

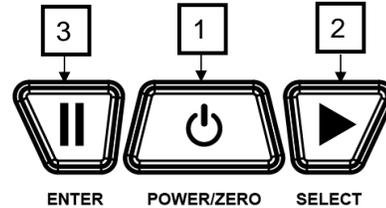
SCALE INFO

Weight range : 0 to 50lb or 22kg
 Battery : One CR2032 (not including)
 Measurement units : Pounds and Ounces or Kilograms
 Accuracy : $\pm 10g$

BUTTONS

1. POWER/ZERO
2. SELECT
3. ENTER

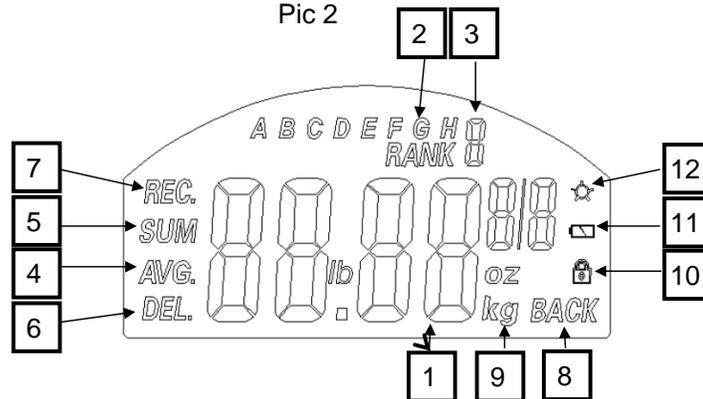
Pic 1



DISPLAY

1. Weight in fractions (lb) or decimal (kg)
2. 8 pieces Memory bin (A.B.C.D.E.F.G.H)
3. Rank of stored weights
4. Average of stored weights
5. Sum of stored weights
6. Delete
7. Record
8. Backspace
9. Indicates units lb or kg
10. Lock weight symbol
11. Battery level
12. Back light symbol

Pic 2

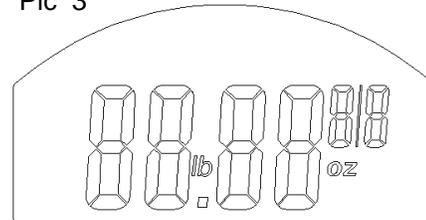


BASIC OPERATING

TO TURN SCALE ON OR OFF

1. Press to turn scale on.
2. Hold for 3 seconds to turn scale off.

Pic 3



TO SWITCH UNITS BETWEEN KG AND LBS

1. Press for 3 seconds to scroll to "kg" or "lb".
2. Press to zero setting.

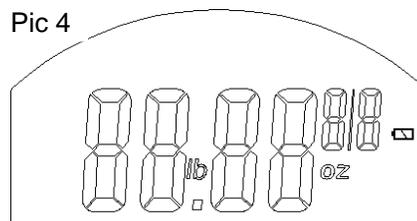
TO TURN BACK LIGHT ON OR OFF

1. Press for 3 seconds to turn on the light and the symbol of back light displayed
4. Press to zero setting.

BATTERY STATES

When the symbol of battery low is shown in the display, it means to change the battery.

Pic 4



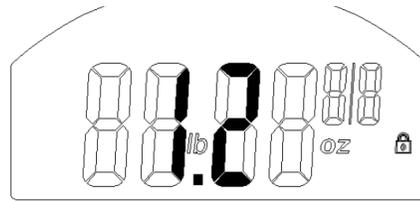
WEIGH

TO WEIGH FISH WITHOUT STORING IN MEMORY

Pic 5



- 1.Add fish to be weighed.
- 2.The weight will be automatically hold after 2 seconds of steady weight
- 3.The scale will be automatically shut down in 50 seconds.



TO USE THE TARE FUNCTION

use this function if you want to weight multiple fish at one time with a basket.

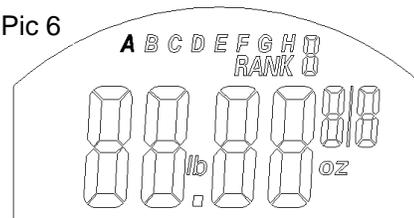
- 1.Place basket on the scale and it will display the weight of basket.
- 2.Press to zero setting.
- 3.Add fish to basket and you get the weight without basket.

STORE WEIGHTS

TO WEIGH FISH AND STORE WEIGHTS

- 1.Weight a fish until the weight was locked.(see pic. 5)
- 2.Press , display will show 8 memory bin and "A" will be blinking.
Note: a.If there is a weight stored in the memory bin "A", the weight and the rank will appear in the display. In this case, you also can use new weight to cover the old weight.
b.If there is nothing in the memory bin "A", "0" will appear in the display.
c.Blinking means you can enter into it.

Pic 6



- 3.Press again, you can scroll from A to H to select your desired memory bin.

For example, You want to store weight in "A", Just pres , you will go into the interface of memory bin "A"(See pic. 7) and "REC." will be blinking. Now we have two choice, save or back to last interface.

Pic 7



- 4.Press to store the weight to memory bin "A" and it comes out the saved interface(pic. 8), it means the weight was stored.

Pic 8



- 5.Press to "BACK" and it will be blinking, press to back to last interface

VIEW/DELETE THE STORED WEIGHTS

TO VIEW THE STORED WEIGHTS

Press to scroll to the desired memory bin from A to H and also you can select Sum. & Avg.,

We have stored a weight in memory bin "A", It will show as pic 9 when we choose "A".

Pic 9



TO VIEW THE SUM OF ALL STORED WEIGHTS

Press to scroll to "SUM".

TO VIEW THE AVERAGE WEIGHT STORED IN MEMORY

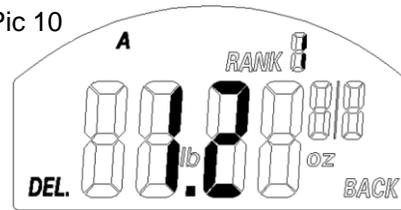
Press to scroll to "AVG."

TO DELETE SINGLE RECORDS

For example, you want to delete weight in "A":

1. Press  to scroll to the memory bin to "A", it will be blinking & show the weight 
2. Press  to enter the saved interface(Pic 10) and "L " is blinking.
3. Press  to delete this weight, select "back" and press  will go back to last interface.

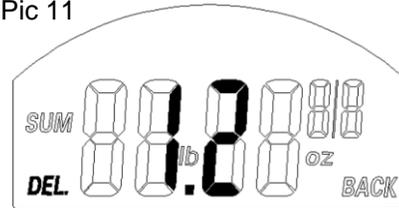
Pic 10



TO DELETE ALL RECORDS

1. Press  to "SUM" or "AVG" and it will be blinking.
2. Press  to the interface(Pic 11) and "DEL." will be blinking.
3. Press  to delete all weights, select "back" and press  will go back to last interface.

Pic 11



Notes: