Establishing Waypoints

1. Turn the GPS unit on by pushing and holding down the POWER button.
2. Wait for the unit to get a GPS lock. (This happens quickly if recently used and it has better efficiency when used outdoors). Once the GPS receiver has acquired the satellites, then the GPS receiver will show something similar to this text: "Ready to Navigate - Accuracy 10 feet".
3. Push the PAGE button until you reach the page that says "MENU" at the top.
4. Using the ARROW buttons to scroll to the option called "MARK" and press the OK button.
5. You should now be at the Mark Waypoint page (a person will be kneeling down with a flag in his hand). You can now rename this waypoint. To rename the waypoint, make sure the current waypoint (i.e. 001, 002, etc.) is highlighted (by using your Arrow buttons) and press the OK button. Press the OK button again to activate the "Edit Waypoint Name" page. Once this page is loaded, select your "new" name by using the ARROW buttons and by pushing the OK button. Once finished, then select and highlight "OK" at the bottom of the screen (by using your Arrow buttons) and then press the OK button again.
6. You have just made a waypoint—Congratulations!
7. A simple way to make a waypoint is to press and hold the OKAY button and the "waypoint page" will appear. To change the name of the waypoint read step 5.
**Viewing Waypoints**

1. Press the **PAGE** button and go to the main "MENU" page.
2. Select/highlight "WAYPOINT" and push the **OK**, then select/highlight "LIST ALL" and press **OK**.
3. To move the cursor to the other side of the page, press **OK**.
4. Select the appropriate waypoint and press **OK**.
5. The review waypoint page should now appear.
6. Select/highlight "GO TO" from the list of commands and press the **OK** button.
7. The compass page will now appear and the name of the waypoint will appear on the compass along with FINAL DISTANCE (miles), AARIVAL TIME, BEARING, HEADING, TRIP ODOMETER, TIME or DATE at the bottom of the screen.
8. The students will walk toward the waypoint (if they are walking the correct direction the arrow will be pointing straight up).
9. In order to stop navigation, press the **OK** button and select **OK** a second time.
10. To find other waypoints, repeat steps 1–8.