

# Programming Digital Clocks for MCC Time Controls G/60; d5

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## **NOTE:**

The following are built into these instructions

1. Clock silence is mandated. All beeps are to be turned off.
2. Clock keeps running when time runs out. It is the responsibility of the players to track time.
3. Bronstein delay is used where USCF delay is not available.

## Chronos GX/FX and Chronos Blitz



1. Turn off the clock. While keeping the “**red button**” pressed press any play switch 5 times.
2. Press the “**left play switch**” and “**red button**” simultaneously. This will turn on the clock and display will show **tn-1** on the left and **tn-2** on the right.
3. Press the “**left play switch**” to program “**G/60; d5**” time control and save in **tn-1**.
4. Long-press the “**red button**” to reprogram – i.e., press the red button for 5 seconds. Long press “**red button**” again to stop and save settings.
5. Modify settings as below. Use the “**red button**” to go to the next position. Change each position for both players before moving to the next position. Use the corresponding “**play switch**” buttons to change the value.

1:00	1:00	Time control #1 (60 minutes)
05 dl	05 dl	Delay 5 seconds
00 in	00 in	No increment after each move
00 fd	00 fd	No final delay
beep 0		No beeps.
led 1		Display which side is running
0 bp at end		No beeps if time runs out
0 bp at tc		No beeps at time control
0 ht at end		Clock keeps running if one side runs out.
11 dp opt		Show minutes and seconds
copy to 5		5 is the location for tn-1 preset

6. (**Future Use**) When clock is off, press the “**left play switch**” and the “**red button**” at the same time. Choose **tn-1** option to play.

## Chronos II (older, longer model – touch and button models)



1. Turn off the clock. While keeping the “**red button**” pressed press any play switch 5 times.
2. Turn on the clock by pressing both **left and right play buttons** and “**red button**” simultaneously.
3. Push the red button repeatedly to cycle through various modes until mode **DL-SD1** is displayed on the screen. Press the corresponding play button to select **DL-SD1**.
4. Long press the “**red button**” to change settings. Long press “**red button**” again to stop and save settings.
5. Modify settings as below. In edit mode, use the “**red button**” to go to the next position. Change each position value for both players before moving to the next position. Use the “**play switch**” buttons to change the value.

1:00:00	1:00:00	Time control #1 (60 minutes)	
05 dl	05 dl	Delay 5 seconds	
0 beep	1 led	No beeps	Display which side is running
0 led short	Stop flashing led's		
0 beep at end	No beeps if time runs out		
0 beep at tc	No beeps at time control		
0 halt at end	Clock keeps running if one side runs out.		
copy to 2	2 is the user mode location for 2nd preset		

6. Long press the red button to save. Start to play.
7. (**Future use**) When clock is off – press red button twice to enter stored mode.

## Saitek Competition Game Clock (Blue Model)



Note: Preset mode 2B is for G60/d5. Just select and play.

1. Use Up/down arrow buttons on the **4-way pad** (see below) to select mode 2B.



2. Press **PAUSE** button for 5 seconds to reset and start play.

## Saitek Competition Pro Game Clock (Gray Model)



1. Use Up/down arrow buttons on the 4-way pad (see right) to select one of the A modes (1A, 2A, ...) or display shows "-- -- --"
2. Use Right arrow buttons on the **4-way pad** (see right) to **select mode 6**. Mode 6A should be selected on the display. If not, use the up/down arrows to select 6A.
3. Press EDIT button to start making changes.  
In EDIT mode, the 4-way Control Pad changes function from mode selection to cursor movement and value adjustment.
4. Set time for each side to **1:00** (60 minutes).
5. Press the right arrow to see delay. Set delay to **05** (5 seconds).
6. Press STORE button.
7. The STORE indicator is highlighted on the left LCD, and the Timer Mode Indicator displays - flashing.
8. Select user mode 7B using up/down arrows. Press STORE again.
9. Press PAUSE button for three seconds to reset and start play.



### Future Use:

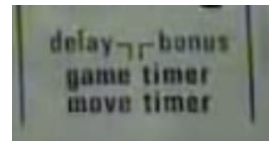
1. Turn on the clock with the switch underneath the clock.
2. Select mode 7B using the 4-way pad. Left/right to go 1-7 and up/down to change A/B/C.
3. Press PAUSE button for three seconds to reset and start play.

## DGT 960 (Orange Flip clock)



The programming steps for this clock are simple. Use the arrow keys (</>) in the center to cycle through various positions on the screen. Use the plus/minus (+/-) keys to change the values.

1. The clock starts automatically when opened.
2. Press power button to reset
3. Press the “960” button once to turn off the 960 option.
4. Press **SOUND** button once to turn off sound. Music symbol should disappear from the display.
5. Time for each player will be highlighted (blinking arrows on either side). Increase/decrease time using +/- buttons. Set time to “1:00” (60 minutes)
6. Press **RIGHT** arrow to go to select “timer mode” option in the center section of the display.
7. Use the + button to choose (indicated by blinking) “**game timer**” and “**delay**” options.
8. Use **RIGHT** arrow to go to the next field and choose delay. Set delay to 05 using +/- buttons.
9. Press **PLAY/PAUSE** button to start/pause the game.
10. Last used settings will display in **future**. If these settings are modified, you will need to set them again to use them.



## DGT NA (North America)



1. Turn clock on, and press either + or - until "20" is shown. (The user may hold the + or - key down to advance repeatedly.)
2. Press the rightmost button (labeled with a check mark) once.
3. Press + until a flashing "1" appears before the colon on the left display.
4. Press the rightmost ("check mark") button 5 times. The digit on the right side of the display should be flashing.
5. Press + until a flashing "1" appears before the colon on the right display.
6. Press the rightmost ("check mark") button 5 times. You should see a blank display on the left, the words "min" and "sec" on the right display, one flashing digit before the dot, and two non-flashing digits to the right of the dot.
7. If the flashing digit to the left of the dot is not "0" press either + or - until it is "0".
8. Press the rightmost ("check mark") button once.
9. If the first digit (flashing) to the right of the dot is not "0", press either + or - until it is "0".
10. Press the rightmost ("check mark") button once.
11. The rightmost digit should be flashing. Press either + or - until it reads "5". At this point you should see "0.05" on the right display.
12. Press the rightmost ("check mark") button once. The clock is now set.

### **Future Use:**

1. Turn the clock on. If necessary, press either + or - until "20" is shown on the left display.
2. Press the rightmost ("check mark") button once.

3. Press the middle button (labeled with a "run/pause" symbol, a triangle on the left and two vertical bars on the right) once. The clock is ready for use. (Pressing the "run/pause" button is a shortcut that instructs the clock to use the previously saved settings.)



## DGT 2010



Note: DGT 2010 uses Bronstein mode instead of delay. See appendix.

1. Turn clock on, and press either + or - until "25" is shown. (The user may hold the + or - key down to advance repeatedly.)
2. Press the rightmost button (labeled with a check mark) once.
3. Press + until a flashing "1" appears before the colon on the left display.
4. Press the rightmost ("check mark") button 5 times. The digit on the right side of the display should be flashing.
5. Press + until a flashing "1" appears before the colon on the right display.
6. Press the rightmost ("check mark") button 5 times. You should see a "1" on the left, the words "min" and "sec" on the right display, one flashing digit before the dot, and two non-flashing digits to the right of the dot.
7. If the flashing digit to the left of the dot is not "0" press either + or - until it is "0".
8. Press the rightmost ("check mark") button once.
9. If the first digit (flashing) to the right of the dot is not "0", press either + or - until it is "0".
10. Press the rightmost ("check mark") button once.
11. The rightmost digit should be flashing. Press either + or - until it reads "5". At this point you should see "0.05" on the right display.
12. Press the rightmost ("check mark") button once. You should see "2" on the left display and "0:00" on the right, with the digit before the colon flashing.

13. If the flashing digit is not "0", press either + or - until it is "0".
14. Continue pressing the rightmost ("check mark") button and (if necessary) the + or - to make each flashing digit zero. You will need to do this 23 more times until the clock is set. (The clock handles up to four time controls in mode 25. You are setting the clock for one hour in the first time control with a delay of five seconds and zero time in the second, third, and fourth controls with zero delay. The clock ignores the controls with zero time and zero delay.)

**Future use:**

1. Turn the clock on. If necessary, press either + or - until "25" is shown on the left display.
2. Press the rightmost ("check mark") button once.
3. Press the middle button (labeled with a "run/pause" symbol, a triangle on the left and two vertical bars on the right) once. The clock is ready for use. (Pressing the "run/pause" button is a shortcut that instructs the clock to use the previously saved settings.)

## Excalibur Game Time II (used to be USCF Game Time)



1. Switch clock on.
2. Slide the pause/play switch to "pause."
3. Press "select."
4. Press either + or - until "preset 20" is displayed. (May hold button down to advance repeatedly.)
5. Press "select."
6. Press + until "delay 5" is shown.
7. Press "select."
8. If "claim on" appears, press either + or - once. The display should show "claim off."
9. Press "select" three times.
10. If "game end off" is not shown on the display, press either + or - once. "Game end off" should be displayed.
11. Press "select" once.
12. If "accum off" is not displayed, press either + or - once. "Accum off" should be displayed.
13. Press "select" once.
14. If "sound off" is not displayed, press either + or - once. "Sound off" should be displayed."
15. Press "select" once.
16. If "delay all on" is not displayed, press either + or - once. "Delay all on" should be displayed. (Strictly speaking, this is not required for preset 20, but it is needed when there is more than one time control.)

17. Press "select" once.
18. If "word off" is not displayed, press either + or - once. "Word off" should be displayed.
19. Press "select" once.
20. If "second on" is not displayed, press either + or - once. "Second on" should be displayed.
21. Press "select" once more. The following should be displayed:
  - a. 060 on both sides
  - b. "Counter 00"
  - c. "Preset 20"
  - d. "Sudden 5 Pause" along the bottom ("pause" should be flashing)
22. Slide the "pause/play" switch to "play."

## APPENDIX: About Bronstein mode

Bronstein mode is an alternative to delay. It is mathematically equivalent to delay, but

**the clock always shows exactly how much time  
the player has left before flagging.**

In Bronstein mode, the delay time is added at the beginning of the player's move.

For instance, with a time control of **G/60 d/5** and a clock using Bronstein mode, each player starts with **1:00:05** on the clock. (This will not be obvious if the clock only shows hours and minutes when there are **20** minutes or more on the clock as does the DGT 2010.) Instead of delaying for five seconds before starting to count down, the clock starts counting down immediately. When the player presses the clock, the clock adds the delay time (or whatever portion of the delay time was used) back to the player's time.

**Example 1:** White uses **15** seconds for his first move, including the five-second delay.

A Bronstein clock will have counted down from **1:00:05 to 59:50**. When the player presses the clock, the full delay time is added back, so the clock shows **59:55**.

A delay clock would have delayed for five seconds, then counted down from **1:00:00 to 59:50**. For his next move, the player would have **59:50** plus the five second delay (a total of **59:55**) before flagging.

**Example2:** White uses just **3** seconds for his first move.

A Bronstein clock will have counted down from **1:00:05 to 1:00:02**. When the player presses the clock, the clock adds back the three seconds of delay used on that move, and the player's time again shows **1:00:05**. The clock does not add a full five seconds (showing **1:00:07**) because the player only used three seconds for the move. It is not possible to gain time with a Bronstein clock.

With a delay clock, the player's time would have stayed at **1:00:00** because the player moved within the delay time. After pressing the clock, the player again has one full hour (**1:00:00**) plus the five

seconds of delay (total of **1:00:05**) before flagging.

The effect of Bronstein mode is most noticeable when a player is (very) low on time.

**Example 3:** Let's suppose that a player completes his move and has three seconds remaining before flagging.

A Bronstein clock would display eight seconds (**0:00:08**) and would start counting down immediately.

A delay clock would show **0:00:03**, and when the player's clock starts, the clock will delay five seconds before starting to count down.

In both cases, **the player has exactly the same amount of time before flagging**, a total of eight seconds.

A player who is used to delay and not Bronstein may look at the clock and think he has thirteen seconds before he runs out of time, expecting a five second delay to be added to the eight seconds shown on the clock.

**Conclusion:** Some players like the fact that a Bronstein clock shows exactly how much time the player has. Others are put off because the clock starts counting down immediately. Nevertheless,

**Bronstein mode is mathematically equivalent to delay.**

If a player is unsure whether the clock is delay or Bronstein, the player should ask the opponent (who presumably furnished the clock).