

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

Notes: 1) All of the clocks listed below that do increment (also 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 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 Zmart, DGT, Omcor, and Leap/Wholesale 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 VTEK300 will automatically give the increment for move one in the FIDE mode but won't in the US Chess or Custom modes. The Saitek Competition Pro will automatically 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 Chronos and Excalibur 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 in hours, minutes, and seconds (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 to 2:00:00 (two hours) and not 1:20:00. The blue Saitek can only initially be set in hours and minutes. Once set, some of the clocks only display seconds if a player has less than twenty minutes. The Zmart clocks can be set and displayed in hours and minutes or minutes and seconds (and the clock can be set for a maximum initial time of 59:59 if setting the clock in minutes and seconds). The Chronos Blitz/GX/FX depends on the time and setting used as to whether it's set and displayed in hours and minutes or minutes and seconds (and the clock has a maximum time of 99:99 if setting the clock in minutes and seconds-see the important note about this below). The Excalibur is set in minutes and seconds when using the setting recommended in this document so for G/120;inc30 the base time should be set to 120:00. The clock will always show seconds when under ten minutes and has the option to display seconds at all times. The VTEK300 is initially set in minutes so for G/120;inc30 the base time should be set to 120. Once set it is displayed in hour, minutes, and seconds. 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. 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 Saitek clocks which have the option of turning the clock on with the sound off or on.

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. Remember, this clock is initially set in minutes and displayed in hours, minutes, and seconds. 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 the favorites or the recent list but it will be saved if you access it via the last game feature). In the increment mode 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, 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” (and it’s beneficial to have the tenths of a second on anyway for the end of the time control). 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 that you use the custom mode and turn the freeze function on in the preferences, despite the fact that having the freeze function off is preferred under US Chess rules.

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.

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.

Chronos Blitz/GX/FX (the shorter Chronos)



Virtually any single time control with an increment that 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 and once the game begins, has the option to be displayed this way or be displayed in minutes and seconds once a player gets below one hour, forty minutes). Adjust the base and/or increment time if necessary. When using setting “tn - 1”, the only way to add seconds to the base time before the game begins so you get the increment for move one is to start the clock, pause it, and then add the seconds for both sides. Setting F1 can also be used for some time controls with a base time of less than ninety-nine minutes and ninety-nine seconds. This setting has the advantage of allowing tenth of a second to be shown once a player gets under one minute and forty seconds and allows seconds to be added to the base time 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 ninety-nine seconds to 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 be displayed this way or in seconds and tenths of a second once a player gets below one minute, forty seconds). 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. Note-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.

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 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.

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.

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. 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.

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). Remember, under this setting the clock is set in minutes and seconds and displayed in minutes and either seconds at all times or just when under ten minutes.

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. 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 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. Remember to turn the clock on with the sound off. 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 but does delay and thus 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. This clock does the countdown (or US, simple) form of 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. Remember, the clock is set in hours and minutes. Remember to turn the clock on with the sound off. 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.