

DGT3000 Quick Guide (English)

Congratulations on your purchase of the DGT3000 game timer. The DGT3000 is a FIDE chess clock approved and recommended by the International Chess Federation FIDE. It is built 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 more. The DGT3000 covers all popular timing systems and has 24 pre-programmed timing options as well as 5 manual settings for all timing options. Each timing method has its own charm and every system influences the way 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. The DGT3000 can connect to all electronic DGT e-Boards whether in tournament play or home use. In tournament play all clock times will then be registered using DGT LiveChess software. At home, when using a DGT e-Board to play against a chess computer or internet opponent, the clock displays the chess moves and clock times.

Glossary

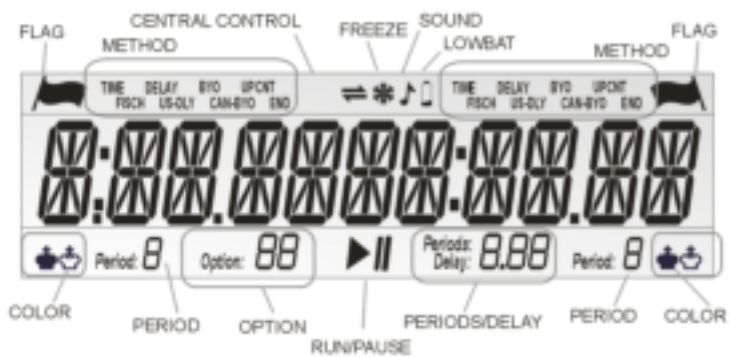
Blitz. A very quick game where each player's thinking time is 10 minutes or less.
Rapid. A quick game where each player's thinking time is more than 10 but less than 60 minutes.
Classical. Much time is given to each player; a classical game can take up to 6 hours or more.
Period / time control. A game 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 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 games 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 Fischer Bonus after the 11th World Chess Champion Bobby Fischer who promoted the system. It is the standard timing system in chess. Options 10-14 have a Bonus setting in the last period only (and Time settings in preceding periods).
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 official FIDE settings (options 15-18) this Delay time is added to the main thinking time in the display so that the total time available to each player is always shown. At the start of a player's turn, the clock starts counting down and if the player finishes his turn (by pressing the lever) within the specified delay time, the time in the display will return to what it was at the start of the turn. This is sometimes called Bronstein Delay after Grandmaster David Bronstein who first proposed the method. Options 22-25 have these Delay settings.
In US Delay the clock does not add the delay time to the main time in the display, but instead the clock will simply delay counting down during the specified delay time. The actual result of both Delay methods are exactly the same.

Byo-yomi. Byo-yomi options are mainly used for the games Shogi and Go. The first period is usually a Time countdown period. After this period the player transits to the Byo-yomi period. In the Byo-yomi period players receive a extra amount of time for each subsequent move (Japanese Byo-yomi) or they receive a set amount of time to make a larger number of moves (Canadian Byo-yomi).
Scrabble™. In Scrabble™ the option zero is reached, the clock starts counting up.
Freeze. According FIDE rules the clock may not add bonus time after a player has reached 0. Therefore as default the clock has a freeze function on in options 10-14. In these modes the clock stops the time when a player reaches 0. Also a blinking flag will be shown. The freeze function can be turned off by holding the  button for three seconds before starting the time.

Buttons and display

Symbol	Meaning
	Located at the bottom of the clock: switch on and off or reset for next game
	Decrease / minus. Sound on / off when holding the button for three seconds
	Increase / plus. Show move counter during play
	Start / Pause. Activates time correction after holding the button for three seconds
	Move cursor left or back. Reload Canadian Byo-yomi settings after holding this button for three seconds
	Move cursor right or accept. Select freeze option
	Battery power indication. When the icon is visible the batteries should be replaced
TIME	Indicates that a time period is set / active
DELAY	Indicates that a delay period is set / active
BYO	Indicates that a Byo-yomi period is set / active
UPCOUNT	Indicates that a time period is set / active
FISCH	Indicates that a Fischer period is set / active
US-DLY	Indicates that a US delay is set / active
CAN-BYO	Indicates that a Canadian Byo-yomi is set / active
END	Indicated that the periods are set and the clock can be started
SOUND	Select sound option "on" or "off"
FREEZE	Select freeze option (after flag fall) by selecting "on" or "off"
	Non-flashing flag shows first player entering the next period
	Flashing flag shows player that has run out of time
	Indicates that the clock is paused or ready to start a game
	Indicates that the clock is running
	Indicates the player colour

Display layout



Batteries

The DGT3000 operates on two AA batteries. If the DGT3000 will not be used for a long period we recommend removing the batteries to avoid possible damage caused by a leaking battery. When the battery symbol  is shown in the middle center of the display, the clock can still be used for several long games though it is recommended to replace the battery by a new one.

Important

- The batteries included are non-rechargeable and should not be recharged.
- Do not use rechargeable batteries in this product.
- Place the batteries in the battery compartment with the correct polarity.
- Dead batteries should be removed from the product immediately.
- Never short circuit a battery.

Sound

When sound is activated the  icon is shown in the display and a beep will be heard at 10 seconds and each second of the last 5 seconds of a period. At zero seconds there will be a long beep. To switch the sound off, hold the  button for three seconds when the clock is paused,

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 blinking. 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-up the clock, keep the ,  or  buttons pressed down.

Before starting the game ensure that 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 lever 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 pressing the  button. Pressing the  button for two seconds will start the time correction procedure. During a game the selected option number is shown at the bottom of the display.

Timing options

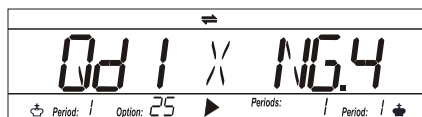
Option number	Timing Method (periods)	Pre-set
01	TIME(1)	5 m
02	TIME(1)	10 m
03	TIME(1)	25 m
04	TIME(1)	1 h
05	TIME(1)	2 h
06	TIME(2)	2h + 30m
07	TIME(2)	2h + 1h
08	TIME(3)	2h + 1h + 30m
09	TIME(3)	2h + 1 h + 1h
10	FISCHER(1) *	3 m + 2 s/move bonus
11	FISCHER(1) *	25m + 10 s/move bonus
12	FISCHER(1) *	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 + 10 s/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 + 5 s/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

Note: 🎵 Sound is on as default, * Freeze is on as default

Computer / Internet use (option 25)

This option should only be used when the DGT3000 is connected to a DGT e-Board via the short clock cable provided with your DGT e-Board. In this option the clock will only serve as a display for a computer chess program (if supported) or a tournament program such as DGT LiveChess. The clock cable should be plugged into the clock left side connector.

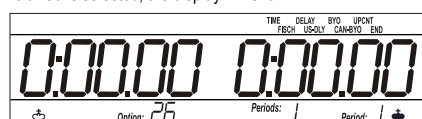
In option 25 the lever and all buttons are disabled and the clock is controlled via the e-Board by commands from computer software. At start-up the clock will display only small lines with no time indications. When a computer game is active, it will display the time (and in some chess programs the moves) as instructed by the chess program. For example if the opponent played Qd1xNg4 the clock display will show:



When the clock is used with LiveChess, the settings should be according to the tournament regulations. The lever handling will be used for the LiveChess game and time registration. If there is an active connection with a computer via the DGT e-Board, the symbol will be visible in the top center of the display.

Manual settings (option 26 -30)

Five manual settings can be stored, each with up to 4 periods. Almost any combination of timing methods can be set. Up count and Byo-yomi methods can only be set as the last period. When one of the manual options 26 till 30 is selected, the display will show:



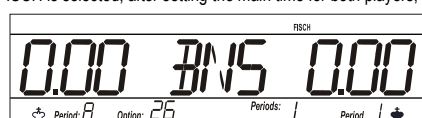
On first programming, all digits for the time are set to 0 and the method "END" is blinking. Now choose a method with the or button. When the desired option is blinking it should be accepted with the button. Then the main time in the first period should be set for both players where the values may differ on both sides.

TIME

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

FISCH, DELAY, US-DLY

When the method FISCH is selected, after setting the main time for both players, the display shows:



The next step is to set the bonus time per move. With the and button you can change each individual digit. Accept the value and go to the next digit by pressing the button.

Only in Fischer Bonus mode the number of moves can be specified. When the moves are set to 000, the next period will start once a player reaches 0.00 on his clock at which point the main thinking time for the next period will be added for both players simultaneously:



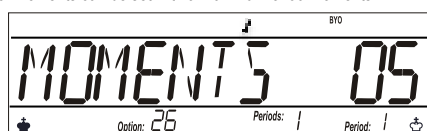
When the move counter is set to a value higher than 000, the time for the next period will be added for each player separately. As soon as a player completed this number of moves, the time for the next period will be added only on his side. For example, when the move counter is set to 040, the extra time for white, who will be the first player to complete 40 moves, will be added as soon as white ends the turn for the 40th time. Only when black ends his 40th turn, black's time for the next period will be added as well.

Using the movecounter: When using an option with the move counter activated, it is vitally important that the lever on the clock is operated correctly. The number of moves is only determined by the number of times the lever is pressed. Once the clock is running the lever should only be pressed after a player finishes a move. Only during a period within the FISCH method, the movecounter can be activated and a number of moves can be set. If you want to use the movecounter for a first period with only time setting however followed by a second period with bonus, select the FISCH mode for the first period and set the bonus to 0. Then select the preferred number of moves for this first period. For a second period again select FISCH mode but now set a bonus time. After this FISCH period it is possible to choose another method without moves. When a period is not set by the FISCH method, the next period will only start after the clock reaches zero.

Delay settings are similar as described above however it is not possible to trigger the start of a next period by using the movecounter. In the center of the display "DLY" will be shown if the delay time can be set.

Byo-yomi

Byo-yomi is usually preceded by a TIME period. Byo-yomi can only be set as a final or single time control. In the Byo-yomi period a certain amount of time per move must be set. In tournaments there are usually multiple Byo-yomi moments with the same time. For example 5 moments of 20 seconds are programmed. First the Byo-yomi time per moment should be set. Then a new screen is shown in which the number of moments can be set with a maximum of 99 moments.



When there is more than one Byo-yomi moment the DGT3000 always shows the total amount of time available. In the example of 5 moments of 20 seconds, the timer will show 1 min 40 at the start of the Byo-yomi which 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, the display will show the same time as when the turn started. When this player needs more than one moment time the time will change to 4 periods (4 x 20 = 1m20s in this example) and so on.

When a player has 10 seconds left in any moment a sound will be heard with a beep for every second on the last 5 seconds. Sound is on by default in Byo-yomi, however can be switched off at any time. When a player reaches 0.00 in the Byo-yomi period, 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-yomi

Canadian Byo-yomi is usually preceded by a TIME period. Canadian Byo-yomi can only be set as the last or single time control. The maximum total 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, he can reload the time by pressing the button for 3 seconds which results in a next series of moves to be played. When a player reaches 0.00 in this period a non-blinking flag is shown which will disappear when the opponent ends his turn.

UPCNT

The method up count has no setting as the time always starts at 0.00 and counts upwards. The Up count method can only be set as a last or single period.

END

When you do not want to set more periods, you should choose END as last method. After accepting END the FREEZE and SOUND can be set. It is necessary to set these separately so these settings will be activated for this (manual) option number. See the pictures:



Notes:

Before the clock is started, the position of the lever determines which side will start to run first. The DGT3000 assumes that the player with the white figures will start with the first move.

The manual settings in options 26 till 30 will be saved, even after the clock is switched off or the batteries are being removed. The zeros in above list are only displayed when the clock is not previously programmed or reset.

Warranty conditions

Digital Game Technology guarantees that your DGT30000 complies with the highest quality standards. If, despite our care in selecting qualified components, materials, production and transport, your GameTimer nevertheless shows a defect during the first 5 years after purchase, you should contact the retailer where you obtained the product. To claim the warranty you may be asked to present proof of purchase. When a defective product is returned, please give a detailed description of the problem and the serial number of the GameTimer.

The warranty is only valid if the DGT3000 has been used in a reasonable and prudent manner as intended to be used. The warranty is voided if the DGT3000 has been misused or if any unauthorized repair attempts were undertaken without prior written consent from Digital Game Technology.

Disclaimer

No efforts were spared to ensure the information in this Quick guide is correct and complete. However there shall be no liability for any errors or omissions. DGT reserves the right to change hardware and software without prior notice.

No part of this Quick guide may be reproduced, transmitted or translated in any language in any form, by any means, without the prior written permission of Digital Game Technology.

Technical Specifications

Batteries	2 AA (1,5 Volt)
Accuracy	Within 1 seconds per hour.
Housing	ABS plastic
Colour	DGT red
Display size	35 x 130 mm
Clock weight	270 gr (including 2 AA batteries)



The DGT3000 complies with the EU directives: 2004/108/EC and 2011/65/EU



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.



DGT complies to the regulation of the German "Der Grüne Punkt" Trademark of Duales System Deutschland GmbH.