

DGT CLOCK SETTINGS

MAIN OPTIONS - ADJUSTABLE

- 21 70 minutes for first 35 moves then 10 minutes all moves with 10 second increments throughout (ALL CLUB TOURNAMENTS AND LEAGUE MATCHES)
- 18 61 minutes all moves with 10 second increments from the start (POSSIBLE CLUB OPEN OPTION IF AGREED)

We have set clocks to these values but they are adjustable subject to the relevant tournament rules. However if you do change the settings please restore these values when you finish. In case someone has not done so you should check by holding down the tick symbol on the right hand side of the bottom of the clock before you start.

- 3 All moves in whatever time you set for each side (no increments)(COULD ALSO BE USED FOR CLUB OPEN IF AGREED WITH MINIMUM OF 61 MINUTES)

OTHER OPTIONS – NOT ADJUSTABLE

- 16 25 minutes all moves, 3 seconds increment each move
- 22 5 minutes all moves, up to 3 seconds delay each move (known as Bronstein - you can't actually gain time)

There are many other options which are set out in the manuals in each clock box (last page and at pages 4 to 7 and at page 10) and on the bottom of the clock.

IN PLAY OPERATIONS

To pause clock press the middle button, press again to restart.

To adjust times during the game press middle button and hold for 3 seconds, and adjust the flashing digits by adding or subtracting and then ticking in turn.

To check the number of moves recorded after black's move press the add button – however take care as this will give a wrong number if any errors have been made, eg an illegal move has been taken back.