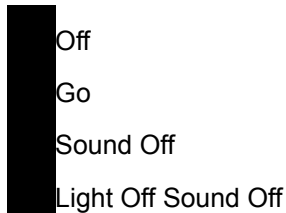


SAITEK COMPETITION GAME PRO

1. Switching on the clock

1.1 The On/Off switch is located on the base of the clock. It has four positions:



1.2 As this implies, the clock has an optional light feature and sound feature as well as the basic on and off positions.

1.3 If the light feature is on, the plunger (lever, button etc) of the person whose turn it is to move will be illuminated green. If a person loses on time at the end of the final session, the plunger will flash red. This feature always seems to be used in practice although it is entirely optional.

1.4 If the sound feature is on, the clock will beep every time the plunger is pressed. It should not be used on any board in matches unless there are exceptional circumstances.

1.5 This means that the clock should be switched to either the “Sound Off” or the “Light Off Sound Off” position for matches.

2. Programming the clock – general points

2.1 The clock has 22 pre-defined settings and three user settings. None of the pre-defined settings correspond exactly to the time controls in the Civil Service League, so they need to be edited until they show the required settings. These can then be stored permanently as user settings.

2.2 The clock settings each have a two-digit code consisting of a number from 1 to 7 and a letter from A to G. For example, 1A is pre-set for 5-minute blitz. The nearest options to the Civil Service League settings are 3F (for the adjudication time control) and 3D (for the quickplay finish). The codes for the relevant user settings are 7A and 7B.

2.3 Navigation through the various settings is by means of the 4-way control button on the left side of the front face of the clock. The up and down arrows navigate within a particular number setting (for example scrolling from 4A to 4D). The left and right arrows are a little more complicated. To get from one number setting to the next, e.g. from 1 to 2 or vice versa, you need to navigate to the top of the setting you are in, e.g. 1A, using the up or down arrows, then use the left or right arrows as appropriate to move to 2A or back to 1A. This works for all number settings except 3 and 7. These have an empty setting at the top level just above 3A and 7A, and you need to go up to that empty setting to move across to the next number. This is simpler than it looks. To see how it works in practice, just navigate to option 1A and keep pressing the right arrow until you have cycled through all the top-level options.

2.4 If you are in a setting below the top level, e.g. 3B, pressing the left or right arrow will instead cycle through the particular settings for the primary, secondary or tertiary stages of the chosen option. A little practice with navigation button is the easiest way to see how this works.

3. Programming the clock – CSL adjudication time control

3.1 The following instructions show you how to programme the clock for the adjudication time control and how to store it in memory.

Switch on the clock and navigate to option 3F. The pre-set is 40 moves in 120 minutes, then 20 moves each hour after that. The left clock shows 02:00 and the right clock shows 40. These need to be changed to 01:30 and 36.

Press the Edit button on the right side of the front face of the clock. The initial 0 in 02:00 starts to flash. This is correct so press the right arrow on the navigation button to move to the next digit.

Now the 2 in 02:00 starts to flash. Press the down arrow so that 1 replaces 2.

Press the right arrow so that the second zero starts to flash. Use the up arrow to change 0 to 3.

Press the right arrow. 0 is correct so no action needed. The left face should now show 01:30.

Press the right arrow again to move to first of the move digits (4, which is now flashing). Use the arrows to change 40 to 36.

Press the right arrow to move to the secondary stage. The left face now shows 01:00 and the right face shows r 20 (r means that this stage is repeating).

Use the arrow keys to convert 01:00 to 00:15 (for a 15-minute time control) on the left and to convert 20 to 06 on the right (for 6 moves in 15 minutes).

Press the right arrow one last time to return to the start.

Now, do not press Edit as you have only changed option 3F temporarily. You can play any number of games with the amended setting in option 3F, and you can turn the clock off and on inbetween, but as soon as you navigate away from option 3F, the changes are lost and it reverts to the pre-set.

To store the changes in memory, you should instead press Store. You will see a flashing double dash in the bottom left corner of the left clock face. You are now in number setting 7.

Use the up or down arrow to navigate to option 7A, which will also flash. Press Store again to confirm the setting. 7A will stop flashing. The left clock will show 1:30 and the right clock will show 36. If you press the right arrow this will show 15:00 on the left and r 06 on the right.

4. Programming the clock – CSL quickplay time control

4.1 This uses the same method as for adjudication, but is a little more involved because the nearest pre-set is further away from the desired outcome. The instructions are as above except where indicated below.

■ Navigate to option 3D. This is pre-set to 40 moves in 2 hours, then 20 moves in 1 hour, then 30 minutes for all remaining moves. This needs to be changed to 30 moves in 75 minutes then all remaining moves in 15 minutes.

■ Press Edit. Change the left clock to 01:15 and the right clock to 30. Using the right arrow, move to the secondary stage. This shows 01:00 and 20. Change these to 00:00 and 00. That gets rid of this unwanted stage.

■ Using the right arrow, move to the tertiary stage. This shows 00:30 and 0 (the 0 on the right means all remaining moves must be made in this stage). Change the left clock to 00:15.

■ Press the right arrow to return to the start. Press Store, navigate to option 7B, and press Store again.

5. Using the clock in matches

5.1 Before the clock is started, it will show the length of time in the first stage on the left, and the number of moves to be made in the first stage on the right. The clock will revert to showing the time left for each player once it is started.

5.2 Pressing the clock works in the same way as for analogue clocks. Black should press down his own plunger, causing White's plunger to rise and starting White's clock.

5.3 The clock face shows hours and minutes, until only 20 minutes are left when it shows minutes and seconds instead.

5.4 Pressing and holding the Moves button on the right-hand side shows the number of moves made by the last player to make a move. The clock continues to count down while the Moves button is pressed.

5.5 Pressing the Pause button on the right-hand side stops the clocks. This may be necessary if, for example, there is a dispute, or if the clocks have been set incorrectly. The display on each clock will flash to show that it has been paused. It is now possible to amend the time showing on either clock, if necessary: press the Edit button, make the required change, then press Edit again to return to Pause mode. Press Pause again to restart the clocks.

5.6 Pressing and holding the Pause button for a few seconds ends the timing of the game and returns the clock to the start position (e.g. showing the time on the left and the moves on the right).

6. What happens at the time control

6.1 This is one of the most important differences between analogue clocks and digital clocks. With analogue clocks, the players must make the required number of moves before their flag falls. On reaching the time control, they stop the clock and manually turn it back to add an extra period of time.

6.2 With a digital clock, the time adjustment is made automatically – the clock itself adds the extra time to each player's allowance. But this does not happen when the specified number of moves has been reached. Instead the extra time is added to both clocks when one of the clocks shows zero time remaining. All the players need to do is ensure that they have made the required number of moves before their own clock shows zero.

6.3 If a player fails to make the required number of moves by any of the time controls except the final one, the clock will go into Pause mode and both clock faces will flash. If the light feature is on, that player's plunger remains a steady green.

6.4 A picture of a round clock face with hands will show next to the digital display of the first player to enter the final time control session.

6.5 In the final session (when a quickplay finish is being used), when one of the clocks reaches zero, that clock face starts to flash and (if the light feature is on) the plunger flashes red. The picture of the clock face shows on that display only.

7. After the game

7.1 It's helpful to reset the clock to the starting position by pressing and holding the Pause button. The clock should then be turned off to preserve battery life.

8. Further information

8.1 The clock comes with a printed manual. This contains full instructions on how to use the clock. It also explains the working of options not currently used in the Civil Service League, such as the Fischer and Bronstein systems. A copy of the manual is available on the Civil Service League website at <http://www.cscl.org.uk/00digitalclocks.html>.