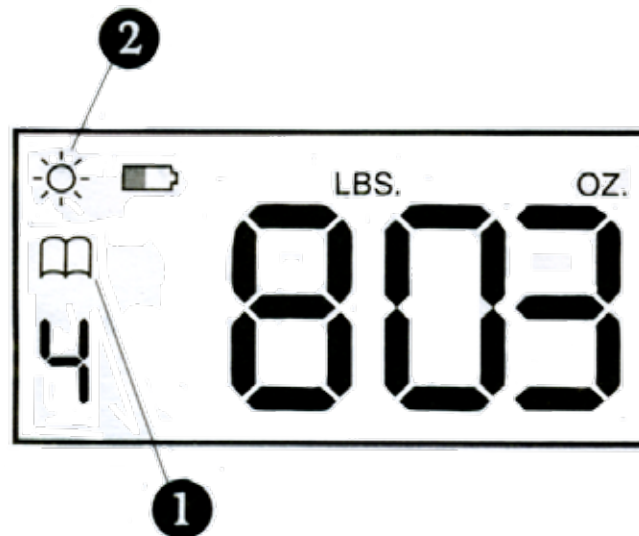


Digital Scale

#886501



STORE WEIGHT INTO MEMORY

1. Press and hold the "on" button until numbers appear on the display and flash. Scale has now been zeroed.
2. Add fish to be weighed.
3. Press the "memory" button to enter into memory mode. The weight of the fish has been saved into short-term memory. Fish can be removed from scale without losing weight.
4. Press the "memory" button to advance through the storage bins (1-8) if a different location is wanted. To view total weight stored in memory, press memory button until "Total" screen is displayed.
5. To save weight to selected storage bins, press and hold the "memory" ❶ button until memory indicator stops blinking.
6. Scale will return to measuring mode automatically and advance to the next storage bin to be ready for the next fish.
7. Press and hold the "on" button to turn off the scale (around 4 seconds). The scale will turn off automatically if there is no command to the scale after 4 minutes.

TO REVIEW STORED WEIGHTS

1. Press and hold the "on" button until numbers appear on the display and flash. Scale has now been zeroed.
2. Press "memory" button to enter memory mode.
3. Once in memory mode, press the "memory" button to advance through the storage bins.
4. Press the "on" button to return to measure mode. The scale will return to measure mode automatically if there is no command to the scale after 5 seconds.

TO ZERO OUT THE SCALE

1. Press the "on" button once.

TO RESET ALL STORAGE BINS TO ZERO

1. Enter memory mode.
2. Press and hold the "on" button & "memory" button until "0000" blink on the display, and then press the "memory" button within 2 seconds.

TO TURN ON THE BACK LIGHT

1. Press and hold the "on" button until the back light indicator ❷ comes on. (2 seconds)

TO TURN OFF THE BACK LIGHT

1. Press and hold the "on" button until the back light indicator turns off. (2 seconds)

TO SWITCH THE UNITS (LB OZ/LB/KG)

1. Once in measure mode, press and hold the "memory" button until LB OZ, LB and Kg appear on the display circularly, and then loosen the button to choose the unit that you wanted.