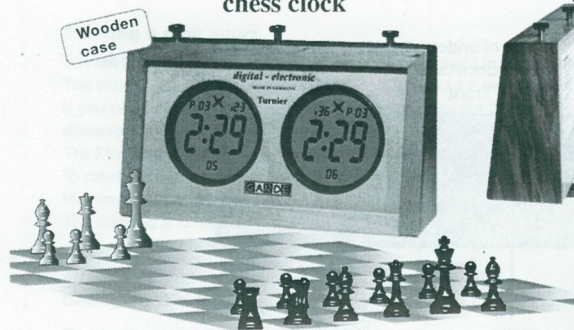# Instructions

GARDE

THE chess clocks from Ruhla

Quality products from the Ruhla clock and watch works,
one of the oldest clock and watch factories in Germany
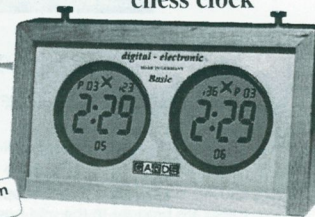

Digital electronic tournament chess clock

Wooden case

Both models offer :

- 20 games settings, programmable in FIDE / Fischer / Bronstein modes

Basic digital electronic chess clock

Wooden case

" Tournament " model

Also fitted with mid-position button and extendable feet to improve the stability

and again with a top-quality wooden case, of course!

" Basic " model

New features:

1. The program control enables fully variable programming of the clock after it leaves the factory. This in turn means that any program changes can be made without having to modify any circuits in the current production method. Such program changes have happened in the past (FIDE rule changes) and more can be expected in the future.

2. LCD displays with a viewing angle of 160° (where 100° to 120° is standard) are used in this clock, giving maximum readability from both sides. Each of the two game displays has a diameter of 65 mm, with the result that the thinking time can be shown in 30 mm high figures. The displays can therefore be easily read by both the players and the referee.

3. On the "Tournament" model the stability of the wooden case is markedly increased by extendable feet, allowing the clock face to be tilted back at an angle of 10° so as to improve the visibility from the players' positions.

The clock is supplied ready for use with two 1.5 V Mignon / AA batteries.
The life-span of new alkaline batteries is 2,000 hours of playing time.
The clock has "Low battery"and"Game end" displays, a buzzer with on/off switch and a move counter.
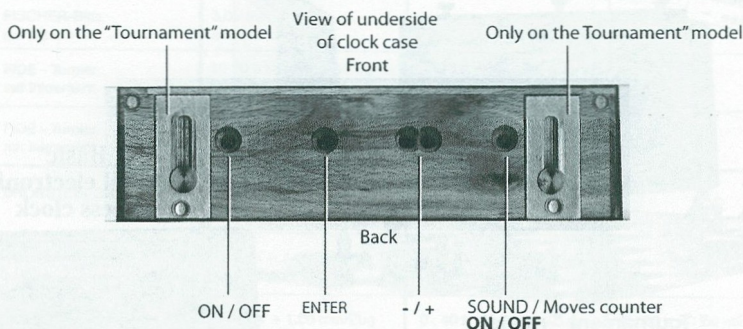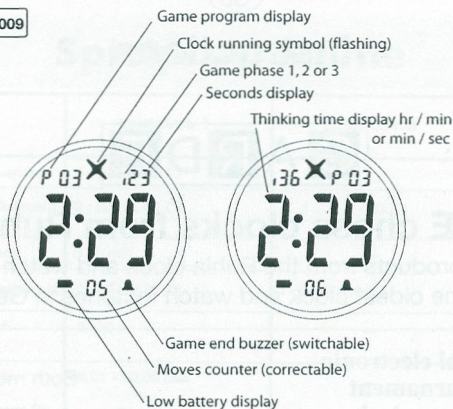

GARDÉ® ruhla - uhren

Game program display

Clock running symbol (flashing)

Game phase 1, 2 or 3

Seconds display

Thinking time display hr / min
or min / sec

P 03 ✕ ⌁23   ⌁36 ✕ P 03

2:29   2:29

– 05 ▲   – 06 ▲

Game end buzzer (switchable)

Moves counter (correctable)

Low battery display

Only on the "Tournament" model   View of underside
of clock case
Front   Only on the Tournament" model

Back

ON / OFF   ENTER   - / +   SOUND / Moves counter
ON / OFF

Buttons

- Push buttons
There are two push buttons on the top of the chess clock.
When these are brought to the mid position, both clocks will stop.
"Basic" model: the neutral position is set by pressing both buttons at once.
"Tournament" model: the neutral position is set by pressing the "Neutral" button.
In the neutral position, the star on the clock which was run last remains visible; on the other clock the star disappears. The game cannot continue until the button on the side of the clock is pressed,
so that the player who is not entitled to play cannot be given permission to do so.

- Enter button
The Enter button is used to call up the program mode (**see Selecting the program**) and/or serves as the button to start a new game (**see Starting a new game**) and to confirm any alterations made to the thinking and incremental times (**see Changing the thinking times and Game phases**).

- Plus button
The Plus button is used to change the current program (**see Selecting the program**) and/or to alter the thinking and incremental times (**see Changing the thinking times and Game phases**).

- Minus button
The Minus button is used to change the current program (**see Selecting the program**) and/or to alter the thinking and incremental times (**see Changing the thinking times and Game phases**).

- Sound button
The Sound button is used to switch the acoustic signal generator on or off and to switch the move counter on or off. If the signal generator is switched on, an acoustic signal will sound each time the thinking time is exceeded.
To switch the move counter on, the sound must be switched on and then the Sound button is pressed again and held down for 2 sec. If the Sound button is pressed again for a further 2 sec, the move counter is no longer shown on the display. The move counter may be corrected (**see Changing the thinking times**).

- On / Off switch
When the clock is switched on, the last position of the game is displayed. The clock will then begin to function only when the push buttons are returned to the positions which they were in at the time when the clock was switched off.

The clock is switched on using the ON / OFF button.

Game phases

Depending on the program selected, a game may be divided into several phases (up to a maximum of 3 phases). Each phase may be allocated a different amount of thinking time during which a fixed minimum number of moves must be completed. The current game phase is shown by the corresponding number of bars (**I**, **II** or **III**) to the left of the seconds display. When the game phase changes, the bars flash on the display of whichever player was first to change to the next thinking time. During the game the star symbol of the player whose turn it is to make the next move flashes. During the final 10 minutes the normal seconds display goes off and the number of minutes and seconds remaining is then shown in the main digital display which otherwise shows hours and minutes. This mode is indicated by the fact that only a single dot appears in the display between the minutes and seconds, instead of the usual semicolon between the hours and minutes. If the thinking time for the final program phase is exceeded, the respective clock stops, the star symbol ceases to flash and the word **END** appears on the display.
If the signal generator is switched on, an acoustic signal will sound (**see Buttons**).
The other clock will continue to run and respond to activation of the appropriate push button.

Starting a new game

To start a new game, the push buttons must be brought to the mid position (**see Buttons**). Then press "Enter". The stars in the displays will begin to flash for about 5 seconds.
If you press the Enter button again whilst the stars are flashing, this will put the clock in Start mode. Any alterations made to the thinking and incremental times (**see Changing the thinking times**) will remain as set. Thinking times that are changed in this way will remain in force even after the clock has been switched off. To reset the thinking and incremental times to the factory settings, switch to program mode (**see Selecting the program**) and briefly change the program, then switch back to the mode as originally set.
The thinking and incremental times will not be reset for the custom programmable modes 5, 16, 17 and 18.

Changing the thinking times

The thinking and incremental times may be set differently for the right-hand clock and left-hand clock in each program. First bring the push buttons to the mid position.
If you then press the Plus or Minus button, the seconds display will start flashing.
You can alter the seconds setting by repeatedly pressing the Plus or Minus button. Confirm the setting by pressing the Enter button (**see Buttons**). You can then alter the seconds setting for the right-hand clock. Each setting is confirmed by pressing "Enter". When you do this, the clock will run through all the setting options for the relevant program – including the option of correcting the move counter.
You can use the displays for the phases and increment (**see Game phases**) to help you keep track of what you are doing. When you come to the option for setting the increment, the minutes and seconds displays are replaced by horizontal bars.

Selecting the program

To select a new program, first bring the push buttons to the mid position. Then press the Enter button, and both stars on the display will start to flash for 3 seconds.
If you press the Plus or Minus button while the stars are flashing, the program display will begin to flash, showing that the clock is now in Program mode. You can then select the program by pressing the Plus or Minus button. Finally confirm the program selection by pressing "Enter".

Changing the batteries

If the Low Battery symbol is permanently visible on one or both of the displays, the batteries should be changed; however, from the time the symbol appears and remains permanently visible, the batteries still have enough power to ensure that they will continue to function accurately for at least 10 more hours of play. Remove the lower part of the back of the clock by undoing the two screws. When replacing the two new batteries ensure that the poles are correctly aligned. A Reset button is installed on the circuit board to the right of the battery compartment. By pressing this you can reset all the clock functions to the factory settings. The switch is not required for normal game functions.

Game programs

Prog. no.	Type of program	Game phase I	Game phase II	Game phase III
P 00	Standard – without increments	2 : 00 hrs (40 moves)	1 : 00 hr	–
P 01	FIDE tournament with increments	2 : 00 hrs (40 moves)	1 : 00 hr (20 moves)	0:15 hr + 30 sec per move accumulative
P 02	Blitz – without increments	5.00 min	–	–
P 03	FIDE tournament without increments	2 : 00 hrs (40 moves)	1 : 00 hr (20 moves)	0 : 30 hr
P 04	FIDE rapid game without increments	0 : 30 hr	–	–
P 05	FIDE rapid game – custom programmable without increments	0.01 - 60.00 min	–	–
P 06	FISCHER blitz with increments	3.00 min + 2 sec per move accumulative	–	–
P 07	FIDE tournament with increments	1:30 hr (40 moves) + 30 sec per move accumulative	0:15 hr + 30 sec per move accumulative	–
P 08	FIDE tournament with increments	1 : 40 hr (40moves)	0:30 hr + 30 sec per move accumulative	–
P 09	BRONSTEIN blitz, single phase	5.00 min + 3 sec per move non-accumulative	–	
P 10	BRONSTEIN tournament, 2 phases	1:20 hrs + 1.00 min per move non-accumulative	0:40 hr + 1.00 min per move non-accumulative	
P 11	BRONSTEIN tournament, 3 phases	1:20 hrs + 1.00 min per move non-accumulative	0:40 hr + 1.00 min per move non-accumulative	0:20 hr + 1.00 min per move non-accumulative
P 12	FIDE mode, single phase, with added increment per move	1 : 00 hr	10 sec per move accumulative for both players	
P 13	FIDE mode, single phase, with added increment per move	1 : 00 hr	10 sec per move accumulative for W , doubled if B is first to change the thinking time	–
P 14	FIDE mode, 2 phases, with added increment per move	1 : 30 hrs (30 moves)	0 : 30 hr (10 moves)	20 sec per move accumulative for both players
P 15	FIDEmode, 2 phases, with added increment per move	1 : 30 hrs (30 moves)	0 : 30 hr (10 moves)	20 sec per move accumulative for W , doubled if B is first to change the thinking time
P 16	FISCHER / FIDE mode, 3 phases with increment per move custom programmable	0.01 min to 9:59 hrs +0.01 min to 1.00 min increment accumulative for both players	0.01 min to 1.00 hr + 0.01 min to 1.00 min increment accumulative for both players	0.01 min to 1.00 hr + 0.01 min to 1.00 min increment accumulative for both players
P 17	FISCHER / FIDE mode, 3 phases with increment per move custom	Times as for P 16, but double increment for W if B is first to change the thinking time	Times as for P 16, but double increment for W if B is first to change the thinking time	Times as for P 16, but double increment for W if B is first to change the thinking time
P 18	BRONSTEIN tournament, 3 phases with increment per move custom programmable	Times as for P 16 increment non-accumulative for either player	Times as for P 16 increment non-accumulative for either player	Times as for P 16 increment non-accumulative for either player
P 19	Hourglass	5.00 min	–	–