**Setting Electronic Clocks**

There are 2 types of electronic clock in use at the club, DGT2010s and DGT3000s. Their identification can be found on the front of each clock, below the readout, bottom right.

Both have a series of standard settings which are listed on the bottom of the clock itself. Unfortunately, while there are several common settings, very few are on the same number.

On both types of clock, it is best to use the standard options if possible. Unfortunately, the time controls usually used in Milton Keynes club, the Beds League and the Cordon Trophy are not standard options on either clock type.

**DGT2010**

The important options on the DGT2010 are 18 and 21. Both are ‘Bonus’ options – they allow increments. If you don’t want to use increments, set them to 0.

Option18 allows a single time period with increments. This is useful for the Cordon Trophy when we need 10 minutes plus a 5 second increment.

Option 21 allows up to 4 time periods with increments. If you only need 2 time periods, as in the Beds League, just set the others to 0. This is useful for the Beds League

To set option 18 :

1. Turn the clock on.
2. Use the + and – keys to select option 18.
3. Press the tick to select. This will display the hours and minutes of the time period. If you know that the clock is already set to the right time control, press the arrow key to set it and skip the other steps.
4. If it is not, or you are unsure, use the + and – keys to set the hours for the player using the left clock, then press the tick key to move to the minutes 10s.
5. Repeat step 4 for the minutes. Each time you press the tick key, you will move to the next selection.
6. Once the minutes are set for the left player, pressing the tick key will display the seconds.
7. Once you finish with the seconds, the display will move on to the right player.
8. Repeat steps 4 to 6 to set the right player.
9. Once the right player is set, you will be able to set the bonus for each player using the +, - and tick keys. It is possible to set different increments for each player.
10. Once you click the tick key after setting the final digit of the increment, the clock is set.

To set option 21 :

1. Turn the clock on.
2. Use the + and – keys to select option 21.
3. Press the tick to select. This will display the hours and minutes of the time period. If you know that the clock is already set to the right time control, press the arrow key to set it and skip the other steps.
4. If it is not, or you are unsure, use the + and – keys to set the hours for the player using the left clock, then press the tick key to move to the minutes 10s.
5. Repeat step 4 for the minutes. Each time you press the tick key, you will move to the next selection.
6. Once the minutes are set for the left player, pressing the tick key will display the seconds.
7. Once you finish with the seconds, the display will move on to the right player.
8. Repeat steps 4 to 6 to set the right player.
9. Once the right player is set, you will be able to set the bonus for the players using the +, - and tick keys. The increment must be the same for each player.
10. After setting the increment, you will be given the option of setting the number of moves for the first time period. Set this to 0. The time for the second period will be added after one player time drops to zero.
11. You will then be given the opportunity to enter the time for the second time period, hours and minutes, followed by seconds. This should be set 10 minutes for Beds League matches. Then, you will be given the opportunity to enter the number of moves for the second period. Again, this should be set to 0.
12. Repeat step 11 for periods 3 and 4. For Beds League matches, all these need to be set to 0.
13. Once you click the tick key after setting the final digit for the 4th time period, the clock is set.

**DGT3000**

Options 26 to 30 on the DGT3000 are all Manual Set. All are set using the same controls. All allow increments. If you don’t want to use increments, set them to 0.

Most of the options have been set already, but if you are using a clock for the first time, you should check that they are correct. The current list of settings (not guaranteed) are :

|  |  |
| --- | --- |
| Setting |  |
| 26 | 70mins + 10mins with 10secs per move from move 1 |
| 27 | 80mins + 15mins with 15secs per move from move 1 |
| 28 | 90mins + 20min |
| 29 | 120mins + 20mins |
| 30 | Not currently set |

To confuse the issue, DGT have put 2 right arrows in the controls. I shall refer to the key on the extreme right as the ‘right arrow’ and the one in the centre as the ‘right stop’.

The DGT3000 has a number of modes of controlling the time. These are listed along the top of the clock. The important ones from our point of view are ‘Time’, ‘Fisch’ and ‘End’. ‘Time’ sets controls without increments, ‘Fisch’ sets controls with increments, ‘End’ finishes a setting.

To set any of the options, 26 to 30 :

1. Turn the clock on.
2. Use the + and – keys to select whichever option you want to change.
3. Press the right arrow to select. The mode should be showing ‘Fisch’. If not, use the + or – keys to select ‘Fisch’. Press the right arrow to select this mode.
4. This will display the hours, minutes and seconds of the time period. If you know that the clock is already set to the right time control, press the right stop key to set it and skip the other steps.
5. If it is not, or you are unsure, use the + and – keys to set the hours for the player using the left clock, then press the right arrow key to move to the minutes 10s.
6. Repeat step 4 for the minutes and seconds. Each time you press the right arrow key, you will move to the next selection. You can move to previous displays with the left arrow.
7. Once you finish with the seconds, the display will move on to the right player.
8. Repeat steps 4 to 6 to set the right player.
9. Once the right player is set, you will be able to set the bonus for each player using the +, - and tick keys. It is possible to set different increments for each player.
10. Once the first time period is set, the mode will change to ‘End’. Press the right stop key if you only need one time period.
11. If you want to set a second time period, you will need to press the + or – key to select Fisch. Press the right arrow to set the second period. Repeat steps 4 to 9 for the second period.
12. You can set more time periods by selecting Fisch (increments) or Time (no increments) at the completion of setting a time period. When all time period have been set, select End.