

DGT2010 Manual (English)

Introduction

Congratulations on your purchase of the DGT2010 game timer. The DGT2010 is the official FIDE chess clock, approved and recommended by the International Chess Federation FIDE. It is in full accordance with the FIDE rules and regulations for chess clocks and with the Laws of Chess. It can be used for all 2-player games such as chess, go, draughts, shogi, Scrabble™ and many, many more. The DGT2010 covers all popular timing systems and has 22 pre-programmed timing options as well as manual settings for all timing options. Each timing method has its own charm and every system influences the way in which a sport or game is experienced. We recommend experimenting with the different timing methods. It will add an extra dimension to your favorite sports and games.

Glossary

Blitz. A very quick game where each player's thinking time is 10 minutes or less.
Rapid. A quick game where each player's thinking time is more than 10 minutes, but less than 60.
Classical. Much time is given to each player; a classical game can take as long as 6 hours or more.
Period / time control. A game can be divided into several periods whereby each period lasts a certain amount of time and within each period a certain number of moves must be completed (time control). At the end of a period it must be checked whether the player made the required number of moves. If there is only one period all moves of a game must be completed within that time. In the last period all remaining moves of the game must be played.

Time. Time settings are basic countdown settings. When it is a player's turn, his clock simply continues to count down. Options 01-09 have one or more periods with the Time setting.

Bonus. In Bonus settings players receive an additional amount of time for each move (typically 2-3 seconds bonus time per move in blitz, 10 seconds bonus time in rapid, and 30 seconds in classical chess). The bonus time is added before each move from the start of the game. Playing with bonus time per move is also called playing with increments or playing with Fischer Bonus after the 11th World Chess Champion Bobby Fischer who championed the system. Playing with increments has become the standard in chess. Options 10-14 have a Bonus setting in the last period only (and Time settings in preceding periods). Options 15-21 have Bonus settings in all periods. Note that according to FIDE rules the clock can no longer be operated in Bonus settings when one of the players runs out of time in the last period. The clock then freezes and a blinking flag will be shown.

Delay. In Delay settings the players are given a certain amount of free time at the start of each turn before their main thinking time starts counting down. In the official FIDE chess clock this Delay time is added to the main thinking time in the display so that the total time available to each player is always visible. At the start of a player's turn, the clock starts countdown and if the player moves within the delay time, the time in the display will return to what it was before the start of the turn. This is called Bronstein Delay after Grandmaster David Bronstein who first proposed the method. Options 22-25 have Bronstein Delay settings.

Byo-Yomi. Byo-Yomi options are mainly used in the games of Go (Baduk) and Shogi. The first period is almost always a Time countdown period in which there is no required minimum number of moves. Players transit to the byo-yomi period when the time of their first period runs out and it is thus possible that one player has reached the byo-yomi periods when the other player is still in the first period. There are a number of byo-yomi periods with a set amount of time for each move. For example: after the first period players receive 5 byo-yomi periods of 1 minute each. If a player moves within 1 minute the clock will jump back to show 5 minutes. If a player takes longer than 1 minute but moves within 2 minutes, the clock will jump to 4 minutes remaining, and so on.

Canadian byo-yomi. In Canadian byo-yomi a certain amount of time is given in the second period to complete an agreed number of moves. When the agreed number of moves is completed, the player's clock can be reloaded with the byo-yomi time by pressing the  button for one second. In option 30 it is possible to manually set a number of moves after which the clock will automatically reload the byo-yomi time.

Hourglass. In Hourglass options players start with the same amount of time on the clock (typically one minute each) but everytime one player's clock is counting down, the other player's clock is counting up. This is a fun timing method that requires players to move quickly.

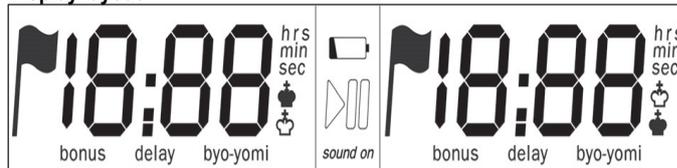
Gong: In Gong options players receive the same amount of time for each move. They have to make their move when a signal indicates the end of their turn. This is a fun option for use at home or school.

Scrabble™. In Scrabble™ options, when zero is reached, the clock will start counting up.

Explanation of buttons and display

Symbol	Meaning
	Located at the bottom of the clock: switch on and off or reset for next game.
	Decrease the blinking number. Enable or disable sound. Reload byo-yomi.
	Increase the blinking number. Show move counter during play.
	Start/Pause the clock. Activates time correction when pressed for two seconds.
	Activate selected option. Accept the blinking digit. Check active option number.
	Battery power indication, when the icon is visible the batteries should be replaced.
bonus	Indicates that a bonus period is active.
delay	Indicates that a delay period is active.
byo-yomi	Indicates that a byo-yomi period is active.
	Non-blinking flag shows first player to enter next period. Disappears after five minutes.
	Flashing flag shows player that has run out of time.
hrs min	Indicates that the time is displayed in hours and minutes (separated by a colon).
min sec	Indicates that the time is displayed in minutes and seconds (separated by a colon).
sound on	Indicates that sound is activated.
	Indicates that the clock is paused or ready to start a game.
	Indicates that the clock is running.
	Indicates the player colour.

Display layout



Sound

When sound is activated the "sound on" icon is shown in the display and beeps will be heard at 10 seconds and on the last 5 seconds of a period. To switch off the sound press the  button when the clock is paused. Options 26-36 have sound on by default; the other options have sound off by default.

Selection of timing options

Turn on the clock with the ON/OFF button at the bottom of the timer. The display will show the last used option number. Use the  and  buttons to change the option number and press the  button to select the required option. The display will show the default starting time for the selected option. To speed up setting the clock, keep the ,  or  buttons pressed down. Before starting the game ensure the lever is in the correct position i.e. upward on the side of the first player to move. The player colour is indicated by the  symbol in the display. Start the game by pressing the  button. During play or when the clock is paused, the number of times the clock has been pressed can be displayed by pressing the  button. Functioning of the clock will not be interrupted when checking this move counter. During play only press the lever at the end of each turn to ensure the correct number of moves is counted. The timer can be paused during play and restarted by shortly pressing the  button. Pressing the  button for two seconds will start the time correction procedure. During a game, the selected option number can be checked by pressing the  button. Functioning of the clock will not be interrupted when checking the option.

List of timing options

fb=followed by; s/m=seconds per move

Op-tion	Timing method per period (and number of periods)		Time per player
01	Time Blitz	1	5 min
02	Time Rapid	1	25 min
03	Time	1	manual set
04	Time fb Time	2	120 min fb 30 min
05	Time fb Time	2	manual set
06	Time fb Time fb Time	3	120 min fb 60 min fb 30 min
07	Time fb Time fb Time	3	manual set
08	Time fb Time repeated	NA	120 min fb 60 min (repeating)
09	Time fb Time repeated	NA	manual set
10	Time fb Bonus	2	25 min fb 5 min +10s/m
11	Time fb Bonus	2	120 min fb 15 min +30s/m
12	Time fb Bonus	2	manual set
13	Time fb Time fb Bonus	3	120 min fb 60 min fb 15 min +30s/m
14	Time fb Time fb Bonus	3	manual set
15	Bonus Blitz	1	3 min +2s/m
16	Bonus Rapid	1	25 min +10s/m
17	Bonus Classic	1	90 min +30s/m
18	Bonus	1	manual set
19	Bonus fb Bonus	2	90 min fb 30 min (all +30s/m)
20	Bonus fb Bonus fb Bonus	3	100 min fb 50 min fb 15 min (all +30s/m)
21	Bonus Tournament	1-4	manual set (move counter optional)
22	Bronstein Delay Blitz	1	5 min +3s/m free
23	Bronstein Delay Rapid	1	25 min +10s/m free
24	Bronstein Delay Classic	1	115 min +5s/m free
25	Bronstein Delay Tournament	1-4	manual set
26	Byo-Yomi for Go	2	60 min fb 20 sec Byo-Yomi
27	Byo-Yomi for Go	2	120 min fb. 30 sec Byo-Yomi
28	Byo-Yomi for Go	2	manual set
29	Canadian Byo-Yomi for Go	2	60 min fb 5 min overtime
30	Canadian Byo-Yomi for Go	2	manual set (move counter optional)
31	Hour Glass	1	1 min
32	Hour Glass	1	manual set
33	Gong	1	10 sec
34	Gong	1	manual set
35	Scrabble™	1	25 min
36	Scrabble™	1	manual set

Manual settings

To create a timing method that is not pre-programmed select the manual set option for the timing system you require and set all parameters manually, digit-by-digit. First, the main period for each player must be set. The hours and minutes will appear first. After accepting these values, the seconds can be set. Subsequently a number of other parameters can be set depending on the selected option. The period number is also shown in the display. Blinking digits can be changed using the **[+]** and **[-]** buttons. Press **[7]** to confirm a digit and move to the next one. If a period is programmed with a zero value for thinking time, no further parameters can be set for this and any subsequent periods. When all parameters have been entered the display will show the Pause symbol **||** and the clock can be started. Manual settings are stored in the clock's memory until they are changed or until the batteries are removed.

Instructions for manual settings

hrs=hours, min=minutes, sec=seconds

Option	Timing method	Shown in left display	Shown in right display	Settings
03	Time	0:00 then .00	0:00 then .00	Set left-hand player time, then set right-hand player time; first hrs:min, then sec.
05	Time fb Time	0:00 then .00 2	0:00 then .00 0:00 then .00	Set first period left-hand time and then right-hand time; first hrs:min, then sec. Set second period - same time for both players; first hrs:min, then sec.
07	Time fb Time fb Time	0:00 then .00 2 3	0:00 then .00 0:00 then .00 0:00 then .00	Set first period left-hand time and then right-hand time; first hrs:min, then sec. Set second period - same time for both players; first hrs:min, then sec. Set third period - same time for both players; first hrs:min, then sec.
09	Time fb Time repeated	0:00 then .00 2	0:00 then .00 0:00 then .00	Set first period left-hand time and then right-hand time; first hrs:min, then sec. Set repeating period time - same time for both players; first hrs:min, then sec.
12	Time fb Bonus	0:00 then .00 2 bonus 2 bonus	0:00 then .00 0:00 then .00 bonus 0:00 bonus	Set first period left-hand time and then right-hand time; first hrs:min, then sec. Set second period - same time for both players; first hrs:min, then sec. Set second period increment - same for both players; set min and sec.
14	Time fb Time fb Bonus	0:00 then .00 2 3 bonus 3 bonus	0:00 then .00 0:00 then .00 0:00 then .00 0:00	Set first period left-hand time and then right-hand time; first hrs:min, then sec. Set second period - same time for both players; first hrs:min, then sec. Set third period - same time for both players; first hrs:min, then sec. Set third period increment - same for both players; set min and sec.
18	Bonus	0:00 then .00 bonus 0:00 bonus	0:00 then .00 bonus 0:00 bonus	Set left-hand player time, then set right-hand player time; first hrs:min, then sec. Set increment for left-hand player, then increment for right hand player; set min and sec.
21	Bonus Tournament	0:00 then .00 1 2 2 3 3 4	0:00 then .00 0:00 0:00 then .00 0:00 0:00 then .00 0:00 0:00 then .00	Set first period left-hand time and then right-hand time; first hrs:min, then sec. Set increment for all periods - same for both players; set min and sec. Set number of moves in the first period. Set second period left-hand time and then right-hand time; first hrs:min, then sec. Set number of moves in the second period. Set third period left-hand time and then right-hand time; first hrs:min, then sec. Set number of moves in the third period. Set fourth period left-hand time and then right-hand time; first hrs:min, then sec.
25	Bronstein Delay Tournament	0:00 then .00 1 2 2 3 3 4 4	0:00 then .00 0:00 0:00 then .00 0:00 0:00 then .00 0:00 0:00 then .00 0:00	Set first period left-hand time and then right-hand time; first hrs:min, then sec. Set first period delay time per move - same for both players; set min and sec. Set second period left-hand time and then right-hand time; first hrs:min, then sec. Set second period delay time per move - same for both players; set min and sec. Set third period left-hand time and then right-hand time; first hrs:, then sec. Set third period delay time per move - same for both players; set min and sec. Set fourth period left-hand time and then right-hand time; first hrs:min, then sec. Set fourth period delay time per move - same for both players; set min and sec.
28	Byo-Yomi for Go	0:00 then .00 0:00 byo-yomi	0:00 then .00 1 byo-yomi	Set first period left-hand time and then right-hand time; first hrs:, then sec. Set byo-yomi time for both players in min and sec; then set the number of byo-yomi periods.
30	Canadian Byo-Yomi for Go	0:00 then .00 2 byo-yomi 2 byo-yomi	0:00 then .00 0:00 then .00 byo-yomi 0:00 byo-yomi	Set first period left-hand time and then right-hand time; first hrs:min, then sec. Set byo-yomi time - same for both players; first hrs:min, then sec. Set the number of moves to be played before reloading the byo-yomi time.
32	Hourglass	0:00 then .00	0:00 then .00	Set left-hand player time, then set right-hand player time; first hrs:min, then sec.
34	Gong		0:00 then .00	Set gong period time; first hrs:min, then sec.
36	Scrabble™	0:00 then .00	0:00 then .00	Set left-hand player time, then set right-hand player time; first hrs:min, then sec.

Note: The zeros in above list are only displayed when the clock is not previously programmed or reset.

Note: When a manual option is selected (or when time correction mode is selected), it is possible to skip the one by one entry of values by pressing the **[7]** button as soon as the first blinking digit appears. Previously set parameters remain unchanged and the clock is ready to be started at once, showing **||** in the display. If you wish to check each parameter in a manual setting, keep the **[7]** button pressed down to see all parameters move by quickly or simply press through the blinking options one by one.

Note: Option 21 Bonus Tournament allows the programming of four periods, all with the same bonus time per move. For the first three periods, a move number can be programmed. If the move number is set to a non-zero number, the time for the next period is added when a player has completed the programmed number of moves for that period. If the move number is programmed to 0 (zero) moves, then the transition to the next period takes place when a player's clock indicates 0.00. The time for the next period is then added for both players at the same time.

If the move number is set to a non-zero number and a player does not complete the required programmed (non-zero) number of moves in any period, the DGT2010 will freeze and time counting is stopped for both players and the game has ended. On the side of the player that reached 0.00 a blinking flag will be shown to indicate that this player lost the game on time. Using the move counter in this way means that the players must take great care to correctly press the clock after each move. FIDE does not recommend using the move counter method for transition to the next period. Instead transition to the next period when 0.00 is reached, is the preferred method. It remains the responsibility of players and arbiter to check whether the correct number of moves has been played in any period.

Time and Move Counter Corrections

During a game the times in the display can be changed. To enter correction mode hold the **[7]** button for two seconds until the far left display digit starts blinking. Now the times of both players can be corrected, digit by digit by pressing the **[+]** and **[-]** buttons. Press the **[7]** button to confirm a digit and move to the next one. After the time is corrected the move counter can be corrected. Press **[7]** to resume countdown. If you make a time correction when using an option with multiple periods, the clock will normally assume that play continues in the same period that was active when the time correction was initiated.

Displayed time

The maximum time is 9 hours 59 minutes and 59 seconds. If the available thinking time is more than 20 minutes, the display shows hours and minutes (the icons "hrs" and "min" are visible). When less than 20 minutes remain, the clock displays minutes and seconds ("min" and "sec" icons are shown).

Warranty conditions

This product complies with our highest quality standards. Any warranty claims should be directed to the retailer where the product was purchased (you may be asked for proof of purchase). When returning a product under warranty please state serial number and give detailed description of reason for the claim. The warranty is only valid if the product has been used in a reasonable and prudent manner as intended to be used. Warranty is void if the product has been misused or if unauthorized repair attempts were performed without prior written consent from Digital Game Technology.

Disclaimer

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Technical Specifications

Batteries two AA (1,5 Volt)
 Battery life approx. 5 years
 Accuracy within 1 sec/hr
 Housing ABS plastic
 Color burgundy
 Display size 25 x 135 mm
 Clock weight 210 gr
 EU directives 2004/108/EC 2011/65/EU

