Setting the Chronos Chess Clock for the time control 40/90 SD/30 inc/30

Use the mode **CH-P6** for an increment time control with two segments (such as 40/90 SD/30).

Setting mode CH-P6

1. Hold down (for models with the plastic "clicky" buttons) or touch (for models with touchpad sensors) both the left and right buttons, and then press the red center button. Release all buttons.

2. Press the red center button 13 times until CH-P5 appears on the left side and CH-P6 appears on the right side. Press the right button to select mode CH-P6.

3. The default time settings for CH-P6 are 15 minutes plus 6 second increment for the first segment and 10 minutes plus 6 second increment for the second segment. To change this, press and hold the red center button until the clock beeps and the leading zeros on either side start flashing.

4. Tap each button (left and right) once to set the hours to "1". Press the red center button. The "tens of minutes" digit should be flashing on each side. Tap each button (left and right) twice to change the "1" to "3". Press the red center button again. The "ones" digit of the minutes should be flashing. Tap each button (left and right) five times to change this from "5" to zero. Press the red center button twice more (the seconds are correctly set to "zero".) (**Note:** from this point on, we will omit explicit instructions for pressing the red center button and the left/right buttons to change the displayed digits.)

5. Press the red center button again. You will see "0:06" on each side, with the leading zero flashing. This is the increment (m:ss) to be added after every move. Change the "0:06" to "0:30".

6. After setting the increment for the first segment, press the red center button again. This time, both sides will display "0:10:00", and note that there is one horizontal bar before the flashing zero. (That horizontal bar indicates the second time control segment.) Change the base time for the second segment to 0:30:00. Then, press the red center button again, and set the increment for the second segment to 0:30. (Notice the horizontal bar indicating the second time control segment is still present.)

7. Press the red center button again. You should see "0-bEEP" and "1-Led". This indicates that the beep when pressing the clock is disabled and that the red LED will illuminate to show which side of the clock is running. Leave these settings as they are.

8. Press the red center button again. You should see "0-LED" on the left side and "Short" on the right side. If the "LED" setting in the previous step were turned off, enabling this would allow the red LED to light for a couple of seconds to indicate which side is running. Leave this setting as it is.

9. Press the red center button again. You should see "0-bEEP" on the left and "At End" on the right. Leave this setting alone (it controls whether the clock will beep when one player has run completely out of time. Rule 16B2a requires that clocks be set to operate silently, with no beeping allowed.

10. Press the red center button again. You should see "0-bEEP" on the left and "At tC" on the right side. If this setting is enabled, the clock will beep a warning beep whenever a player is within a few seconds of running out of time. This absolutely must be left disabled (which it is by default).

11. Press the red center button again. You should see "0-HAlt" on the left and "At End" on the right side. If this setting is enabled, the clock will cease operation for both players as soon as one player has run out of time. This setting must be left disabled (which is the default).

12. Finally, press the red center button one last time. You should see "COPy" on the left and "to 0" on the right, with the right side flashing. The Chronos allows the user to save up to twelve preset configurations. Select which preset slot to use by pressing the right button. (If you save the configuration to slot 0, it will only be used for the current game and then will be lost. Preset slot 1 is the setting that appears when the clock is initially turned on.) After choosing the preset slot, press and hold the red center button until the clock beeps. The display should show "1:30:00" on both sides.

How to test that your clock is set properly

1. Turn the clock off, then turn the clock back on. If you chose a preset slot other than 1 for your saved configuration, bring up the appropriate preset. The clock should show "1:30:00" on both sides.

2. Press the right button. Let the left side run for five seconds, until it shows "1:29:55". Press the left button. The left side should now display "1:30:25" and the right side should be running.

3. Allow the right side to run for five seconds, and then press the right button. The right side should then display "1:30:25" and the left side should be running.

When is the time for the second time control added? How does the clock know the first time control segment requires forty moves?

The clock will not count presses (the so-called "move counter"). Instead, as soon as a player uses up all the time in the first segment, the clock will advance to that player's second time control segment, and the horizontal bar will appear. Note that the opponent's clock will still remain in the first segment until the opponent uses up all that time. (The two sides operate independently.)

You must complete forty moves before the clock advances to the second time control segment.