# Using and Setting the DGT 2010 Chess Clock

Bearsden CC uses (mainly) the DGT 2010 digital chess clock for timing competitive chess games. This clock has a bewildering number of options, but only two of these options are in common use.

This short guide explains how to use a DGT 2010 clock during play (for the benefit of all chess players), and how to set it up (for the benefit of team captains and competition organisers).
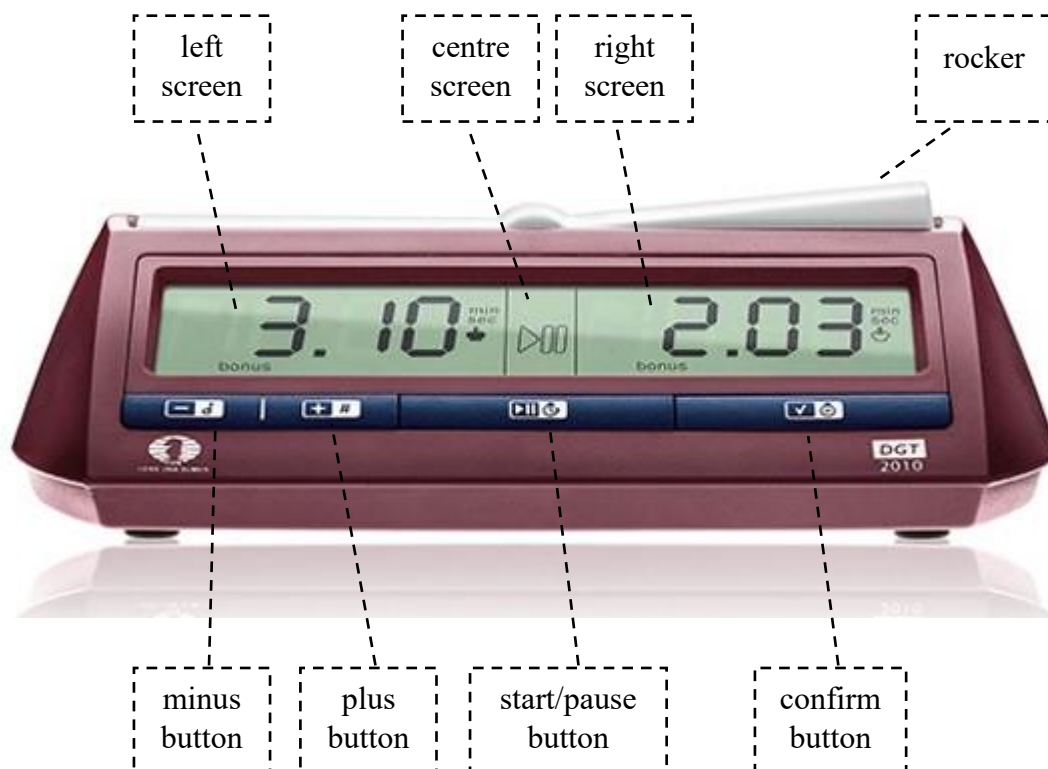
Use of the clock during play

(This section should be read by all chess players.)

Assume that the clock has already been set up ready for play. The left and right screens show the time allowance for each player. The centre screen shows the start/pause symbol. (See the picture.)

Ensure that the rocker is raised on White's side. (The screen on that side shows a white king, and the screen on the other side shows a black king.)

To start the game, press the start/pause button. White's clock should now start counting down. After playing a move on the board, White must depress the rocker; now Black's clock starts counting down. And so on.

If the clock has been set up with a fixed time allowance for the whole game, the clock will count down toward zero. On the other hand, if the clock has been set up with an initial time allowance plus a bonus time for each move played (also known as an increment), the clock will apply that bonus time at the start of each move. When a player's remaining time is at least 20 minutes, the time is shown in hours and minutes (e.g., "1:15" or "0:20"). When the remaining time is less than 20 minutes, the time is shown in minutes and seconds (e.g., "19.59" or "00.30").

If either player runs out of time, that player's screen shows a blinking flag, and the game is over.

Setting up the clock with initial time allowance plus bonus time per move

(This section should be read by team captains and competition organisers.)

For example, the Bearsden CC Championship, the Glasgow Chess League, and the Dunbartonshire League now all specify an initial time allowance of 1 hour, plus a bonus time of 10 seconds per move.

Switch the clock on. The left screen shows a blinking option number. This needs to be set to **18**. If necessary, adjust the number by repeatedly pressing the plus or minus button, then pressing the confirm button.

The left screen now shows the initial time allowance (hours and minutes), with the hours digit blinking. If necessary, adjust the blinking digit by repeatedly pressing the plus or minus button, then pressing the confirm button. Then adjust both minutes digits in the same way. The screen now shows the seconds digits (previously hidden). Adjust both seconds digits in the same way. If any digit is already correct, simply press the confirm button.

Repeat the above for the right screen.

The left screen now shows the bonus time (minutes and seconds), with the first digit blinking. If necessary, adjust the blinking digit by repeatedly pressing the plus or minus button, then pressing the confirm button. Then adjust the other digits in the same way.

The clock is now set up, ready for the game to start. The centre screen shows the start/pause sign. The left and right screens show the players' initial time allowance plus the bonus time.

Setting up the clock with a fixed time allowance

(This section should be read by team captains and competition organisers.)

For example, a blitz tournament might specify a fixed time allowance of 5 minutes for the whole game.

Switch the clock on. The left screen shows a blinking option number. This needs to be set to option **03**. If necessary, adjust the option number by repeatedly pressing the plus or minus button, then pressing the confirm button.

The left screen now shows the fixed time allowance (hours and minutes), with the hours digit blinking. If necessary, adjust the blinking digit by repeatedly pressing the plus or minus button, then pressing the confirm button. Then adjust both minutes digits in the same way. The screen now shows the seconds digits (previously hidden). Adjust both seconds digits in the same way. If any digit is already correct, simply press the confirm button.

Repeat the above for the right screen.

The clock is now set up, ready for the game to start. The centre screen shows the start/pause sign. The left and right screens show the players' fixed time allowance.

Adding penalty time

(This section should be read by team captains and competition organisers.)

To add a penalty time for an illegal move, press the start/pause button for two seconds until the leftmost display digit starts blinking. Adjust the times of both players digit by digit as previously explained above. Then press the start/pause button again to restart the timer for play.