

## DGT NA (North America)



1. Start/Stop. The ON/OFF button is on the bottom of the clock.
2. Select Option/mode 20: [20: One time control with delay] With clock turned on
  - a. Find mode 20. Press either + or - until "20" is shown. (The user may hold the + or - key down to advance repeatedly.)
  - b. Activate option 20: Press the rightmost button (labeled with a check mark) once.
3. Enter edit mode. The clock is in edit mode by default. The digits that are to be modified are blinking on the display.

### In **edit** mode

- a) The digit to be modified will blink on the display.
  - b) Use +/- buttons on the left to modify the digit
  - c) Use the check mark button on the right to set and advance
  - d) Do not set the seconds at the player level. Delay will be set in common settings
  - e) Set times for one player and then move to the
4. Use the following settings

1:30	1:30	Time control #1 (90 minutes)
.00	.00	Seconds
0.05		Delay 5 seconds



Accept all other settings by pressing the check button as many times as needed.

5. Save settings: The clock remembers previous settings. If you want to change the times, just change the times. The clock will be in edit mode by default
6. Press the PLAY button in the center to start play

### **Future Use:**

1. Turn the clock on. If necessary, press either + or - until (option) "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.)

**Additional time:**

1. Press the PLAY/PAUSE (  ) button quickly to pause play
2. Press the PLAY/PAUSE button for two seconds to modify time and move counter (if used)
  - a. Change the +/- buttons to change the blinking digit
  - b. Use the CHECK (  ) button to advance to the next digit
  - c. After time, move counter may also be similarly changed
3. Press the PLAY/PAUSE button to restart timer