

## Best way to set the Chronos II clock for time controls with one time segment and a delay



There are several ways you can set the longer Chronos model clock for time controls with one time segment and a delay. Some show the delay countdown, one does not show the delay countdown and instead has the colons flash during the delay countdown, and one uses the Bronstein form of delay. Having the delay countdown shown is generally the preferred method in the US. This way you can tell exactly how much base and delay time you have remaining when in time pressure. Also, a lot of people in the US aren't familiar with the Bronstein form of delay and it can confuse your opponent into thinking the clock is incorrectly set for increment.

The time controls with one time segment and a delay that are currently used by the PCC are G/3;d2, G/15;d5, G/60;d5, G/45;d15, G/120;d5, and G/120;d15. To set G/3;d2 with the delay countdown showing, you can use settings An - 1A, CH - A1, or An - 1. An - 1A and CH - A1 are set in minutes and seconds and An - 1 is set in hours, minutes, and seconds. CH - A1 is pre-set to beep each time a player presses the clock so make sure you change that to turn the beep off. Since An - 1A allows a maximum base time of 9:59, you must use CH - A1 or AN - 1 for G/15;d5 and G/60;d5. Since CH - A1 allows a maximum base time of 99:59 and maximum delay time of 9 seconds, you must use An - 1 for G/45;d15, G/120;d5, and G/120;d15.