

User
Manual

BHB
DIGITAL
CHESS CLOCK

English
Deutsch

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Developed by BHB Germany

www.chessclock.net
www.texma.pl

1. INTRODUCTION

1.1 About the clock

A sense of achievement and pleasure gained from performing under time pressure in board games is something, which we do not need to recommend. We are therefore pleased to introduce the BHB Digital Chess Clock, which is the natural continuation of the BHB long time experience in supporting chess players around the world.

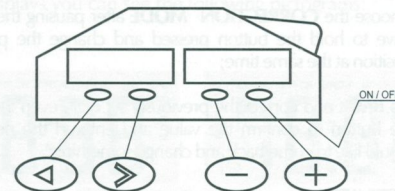
Our clock provides:


- Comfort by using large LCD displays;
- Wide variety of programs and time calculated methods dedicated not only for chess players but also for players of GO, Shogi, draughts and others games;
- User defined programs - it is possible to set own programs through a combination of one to nine different time periods (for example: 1h time with classical time calculation, after that eight 1 min BIO YOMI periods. Details in chapter: PROGRAMS);
- Memory of five user defined programs;
- Sound turned on/off during the game.
- Protection from accidental resetting or changing values on the display during the game;
- A clear program list, which enables viewing the details about the program being chosen, directly on the display.

Enjoy the game


Angela Borchardt

1.2 Control buttons




Press the  button, if you want to:


- **ACTIVATE** the chosen programm (when the program number is displayed);
- **START** the game after choosing a program and checking the correct level according to the colour of board pieces;
- **PAUSE** the game, during time is running, start again after pause mode;
- **ACCEPT** the digit after correction and go on to correct the next digit. If you keep this button pressed during correction, you can run trough digits quickly.





Press the  button, if you want to:

- **INCREASE** the value of blinking digits during program selection, in correction or manual mode. Press shortly to increase value by one (+1) or keep the button pressed to run through digit values quickly;
- **CHECK** the number of made moves (this function is available when the clock is paused as well as when time is running); if you hold the button pressed, information about the number of moves appears followed by the number of the active program.

Press the  button, if you want to:

- **DECREASE** the value of the blinking digit during program selection, in correction or manual mode. Press shortly to decrease by one (-1), keep pressed to run through values of the digit quickly.
- turn on / off the **SOUND MODE** by holding the button pressed for 2 sec.

Press the  button, if you want to:

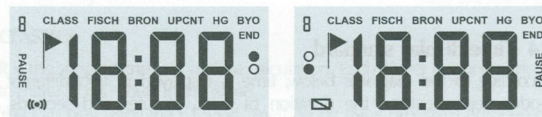
- Choose the **CORRECTION MODE** after pausing the game, you have to hold the button pressed and change the player's lever position at the same time;
- Go **BACK** and correct the previously set digit, even if you pressed the button to confirm the value and entered the next digit but would like to come back and change something;
- **ACTIVATE** the manual setting option in programs USER1 to USER5 (U1-U5). When the user program is chosen from the list of programs (the program number is displayed), you can set your own user defined program (total mix of any timing methods in 9 periods) by pressing and holding the  button for two seconds. As a consequence you will start setting your manual program, which will be memorised in the user mode. Instead, you can press the  button to activate the old (previously set) user program without any changes;
- Go **BACK** to the last clock mode, in case you enter an incorrect option by accident, for example: instead of running the game during PAUSE, you change it into the correction mode. By pressing the  button for two seconds, you can get back to the game without making step-by-step confirmations of every digit in the correction mode. Another example is accidentally changing into the manual setting mode, instead of activating the previously set user program. By pressing the  button for two seconds, you can get back to the list of programs without changing any settings. You also can return to the program list when you choose an incorrect program and you would like to change it again without turning off the clock.

Press the ON/OFF button if you want to:

- switch on / off the clock;
- reset the clock or come back to the list of programs after finishing the game.

1.3 Display

On the displays you can see the following pictograms:



CLASS FISCH BRON UPCNT HG BYO END

- show which type of time calculating method is currently used in the game;
- are used during setting the manual user program to choose the wanted timing method or finish settings.



The small battery sign appears on the display before running out of power and it means the batteries need to be changed as soon as possible (only 10 hours to out of power), otherwise the clock could stop working.



This flag indicates passing the time control between two game periods (appearing for 5 min, on the display of this player, who passes the time control first). Another situation, when you can see the flag, is the end of the whole game blinking for the player passing first, displayed solid for the player passing time as the second.



The small numeric block in the left upper corner shows the number of the current time period in a multi period game or during setting the manual user program.



When this pictogram is on the display, it means that the sound mode is on; otherwise, the sound mode is off.



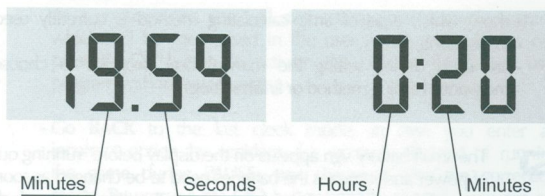
These two versions of pictograms indicate which player uses white or black pieces. This indicator is set before the game and is important especially in tournaments with a designated number of moves in a time period.



If the game is paused and the player's lever position was changed, the pieces colour indicator starts blinking until you correct the lever position. Otherwise you cannot start the game again.

1.4 Time display standard

According to the diagrams below, time is displayed in two different modes dependent on the duration of time. Minutes and seconds, separated by a point between them, present time shorter than 20 minutes. However, if the duration of time is 20 minutes or more, the method of indication is automatically changed to hours and minutes, separated by a colon. See the diagrams below:



2. PROGRAMS

2.1 Timing methods

CLASSIC:

It is the simplest method of time calculation. Each player has one period to make all his moves in the game.

You can play using the CLASSIC method by using programs numbered from 1 to 5 or set your own unique CLASSIC mode using one of the programs called USER (numbered from U1 to U5).

FISCHER:

Each player has a set time period to make all the moves in a game, as in the CLASSIC method but in this method, extra time is given with each move, which is added to the main time.

You can play using the FISCHER method by using programs numbered from 6 to 11 or set your own unique FISCHER mode using one of the programs called USER (numbered from U1 to U5).

BRONSTEIN:

Apart from the main time period, players receive additional time to make each move. If they think longer then their additional time allows, their main time decreases by the difference between additional time and real thinking time. However, if they make the move before their additional time runs out, the unused part of the additional time is lost and is not accumulated to the main time, as it happens in the FISCHER method.

You can play using the BRONSTEIN method by using programs numbered from 12 to 14 or set your own unique BRONSTEIN mode using one of the programs called USER (numbered from U1 to U5).

TOURNAMENT:

This is a timing system, which consists of more than one time period. One period can pass to the next one in two ways: 1) as a consequence of time elapsing in the first period (we say that time periods follow each other) 2) as a consequence of making a particular number of moves. It means that each player has a defined amount of time to make a particular number of moves and if he completes this number of moves in time, he passes on to the next period, otherwise he loses by time. Time periods can be calculated in different ways: using CLASSIC, FISCHER, BRONSTEIN or BYO YOMI methods. As a last game's period you can also adjust types : UPCOUNT or HOUR GLASS.

You can practice different TOURNAMENTS, using programs numbered from 15 to 18 or set your own unique TOURNAMENT using one of the programs called USER (numbered from U1 to U5).

GO (BYO YOMI):

This timing method is used in playing GO. It consists of the first main time period, intended to make unlimited number of moves, which is followed by BYO YOMI (literally: second counting) periods (one or more). The BYO YOMI period lasts usually from 15 to 60 seconds per one move. If a player makes a move before the end of the BYO YOMI period, he receives extra time so that he still has full time from his BYO YOMI period for the next move. If the BYO YOMI period finishes before the move, the next time period begins. However, if it is the last period, the player loses the game by time.

You can practice different GO options with BYO YOMI, using programs numbered from 19 to 22 or define your own unique GO (BYO YOMI) using one of the programs called USER (numbered from U1 to U5).

UPCOUNT:

This method is very useful in games, where exceeding the defined thinking time does not mean losing the game but only influences the obtained score. This type of game is for example: Scrabble®. UPCOUNT means, that the clock does not stop in case of exceeding the whole defined thinking time but it keeps running until the end of the game. Time, which is used after the defined thinking time finishes, is counted and we can see it on the display. The difference in showing time from the defined period and that counted after exceeding this period is, that at the moment of exceeding the main time the FLAG appears on the display and remains there until the end of the game. This way it is possible to say which player has exceeded the time and how many seconds lapsed after that moment.

ATTENTION:

If you want to set the customised program in USER mode with the UPCOUNT timing method, you should adjust 2 periods: The first period in CLASSIC type and, after that the second UPCOUNT. You can practice the UPCOUNT mode using program No. 23 or set your own unique UPCOUNT mode using one of the programs called USER (numbered from U1 to U5).

HOUR GLASS:

Each player has a defined amount of time. When one clock is running, the time used is added to the opponent's clock, and vice versa.

You can practice the HOUR GLASS mode using program No. 24 and 25 or set your own unique HOUR GLASS mode using one of the programs called USER (numbered from U1 to U5).



USER:

This option lets you define your own unique timing system, which can consist from 1 to 9 periods, using every described method. Your own program will be associated with the first chosen program (USER1 to 5) and will be remembered as long as you do not reset it. For more details on how to set your own unique program please see next paragraph: User defined programs.





2.2 User defined programs


It is possible to set any desired set-up, consisting of max. 9 time periods, for example: 1 h classic followed by eight one minute-bio-yomi periods.

Playing in a previously set manual program, memorised by the clock

- After switching on the clock, the list of programs is shown.
- After number 25 on the list of programs you can see numbers: U1, U2, U3, U4 and U5. These last five programs can be manually adjusted.
- If you select one of these programs, on the left display you can see the number (U1, U2, etc.) and the right display shows the last programmed time. If one of the options U1-U5 was not programmed earlier the right display does not show the last memorised program. In that case you can only start setting your program by pressing the  button for 2 sec.
- To use the previously set program again press the  button. This way you enter into the game mode.

Defining customised programs

- Find one of the user programs (U1, U2 ... U5) on the list of programs, which you would like to set as a new program and press the  button holding it for 2 seconds in order to save your personalised timing option.
- Both displays show the names of timing methods, which you can choose. One of them should be blinking.
- The blinking sign (CLASS, FISCH, etc.) can be changed by pressing the  button or  and confirmed by pressing the key .
- Both players must have the same timing method that is why on both displays follows the chosen kind of game at the same time.
- When the selected value is confirmed, the next value starts blinking automatically. That way you can set step by step time of the first period (hours, minutes, seconds).


- After setting the time of the first period for the first player you come automatically to do the same for the second player. The clock offers you implicitly the same values as you have set for the first player in every step, but you can change them.
- After setting time for the first period the adjusting of extra time follows (FISCHER and BRONSTEIN methods).
- The last step, you must set, is the number of moves for the first period, in case, when the next period should begin after a defined number of moves for the first period. If you want the next period to begin not as a consequence of making a particular number of moves, but just after time elapses in the first time period, set this value as „0“.
- After setting the first period for both players you automatically come into the next period and you start settings from the kind of time calculation in this period or you can choose the sign „END“ to finish settings and switch into the game mode.
- At any moment, if you want to change an already entered digit, you can go back by pressing .

2.3 Program list

No.	Type	Periods	Main time / extra times
1.	CLASSIC Blitz	1	5 min.
2.	CLASSIC Rapid	1	15 min.
3.	CLASSIC Rapid	1	25 min.
4.	CLASSIC Rapid	1	30 min.
5.	CLASSIC Rapid	1	60 min.
6.	FISCHER Blitz	1	3 min. +2 sec./move
7.	FISCHER Blitz	1	5 min. +2 sec./move
8.	FISCHER Rapid	1	15 min. +10 sec./move
9.	FISCHER Rapid	1	20 min. +5 sec./move
10.	FISCHER Rapid	1	25 min. +2 sec./move
11.	FISCHER Rapid	1	30 min. +10 sec./move
12.	FISCHER Rapid	1	60 min. +30 sec./move
13.	FISCHER	1	90 min. +30 sec./move
14.	BRONSTEIN Blitz	1	5 min. +3 sec. (not acc.)
15.	BRONSTEIN Rapid	1	25 min. +10 sec. (not acc.)
16.	BRONSTEIN Rapid	1	60 min. +20 sec. (not acc.)
17.	BRONSTEIN	1	90 min. +30 sec. (not acc.)
18.	TOURNAMENT	3	2 h CLASS / 40 moves; 1 h CLASS / 20 moves; 30 min. (to complete)
19.	TOURNAMENT	3	2 h CLASS / 40 moves; 1 h CLASS / 20 moves; 15 min. + 30 sec/move (FISCHER)
20.	TOURNAMENT	2	100 min./ 40 moves +30 sec/move (FISCHER); 30 min. + 30 sec/move (FISCHER)
21.	TOURNAMENT	2	90 min./ 40 moves +30 sec/move (FISCHER); 15 min. + 30 sec/move (FISCHER)
22.	TOURNAMENT	2	90 min./ 40 moves +30 sec/move (FISCHER); 30 min. + 30 sec/move (FISCHER)
23.	TOURNAMENT	2	90 min. CLASS; 30 min. CLASS
24.	TOURNAMENT	2	90 min. CLASS; 60 min. CLASS
25.	BYO YOMI	1	30 min. fb. 20 sec. byo yomi (x1)
26.	BYO YOMI	1	45 min. fb. 30 sec. byo yomi (x1)
27.	BYO YOMI	1	60 min. fb. 60 sec. byo yomi (x1)
28.	UP COUNT	1	25 min.
29.	HOUR GLASS	1	1 min.
30.	HOUR GLASS	1	10 min.
U1	USER 1	1 - 9	User (all possible)
U2	USER 2	1 - 9	User (all possible)
U3	USER 3	1 - 9	User (all possible)
U4	USER 4	1 - 9	User (all possible)
U5	USER 5	1 - 9	User (all possible)

3. BEFORE THE GAME

3.1 Batteries





The clock requires two AA batteries, alkaline recommended! The cover of the batteries compartment is located in the bottom part of the clock. If the  sign appears on the display, it means that your batteries are running low and need to be changed as soon as possible. We guarantee that the clock will still work correctly for 10 hours after the battery sign first appears.


3.2 Turn ON and OFF and RESET

To start using the clock, turn off or reset it, press the „on/off“ button, situated at the bottom part of the clock.

3.3 Choosing a program

After activating the clock, on the left display you can read information about the number of the last chosen program. On the right display you can read information about the time, game period number and timing options according to the program number, which is projected on the left display.

Number 1 on the display represents number 1 on the list of program numbers situated on the bottom part of the clock. The displayed number increases by 1 by pressing the  button and decreases by pressing the  button. When you hold down the ,  buttons, you can run through the numbers of programs quickly. After number 25 the sign U from 1 to 5 starts to appear, which refers to user defined programs. After program U5 the following number is 1.

After selecting the program number, press the  button. On the display you see the initial time of the game.

3.4 Colour indication



By changing the position of the lever, you can set which player plays white or black pieces. On the display you can see a circle, which symbolises white pieces or a point, which symbolises black pieces. This must be done each time before the game.

3.5 Starting the game

After selecting the colour of pieces press the  button to start the game.


4. DURING THE GAME

4.1 Pause






During the game it is possible to stop the timer by pressing the  button. The timer can be restored by pressing the  key once again.

ATTENTION: If you change the lever position during the pause mode, the index of colour pieces on the display will start flashing. It will stop flashing when the lever setting corresponds to the number of moves memorised by the timer.

4.2 Number of moves and current program

You can check by pressing and holding the  button. The displays show the number of moves and, if you hold the button pressed 3 sec., the number of the selected option (program). This is possible during the game and in PAUSE mode.

4.3 Correcting the time and number of moves

To change the time and number of moves made during a game, pause the game using  and press and hold the  button changing the players lever position at the same time. In this way you come in CORRECTION MODE (the first digit on the left display starts blinking). This digit is the duration of time in hours of the player to whom belongs the time on the left display. In order to adjust the time press  button or . After that press the  key, which will flash the next digit. This way you can change the value of hours, tens of minutes, minutes, tens of seconds and seconds.


After adjusting the time for the left side player repeat the procedure for the right side player.

The last corrected step after time adjusting is the number of moves made during a game.

ATTENTION:

When entering the CORRECTION MODE the number of moves, of the player who has made the last one, decreases by 1 (-1).

4.4 Switching the sound on/off

To switch the sound on/off during the game or to pause press and hold the  button until the pictogram appears / disappears.

4.5 Coming back to the list of programs - starting again

To return to the list of programs, switch off the timer and turn it on again.

4.6 Clock malfunction

If the clock malfunctions, take the batteries out and insert them again. If this does not help, please contact your clock distributor.

TECHNICAL INFORMATION

Basic technical data

Weight net/gross: 0,30 kg/0,39 kg

Size of the clock: 165x92x66

Power supply 2x AA 1,5V alkaline batteries

Operating conditions:

Operation temperature range: +5°C ÷ +40°C

Store in dry and ventilated rooms in atmosphere free of corrosion factors

Storage temperature range: +5°C ÷ +40°C

Relative humidity: no more than 75%

Temperature stress resistance: -25°C ÷ +55°C