Setting the popular digital clocks for one or two time controls with an increment

Notes:

1) For time controls with two time periods, it's currently standard in US Chess and FIDE rated tournaments to have the increment (also commonly known as bonus and Fischer) in effect on both time controls so this document only shows how to set clocks with the increment in effect on both time controls.

2) Under US Chess and FIDE rules the players get the increment for move one (e.g., for G/3;inc2 each player gets 3:02, not 3:00, to complete move one) but not all clocks automatically give the increment for move one when you set increment on the clock. If the clock does not automatically give the increment for move one, the increment time needs to be added manually to the base time, if possible, so the players get the increment for move one. US Chess rules recommend that if the game is started without the increment applied for move one, that the TD not allow the clock to be adjusted to add the increment for move one and that this should not be allowed as grounds to contest a time forfeit claim. This document mentions which clocks/settings on the clocks do not automatically give the increment for move one.

3) US Chess and FIDE rules recommend that increment be displayed on the clock in the "add-after" method, which is where the increment is added to the players display right after they press their clock, so the players can always see on the display how much time they will have for their next move when they are low on time. Some clocks/settings display increment in the "add-before" method, which is where the increment is not added to the players display until the opponent presses their clock, This document shows how to set the clocks in the preferred "add-after" method unless the clock doesn't support the "add-after" method.

4) Different clocks/settings add the second time control to the display in different ways. Some add the second time control once the prescribed number of moves (or more precisely, clock presses) in the first time control are met. Some add the second time control once the time in the first time control runs out and only if the prescribed number of moves in the first time control are met. Some add the second time control independently for each player once their time in the first time control runs out, regardless of if the prescribed number of moves in the first time control were met. Some add the second time control simultaneously for both players once the time in the first time control runs out for one of the players, regardless of if the prescribed number of moves in the first time control were met. Some do not support multiple time controls and thus the second time control has to be added manually. In FIDE the generally preferred method is for the clock to support multiple time controls but have the move counter off since the move counter will be inaccurate if the clock is pressed too few or too many times. US Chess doesn't have a preference one way or the other on having the move counter on or off. This document will show how to set the clocks for all the methods each clock supports.

5) Time controls are usually stated in minutes but most 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.

6) Under US Chess and FIDE rules the clock should be set to produce no sound.

7) 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 with an increment time control the clock should be set, if possible, to 'freeze' when one player runs out of time.

Tap N Set

The time on the clock can be set with an app on a compatible smartphone, either choosing between numerous presets or creating the time control manually. To set the time on the clock without a smartphone, set the increment using the "INC" setting and for one time control set the base time using the "HH:NN" (hours and minutes) setting or the "MM:SS" (minutes and seconds, which allows a maximum time of 59:59) setting and for two time controls use the setting that starts with "P-". The base time is set in minutes under the "P-" setting. If a number of moves is set in the first time control, after about five seconds after each move the clock will show the number of moves made by each player on the screen for the rest of the players turn and will add the second time control once the prescribed number of moves in the first time control is met. The clock allows two time controls to be set with the move counter off by choosing "2t" within the "P-" setting and this will cause the number of moves to never be displayed on the screen and for the second time control to be added independently for each player once their time in the first time control runs out, regardless of if the prescribed number of moves were met. The most recent version of this clock allows increment to be displayed in the "add-after" method by choosing this option in the "INC–" setting. The clock is displayed in hours and minutes if the time remaining is at least one hour, in minutes and seconds if the time remaining is less than one hour and at least one minute, and seconds and tenths of a second if the time remaining is less than one minute.

ZMart Fun (ZMF II)

Set the increment using the "INC" setting and for one time control set the base time using the "HH:MM" (hours and minutes) setting or the "MM:SS" (minutes and seconds, which allows a maximum time of 59:59) setting and for two time controls use the setting that starts with "P-". The base time is set in minutes in the "P-" setting. When a number of moves is set in the first time control, the number of moves made by each player will appear on the screen for about 0.5 seconds after each move and the clock will add the second time control once the prescribed number of moves in the first time control is met. The more recent versions of this clock allow two time controls to be set with the move counter off by choosing "2t" within the "P-" setting and this will cause the number of moves made to never appear on the screen and the second time control to be added independently for each player once their time in the first time control runs out, regardless of if the prescribed number of moves were met. The most recent versions of this clock allow increment to be displayed in the "add-after" method by choosing this option in the "INC–" setting. The clock is displayed in hours and minutes if the time remaining is at least one hour, in minutes and seconds if the time remaining is less than one hour and at least one minute, and seconds and tenths of a second if the time remaining is less than one minute.

Set the increment using the "INC" setting and for one time control set the base time using the "HH:NN" (hours and minutes) setting or the "MM:SS" (minutes and seconds, which allows a maximum time of 59:59) setting and for two time controls use the setting that starts with "P-". The base time is set in minutes in the "P-" setting. When a number of moves is set in the first time control, the number of moves made by each player will appear on the screen for about 0.5 seconds after each move and the clock will add the second time control once the prescribed number of moves in the first time control is met. The more recent versions of this clock allow two time controls to be set with the move counter off by choosing "2t" within the "P-" setting and this will cause the number of moves made to never appear on the screen and the second time control to be added independently for each player once their time in the first time control runs out, regardless of if the prescribed number of moves were met. The most recent versions of this clock allow increment to be displayed in the "add-after" method by choosing this option in the "INC–" setting. The clock is displayed in hours and minutes if the time remaining is at least one hour, in minutes and seconds if the time remaining is less than one hour and at least one minute, and seconds and tenths of a second if the time remaining is less than one minute.

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, and "Multi Phase" option 31 for 40/90,SD/30;inc30. Create the time control from "Time Controls", "Create New" for other time controls. Custom time controls are set in minutes and all time controls are 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). **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".** 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 recent list but it will be saved if you access it via the last game feature). For two time controls, if you want the move count displayed on the screen at all times in the first time control and for the clock to add the second time control once the prescribed number of moves in the first time control is met, put the clock in the US Chess or custom mode. If you don't want the move count

displayed on the screen and for the second time control to be added independently for each player once their time in the first time control runs out and only if the prescribed number of moves in the first time control were met, put the clock in the FIDE mode. **Note-there is a deficiency with the versions of this clock prior to version 1.0.3 when using increment in the FIDE mode, US Chess mode, or Custom mode with the freeze function off** (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.

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. When setting the clock for two time controls with one of the user settings, set the first time control with the "primary" phase, set the secondary time control to zero, and set the second time control with the sudden death phase. For two time controls, make sure the "ACCUM ALL" is turned on so the increment will apply to both time controls. Under these settings 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 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.

DGT 3000

Select option 10 for G/3;inc2, option 11 for G/25;inc10, option 12 for G/90;inc30, option 13 for X/90,SD/30;inc30 if you want the second time control added simultaneously for both players once the time in the first time control run out for one of the players, regardless of if the prescribed number of moves in the first time control were met, 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. When manually creating an increment time control, you have the option to set the prescribed number of moves in the first time control,

which will add the second time control once the prescribed number of moves in the first time control is met, or set the number of moves to zero which will add the second time control simultaneously for both players once the time in the first time control runs out for one of the players, regardless of if the prescribed number of moves in the first time control were met. Set the number of moves to zero if there is only one time control.

DGT 2010

Select option 15 for G/3;inc2, option 16 for G/25;inc10, option 17 for G/90;inc30, option 19 for X/90,SD/30;inc30 if you want the second time control added for both players simultaneously once the base time in the first time control runs out for one of the players, regardless of if the prescribed number of moves in the first time control were met **(note-on the original version of this clock, which has four red buttons in the front instead of dark blue buttons**, **option 19 only adds 15 minutes for the second time control, regardless of what may be written on the bottom of the clock. Therefore, the original version of this clock should be set for X/90,SD/30;inc30 manually using option 21)**, and create the time control using option 18 for other single time controls and option 21 for other two time controls (set all the values in the third and fourth time controls to zero when using option 21 to set a time control with two time periods). The clock is set in hours, minutes, and seconds and displays seconds when under twenty minutes. When manually creating an increment time control with two periods, you have the option to set the prescribed number of moves in the first time control, which will add the second time control once the prescribed number of moves in the first time control is met, or set the number of moves to zero which will add the second time control simultaneously for both players once the time in the first time control runs out for one of the players, regardless of if the prescribed number of moves in the first time control were met. **Note-some things that have caused this clock to be set wrong when using options 18 or 21 are:** 1) after setting the hours and minutes of base time for one of the players in the first or only time control, the next screen that comes up 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 in the first or only time control for each player do you get to the screen where you set the increment (and you set the increment for each player independently if using option 18 and for both players simultaneously if using option 21). 2) When using option 21, after setting the increment in the first time control (which automatically sets the same increment for the other time controls), people have been confused on what the next screen means. This is where you set the number of moves in the first time control simultaneously for both players. 3) When using option 21, After setting the base time in the second time control simultaneously for both players (in hours and minutes on the first screen and then seconds on the next screen), the next screen that comes may seem as if this is where you set the increment but this is where you set the number of moves in the second time control (which you set to zero when there are only two time controls). The increment is automatically set for all periods with whatever you set it for in the first time control.

DGT North American

Select option 13 for G/3;inc2, option 15 for X/90,SD/15;inc30 if you want the second time control added for both players simultaneously once the base time in the first time control runs out for one of the player regardless of if the prescribed number of moves in the first time control were met, and create the time control using option 14 for other single time controls and option 16 for two time controls (set all the values in the third and fourth time controls to zero when using option 16 to set a time control with two time periods). The clock is set in hours, minutes, and seconds and displays seconds when under twenty minutes. When manually creating an increment time control with two periods, you have the option to set the prescribed number of moves in the first time control, which will add the second time control once the prescribed number of moves in the first time control is met, or set the number of moves to zero which will add the second time control simultaneously for both players once the time in the first time control runs out for one of the players, regardless of if the prescribed number of moves in the first time control were met. **Note-some things that have caused this clock to be set wrong when using options 14 or 16 are:** 1) after setting the hours and minutes of base time for one of the players in the first or only time control, the next screen that comes up 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 in the first or only time control for each player do you get to the screen where you set the increment (and you set the increment for each player independently if using option 14 and for both players simultaneously if using option 16). 2) When using option 16, after setting the increment in the first time control (which automatically sets the same increment for the other time controls), people have been confused on what the next screen means. This is where you set the number of moves in the first time control simultaneously for both players. 3) When using option 16, after setting the base time in the second time control simultaneously for both players (in hours and minutes on the first screen and then seconds on the next screen), the next screen that comes may seem as if this is where you set the increment but this is where you set the number of moves in the second time control (which you set to zero when there are only two time controls). The increment is automatically set for all periods with whatever you set it for in the first time control.

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. When manually creating an increment time control, you have the option to set the prescribed number of moves in the first time control, which will add the second time control once the prescribed number of moves in the first time control is met, or set the number of moves to zero which will add the second time control simultaneously for both players once the time in the first time control for one of the players runs out, regardless of if the prescribed number of moves in the first time control were met. Set the number of moves to zero if there is only one time control. **Note-some things that have caused this clock to be set wrong when using option 00 are:** 1) after setting the hours and minutes of base time in the first or only time control 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. 2) after setting the increment in the first time control for each player separately, people have been confused on what the next screen means. This is where you set the number of moves in the first time control simultaneously for both players.

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, option 29 for X/100,SD/30;inc30 if you want the second time control added for both players simultaneously once the base time in the first time control runs out for one of the players regardless if the prescribed number of moves were met, and create the time control using option 28 for other single time controls and option 31 for other two time controls (set all the values in the third and fourth time controls to zero when using option 00 to set a time control with two time periods). Under these settings the clock is set and displayed in hours, minutes, and seconds. When manually creating an increment time control with two periods, you have the option to set the prescribed number of moves in the first time control, which will add the second time control once the prescribed number of moves in the first time control is met, or set the number of moves to zero which will add the second time control simultaneously for both players once the time in the first time control runs out for one of the players, regardless of if the prescribed number of moves in the first time control were met. **Note-some things that have caused this clock to be set wrong when using options 28 or 31 are:** 1) after setting the hours and minutes of base time for one of the players in the first or only time control, the next screen that comes up 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 in the first or only time control for each player do you get to the screen where you set the increment (and you set the increment for each player separately if using option 28 and both players simultaneously if using option 31). 2) When using option 31, after setting the increment in the first time control simultaneously for both players (which automatically sets the same increment for the other time controls), people have been confused on what the next screen means. This is where you set the number of moves in the first time control simultaneously for both players. 3) When using option 31, After setting the base time in the second time control simultaneously for both players (in hours and minutes on the first screen and then seconds on the next screen), the next screen that comes may seem as if this is where you set the increment but this is where you set the number of moves in the second time control (which you set to zero when there are only two time controls). The increment is automatically set for all periods with whatever you set it for in the first time control.

Chess Evolution Premium

Select option 10 for G/3;inc2, option 11 for G/5;inc3, option 12 for G/10;inc5, option 13 for G/10;inc10, option 14 for G/15;inc10, option 15 for G/25;inc10, option 16 for G/90;inc30, option 17 for 40/90,SD/30;inc30, option 18 for 40/100,SD/50;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. When

setting a time control manually, you can choose between having the clock add the second time control once the prescribed number of moves in the first time control is met or have it add the second time control simultaneously for both players once the time in the first time control run out for one of the players, regardless of if the prescribed number of moves in the first time control were met.

Chess Evolution Classic

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, substitute inc59 for inc60 and add one second to the base time so you at least get inc60 for move one. Select option 10 for G/3;inc2, option 11 for G/5;inc3, option 12 for G/10;inc5, option 13 for G/10;inc10, option 14 for G/15;inc10, option 15 for G/25;inc10, option 16 for G/90;inc30, option 17 for 40/90,SD/30;inc30, option 18 for 40/100,SD/50;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. If a prescribed number of moves is specified on the clock in the first time control and the XMOVES option is active, it will add the second time control once the prescribed number of moves in the first time control is met. If the prescribed number of moves is set to 00 or the XTIME feature is active, it will add the second time control once the time in the first time control runs out, regardless of if the prescribed number of moves in the first time control were met, either independently for each player or simultaneously when one of the players runs out of time in the first time control, depending on which option you choose.

Pursun-1688/Xflyee

Notes-1) The Pursun-1688 and Xflyee are the same clock sold under different names. Pictured above is the Pursun-1688. 2) 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, substitute inc59 for inc60 and add one second to the base time so you at least get inc60 for move one. Select option 8 for G/5;inc3, option 10 for G/15;inc10, option 11 for G/20;inc10, option 17 for G/75;inc30, option 18 for G/90;inc30, option 19 for 40/90,SD/30;inc30, and for other time controls use one of these options and adjust the base and/or increment time or create the time control using option 00 (set all the values in the third and fourth time controls to zero when using option 00 to set a time control with two time periods and set all the values in the second, third, and fourth time control and the number of moves in the first period to

zero when using option 00 to set a single time control). The clock is set and displayed in hours, minutes, and seconds. If the number of moves is set to zero, the clock will add the second time control independently for each player once their time in the first time control runs out, regardless of if the prescribed number of moves in the first time control were met. If a non-zero number of moves is set, the clock will add the second time control independently for each player once the time in the first time control runs out and only if the prescribed number of moves in the first time control were met. Note-there are other settings that can be used to set single time controls with an increment but it's recommended they be avoided since they don't automatically give the increment for move one.

Leap PQ9903A

Select option 3 for G/3;inc2, option 4 for G/25;inc10, option 5 for G/90;inc30, option 6 for G/30;inc10, option 7 for G/5;inc3, option 20 for X/25,SD/5;inc10, option 21 for X/120,SD/15;inc30, option 23 for X/90,SD/30;inc30, and option 24 for X/100,SD/30;inc30. The clock does not automatically give the increment time for move one so it needs to be manually added to the base time for each of the presets given above. For other time controls, select one of the options above and adjust the base and/or increment time. The clock is set and displayed in hours, minutes, and seconds.

Leap PQ9912/Wholesale Chess Advanced

Notes-1) The Leap PQ9912 and Wholesale Chess Advanced are essentially the same clock but just sold under different names. Pictured above is the Leap PQ9912. 2) 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, substitute inc59 for inc60 and add one second to the base time so you at least get inc60 for move one. Select option 3 for G/90;inc30, option 4 for 40/90,SD/30;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, and for other time controls use one of these options and adjust the base and/or increment time or create the time control using option 00 (set all the values in the third and fourth time controls to zero when using option 00 to set a time control with two time periods and set all the values in the second, third, and fourth time control and the number of moves in the first period to zero when using option 00 to set a single time control). The clock is set and displayed in hours, minutes, and seconds. If the number of moves is set to zero, the clock will add the second time control independently for each player once their time in the first time control runs out, regardless of if the prescribed number of moves in the first time control were met. If a non-zero number of moves is set, the clock will add the second time control independently for each player once the time in the first time control runs out and only if the prescribed number of moves in the first time control were met. Note-there are several other settings that can be used to set single time controls with an increment but it's recommended they be avoided since they don't automatically give the increment for move one.

Leap KK9908

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, substitute inc59 for inc60 and add one second to the base time so you at least get inc60 for move one. Select option 3 for G/90;inc30, option 4 for 40/90,SD/30;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, and for other time controls use one of these options and adjust the base and/or increment time or create the time control using option 00 (set all the values in the third and fourth time controls to zero when using option 00 to set a time control with two time periods and set all the values in the second, third, and fourth time control and the number of moves in the first period to zero when using option 00 to set a single time control). The clock is set and displayed in hours, minutes, and seconds. The clock adds the second time control simultaneously for both players once the time in the first time control runs out for one of the players, regardless of if the prescribed number of moves in the first time control were met. For the player who passed the time control first, a flag appears on their side of the clock for five minutes of real time. The flag will be white if the prescribed number of moves in the first time control were met and the flag will be black if the prescribed number of moves in the first time control were not met. Note-there are several other settings that can be used to set single time controls with an increment but it's recommended they be avoided since they don't automatically give the increment for move one.

Notes-1) This clock is branded many different ways, with the Leap PQ9907S and Wholesale Chess Basic brandings being the most common. 2) 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, substitute inc59 for inc60 and add one second to the base time so you at least get inc60 for move one. 3) This clock does not support multiple time controls so for two time controls, the clock has to be reset manually to add the second time control. For one time control or the first of two time controls, set the base time independently for each player on the first screen that comes up when turning on the clock. The clock is set and displayed in hours, minutes, and seconds. The current version of this clock displays increment in the "add-after" method but does not automatically give the increment for move one so the increment time needs to be added manually to the base time. The older version of this clock displays increment in the "add-before" method and automatically gives the increment for move one. Then set the increment independently for each player on the next screen that comes up.

Chronos II (also simply known as Chronos and 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. For one time control select setting "CH - P5", which is preset for G/20;inc6, and for two time controls select either "CH – P6", which is preset for X/15,SD/10;inc6, if you want there to be no move counter and for the clock to go to the second time control independently for each player once the time in the first time control runs out regardless of if the prescribed number of moves were met, or select one of the three "Pr – C1" settings if you want a visible move counter and for the clock to go to the second time control once the prescribed number of moves in the first time control have been met. Note-the "Pr – C1" settings are only on the most recent version of the clock and might not even be mentioned in the manual that came with the clock. They are preset for 40/120,SD/60;inc5. In the first time control, "Pr – C1" displays the move counter at all times and the time is displayed in hours and minutes if there is at least ten minutes and minutes and seconds if there is less than ten minutes. Once the clock adds the second time control, there is no move counter and the time is displayed in hours, minutes, and seconds. In the first time control, "PR – C1A" displays the time in hours, minutes and seconds for the player whose turn it is and for the other players it displays the move counter and the time in hours and minutes if there is at least ten minutes and minutes and seconds if there are less than ten minutes. Once the clock adds the second time control, there is no move counter and the time is displayed in hours, minutes, and seconds. "Pr -C1B" displays the move counter in

both time controls and the time is displayed in hours and minutes if there is at least ten minutes and minutes and seconds if there is less than ten minutes. The clock is preset to beep after each move under the "Pr – C1" settings so remember to turn the beep off. Under all of these settings the clock is set and, with the exception of the "Pr -C1" settings, always displayed in hours, minutes, and seconds. The clock 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 single 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.**

Chronos Blitz/GX/FX (the shorter Chronos)

Note-The Chronos Blitz, GX, and FX are essentially the same clock with a few very minor differences. Any single time control can be set using "tn - 1" (which is preset for G/30;inc0) and any two time controls can be set using either "tc – 2", which is preset for 30/30,SD/15;inc0, if you want the move count shown on the screen at all times and for the clock to go to the second time control once the prescribed number of moves in the first time control have been met, or "tn – 2, which is preset for X/60,SD/30;inc0, if you want there to be no move counter and for the clock to add the second time control independently for each player once their time in the first time control runs out, regardless of if the prescribed number of moves were met. Under these settings the clock is set in hours and minutes. The clock does not automatically give the increment time for move but there is no way to manually add seconds to the base time under these settings so you will have to play without the increment applied for move one. The clock is displayed in hours and minutes if the base time is at least one hour, forty 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 do this, 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 being displayed in minutes and seconds as soon as possible, then it will start being displayed in minutes and seconds once the time goes below one hour. Any one of the four "F" settings can also be used for some single 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). These settings allow tenth of a second to be shown once the time goes under one minute and forty seconds and allows seconds to be set on the base time so you can manually add the increment time for move one. **However, the "F" settings 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.** The presets on these settings will vary depending on which version of the clock you have. Under these settings 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 cycle through the options until you get to "dp opt" and make sure the first digit is 1. **For all settings, make sure the delay and final delay are set to zero otherwise the time will include a delay or final delay in addition to the increment.** For all settings the clock is preset to beep after each move and when a player runs out of time so remember to turn the beeps off.

Saitek Competition Pro (the silver Saitek)
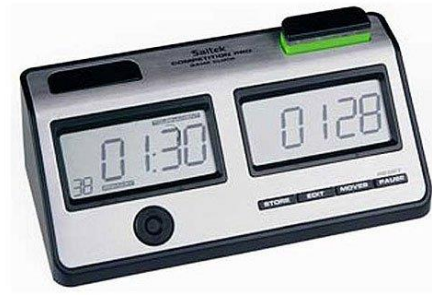
For single time controls select option 4D, which is preset for G/1;inc60 (one minute with a sixty second increment), and adjust the base and/or increment time if necessary. The clock does not automatically give the increment for move one under this setting so the increment time needs to be manually added to the base time. Note-options 4A, 4B, and 4C can also be used for single time controls with increment but it is recommended these options be avoided since they display increment in the less preferred "add-before" method. For two time controls, select option 3B for 40/90,SD/15;inc30, 3C for 40/100,SD/30;inc30, and use one of these options and adjust the base and/or increment time for other time controls. Unfortunately, these settings display increment in the less preferred "add-before" method and are the only options the clock has for two time controls with an increment but at least these settings automatically give the increment for move one. The clock is set in hours, minutes, and seconds and displays seconds when at twenty minutes or below. Remember to turn the clock on with the sound off. Note-occasionally this clock freezes when not in use and won't do anything. If this happens, the easiest thing to do is to 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 "simple" form of delay (also known as US delay) but not the Bronstein form of delay. Select option 2A for G/25;d5, 2B for G/60;d5, 2D for 40/120,SD/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 when not in use and won't do anything. If this happens, the easiest thing to do is to take the batteries out and put them back in and the clock should work.