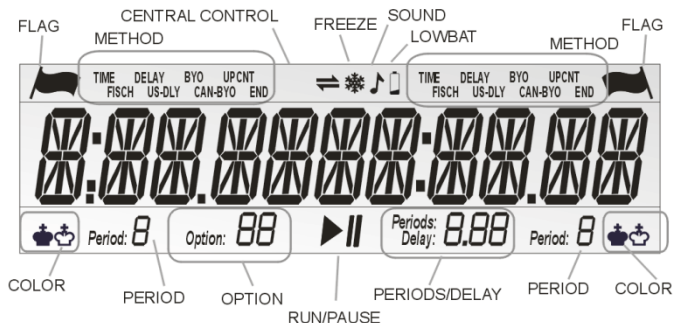


ENGLISH

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DGT 3000 Display and buttons



Buttons:

					ON/OFF (bottom)
Back	Minus	Start/Stop	Plus	Forward/ Accept	Switch on or off
Reload Can-Byo	Sound on/off	Time Correction	Number of Moves	Freeze on/off	(2x) Reset the timer

We spared no efforts to make sure that the information in this manual is correct and complete. However no liability is accepted for any errors or omissions. DGT reserves the right to change the specifications of the hardware and software described in this manual without prior notice. No part of this manual may be reproduced, transmitted or translated in any language in any form, by any means, without the prior written permission of DGT.



At the end of life this product must be disposed of separately at an appropriate collection point and not be placed in the normal domestic waste stream. Batteries should be recycled separately.

Introduction

Congratulations with your purchase of one of the most versatile timers for games with 2 players. The DGT 3000 has the ability of dividing the thinking time between two players in any combination of known methods. What's more the DGT 3000 can be connected to the DGT e-Board. With the connection the timer can send the displayed times to a central tournament system, but it can also be used as a display to show the moves and times when a DGT e-Board is used to play against a computer or opponent over the internet. All timing methods that can be used with the DGT 3000 are described in the next section.

Timing methods

Many different mind games are played all over the world. All games have their own specific preference for different methods to divide the thinking time for the players.

In longer games there are often time controls during the game. For example players have to make minimal 40 moves in the first 2 hours, then 20 moves in the subsequent hour, and end the game within 15 minutes per player. In this manual the time between two time controls is referred to as a period.

When one of the players runs out of time in a period that is not the last one, then the DGT 3000 will show a non-blinking flag at the side of that player. The time for the next period will then be added to both sides simultaneously. The players themselves or the arbiter have to check whether the required number of moves is played. When a player at the end of the last period, or at the end of the only period, runs out of time, then the DGT 3000 shows a blinking flag at the side of this player.

In some methods that are described in this document, the player who ran out of time can still finish his turn by pressing the lever at his side. The time of the other player will then continue to count down. This player should claim his victory, but when he does not stop his time before it shows 0.00, the clock may show 0.00 on both sides. The blinking flag will indicate which player ran out of time first. The flag symbol originates from analog clocks. The big hand of these clocks lifts a small flag a short time before it reaches the top and then suddenly this flag will fall, indicating that all time is used up.

Time

The method in which the clock is simply counting down until one player reaches 0 is called TIME, "Guillotine" or "Sudden Death". If there is only one time control, the player whose time reaches zero first has lost the game on time. In a game with more than one time control a player must have played a required number of moves before each time control.

In some games, for example in chess, it can be imagined that one of the players has an almost certain winning position in the end phase of a game. When this player has only a few seconds left, he will not have sufficient time to play the last winning moves, or to finish the game with a draw. This player is likely to lose the game due to lack of time. An arbiter may declare the game to end in a draw, if it is clear that the player who has run out of time had a winning position.

Thanks to the modern digital clocks there are now methods to finish a game with very little time left. The clock may pause a few seconds at the start of each turn, or the clock can add a certain amount of time after each move.

Fischer Bonus

This method was named after chess world champion Bobby Fischer: “Fischer Bonus” called FISCH in this manual. In this method a certain amount of time is added after each move. If players use less time per move than the set bonus time, then the time on the clock will be higher after the player has finished the move than at the start of the move. The rules of the international Chess Federation (FIDE) stipulate that with this method the clock can no longer be operated after one of the players runs out of time in the last or only period. The clock “freezes” and a blinking flag will be shown. In this method the FREEZE ❄ icon will be shown during the complete game in the upper part of the display.

US Delay

Another method to give the players extra time for each move is the delay method. The clock does not start to count down immediately when the players turn starts, but will wait a few seconds before starting count down. This method is mainly used in the United States of America and is therefore called “US-DELAY” (US-DLY).

Delay

Another method to achieve the same effect as US-delay is to add the delay time to the main time first. Then the clock starts to count down immediately. This method is called “Bronstein Delay” after chess grandmaster David Bronstein. When a player uses less time for a move than the set delay time, the time on the clock will be reset to the amount at the start of the move after the player finishes his turn. When a player uses more time than the delay time for a certain move, then the delay time will be added to the remaining time on the clock at the end of the move. In this method the total time can never be higher than what it was at the start of the move. An advantage of this method over the US-delay method is that the total time available is always displayed for each player. A disadvantage is that the players cannot see whether or not they are still in their delay time. On the DGT 3000 this method is called DELAY. The final result of this method is exactly the same as in the US-delay method.

Byo-yomi

This method is also called Japanese Byo-yomi, but in this document it will be referred to as BYO. This method is mostly used in games such as Go and Shogi. Byo-yomi is almost always preceded by a period TIME in which there is no required minimum number of moves.

Using this timing method it is possible that player A is in his byo-yomi period while player B may still make several turns in the Time period.

In the byo-yomi period each player gets a certain amount of time per move. If a player ends his turn within this time, the time on the clock will be reset to the value that it had at the start of the turn. If a player does not end his turn within this time, the DGT 3000 will show a non-blinking flag on the side of this player. The rules of the game determine if this player has lost the game, or is allowed to go on. When the opponent ends his turn the byo-yomi time will be reloaded and the flag will disappear. The Japanese term “byo-yomi” means literally “counting the seconds”. In a byo-yomi period the time is called out by an observer in intervals. The less time is left, the smaller these intervals become. In most cases during the last 10 seconds the time will be called out every second.

A common setting in Go is 60 minutes TIME followed by 20 seconds Byo-yomi. As mentioned previously the byo-yomi period can start at different turns for each player. For example the player with white can have 10 minutes left in the TIME period, when the player with Black already played several moves in the byo-yomi period.

In tournaments the byo-yomi time is often divided in several periods. For example 5 periods of 1 minute each. If a player uses less time for a certain move than the byo-yomi time, he stays in the same period. When he needs more time for a move than the byo-yomi time, he will enter the next byo-yomi period. When he runs out of time in the last period, the clock will show a non-blinking flag.

The DGT 3000 always shows the total time a player has left. For instance in a byo-yomi stage of 5 periods of 1 minute each, the clock will show 5 minutes.

When a player uses less time than the byo-yomi time on a certain turn, the time on the clock will be reset to the value at the start of the turn. (5 minutes in this example). When a player in this example needs 1 to 2 minutes for a move, then the clock will jump to 4 minutes at the end of the move. He loses 1 byo-yomi period this way. In the same way he may lose 2 periods in one move if he needs 2 to 3 minutes to complete one move.

Canadian Byo-yomi

The drawback of this method is that at the end of each period the time should be called out loud. In the era of analogue timers a certain number of moves were required in each byo-yomi period instead of just one move. When a player has played the required number of moves within this time frame, he will receive the same amount of time again for the next number of movers. This sequence can be repeated many times. This method is called Canadian Byo-Yomi (CAN-BYO).

When playing Go it is common to get 5 minutes for 10 moves. Go players then place 10 stones aside that have to be played within these 5 minutes. When the 10th turn is played in time, the player again receives 5 minutes for the next 10 moves. With this method the players cannot save time by playing quicker than required. If the 10th move is played after for example 3 minutes, the time will be reset to 5 minutes.


On a DGT 3000 the player who has played the required amount of moves in time, has to “reload” the time by pressing a button on the clock.

Upcount

Sometimes the time should count up instead of the usual count down. This is done for example in Scrabble™. After a TIME period of counting down, a count up period starts. The player whose side is counting up may lose a number of points per unit of time in the counting up phase.

Sound

In most methods the sound is turned off by default, but it can be switched on and off at any moment by pressing the **- /** button for 3 seconds. When sound is switched on, a beep will be heard 10 seconds before all time is used up. In the last 5 seconds a short beep will sound every second, and a longer beep will be heard in the period between 0.01 and 0.00 seconds.

The display will show the  symbol in the upper central part when sound is switched on.





Operation

Description of the buttons



In a setting mode the “cursor” is moved one position to the left. When this button is pressed longer than 1 second its function will be repeated.

In Canadian Byo-yomi pressing this button for 3 seconds reloads the byo-yomi time.

	<p>In a setting mode the blinking digit will be decreased by 1. When this button is pressed longer than 1 second its function will be repeated. In playing mode the sound will be turned on or off by pressing this button for 3 seconds.</p>
	<p>Starts or pauses the timer. In pause mode, the clock will go to time and move correction mode after pressing this button for 3 seconds. In manual setting mode pressing this button accepts all following settings.</p>
	<p>In a setting mode the blinking digit will be increased by 1. When this button is pressed longer than 1 second its function will be repeated. When the clock is running or in pause the number of moves will be displayed as long as this button is pressed.</p>
	<p>In a setting mode the "cursor" is moved one position to the right. When this button is pressed longer than 1 second its function will be repeated. Just before the first start of the timer, "FREEZE" mode can be switched on or off by pressing this button for 3 seconds.</p>
<p>ON/OFF (bottom)</p>	<p>Pressing this button switches the clock on or off. When the clock is switched on, pressing this button twice will reset the clock with the same parameters.</p>

First use


When the DGT 3000 is switched on for the first time it will show a blinking option number 01 and the settings for this option. The use of option 01 is extensively described in this section of the manual. Other options will be described in a more compact manner.

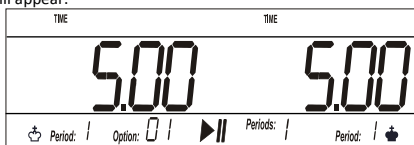
It is recommended to follow all steps that are described here for option 01 to become acquainted with the use of the DGT 3000.

If the clock was used previously, then it will show the last option number with the matching settings. The option number is blinking and can be accepted or changed immediately after switching the clock on.



Description of the preset methods




To become familiar with the use and settings of the DGT 3000, they are described here, with option 01 as an example.



Switch on the timer and select **Option 01** if necessary with the + or - button. By pressing the button this option will be selected and the option number stops blinking. In the center of the display the Pause icon  will appear.



At this moment the position of the lever determines which side of the clock will count down first. The side on which the lever is up will start first. This will be indicated with the white crown icon at that side of the display. On the other side the black crown icon will be shown.



By default FREEZE  is turned off in this method, which means that the clock still can be operated after one of the players has run out of time. By pressing 3 seconds on the  button, this option can be set, or switched off by pressing this button again for 3 seconds. Once the clock has been started, the FREEZE option can no longer be changed.

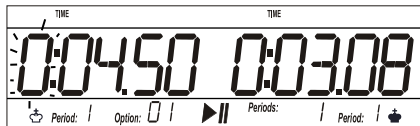
As soon as the central  button is pressed, the time on the side where the white crown icon is shown, will start to count down. The pause symbol  in the display will change into the run  symbol.

The sound can be switched on and off at any time by pressing the - /  button for 3 seconds. By default the sound is off in this option. When the sound is on then the  icon will be displayed in the top center part of the display. See **Sound** on page 8 for more information.

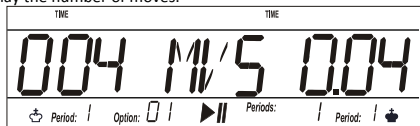
Time correction

During a game it may be necessary to make a correction of the time for one player or both players. This may be because a time penalty is required or because one of the players has violated a rule. There may also be other reasons, for example if the clock was not operated correctly during the game.

To enter time correction mode, the clock should be in pause mode. This is achieved by shortly pressing the start/stop  button. After pressing the same  button again for 3 seconds, the DGT 3000 enters the correction mode. All digits will then be shown including any leading zeros. The digit on the far left side is blinking.



With the + or - button the value of the blinking digit can be changed. As soon as it has the desired value, you can select the next digit with the button. This digit starts blinking and can be changed. Continue doing this until all digits are set correctly. After accepting the far right (10th) digit the display will change and display the number of moves.



If, at the time the clock was paused, it was in the turn of the player with White (the player who made the first move), then both players have completed the same amount of moves. If it was Black's move, then White has played 1 move more than Black.

When you change the number of moves on the left side of the clock, the number of moves on the right side will change accordingly. It is possible though to change the number on the right side separately. This will result in swapping the positions of the hand icon and the hand icon. This may be necessary when the timer was started with the lever in the wrong position.



Be very careful with this setting. If not carried out correctly it can result in an undesired situation.

In an option with only 1 time control, for example option 01, the DGT 3000 will return to the pause mode after the moves are set and accepted. The clock can then be started by pushing the start/stop button . In options with more than 1 period, the period number can be changed after the number of moves before the clock returns to the pause mode.

Changing the position of the lever in pause mode

Sometimes the lever position is changed during pause. This may be done on purpose, but sometimes it happens by accident. It may occur when the player who didn't have the turn when the clock paused, should resume the game. When the lever position is changed during pause, there is no information if the lever was switched too soon, or that one of the players forgot to push the lever. When the DGT 3000 is started after a pause and the lever was switched during this pause, then it will automatically go to the correction mode. The players or the arbiter can then set the number of moves, and if necessary change the time. When the lever is switched in the correction mode, then the number of moves will change on the **right** side of the clock. It may then be necessary to correct the number of moves at the left side.

Description of the preprogrammed settings

Options TIME with 1 single time control.

In all options TIME (without extra time per move) SOUND and FREEZE are off by default. SOUND can be switched on and off at any time. FREEZE can be switched on only before the first run. As soon as

one of the players reaches 0.00, a blinking flag will be shown on that side. This player can end his turn after this and the timer of the opponent will count down further. When the second player reaches 0.00, no flag will be shown

Option 01 TIME, 5 minutes per player

This mode gives each player 5 minutes to complete the game.

Option 02 TIME, 10minutes per player

This mode gives each player 10 minutes to complete the game.

Option 03 TIME, 25 minutes per player

This mode gives each player 25 minutes to complete the game.

Option 04 TIME, 1hour per player

This mode gives each player 1 hour to complete the game.

Option 05 TIME, 2 hours per player

This mode gives each player 2 hours to complete the game.

Options TIME with more than 1 time control

This mode gives each player a certain amount of time to complete a fixed number of moves. This number of moves cannot be set on the clock; it is established by the game or tournament rules. The players themselves or an arbiter have to check whether or not the required number of moves has been played at the moment when one of the players reaches 0.00. A non-blinking flag will appear on the side of the clock that reached 0.00. After this the players will receive a certain amount of time for the next period or for the rest of the game. On the bottom of the display *Period: 2* will be shown. The time for the next period will be added for both players at the same time. The non-blinking flag will disappear after 5 minutes.

A blinking flag will be shown when one of the players runs out of time in this last period.

Option 06 TIME, 2hours, followed by 30 minutes

This mode gives each player 2 hours for a fixed number of moves, and then 30 minutes to complete the game.

Option 07 TIME, 2hours, followed by1 hour

This mode gives each player 2 hours for a fixed number of moves, and then 1 hour to complete the game.

Option 08 TIME, 2hours, followed by 1 hour, followed by 30 minutes

This mode gives each player 2 hours for a fixed number of moves, then 1 hour for another number of moves and finally 30 minutes to complete the game.

Option 09 TIME, 2hours, followed by 1 hour, followed by 1 hour

This option is almost identical to option 08. The players will have 1 hour in the last period instead of 30 minutes as in option 08.

Options with FISCHER bonus per move

In the Fischer mode every player gets a certain amount of time added for each move. This time will also be added for the first move. When there is more than 1 period the time for the next period will be added simultaneously on both sides as soon as one of the players reaches 0.00. The players or the arbiter have to check whether the required number of moves has been played.

In all options with extra time per move FREEZE is on by default. When a player reaches 0.00 the clock can no longer be operated. On the side of this player a blinking flag will be shown and this player has lost the game. FREEZE can be switched off before starting the clock for the first time.

Option 10 FISCHER, 3 minutes with 2 seconds bonus per move

In this option both players get 3 minutes (main time) and 2 seconds (Bonus time) at the start of the game. A blinking flag will be shown on the side of the player that reaches 0.00 first. Depending on the rules of the game this player may lose the game.

Option 11 FISCHER, 25 minutes with 10 seconds bonus per move

The clock will start with 25 minutes (main time) and 10 seconds (Bonus time).

Option 12 FISCHER, 1hour 30 minutes with 30 seconds bonus per move

The clock will start with 1 hour and 30 minutes (main time) and 30 seconds (Bonus time).

Option 13 FISCHER, 1hour30 minutes, followed by 30 minutes with 30 seconds bonus per move for all periods

In option 13 both players receive 1 hour, 30 minutes and 30 seconds (bonus time) at the start. When a player reaches 0.00 seconds, 30 minutes are added to both sides simultaneously and a non-blinking flag will be shown on the side of this player. The players or the arbiter have to decide whether the required number of moves has been played. The number of required moves cannot be set on the DGT 3000.

Option 14 FISCHER, 1hour 40 minutes, followed by 50 minutes followed by 15 minutes with 30 seconds bonus per move for all periods

In option 14 both players receive 1 hour, 40 minutes and 30 seconds (bonus time) at the start. In the second period both players get 50 minutes each for the next number of moves. Then they have to finish the game in 15 minutes. 30 seconds will be added for each move.

Options with a delay per move

In the (Bronstein) Delay method each player gets a certain amount of time free for each move. In this method this amount of time is added to the current time before the move is played. If a player uses less than the delay time for a certain move, then, when the player finishes his move, the clock jumps back to the time at the start of the move.

If a player uses more time than the delay time for a certain move then, when the player finishes his move, the delay time is added to the current time.

This method is similar to the Fischer method, except that with delay modes a player cannot increase his total time by playing very quickly. In Fischer mode it is possible to gain time by playing very quickly.

When there is more than 1 time control, then the time for the next period is added simultaneously to both sides when one of the players reaches 0.00. The players or the arbiter have to check whether the required number of moves has been played.

FREEZE is on by default in the DELAY mode.

Effectively this mode is identical to the US-DELAY method though the information displayed is different.

Option 15 DELAY, 25 minutes with 10 seconds free per move

In option 15 both players get 25 minutes (main time) and 10 seconds (delay time) at the start of the game.

Option 16 DELAY, 1hour 55 minutes with 5 seconds free per move

In this option the clock starts with 1 hour and 55 minutes (main time) and 5 seconds (delay time).

Option 17 DELAY, 2hours, followed by 15 minutes with 30 seconds free per move for all periods

In this option the clock starts with 2 hours (main time) and 30 seconds (delay time).


When one of the players has used up this time, the clock will add 15 minutes on both sides simultaneously and show a non-blinking flag on the side that reached 0.00. The players or the arbiter should determine whether the player whose flag is shown played the required number of moves.

Option 18 DELAY, 2hours, followed by 1 hour, followed by 15 minutes with 30 seconds free per move for all periods

In this option the clock starts with 2hours (main time in the first period) and 30 seconds (delay time).

When one of the players has used up this time, 1 hour will be added for each side. In the last period the players have 15 minutes to finish the game. During the whole game there is a delay of 30 seconds.

TIME followed by repeating Canadian Byo-yomi**Option 19 1 hour TIME, followed by repeating Canadian byo-yomi of 5 minutes**

Each player will have 1 hour TIME in the first period. As soon as a player has used up his hour, then 5 minutes will be added to the side of this player (and **for this player only**). This player is then in the Canadian Byo-yomi (CAN-BYO) period, while the other player could for several more turns be in the TIME period. As soon as the second player has used up his first hour, he too will enter the Canadian Byo-yomi period. In the byo-yomi period a predefined number of moves has to be played before the byo-yomi time can be reloaded. In Go the players set aside a number of stones and reload the time when the last stone of this set is played. The time can be reloaded on the side whose turn it is (lever upwards) by pressing the  reload button for 3 seconds. This reloading can be repeated for the next number of moves, until there are no more moves to play. When a player reaches 0.00 in the byo-yomi period, a **non-blinking** flag is shown. It is then possible to reload the time, even if the time has reached 0.00.

By default sound is on in this method.



In option 19, 20 and 21 each player can be in a different period with a different timing method. This important information when a time correction is required. In all other methods the period number only can be corrected for both sides simultaneously. In correction mode in byo-yomi the period number should be set for each player separately.

TIME followed by (Japanese) Byo-yomi**Option 20 1 hour TIME, followed by 20 seconds (Japanese) Byo-yomi per move, repeating**

Each player will have 1 hour TIME in the first period. As soon as a player has used up this time, 20 seconds will be added for this player (and **only for this player**). This player then enters the (Japanese) byo-yomi period, while for several turns the other player could still be in the Time period. When the second player also reaches 0.00 in his Time period 20 seconds will be added to his side.

In the byo-yomi period a player must move within 20 seconds. When he ends his turn within this time, the clock will again return to show 20 seconds. When a player reaches 0.00 in a byo-yomi period a **non-blinking** flag will be shown. When he ends his turn, the clock will return to 20 seconds.

By default sound is on in this option.

Scrabble™

Option 21 Scrabble™ 25 minutes TIME, followed by UPCOUNT

The clock starts with 25 minutes for each player without bonus or delay. When a player reaches 0.00, a non-blinking flag will be shown, but the clock will continue to run in count-up mode. In Scrabble™ the overtime is used to calculate a penalty. By default sound is on in this option.

US DELAY

In the US Delay method the delay time is shown in a separate section of the display. The main time will not start count down immediately at the start of a turn. The delay time will first count down to zero and only then the main time starts to count down. The end result is exactly identical as in the (Bronstein) Delay method, but the information is displayed in a different way. When a player reaches 0.00 for his main time, a blinking flag will be shown.

FREEZE is **off** by default in US DELAY.

Option 22 US Delay, 5minutes with 2seconds free per move

In this option the clock starts with 5 minutes, 0 seconds on each side. In the bottom right of the display *Delay: 0.02* is shown. When the clock is started, and at the start of each turn this delay time will count down first before the main time starts counting down. Every time a player ends his turn 0.02 will be reloaded in this section and it will count down to 0.00. Then the main time will start counting down.



Option 23 US Delay, 25 minutes with 5 seconds free per move

In this option the clock starts with 25 minutes, 0 seconds on each side. In the bottom right of the display *Delay: 0.05* is shown. See also Option 22.

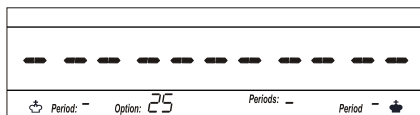
Option 24 US Delay, 1 hour 55 minutes, followed by 1 hour with 5 seconds free per move

In this option the clock starts with 1 hour, 55 minutes, 0 seconds on each side. In the bottom right of the display *Delay: 0.05* is shown. When one of the players reaches 0.00 main time for the first time, 1 hour is added on both sides. A non-blinking flag will be shown on the side of the player who reached 0.00. The players or the arbiter have to decide whether the required number of moves has been made. When a player reaches 0.00 in the second period, a blinking flag will be shown on that side.

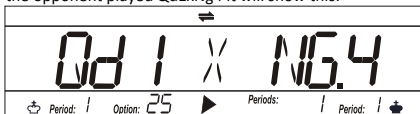
Computer / Internet use

Option 25 Computer / Internet use

This option should be used when the DGT 3000 is connected to a DGT e-Board. The clock will serve as a display for a computer chess program. In option 25 the lever and all buttons are disabled. When this option is selected, the clock will start with a display like this:



When a game is on, the display will show the moves and the time that the computer sends to the clock. For example if the opponent played Qd1xNg4 it will show this:




When there is a connection with a computer the  symbol will be shown in the top of the display.

Manual options




Option 26 until option 30

There are 5 manual options in which 4 separate periods can be programmed. Almost any combination of timing methods can be set. Upcount and both byo-yomi methods can only be set as the last period

When options 26 till 30 are selected for the first time and accepted with , the display will show this:



When first selected all digits for the time are set to 0 and the method "END" is blinking.

First choose a method with the  or  button. When the desired option is blinking then it should be accepted with the  button.

Next the main time in the first period should be set for both players. The values may differ for both sides.

TIME




For the method TIME there are no other parameters to set.

For other timing methods different parameters have to be set.

FISCH, DELAY, US-DLY

For example when the method FISCH is selected, after setting the main time for both players, the display shows this:



The next step would be to set the bonus time per move. With the  or  button you can change each digit separately. Then you can accept the value and go to the next digit with the  button.

In Fischer Bonus mode, and in **Fischer Bonus mode only**, a number of moves can be specified.

When this number is 000, then the next period will start as soon as a player reaches 0.00 on his clock. At that time the main time for the next period will be added for both players simultaneously.



When this number is set to a value higher than 000, then the time for the next period will be added for each player separately. As soon as a player has completed this number of moves, then the time for the next period will be added on his side. The player with the White figures (the player that made the first move) will always get the extra time first.

When this number is for example 040 then the extra time for White will be added as soon as he ends his turn for the 40th time. When Black ends his turn after that, his time for the next period will be added too.

Caution: It is very important in this method when the time is added after a number of moves, that the timer is operated very carefully and correctly. The number of moves is determined by the number of times the lever is moved up and down.

Only in a period with the FISCH method a number of moves (Moves \neq 000) can be set. After this FISCH period it is possible though to choose another method. When the second period does not have the FISCH method, then the period after that can only start again when a player reaches 0.00. The settings for DELAY and US DELAY are similar. In the center of the display "DLY" will be shown when the delay time can be set. With a Delay mode it is not possible to set a number of moves.

BYO

Byo-yomi is usually preceded by TIME. Byo-yomi can only be set as the last time control, but can also be set as the only period.

In the byo-yomi period a certain amount of time per moment must be set. In tournaments there are usually multiple byo-yomi moments with the same time.

For example 5 moments of 20 seconds each should be programmed.

First the Byo-yomi time per moment should be set, then a new screen is shown, in which a number of moments can be set. The maximum number of moments is 99.



When there is more than 1 byo-yomi moment the DGT 3000 always shows the **total** amount of time available. In this example of 5 moments of 20 seconds, the timer will show 1 min 40 at the start of the byo-yomi. This time is the sum of 5 byo-yomi moments of 20 seconds each. At the end of each byo-yomi moment the clock will beep. When a player ends his turn before the last beep, then the display will show the same time as when the turn started. When this player needs more than one moment the time will be reset to 4 periods (= $4 \times 20 = 1\text{m}20\text{s}$ in this example). When a player needs as much as 2 moments of time for one move the time will be reset to 3 periods ($3 \times 20 = 60\text{ sec}$ in this example) etcetera.


When a player has 10 seconds left in any moment a sound will be heard. The last 5 seconds of a moment, the timer will beep every second.

Sound is on by default in byo-yomi, but it can be switched off at any time.

When a player reaches 0.00 in the byo-yomi period then a non-blinking flag is shown. The byo-yomi will however be reloaded when the player ends his turn. The flag will disappear after the opponent ends his turn.

CAN BYO

Canadian byo-yomi is usually preceded by a TIME period. Canadian byo-yomi can only be set as the last time control, but it can also be the only period.

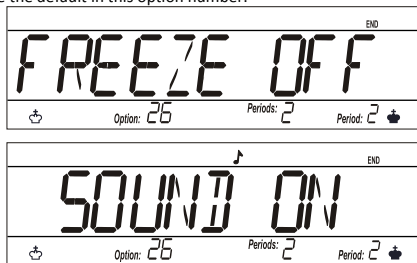
The maximum byo-yomi time is 9 minutes 59 seconds. The number of moves cannot be set. When a player has completed the required number of moves in the Canadian byo-yomi period, then he can reload the time by pressing the  button for 3 seconds. Then the next series of moves can be played. Even when a player reaches 0.00 in this period, then a non-blinking flag is shown. The flag will disappear when the opponent ends his turn.

UPCNT

The method Upcount has no settings. The time always starts at 0.00 and counts upwards. The Upcount method can only be set as last period.

END

When you do not want to set any subsequent periods, then you should choose END as last method. After accepting END, FREEZE and SOUND can be set. It is necessary to set these separately here, so these settings will be the default in this option number.



Before the clock is started, the position of the lever determines which side will start to run first. *The DGT 3000 assumes that the player with the white figures will do the first move.*

The settings in options 26 till 30 will be saved, even after the clock is switched off or when the batteries are removed.

Examples of special settings

Armageddon

In Chess tournaments sometimes a decision should be forced after a tie. Then the so called "Armageddon" method can be used. In this method White receives more time than Black, but Black is the winner if the game ends in a draw.

For example, White gets 5 minutes and Black 4 minutes. Mostly a bonus or delay of 3 seconds is used after the 60th move.

The DGT 3000 does not however allow starting a next period after a number of moves in a TIME method though in a period with the FISCH method this is possible. The solution to set an Armageddon timing system is to start with a FISCH period with 0 seconds bonus. Then enter 60 as the number of moves. In the second period the main time is set to 0:00.00 and the Bonus time is 0.03. Select END after this. It is also possible to use DELAY or US-DELAY in the second period.

Move-timer

In some games players receive only a certain fixed time per move, which is reloaded after each move. When a player reaches 0.00 it must be possible to continue play. This is called a move timer.

With the DGT 3000 move timer can be set with a byo-yomi (BYO) method as first period. The byo-yomi time should be set to the time per move and the number of periods to 00


Period transitions with different bonus or delay times

The DGT 3000 makes it possible to program subsequent periods with different bonus or delay times. The World Chess Federation FIDE requires that in a Fischer bonus period the bonus time must be added for the first move. So it should also be added for the first move of every subsequent period.

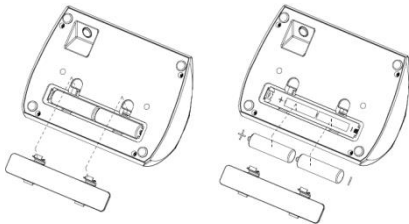
This is important when the bonus time changes in the next period. A common setting is that a period of Time (no bonus per move) is followed by a Fischer period with a certain bonus time per move. As soon as the Fischer period starts, then the bonus time should be added together with the main time for the next period.

In general: when a new period is started because one of the players reaches zero, the main time for the next period is added plus the difference between the new and the old time per move. When the player with the Black figures reaches 0.00 first, then the time for White has to be corrected with the difference between the new and old time per move, because White received the old time per move before the next period started.

Batteries

The DGT 3000 works with two AA (penlight) batteries. These batteries are included with the clock in the box. When these batteries are exhausted it is recommended to exchange them for alkaline batteries. We recommend removing the batteries if the clock will not be used for a longer period in order to avoid damage that can be caused by leaking batteries. When you see this symbol  in the top of the display the batteries should be exchanged although the clock can still be used for several long games.

Exchanging the batteries



Remove the battery cover.

Remove the used batteries.
Place new batteries in the compartment with the + pole as indicated.
Replace the battery cover.
Dispose of your old batteries in a proper way.

Non rechargeable batteries should not be recharged; do not use rechargeable batteries; do not use new and used batteries together; place the batteries with the proper polarity in the battery compartment; exhausted batteries should be removed from the product; never short circuit the terminals of batteries.

Maintenance and cleaning



Your DGT 3000 is a durable, well-made product. If you treat it with reasonable care it should give you years of trouble-free performance. To clean the clock, use only a slightly-moistened soft cloth. Do not use abrasive cleansers.

Warranty conditions

DGT guarantees that your digital chess clock complies with the highest quality standards. If your DGT 3000 – despite our care in choosing components, materials, production and transport – nevertheless shows a defect during the first five years after purchase, you should contact the retailer where you obtained the product.

You may be asked to present a proof of purchase. When a problem occurs give detailed description of the fault and the serial number of the clock.

The warranty is only valid if the DGT 3000 has been used in a reasonable and prudent manner as it is intended to be used. This warranty shall not apply if the clock has been misused or if any unauthorized repair attempts have been undertaken without express written consent from the manufacturer.

Technical specifications

Batteries:	2 AA (penlight) batteries. Alkaline batteries are recommended.
Power usage:	When the DGT 3000 is switched off, the batteries will last for approximately 5 years. It is recommended to replace the batteries sooner though. In normal use the batteries will last for about 10000 hours. When the clock is connected to a DGT e-Board the batteries can power the clock for about 2000 hours.
Accuracy:	Better than 1 second per hour.
Housing:	ABS plastic
Display:	3.5 x 13 cm
Weight:	270 gram including 2 AA batteries



The DGT 3000 complies with:

EN 50081-1:1991 and EN50082-1:1991 regulations.

The product complies with the RoHS directive EU/2002/95/EC

This equipment is marked with the recycling symbol. It means that at the end of life of the equipment, you must dispose of it separately at an appropriate collection point and not place it in the normal domestic unsorted waste stream.

Not suitable for children of 0 – 3 years of age. Small parts. Choking hazard.



Option list

Option number	Timing Method (periods)	Pre-set
01	TIME(1)	5 m
02	TIME(1)	10 m
03	TIME(1)	25 m
04	TIME(1)	1 h
05	TIME(1)	2 h
06	TIME(2)	2h + 30m
07	TIME(2)	2h + 1h
08	TIME(3)	2h + 1h + 30m
09	TIME(3)	2h + 1 h + 1h
10	FISCHER(1) ✱	3 m + 2 s/move bonus
11	FISCHER(1) ✱	25m + 10 s/move bonus
12	FISCHER(1) ✱	1 h 30 m + 30 s/move bonus
13	FISCHER(2) ✱	1 h 30 m + 30 m+ 30 s/move bonus
14	FISCHER(3) ✱	1 h 40 m + 50 m + 15 m + 30 s/move bonus
15	DELAY(1) ✱	25m + 10s/move free
16	DELAY(1) ✱	1 h 55 m + 5 s/move free
17	DELAY(2) ✱	2 h + 15 m + 30 s/move free
18	DELAY(3) ✱	2 h + 1 h + 15 m + 30 s/move free
19	CAN-BYO	1 h + 5 m Canadian byo-yomi
20	BYO	1 h + 1x20 s byo-yomi
21	SCRABBLE™	25 m + up-count
22	US-DELAY(1)	5 m + 2 s/move free
23	US-DELAY(1)	25m + 5s/move free
24	US-DELAY(2)	1 h 55 m + 60 m + 5 s/move free
25	-	Computer/Internet use
26	-	Manual Set 1
27	-	Manual Set 2
28	-	Manual Set 3
29	-	Manual Set 4
30	-	Manual Set 5

Sound is on as default

✱ Freeze is on as default