



Swindon Chess Club

Chess Clock Quick Start

DGT Chess Clocks - General Use:

DGT chess clocks have a number of time configurations, each of which is assigned a Mode Number.

NB: The time configuration Mode Numbers are specific to each DGT clock model.

MODE SELECTION	DGT2010	DGT2500
Set a Fixed Time control (<i>manual time value</i>)	Select Mode 3	Select Mode 8
Set an Increment Time control (<i>manual time value and bonus</i>)	Select Mode 18	Select Mode 21
Change the mode value	Press "+" or "-" buttons to adjust the flashing mode value	Press "+" or "-" buttons to adjust the flashing mode value
Accept the Mode Selection	Press the "tick" button	Press the "play/pause" button

NB: When setting an increment time format, the increment value will be added to the base time value. This is intentional as per FIDE rules, such that each player gets the increment value from the first move.

CLOCK SETUP	DGT2010	DGT2500
Amend a digit	Press "+" or "-" buttons to adjust the flashing digit	Use "+" or "-" buttons to adjust the marked digit (flashing bar over & under)
Move to next digit	Press the "tick" button	Press ">" button
Move to previous digit	(<i>not available</i>)	Press "<" button
Enter Pre-Game Ready State	Press the "play/pause" button immediately after selecting the mode, or cycle through setting all clock values	Press the "play/pause" button at any point

SOUND SELECTION	DGT2010	DGT2500
Pause the clock	Press the "play/pause" button	Press the "play/pause" button
Toggle sound ON / OFF	Press the "-" button (Text "sound on" = Sound ON)	Press and hold the "-" button (musical note icon = Sound ON)



Swindon Chess Club

Chess Clock Quick Start

DGT Chess Clocks - Arbiter Adjustments:

ARBITER ADJUSTMENTS	DGT2010	DGT2500
Pause the clock	Press the "play/pause" button	Press the "play/pause" button
Enter arbiter amendment mode	Press and hold "play/pause" button for 2-3 seconds	Press and hold "play/pause" button for 2-3 seconds
Amend a digit	Press "+" or "-" buttons to adjust the flashing digit	Use "+" or "-" buttons to adjust the marked digit (flashing bar over & under)
Move to next digit	Press the "tick" button	Press ">" button
Move to previous digit	(not available)	Press "<" button

The king symbol on DGT2010 indicates the number of moves played.

QUICK TIME PENALTY	DGT2010	DGT2500
Pause the clock	(not available)	Press the "play/pause" button
Add 1 minute to LEFT side player	(not available)	Press the ">" and "-" buttons simultaneously <i>NB: Do not press and hold ">"</i>
Add 1 minute to RIGHT side player	(not available)	Press the ">" and "+" buttons simultaneously <i>NB: Do not press and hold ">"</i>

NB: *If too many minutes of amendment is added via Quick Time Penalty Method, then full arbiter mode will be needed to rectify the error.*

NB: DO NOT press & hold the "right arrow" button as this toggles "freeze mode" (snow-flake icon).



Swindon Chess Club

Chess Clock Quick Start

YS-9901 Chess Clocks:

The YS-9901 chess clocks do not use pre-configured modes as DGT chess clocks do. Instead, YS-9901 have 5 timing modes for the type of game, as follows:

01	Normal	Regular chess
02	Bonus	Pre-move bonus time
03	Delay	Increment chess
04	Byo-Yomi	For games like Go and Shogi
05	Count-up	

The digit to adjust will flash and adjustments to it are made with the buttons as follows:

Up-arrow	Increase value
Down-arrow	Decrease value
"cog" icon	Move onto the next digit to enter

After first selecting the timing Mode, the required values for each of the time digits are input one by one.

At the mid-point, the time value entered on the left side will automatically copy across to the right side, which can then be edited further if needed. Pressing the Play/Pause button will complete set-up early, without needing to set / change the remaining values.

When the clock is paused, pressing the up-arrow and down-arrow buttons simultaneously, will re-start the clock setup, from the timing Mode selection point onwards.

Once set, the YS-9901 clocks will remember the settings, even through a power-cycle.

NB: Use the middle position of the ON/OFF switch for silent operation.