

SUUNTO G3

INSTRUCTION MANUAL



SUUNTO

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1. INTRODUCTION

Congratulations for purchasing Suunto G3, a wristop computer designed for golfers! Suunto G3 is a sophisticated scorekeeper that allows you to keep track of your score and your opponent's results during golf games. Additionally, Suunto G3 memorizes your and your opponent's key statistics during the round.

Suunto G3 allows you to choose up to four different game types (Scratch, Stroke, Stableford and Match Play) and will automatically update the leader during the round. After which, you can instantly view your and your opponent's scores and the key statistics of your game. And with the included Golf Manager PC-software, you can analyze your golfing performance over a longer period of time to help you concentrate on key improvement areas.

1.1. SUUNTO G3 FEATURES

Time mode

- Time, calendar, alarm, stopwatch with split times, and unit's setting adjustment

Game mode

- Scorecard for 4 different game types (Strokeplay, Stableford, Match and Scratch)
- Calculates your and your opponent's scores and final results
- Registers statistical data (Fairway hits, GIRs, Up&Downs, Sand saves, Putts and penalties)

Memory mode

- Stores your 10 favorite courses (selected from PC, stores the course name, score card)
- Displays the results and the history of played games
- Calculates your handicap for a given course based on your handicap index

PC-Software

- Scorecard
- Stores played games
- Playing history and trend graphs of the development of key stats (GIR, FIR, putts etc.)
- Course database (stores the data of all played courses in the memory)

SuuntoSports.com

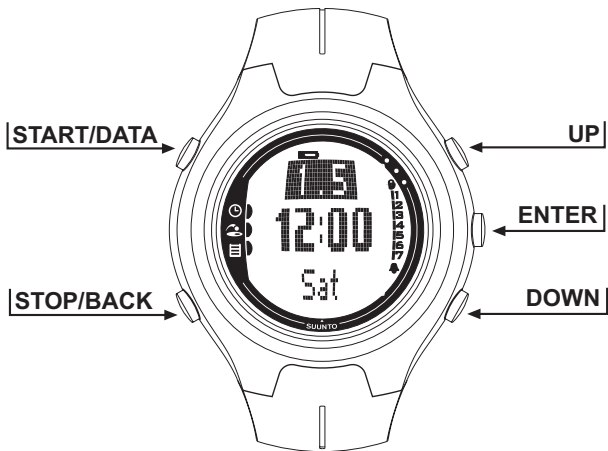
- Compare your game results with others online
- Download new course data to your personal database on your PC
- Share the best moments of your rounds with your friends on the golf forum

2. GETTING STARTED

This chapter helps you get started with your Suunto G3. It introduces the buttons and tells you how to use the functions.

2.1. DISPLAY AND BUTTONS

When your Suunto G3 leaves the factory, the display is blank. The unit is activated, when you press any of the buttons.



2.2. USING YOUR SUUNTO G3

This section explains how the menu structure works and how you can adjust different settings.

2.2.1. Modes and menus

1. Scroll to the desired mode with UP or DOWN. The name of the new mode is displayed for a short time before the main display opens. The indicator bar on the left side of the display tells you what the currently active mode is.
2. Press the ENTER button to open the Set menu. Three menu items are displayed at the same time. The menu item that is currently active and can be selected is displayed in reversed color. The bar on the right displays the order number of the menu item and tells you how many items there are. Press STOP/BACK to leave the menu.

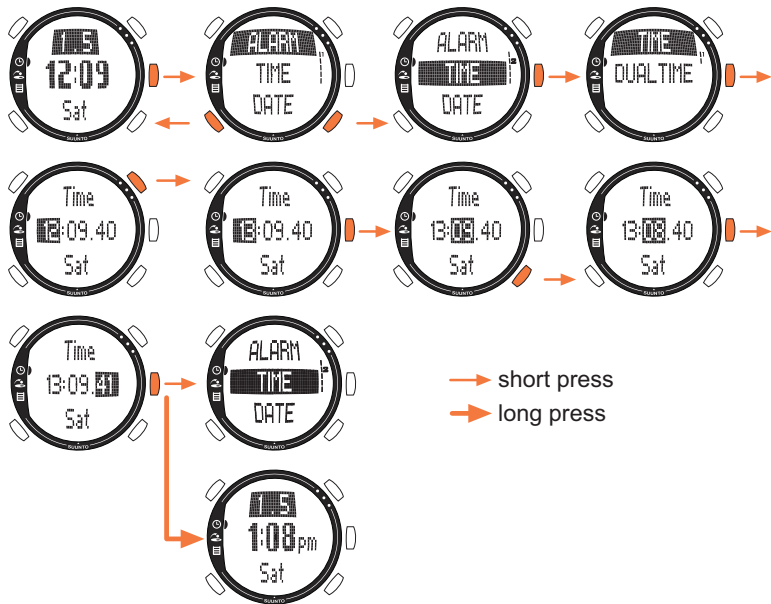
2.2.2. Press and long press

START/DATA, STOP/BACK and ENTER can perform different functions depending on how long you press them. A long press means that the button is pressed for more than 2 seconds. This manual will inform you when a long press is required.

2.2.3. Adjusting the settings

The following series of figures show you how you set the date and time.


NOTE: *The adjustment of the other settings is done in a similar way.*



2.3. KEY LOCK

The key lock prevents you from accidentally pushing the buttons.

To activate the key lock:

1. Press ENTER.
2. Press START/DATA within 2 seconds. The buttons are locked and  is displayed in the upper right corner. If you try to press a button, the message “UNLOCK PRESS ENTER” is displayed.

To deactivate the button lock:

1. Press ENTER. The text “NOW PRESS START” is displayed.
2. Press START/DATA within 2 seconds.

2.4. INITIAL SETTINGS

By default the unit contains one preset course, 4 opponent names and 1 round. The statistics history is zeroed.

NOTE: *You can remove the preset game and course information from the memory by accessing the Memory mode (See chapter 5. Memory mode). You can also edit and change the preset opponents with Suunto Golf Manager software.*

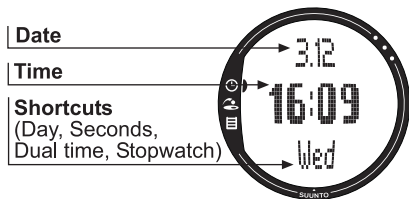
2.4.1. Default features

When you first receive the unit it will have:

- Strokeplay as the default game type
- 1 Round played at Amer Sports Country Club (you will see the game stats under the playing date 12:00/01.05)
- Amer Golf Country Club as the active course
- 4 preset opponents. You may add new opponents later with the PC software. (You can have up to 5 opponents in the memory at a time.)

3. TIME MODE

In the Time mode, you can view the current time, dual time, current date and week-day. You can also set alarms, adjust the unit's settings or use it as a stopwatch. Setting the time and date were already covered in section 2.2. Using your Suunto G3.



3.1.SHORTCUTS

You may select 4 different functions for the bottom row with STOP/BACK.

3.1.1.Stopwatch

To use the stopwatch:

- 1.Select the stopwatch shortcut with-STOP/BACK.
2. Press START/DATA to start the stopwatch. If you want to record a split time, press START/DATA again. The split time stays on the display for a moment, and then Suunto G3 returns to displaying the running time. Suunto G3 can store up to 30 split times.
3. Press STOP/BACK to stop the stopwatch. If you have recorded any split times, you can now scroll them with STOP/BACK.
4. To reset the timer, long press STOP/BACK. (If the stopwatch has not been reset, you can press START/DATA to restart the timing from the end time.)

NOTE: When you have used the stopwatch, you cannot select other shortcuts before resetting the timer.


3.1.2. Dual time

The dual time enables you to keep track of another time in another time zone while traveling.

To set the dual time:

1. Select *Time* in the Set menu.
1. Select *Dual time* in the Time menu.
2. Set the hour.
3. Set the minutes. The seconds are synchronized on the basis of the regular time.

3.2. ALARM

You can set up to three independent alarms to remind you e.g. of important meetings or wake you up at a specific time. When the alarm is set,  is displayed in the lower right corner of the display.

To set an alarm:

1. Select *Alarm* in the Set menu.
2. Select one of the three alarms.
3. Change the alarm status to *On*.
4. Set the hour.
5. Set the minutes.
6. Set the date. (If you do not set the date, the alarm is activated, from that point onwards, every day at the time the alarm is set.)

3.3. GENERAL

With this function you can adjust the tones, icons and light.

To adjust general settings:

1. Select *General* In the Set menu.
2. Select a suitable setting.
3. Adjust the setting.

3.3.1. Tones

Tones are the sounds that indicate that you have successfully pressed the buttons. You can set the tones to On or Off.

3.3.2. Icons

When the Icons function is on and you scroll to a mode, the mode icon appears on the display for a short time before the main display opens. When it is off, the main display opens straight away.

3.3.3. Setting the backlight (light)

With the Light function you can adjust the backlight of the Suunto G3 display. It has three possible settings:

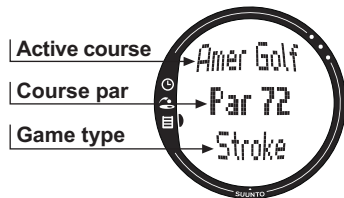
- **Normal:** The light switches on when you press START/DATA for more than 2 seconds or when an alarm is activated. The light stays on for 7 seconds after the last press of a button.
- **Night Use:** The light switches on when you press any of the buttons and stays on for 5 seconds after the last press of a button. **Note:** *Heavy use of the backlight will significantly reduce battery life.*
- **Off:** The light does not switch on at all.

3.4. DIST

With this function you can define the time and date formats and the distance unit you want your Suunto G3 to use.

- **Time:** 12h or 24h format
- **Date:** mm.dd (month before the day), dd.mm (day before the month) or only the day
- **DIST:** meters (m) or yards (yd)

4. GAME MODE



The Game mode allows you to keep score during a round of golf. You can also keep score of your opponent's game. Your Suunto G3 displays the leader at all stages of game and stores up to 5 of your favorite opponents in its memory.

The Game mode also allows you to register statistical data like fairway hits and greens in regulations or penalties of your own game so that you can later view your playing history.

4.1. USING YOUR SUUNTO G3 DURING GAME

The following sections explain how to use the unit during your round.

4.1.1. Selecting the game type and course

1. Select a game type: Scratch, Strokeplay, Stableford or Match. (The default is Strokeplay.) You can change the game type in the Memory mode.
2. Select a course if you are playing any other game type than Scratch (see section 5.2.2. Activating the course). If you do not have the course set up, see section 5.2.1. Creating a course.

4.1.2. Starting the game

1. In the Game mode, select an opponent from the list. You can edit or change opponents in Suunto Golf Manager.
2. Set your and your opponents handicap. This way the unit can display the leader at all stages of game.
3. Select the hole where you start from. The default starting hole is 1.

4.1.3. During your round

1. Define total shots and putts for each hole.
2. Define the statistics (Fairway shots, Bunker hits, Up&downs, Sand saves etc.).
3. Define your opponent's score.

NOTE: *You can quit the game any time during the round (see section 4.6.2.).*

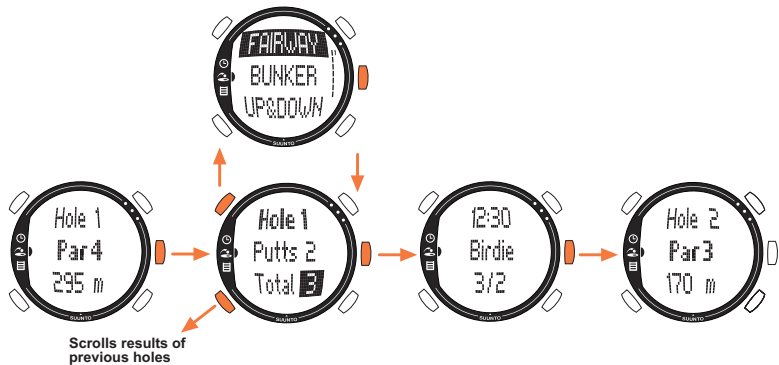
4.1.4. After your round

After the round, Suunto G3 asks whether you want to see the statistics of the round.

4.2. STROKEPLAY

Strokeplay is a tough and unforgiving format. It is a true test of your skill since every shot counts, and you cannot pick up the ball and move to the next hole or rely on your team members to help you out.

The following series of figures shows how to use Suunto G3 during your round (section 4.1.3.)



Depending on the course, the game ends automatically after 9 or 18 holes (see section 4.6.6).

NOTE: While the game is on, you cannot enter the Time or Memory mode. To view the time, long press ENTER in the score input screen. (See section 4.6.5. Viewing the current result and time.)

NOTE: If you need to adjust the scores of previous holes, scroll back with STOP/BACK and adjust the scores of the desired hole. Return to the current hole screen by accepting the scores with ENTER.

4.3. STABLEFORD

Stableford is a popular format as it allows an individual golfer to play the course on his/her own merits but, in the event of a bad hole, lets you pick up the ball and move onto the next hole. This can help to speed up the round and reduce frustration if you are not playing very well.

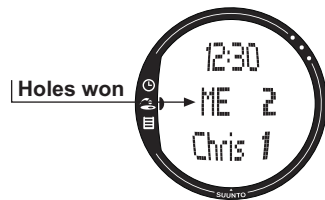
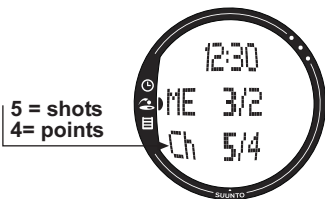
After each hole, the unit displays the current game status (shots / stableford points) for 10 seconds and then continues automatically to the next hole.

4.4. MATCH

Match is a competition format in which you play the round with the purpose of winning individual holes. For example, on hole 1, if you score 4 and your opponent scores 5, you win the hole. Match is always a two-player game.

The unit will ask you to confirm the winner of the hole because the absolute number of strokes does not actually matter. However, the unit allows you to update the shots to maintain the statistics.

NOTE: After each hole, the unit displays the current score for 10 seconds and then automatically continues to the next hole.



4.5. SCRATCH

Scratch is a quick and easy game that allows you to easily calculate your overall score and putts while playing on the fairway (The putts are updated after finishing the hole). It does not require any course details and does not adjust scores for different handicaps.

4.6. STATISTICS

These functions are not game-specific and you can use them in any game type.

1. During the score input press START/DATA.
2. Select the desired option from the list and press ENTER to memorize it.
 - Fairway
 - Bunker
 - Up&down
 - Sandsave

NOTE: *The unit will display a message 'INVALID SAND SAVE' or 'INVALID UP&DOWN' if your result is over par and you have memorized an up&down or sand save for that hole.*

4.6.1. Adding penalties (Penalty)

If you want to memorize a penalty, a separate display opens where you can choose the following:

- **Water**
- **Out**
- **Drop**
- **Rul viol**

***NOTE:** You can only view the penalties with the Suunto Golf Manager software.*

***NOTE:** Suunto G3 does not automatically add penalties in the final score. You have to add the extra strokes in the total score manually.*

4.6.2. Quitting the game (Quit game)

With this function you can quit the game at any time you want. If you quit the game at the first hole, the game is not saved in the memory.

4.6.3. Erasing additional information (Erase)

If you have entered information for a specific hole that want to erase, you can use the Erase function. When you select the Erase function, your Suunto G3 displays a list of the additional information recorded for the hole. You can now erase the unnecessary information.

4.6.4. Quitting the hole

You can quit a hole in the middle of the game by selecting -- for the putts or the total score. Your Suunto G3 displays the message "QUIT HOLE?". Confirm it with ENTER.

4.6.5. Viewing the current result and time

→ short press

→ long press



4.6.6. Nine-hole game

With Suunto G3 you can play both 9-hole and 18-hole games. With 18-hole games, you just keep on playing until you reach the end. Suunto G3 will automatically finish the game after the 18th hole.

You can play 9 holes on an 18-hole course by quitting the game on the 10th hole. If you start on the back nine, you quit the game on hole 1. If the course has only 9 holes, the game will end automatically after the 9th hole.

5. MEMORY MODE

The Memory mode gives you access to the information stored in the unit's memory. It allows you to view statistics and history of played games, and create and update course information. It also calculates your course handicap (CHCP) for a given course

You **can** also select the game type in the Memory mode.

5.1. GAME

This function lets you select the game type:

- Stroke
- Stableford
- Match
- Scratch

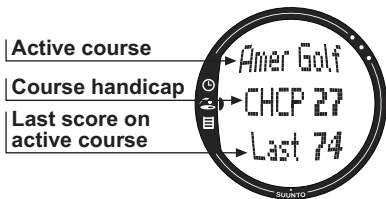
5.2. COURSE

Here you can create, edit and view courses, and erase them from the unit's memory.

5.2.1. Creating a course (Create)

With this function you can create a new golf course and store it in your Suunto G3.

1. Select *Create* in the Course menu.
2. Enter the course rating (C.R) and slope rating from the course's scorecard.
3. Define the PAR, stroke index and distance for each hole.



4. To create a 9-hole course, long press ENTER during the 9th hole, right after defining the hole distance.

NOTE: *If you want to adjust the information regarding previous holes, scroll back with STOP/BACK.*

NOTE: *If you want to quit the creation process for some reason, long press STOP/BACK for more than two seconds.*

5.2.2. Activating a course (Activate)

With this function you can activate a course you have created.

1. Select a suitable course in the Course menu.
2. Select *Activate*.

5.2.3. Editing a course (Edit)

With this function you can edit a course you have created. You can adjust all the values that you entered when you created the course.

If you adjust the stroke index of a certain hole, you must readjust the indexes of all holes. Otherwise you may save the changes by long pressing ENTER.

5.2.4. Viewing a course (View)

With this function you can view the information concerning a course you have created.

1. Select a suitable course in the Course menu.
2. Select *View*.
3. Scroll the information pages with UP and DOWN.
4. Press ENTER or STOP/CL to stop viewing a course.

5.2.5. Erasing a course (Erase)

With this function you can erase a course from the memory.

1. Select a suitable course in the Course menu.
2. Select *Erase*. Suunto G3 displays the message “ERASE XXX”.
3. Press ENTER to erase the course or press STOP/BACK if you do not want to erase it.

5.3. STATS

With this function you can view and erase game statistics.

5.3.1. Viewing game statistics (View)

With this function you can view the statistics of your previous games.

1. Select *View* in the Stats menu.
2. Select a game.
3. Scroll the stats pages with UP and DOWN.
4. Press ENTER to return to the selection menu.

5.3.2. Erasing games (Erase)

With this function you can erase individual games stored in the memory.

1. Select *Erase* in the Stats menu.
2. Select a game. Suunto G3 displays the message “ERASE HH:MM/DD.MM?”
3. Press ENTER to accept or STOP/BACK to return to the menu.

5.3.3. Erasing all the game statistics (Erase All)

With this function you can erase all the statistics of all the games stored in the memory.

1. Select *Erase all* in the Stats menu. Suunto G3 displays the message 'ERASE ALL GAMES?'
2. Press ENTER to accept or STOP/BACK to return to the menu.

5.4. HISTORY

With this function you can view and reset the history of played rounds.

5.4.1. Viewing the history

The following information is displayed:

- **Games:** Number of played rounds
- **Shots:** Total number of shots
- **Up and down:** Total and percentage
- **Sand save:** Total and percentage
- **GIR:** Total and percentage
- **FIR:** Total and percentage
- **Putts:** Total and average

Press Enter or STOP/BACK to return to the menu.

See chapter 9. Calculation Rules for more information.

5.4.2. Resetting the history files (Reset)

1. Select *Reset* in the History menu. Suunto G3 displays the message 'RESET DD.MM.YY HISTORY?' where the date refers to the date when the history was previously reset.
2. Press ENTER to reset the history or press STOP/BACK if you do not want to reset it.

5.5. HCP INDEX

Enter your current handicap index to obtain the adjusted course handicap for the active course.

NOTE: *The handicap index is issued by your golf club when you turn in your scorecards and is expressed as a number taken to one decimal place.*

The course handicap is calculated from the handicap index and is basically the number of strokes (compensation) you get compared to a scratch golfer (0-handicap) on the specific course.

Your Suunto G3 calculates the adjusted course handicap, which is your course handicap for the specific tees you are playing from.

6. SUUNTO GOLF MANAGER

Suunto Golf Manager (SGM) is a software designed to enhance the functionality of your Suunto G3. You can use it to transfer information such as game scores from the Suunto G3 memory. When you have transferred the data, you can easily organize, view and add related information in it.

The Suunto Golf Manager software is included in your Suunto G3 package on a CD-ROM. You can always download the latest version from www.suunto.com or www.suuntosports.com. Please check for updates regularly as new features are developed continuously.

6.1. INSTALLATION

1. Insert the Suunto Golf Manager CD-ROM into the drive.
2. Wait for the installation to begin and follow the installation instructions.

NOTE: *If the installation does not start automatically, click Start --> Run and type D:\setup.exe.*

6.2. SYSTEM REQUIREMENTS

- Minimum CPU speed 350 Mhz
- 64 MB of RAM
- 40 MB of available hard-disk space
- Microsoft® Windows 98, Windows NT, Windows 2000, Windows XP
- Minimum resolution: 1024 x 768

6.3. PC INTERFACE

With the PC interface cable you can transfer information between your Suunto G3 and your computer. The interface cable is delivered in the same package as your Suunto G3.

6.4. SUUNTO GOLF MANAGER FEATURES

The Suunto Golf Manager display is divided into five separate windows. These windows are shown in the following figure and their functions are briefly introduced in the following sections. (For more detailed instructions, see Suunto Golf Manager Help.)

G-Manager

File Edit View Tools Help

Top Computer

2

3

Scoreboard - Area 51 (History)

II	I	+	0	4	+	0	>	0	0	0	0
Track (Windows/Mouse)	2,215	1,715	1,111	6,111	5,111	7,111	1,111	1,111	1,111	1,111	1,111
Score	+ 225	-70	400	225	400	1,100	225	1,111	225	225	225
PAR	4	3	6	4	7	4	4	3	4	36	
Lead: 11:20H	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	22	
Std. dev. (par)	+ 3		+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	22	
II:LL	70	71	72	73	74	75	76	77	78	79	80
Track (Windows/Mouse)	2,215	1,715	1,111	11,111	4,111	6,111	6,111	11,111	11,111	11,111	11,111
Score	+ 225	-70	400	225	440	1,100	225	1,111	225	225	225
PAR	4	3	6	4	7	4	4	3	4	36	30
Lead: 11:20H	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	22	75
Std. dev. (par)	+ 3		+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	+ 4	22	44

4

Game Info

Game: Area 51

File: Area 51 (1.5.300)

Map: Empty

Map Info: 7.5

Tab: Area 51 (1.5.300)

Game ID: 100

Player: [Empty]

Site: [Empty]

Site ID: [Empty]

Endline: [Empty]

Player ID: [Empty]

5

6.4.1. G-device window (1)

In this window you establish the connection between Suunto G3 and Suunto Golf Manager. After reading the data, Suunto Golf Manager displays the contents (Courses, Rounds and Players) of your Suunto G3.

You can use the icons to reset the device, save settings and transfer data to Suunto Golf Manager. The transfer can also be done by dragging the files and dropping them in the duplicated named folders in the My Computer window.

Connecting your Suunto G3

1. Connect the data cable between your PC and Suunto G3. Suunto G3 displays the text 'SERIAL TRANSFER'.
2. Click *Connect/Refresh*.

NOTE: *Keeping your Suunto G3 connected to the data cable will significantly reduce battery life.*

6.4.2. My Computer window (2)

This window displays the contents of Suunto Golf Manager. When you click on a file, its information is displayed in the Main and Properties windows. You can transfer data to your Suunto G3 by dragging the files and dropping them in the duplicated named folders in the G3-device window.

6.4.3. Main window (3)

This window displays the scorecards, history and trend graphs.

6.4.4. Properties window (4)

In this window you can view and edit the information of the item (player, course etc.) you selected in the My Computer window.

6.4.5. Suuntosports.com window (5)

This window displays the data you have in SuuntoSports.com. You have to be a registered member before you can add, edit and view data. (For more information on SuuntoSports.com, see the next chapter.)

7. SUUNTOSPORTS.COM

SuuntoSports.com is an Internet site for all Suunto wristop computer users. There you can share experiences and data collected using your Suunto G3.

As a Suunto G3 owner, you can register yourself and have access to all golf-related services. These services help you to get the most of your golf and your Suunto G3.

7.1. SYSTEM REQUIREMENTS

- Internet connection (min. 56k modem)
- Internet Explorer 4.0 or newer, Netscape 4.7x or newer
- Display resolution: minimum 800x600 (1024x768 recommended)

7.2. GETTING STARTED

To join the SuuntoSports.com:

1. Connect to the Internet and open your Web browser.
2. Go to www.suuntosports.com.
3. Click *Register* and register yourself and your Suunto G3. You can change and update your personal and equipment profiles in MySuunto afterwards. After the registration you will automatically enter the SuuntoSports.com home page that introduces the site structure and functional principles.

NOTE: Please read the SuuntoSports.com privacy policy before registering.

NOTE: SuuntoSports.com is continuously developed further and its content is subject to change.

7.3. SUUNTOSPORTS.COM CATEGORIES

SuuntoSports.com includes three different categories for each sport: MySuunto, Communities and Sport-specific pages.

7.3.1. MySuunto

MySuunto is intended for your own data. Here you can upload your scores and courses, and store information about yourself and your unit. When you transfer your logs (e.g. played rounds) to MySuunto, they are displayed among your data.

You decide who is allowed to view the data, and you can publish the scores to compare them with your opponents or other Suunto G3 users.

MySuunto also includes a personal calendar where you can make notes regarding your training.

7.3.2. Communities

In Communities, Suunto G3 users can form and maintain user groups. For example, you can form a group with your friends and share your scores and hints, and plan future rounds. You can also apply for a membership in other groups.

Each group has its own homepage at SuuntoSports.com. This page can be used for news, group calendars, bulletin boards etc.

7.3.3. Sport-specific pages

Each sport category has its own sport-specific pages at SuuntoSports.com. They include sport-specific news, bulletin boards and discussion groups. You can propose good golf-related links to be added and upload information on golf and golfing equipment.

You can also publish your own travel diaries, and describe, recommend or comment on travel destinations.

8. CARE AND MAINTENANCE

8.1. CARE OF THE SUUNTO G3

Only perform the procedures described in this manual. Never attempt to disassemble or service your Suunto G3. Protect it from shocks, extreme heat and prolonged exposure to direct sunlight. If not in use, store it in a clean, dry environment at room temperature.

You can wipe your Suunto G3 clean with a lightly moistened (warm water) cloth. If there are stubborn stains or marks, you can apply mild soap to the area. Do not expose your Suunto G3 to strong chemicals such as gasoline, cleaning solvents, acetone, alcohol, insect repellents, adhesives and paint, as they will damage the unit's seals, case and finish.

8.2. WATER RESISTANCE

Suunto G3 is tested with ISO (International Organization for standardization, www.iso.ch) standard 2281. This means that it is water-resistant. In addition to the term 'water resistant', Suunto G3 is marked with an indication of a test overpressure given as a depth in meters (100 m/330 feet). This, however, does not correspond to a diving depth but refers to the pressure at which the water overpressure test was conducted.

This means that you cannot dive to a depth of 100 m/330 ft. with your Suunto G3. Rain, showering, swimming and other normal exposure to water will not affect its operation. However, do not press the buttons under water under any circumstances.

NOTE: *Suunto G3 wristop computers are not meant for diving.*

8.3. REPLACING THE BATTERY

Your Suunto G3 operates on a 3-Volt lithium cell, type: CR 2032. The life expectancy is approximately 12 months.

A low-battery warning indicator is activated on the display when approximately 5–15 percent of the battery capacity is still available. When this occurs, you should replace the battery. However, extremely cold weather may activate the low battery-warning indicator even when the battery is still fully operational. If the battery-warning indicator is activated in temperatures above 10°C (50°F), replace the battery.

NOTE: *Heavy use of the backlight will significantly reduce battery life.*

You can replace the batteries yourself as long as you do it properly to avoid any leakage of water into the battery compartment or computer. Always use original battery replacement kits. (They include a new battery, battery lid and O-ring.) You can purchase the battery kits from official Suunto retailers.

NOTE: *When replacing the battery, also replace the battery lid and O-ring. Never use the old ones.*

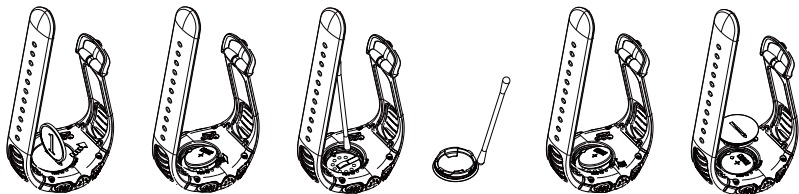
NOTE: *Change the battery at your own risk. Suunto recommends you to have the batteries changed in official Suunto services.*

To replace the battery:

1. Insert a coin into the slot located on the battery compartment cover on the backside of your Suunto G3.
2. Turn the coin counterclockwise until it is aligned with the open position marker.
3. Remove the battery compartment cover and the O-ring, and discard them. Ensure that all surfaces are clean and dry.
4. Remove the old battery carefully.
5. Place the new battery into the battery compartment under the metal flap, with the positive side facing up.
6. With the O-ring in the correct position, replace the battery compartment cover and turn it with the coin clockwise until it is aligned with the closed position marker. Do not press onto the battery compartment cover while turning it with a coin.

NOTE: Perform battery replacement with extreme care to ensure that your Suunto G3 remains water resistant. Careless battery replacement may void warranty.

WARNING: This Suunto product contains a Lithium cell. To reduce risk of fire or burns, do not disassemble, crush, puncture, short external contacts, charge or dispose of in fire or water. Replace only with manufacturer specified batteries. Recycle or dispose of used batteries properly.



9. DEFINITIONS AND CALCULATION RULES

This chapter contains definitions and formulas that your Suunto G3 uses to calculate the statistics and scores.

Course handicap (CHCP)

This is the adjusted course handicap for the current course and tee you are playing on.

CHCP is calculated from your Handicap Index.

Formula:

$$\text{CHCP} = (\text{THE PLAYERS HANDICAP INDEX} \times \text{SLOPE RATING}) / 113 + (\text{COURSE RATING} - \text{PAR})$$

NOTE: *On courses that have 9 holes, the par is multiplied by two.*

Course Rating (C.R.)

This represents the playing difficulty of a course for scratch golfers (0-handicap) under normal course and weather conditions. The course rating is used to adjust your course handicap for a specific set of tees.

Fairway hit (FIR)

This determines whether your opening shot landed on the fairway. It is registered only on holes where par is greater than 3. (On par 3's the opening shot should land on green.)

Formula:

$$\text{FAIRWAY MARKINGS} / \text{HOLES WHERE FAIRWAY IS POSSIBLE}$$

Green in regulation (GIR)

This determines your ability to play the fairway in a regulated amount of shots having 2 putts left for playing a par.

GIR is registered automatically on all holes where

Formula:

SHOTS - PUTTS = PAR - 2 OR SMALLER / ALL THE PLAYED HOLES.

Handicap Index

This is the handicap provided by your golf club when you turn in your scorecard. It is expressed with a number taken to one decimal place and represents your potential scoring ability.

Match play score

The player with higher handicap receives the difference between the players' course handicaps as a compensation for the holes he/she is entitled to (determined by the stroke index).

EXAMPLE: *If player A's handicap is 20 and player B's handicap is 15, player A receives 1 shot compensation for 5 most difficult holes (Stroke Index 1-5).*

The winner is the one who has won most holes. The game ends when the player with lower score cannot win enough holes to tie with the leader.

In this case:

- The winner's total score is the difference of the number of holes won by both players
- The loser's total score is the number of unfinished holes.

EXAMPLE: *If player A is in the lead by 3 points after the 15th hole and wins the 16th hole, the game ends. The score is 4-2 in favor of the player A. The winner's score is always displayed first.*

If the game is interrupted for some reason, the score for each player is the number of holes they have won.

EXAMPLE: *If the player A has won 4 holes and player B 3 holes, player A wins the game by 4-3.*

In case the game ends in a tie after 18 holes, the score is 1-1.

Stableford score

Formula:

STABLEFORD POINTS = 2 + (HOLE PAR + HANDICAP COMPENSATION - STROKES)

Sand save

Sand save determines that the player has succeeded to recover from a bunker and score a par.

NOTE: *The sand save takes into account all holes where you made a bunker marking. To maintain the correct sand save percentage, you need to mark a bunker also on the holes where you did not score a par. Otherwise the Sand save % will show 100%.*

The **Sand** save does not distinguish the number of putts used and thus it will not determine if your sand save was accomplished from a green bunker unless you intentionally only mark green bunkers.

Formula:

SANDSAVE% = SAND SAVE MARKINGS / (NUMBER OF HOLES WITH SAND SAVE OR BUNKER MARKINGS) X 100%

Slope Rating

This represents the relative difficulty of a course for a non-scratch golfer.

Strokeplay score

Formula:

NET STROKES = HOLE SCORE - HANDICAP COMPENSATION

Up and down

This is possible if you have played the hole within the par, used only 1 putt, and the last stroke took place close to the green.

Formula:

UP AND DOWN MARKINGS X 100 / NUMBER OF HOLES WHERE UP AND DOWN WAS POSSIBLE

Up and down is possible if:

HOLE SCORE - PUTTS = PAR -1

10. TECHNICAL SPECIFICATIONS

- Operating temperature -20 C to + 50 C / -5 F to 120 F
- Storage temperature -30 C to + 60 C / -22 F to 140 F
- Weight 60 g
- Water-resistant 100 m/330 ft.
- Mineral crystal glass
- Aluminum case
- User replaceable battery CR2032
- PC-Interface with RS-232 serial connector

11. TERMS AND CONDITIONS

11.1. COPYRIGHT

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11.4. ISO 9001 COMPLIANCE

Suunto's Quality Assurance System is certified by Det Norske Veritas to be ISO 9001 compliant in all SUUNTO Oy's operations (Quality Certificate No. 96-HEL-AQ-220).

12. LIMITS OF LIABILITY

If this product should fail due to defects in materials or workmanship, Suunto Oy will, at its sole option, repair or replace it with new or rebuilt parts, free of charge, for two (2) years from the date of its purchase.

This warranty is only extended to the original purchaser and only covers failures due to defects in materials and workmanship that occur during normal use while in the period of the warranty.

It does not cover battery, battery replacement, damage or failures resulting from accidents, misuse, neglect, mishandling, alteration or modifications of the product, or any failure caused by operation of the product outside the scope of its published specifications, or any causes not covered by this warranty.

There are no express warranties except as listed above.

The client can exercise the right to repair under the warranty by contacting Suunto Oy's Customer Service department to obtain a repair authorization. Suunto Oy and its subsidiaries shall in no event be liable for any incidental or consequential damages arising from the use of or inability to use the product.

Suunto Oy and its subsidiaries do not assume any responsibility for losses or claims by third parties that may arise through the use of this instrument.

www.suunto.com