

## Setting the popular digital clocks for a single time control with an increment

Notes: 1) All of the clocks listed below that do increment will automatically give the increment for each player's second move onward. However, only some of the clocks automatically give the increment for each player's first move. Under US Chess and FIDE rules you get the increment for move one as well unless it's stated otherwise (same as delay in which you get the delay for the first move). For example, for G/90;inc30 you start with ninety minutes and thirty seconds on the first move when the game starts. The DGT, Zmart, and Omcor clocks automatically give the increment for move one (and the Zmart clocks add the increment to your total time when your opponent presses their clock, known as "add before"). The Saitek Competition Pro will give the increment for move one if you use an "add before" setting but won't if you use an "add after" (the clock adds the increment to your base time after you press the clock) setting. The VTEK300 will automatically give the increment for move one in the FIDE mode but won't in the US Chess or Custom modes. The Excalibur and Chronos do not automatically give the increment for move one. If the clock does not automatically give the increment for move one, the increment needs to be manually added to the base time so you get the increment for move one. A variation to US Chess rules will be used in that failure to set the clock for the increment for move one will not be grounds to contest a time forfeit claim and the clock will not be adjusted to add the increment for move one once the game has begun. 2) Most of the clocks listed below are set and displayed in hours and minutes (at least when setting the clock for a single time control with an increment) and thus the base time for a time control such as G/120;inc30, for example, should be set for 2:00 (two hours) and not 1:20. The VTEK300 and Excalibur are set in minutes so for G/120;inc30 the base time should be set to 120. Once set the VTEK300 is displayed in hour, minutes, and seconds and the Excalibur is displayed in minutes. 3) Under US Chess rules the clock should be set, if possible, so if one player runs out of time, the time of the other player continues to run normally. Under FIDE rules the clock should be set, if possible, to 'freeze' when one player runs out of time. 4) Under US Chess and FIDE rules the clock should be set to produce no sound.

### VTEK300



Select the time control from "Time Controls", "Global List", and then "Bullet Games" option 5 for G/3;inc2, "Short Games" option 14 for G/15;inc10, "Long Games" option 25 for G/90;inc30 and option 27 for G/120;inc30. Create the time control from "time controls", "create new" for other time controls. If using the US Chess or Custom modes, remember to manually add the increment to the base time so you get the increment for move one. The only way to manually add seconds to a time control before the game starts is to use the TD adjust feature (the seconds will not be saved if you access the time control again from your favorites or the recent list but it will be saved if you access it via the last game feature). Notes-1) In the increment mode make sure "Fischer", not "Bronstein", is selected. 2) Make sure you have the tenths of a second turned on for the end of the game, otherwise if a player gets below one second but still has some tenths of a second left it will look like the player has run out of time since the clock will show "0:00". 3)-There is a deficiency with the versions of this clock prior to version 1.0.3 when using increment in the FIDE or US Chess modes (see the about section in the preferences to see what version the clock you have). If a player runs out of time but presses the clock, the clock will add the increment back to the player's base time. If no one notices that the player ran out of time before they pressed the clock, no one will know the player ran out of time. Due to this deficiency, it is highly recommended that you use the custom mode and turn the freeze function on, despite the fact that having the freeze function off is preferred under US Chess rules.

### DGT 3000



Select option 10 for G/3;inc2, option 11 for G/25;inc10, option 12 for G/90;inc30, and create the time control using one of the options 26 through 30 for other time controls.

### DGT 2010



Select option 15 for G/3;inc2, option 16 for G/25;inc10, option 17 for G/90;inc30, and create the time control using option 18 for other time controls. Note: One thing that has caused this clock to be set wrong when using option 18 is that after setting the hours and minutes of base time for a player, the next screen that comes up on the clock may seem like this is where you set the increment but this is where you set the seconds on the base time. Only after setting the hours, minutes, and seconds of base time for both players do you get to the screen where you set the increment for each player.

### DGT XL



Select option 10 for G/3;inc2, option 11 for G/25;inc10, option 12 for G/90;inc30, and create the time control using option 00 for other time controls.

### DGT North American



Select option 13 for G/3;inc2 and create the time control using option 14 for other time controls. Note: One thing that has caused this clock to be set wrong when using option 14 is that after setting the hours and minutes of base time for a player, the next screen that comes up on the clock may seem like this is where you set the increment but this is where you set the seconds on the base time. Only after setting the hours, minutes, and seconds of base time for both players do you get to the screen where you set the increment for each player.

### Excalibur Game Time II



Create the time control using one of the settings U1 through U5. (this is the only way to manually add seconds to the base time before the game starts so you get the increment for move one).

### Chronos GX/FX (the shorter Chronos)



Select setting "tn - 1". It is preset for G/30;inc0. Adjust the base and/or increment time if necessary. Remember to manually add the increment to the base time so you get the increment for move one.

### Chronos II (the longer Chronos)



Select setting "CH - P5". It is preset for G/20;inc6. Adjust the base and/or increment time if necessary. Remember to manually add the increment to the base time so you get the increment for move one.

### ZMart Pro



Set the increment using "INC" followed by the base time using "HH:MM" (hours and minutes) or "MM:SS" (minutes and seconds).

### ZMart Fun (ZMF II)



Set the increment using "INC" followed by the base time using "HH:MM" (hours and minutes) or "MM:SS" (minutes and seconds).

### Omcron GT960



Select option 24 for G/3;inc2, option 25 for G/15;inc10, option 26 for G/25;inc10, option 27 for G/90;inc30, and create the time control using option 28 for other time controls. Note: One thing that has caused this clock to be set wrong when using option 28 is that after setting the hours and minutes of base time for a player, the next screen that comes up on the clock may seem like this is where you set the increment but this is where you set the seconds on the base time. Only after setting the hours, minutes, and seconds of base time for both players do you get to the screen where you set the increment for each player.

### Saitek Competition Pro (the silver Saitek)



If you want the increment in the “add before” setting, select option 4A for G/3;inc2, 4B for G/50;inc2, 4C for G/1;inc60 (one minute with a sixty second increment), and use one of those options and adjust the base and/or increment time for other time controls. Use setting 4D if you want the increment in the “add after” setting. It is preset for G/1;inc60. Adjust the base and/or increment time if necessary. If you use the “add after” setting, remember to manually add the increment to the base time so you get the increment for move one. Note-occasionally this clock freezes and won’t do anything when you turn it on. If this happens, take out the batteries and put them back in and the clock should work.

### Saitek Competition (the blue Saitek)



Note-this clock does not do increment and should only be used if there is no increment capable clock available. Unless stated otherwise, the clock should be set for the same base time and substitute delay for increment. Select option 2A for G/25;d5, 2B for G/60;d5 and use one of those settings and adjust the base and/or delay time for other time controls. Note-occasionally this clock freezes and won't do anything when you turn it on. If this happens, take out the batteries and put them back in and the clock should work.