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

Notes: 1) All the clocks listed below that do increment (also commonly known as Fischer and bonus timing) 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 unless it's stated otherwise (same as delay in which you get the delay for the first move). For example, for G/3;inc2 you start with three minutes and two seconds for the first move when the game starts. When set correctly, the clock will either: 1) show 3:02 before the game starts and not add any time when the clock is started for each players first move or 2) show 3:00 before the game starts and add the increment for move one right when your opponent starts your time for move one. If the clock does not automatically give the increment for move one, the increment needs to be added manually 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) Time controls are usually stated in minutes but a number of clocks are set in hours, minutes, and seconds and thus the base time on these clocks for a time control such as G/120;inc30 should be set to 2:00 (two hours), not 1:20. 3) Under US Chess and FIDE rules the clock should be set to produce no sound. All the clocks listed below are preset to produce no sound (at least when setting the clock for a single time control with an increment) except the Chronos Blitz/GX/FX which is preset to beep after each move and when a player runs out of time and the Saitek clocks which have the option of turning the clock on with the sound off or on. 4) 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.

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. The clock is initially set in minutes and displayed in hours, minutes, and seconds (and has the option to display tenths of a second starting when the time goes below one minute all the way up to when the time goes below one hour). The clock automatically gives the increment for move one if it's in the FIDE mode in the preferences. If the clock is in the US Chess or custom modes, you have to manually add the increment to the base time so you get the increment for move one. The only way to add seconds is to use the TD adjust feature (the seconds will not be saved if you access the time control again from the favorites or the recent list but it will be saved if you access it via the last game feature). In the increment mode option in the preferences make sure "Fischer", not "Bronstein", is selected. Make sure you have the tenths of a second turned on for the end of the time control in the time format option in the preferences, 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 just show "0:00" (and it can be beneficial to have the tenths of a second on for the end of the time control anyway). Note-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 you use the custom mode and turn the freeze function on, even though having the freeze function off is preferred under US Chess rules.

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). "MM:SS" allows a maximum time of 59:59. The clock automatically gives 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). "MM:SS" allows a maximum time of 59:59. The clock automatically gives the increment for move one.

Chronos Blitz/GX/FX (the shorter Chronos)

Virtually any single time control with an increment you may play with can be set using "tn - 1". It is preset for G/30;inc0. Under this setting the clock is initially set in hours and minutes. It has the option to start being displayed in minutes and seconds once the time goes below one hour, forty minutes, such as 99:45. To have the seconds shown as soon as possible, which can be beneficial, cycle through the options until you get to "dp opt" and make sure the first digit is 1. If you don't set the clock to start showing seconds as soon as possible, it will start showing seconds once the time goes below one hour. The clock does not automatically give the increment for move one so it has to be added manually to the base time. The only way to add seconds when using setting "tn - 1" is to start the clock, pause it, and then add the seconds. If you have the time control saved in your favorites, the seconds will not be saved when you access the time control again. Remember to turn the beep off for each move and when a player runs out of time. Setting "F1" can also be

used for some time controls with a base time of less than ninety-nine minutes and fifty-nine seconds (not ninety-nine seconds as the manual may state). This setting has the advantage of allowing tenth of a second to be shown once the time goes under one minute and forty seconds and allows seconds to be added in a less cumbersome way. **However, this setting should not be used if you think there is any chance a player's time may increment above ninety-nine minutes and fifty-nine seconds as the clock will not increment above this.** "F1" is preset for G/5;inc0. Under this setting the clock is set in minutes and seconds and has the option to always be displayed this way or be displayed in seconds and tenths of a second once the time goes below one minute, forty seconds, such as 89_4. To have the tenths of a second shown, which can be beneficial, cycle through the options until you get to "dp opt" and make sure the first digit is 1. Remember to turn the beep off for each move and when a player runs out of time.

Chronos II (the longer Chronos)

Note: there are a number of different versions of this clock and the following only applies to the most recent versions of this clock. Select setting "CH - P5". It is preset for G/20;inc6. The clock is set and displayed in hours, minutes, and seconds under this setting. The clok does not automatically give the increment for move one so it has to be added manually to the base time. Notes-1) The manual refers to increment as progressive timing. 2) For some time controls with a base time of less than ten minutes, it is possible to set the initial time control using "CH – P4" but it's recommended that this setting be avoided completely as the clock will not increment above nine minutes and fifty-nine seconds.

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. The clock is set and displayed in hours, minutes, and seconds. The clock automatically gives the increment for move one.

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. The clock is set in hours, minutes, and seconds and displays seconds

when under twenty minutes. The clock automatically gives the increment for move one. Note: One thing that has caused this clock to be set wrong when using option 18 is after setting the hours and minutes of base time for one of the players, the next screen that comes up may seem like this is where you set the increment for this player, but this is where you set the seconds on the base time. Only after setting the hours, minutes, and seconds of base time for each player do you get to the screen where you set the increment for each player.

DGT North American

Select option 13 for G/3;inc2 and create the time control using option 14 for other time controls. The clock is set in hours, minutes, and seconds and displays seconds when under twenty minutes. The clock automatically gives the increment for move one. Note: One thing that has caused this clock to be set wrong when using option 14 is after setting the hours and minutes of base time for one of the players, the next screen that comes up may seem like this is where you set the increment for this player, but this is where you set the seconds on the base time. Only after setting the hours, minutes, and seconds of base time for each player 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. The clock is set in hours, minutes, and seconds and displays seconds when under twenty minutes. The clock automatically gives the increment for move one. Note: One thing that has caused this clock to be set wrong when using option 00 is after setting the hours and minutes of base time for one of the players, the next screen that comes up may seem like this is where you set the increment for this player, but this is where you set the seconds on the base time. Only after setting the hours, minutes, and seconds of base time for each player do you get to the screen where you set the increment for each player.

Omcor 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. Under these settings the clock is set and displayed in hours, minutes, and seconds. The clock automatically gives the increment for move one. Note: One thing that has caused this clock to be set wrong when using option 28 is after setting the hours and minutes of base time for one of the players, the next screen that comes up may seem like this is where you set the increment for this player, but this is where you set the seconds on the base time. Only after setting the hours, minutes, and seconds of base time for each player 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. The clock does not automatically give the increment for move one and using one of the user settings is the only way to manually add seconds to the base time before starting the clock. When setting the clock for a single time control with one of the user settings, set the primary and secondary time controls to zero and create the time control in the sudden death phase. Under this setting the clock is set in minutes and seconds (and you actually set the seconds first) and displayed in minutes and has the option to display seconds at all times or just when under ten minutes. To have the seconds shown at all times, which can be beneficial, cycle through the options and make sure it says "Second ON". Note-the manual and clock mainly refers to increment as "accumulate", or "ACCUM" for short.

Leap PQ9912/Wholesale Chess Advanced

Select option 3 for G/90;inc30, option 8 for G/3;inc2, option 9 for G/5;inc3, option 10 for G/15;inc10, option 11 for G/20;inc10, option 12 for G/50;inc10, option 13 for G/75;inc30, option 31 for G/45;inc10, option 32 for G/45;inc30, and option 33 for G/60;inc20 and use one of these options and adjust the base and/or increment time for other time controls. The clock is set and displayed in hours, minutes, and seconds. The clock automatically gives the increment for move one. Note-this clock allows a maximum increment of fifty-nine seconds and thus can't be set for an increment of sixty seconds which is occasionally used. This clock should only be used for a time control with a sixty second increment if no clock with a sixty second increment is available. Unless stated otherwise, the clock should be set for the same time control except substitute inc59 for inc60.

Saitek Competition Pro (the silver Saitek)

If you want the increment implemented in the method where it's added to your total time right after your opponent presses their clock, 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. If you want the increment implemented in the method where the increment is added to your total time right after you press your clock, select option 4D. It is preset for G/1;inc60. The clock is set in hours, minutes, and seconds and displays seconds when at twenty minutes or below. The clock automatically gives the increment for move one if using 4A, 4B, or 4C but needs to be added manually to the base time if using 4D. Remember to turn the clock on with the sound off. Note-occasionally this clock freezes and won't do anything. If this happens, take the batteries out and put them back in and the clock should work.

Saitek Competition (the blue Saitek)

Note-this clock does not do increment but does delay and thus should only be used for an increment time control 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. The clock does the countdown form of delay (also known as simple or US delay) but not the Bronstein form of delay. 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. Under these settings, the clock is set in hours and minutes and displays seconds when at twenty minutes or below. Remember to turn the clock on with the sound off. Note-occasionally this clock freezes and won't do anything. If this happens, take the batteries out and put them back in and the clock should work.