

TRIGANTIUS FISCHER TIME



1. The clocks are set to a Basic time of 60 minutes, plus 7 seconds per move Bonus time.
2. If needed, switch the clock on using the button on the base of the clock.
3. You are advised to enable the clock audio. This will provide an audible beep when you are near to running out of time. Briefly press the white Sound/Reset button on the clock face - it is the right hand neighbour of the central Start/Pause button. Take care not to hold the button down for an extended period, as this will completely reset the clock!
4. Make sure that the Playing Bar is in the raised position for the player about to play. This will be Black for even games and White for handicap games.
5. Press the confirm button - its the one to the left of the Start/Pause button.
6. Start the clock by pressing the central white Start/Pause button on the clock face. Please do not press any other buttons on the face.
7. At this point the clock for the player who has sente will count down.
8. Make your move, including any capture or pass stone, then press the Playing Bar.
9. At this point your time remaining will be incremented by 7 seconds, and your opponent's time will count down.
10. After two successive passes, pause the clock using the Start/Pause button.
11. If there are any disputes regarding group status, the game is resumed by pressing the Start/Pause button.
12. If there are no disputes the game is ended.
13. After four successive passes, the game is ended with all stones on the board alive.
14. Ensure White passes last and switch off the clock.

NOTES

- i If your time reaches zero the clock will beep (provided you have enabled sound), and you lose on time. If you have not enabled sound, the display will just flash.
- ii You may not pause the clock to capture stones.
- iii If you have any reason whatsoever to call the referee, first pause the clock.
- iv Spectators must not comment on any aspect of the game. Call the referee if you notice anything amiss.
- v If you take less than 7 seconds for a move you will accumulate time.
- vi It is important not to panic and play too fast! If you end up playing the dame with say 40 minutes on your clock then you have been playing much too fast.
- vii On the other hand, if you use nearly all your time on the fuseki, then you will have to play the rest of the game at a lightning speed of 7 seconds per move!
- viii The referee may intervene if for any reason, a game lasts much longer than the expected time of $2\frac{1}{2}$ hours.

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