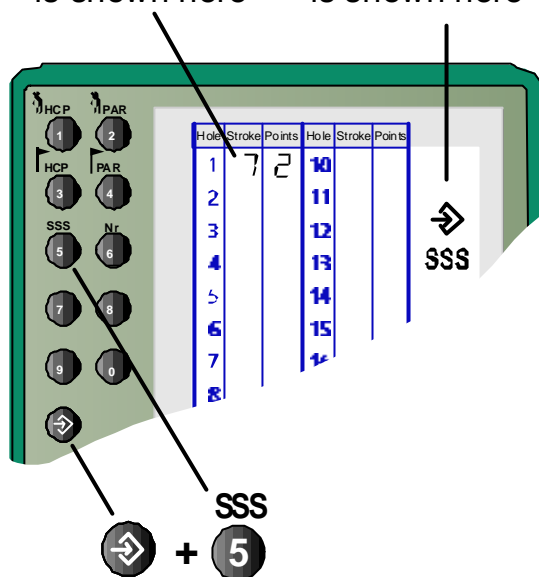
Press + return with

The display will shows you have entered, course 1 or 2



Select the course


SSS entered is shown here Function chosen is shown here





Nr - Membership number



Optional registration of the membership-number or similar (4 digits).

Select the player (1-4) for whom you want to enter the membership number.

Change player with button  **PLAYER**

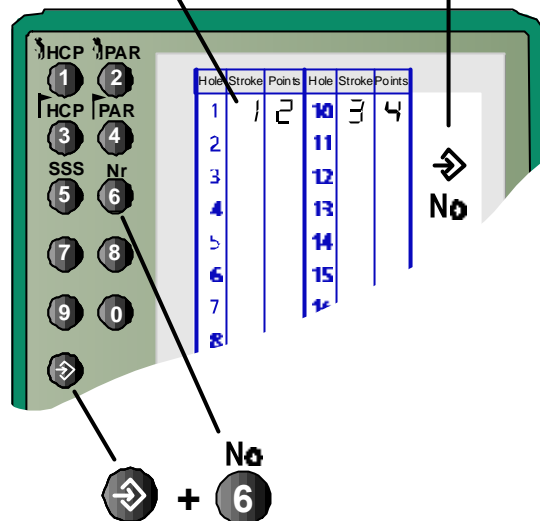
Enter your membership number (in this example 1 2 3 4)

 +  +  +  +  + 

finish with  


If you wish, enter in the same way the membership number for players 2 - 4

Membership number is shown here Function chosen is shown here




PAR - Personal PAR

Show the PAR rating for yourself, the course as well as your distributed handicap for the holes in question.

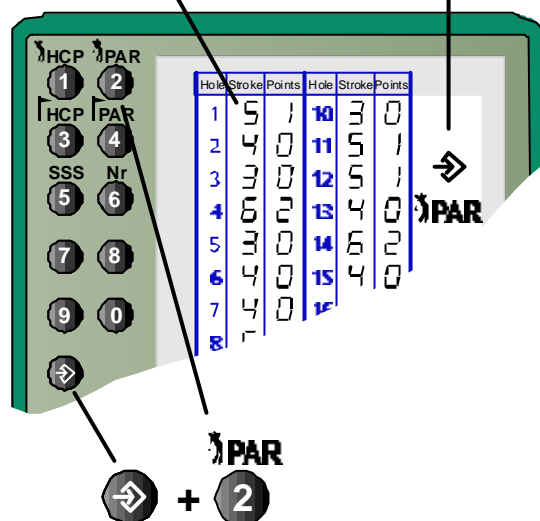
Select the course you want to show  **COURSE**

Select the player (1-4) for whom you want to show the personal PAR rating

Change player with button  **PLAYER**

Press  +  finish with  

Personal PAR is shown here Function chosen is shown here




SETTING UP THE PLAY


Make sure that you have put in all the information regarding the course and the players before starting your round. If some of the information fails, the signs in the window will start to flash.

- ⌂ HCP The handicap of the players
- ⌂ HCP The handicap of each hole
- ⌂ PAR The par of each hole
- SSS The SSS of the course, 0= slope

Prepare for the game

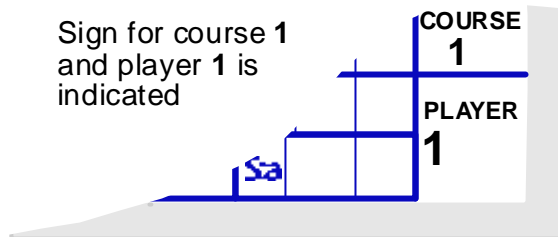
Start up JEGO by pressing **ON/OFF** 

All the signs will light up for a short moment, then the sign for course (1) and player (1) or former round will show.


Choose course
Choose on which course you want to play, 1 or 2, use **COURSE** 

If you want to delete an earlier result press **C** + **C** 

or just continue by starting a new round, the earlier result will then automatically be deleted



Start the game

To start the round press 

The sign **PLAY** and the sign for alternate players **1,2,3,4** will flash.

Choose players
Choose the players who are part of the round. This will be done by pressing the buttons 1, 2, 3 and 4. The sign of the players 1-4 will light up for the chosen player.

1 **2** **3** **4** finish with 

NOTE

Even though only one player is going to play, you have to choose player (1 - 4)

The handicap of the player **HCP** must be in the computer for the alternate player.

If you want to change or remove the handicap, **HCP** see the instruction for "IN-PUT"

hole	stroke	points	hole	stroke	points	
1	0		10	-		PLAY
2	-		11	-		
3	-		12	-		
4	-		13	-		
5	-		14	-		
6	-		15	-		
7	-		16	-		
8	-		17	-		
9	-		18	-		
OUT		00 00	IN		00 00	COURSE 1
	4+2		Sa	00 00		PLAYER 1

The par of the course + your extra strokes at the current hole

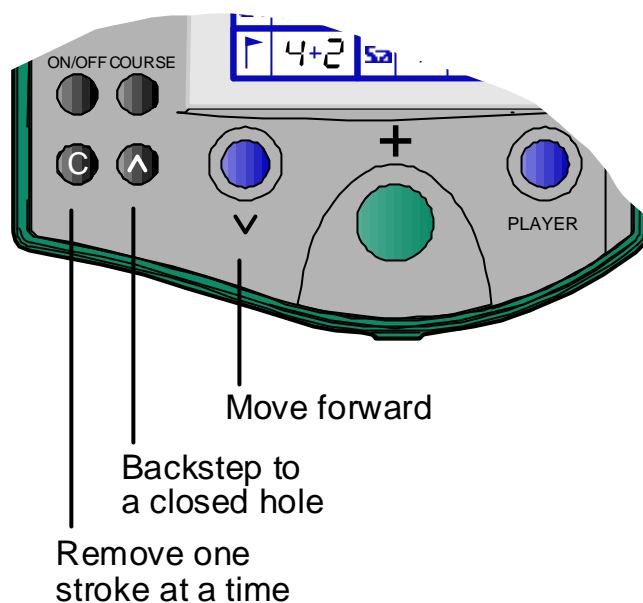
Course 1 and player 1 is chosen

Correction of in-put

If you put in too many strokes for one hole, press **C** to remove one stroke at a time.

If you put in too many strokes for a closed hole, go back with **^** and press **C** to remove one stroke at a time.

Press **v** to move to the current hole.



TECHNICAL DATA

Battery type:
Lithium CR2016

Battery life:
Depending of use, but normally about one season of play.

Temperature range:
-10...+50°C

Relative humidity:
25...85%

MAINTENANCE

As with most electronic products you must protect your JEGO against impact, heat and moisture.

For normal cleaning use dry rag or a rag moistened with a mild soap solution. Never use thinner or other chemical cleaners or material containing abrasive.

DISPLAY CONTRAST

If you wish to change the pre selected display contrast (reading angle) follow the instructions below:

Press **↔** + **7**

pre selected value is shown in the display (15)

Increase with **+** max value is 15

Decrease with **C** min value is 5

finish with **v**

TROUBLE SHOOTING

First read the operating instructions. Check that you are doing everything correct. If JEGO does not behave normally, you can do a reset by holding down buttons 1 and 5 simultaneously for about 3 seconds.

Alternatively, remove the battery and wait for about 90 seconds, then replace the battery, should the problem remain contact your local dealer.

BATTERY REPLACEMENT

For environment reasons we ask you to take care of the Lithium battery cell in your JEGO, when it is finished. We recommend you to hand it in for battery recovery or to leave the battery, where you bought your JEGO.

NOTE!

Battery must be kept away from children. Should a child swallow a battery, consult with a physician immediately.

JEGO battery control

When the battery power is getting low, the battery symbol is being shown:



When the battery symbol is shown, you still have several hours of use of your JEGO. Should the battery symbol indicate during the game, the round can be finished quite normally. However, when the battery symbol is shown, a new round of golf cannot be started.

Always replace the battery, when the battery symbol is shown.

JEGO battery replacement

Follow the instructions below in order to avoid loss of information when changing the battery (read 1 - 4 before changing).

1

Do not take out the old battery, until you have a new one available. Battery type CR2016. Remove the battery from its packing.

2

JEGO must be switched off

ON/OFF



3

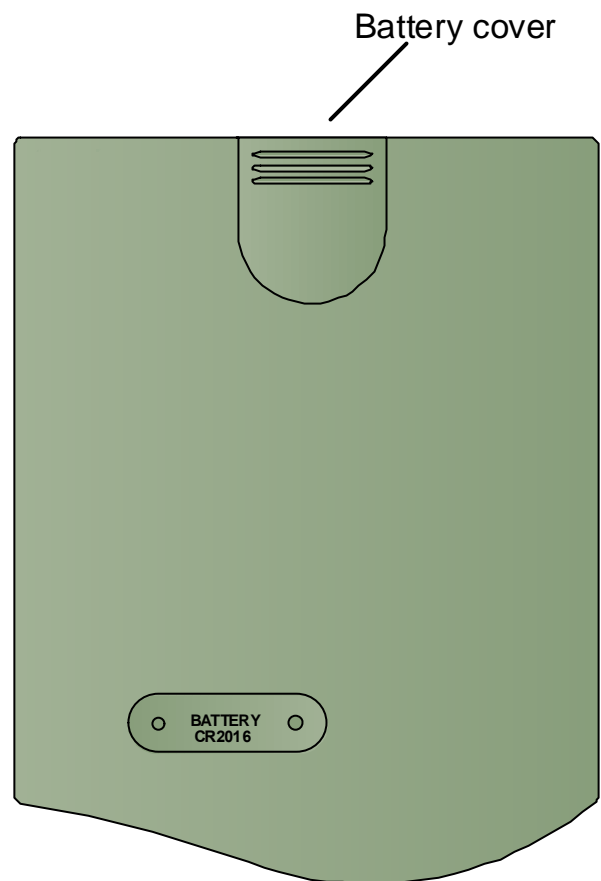
Take the JEGO out of its case, open the battery cover on the back and shake out the battery into your hand.

4

Install the new battery in its correct place with the positive (+) pole facing upwards. JEGO will retain its memory for about 20 seconds without battery.

5

Replace the battery cover.



Please Note!

When changing batteries the contrast of the display may change so that the figures might not be seen. If so, please follow the instructions on page 10 and exceed the value to 15.

You play - JEGO counts



Treagle ab
GOLF ELEKTRONIK
Teknikgatan 18, S-434 37 Kungsbacka
SWEDEN