Using the DGT-XL Clocks for Matches

1. Turn on the clock. The "00" will flash

2. **<u>While the 00 is still flashing</u>**, press and hold down the left hand button (back arrow, labelled with an S below it) for a few seconds until a screen appears with a **<u>large L</u>** and five small numbers 1 to 5 arranged vertically.

3. Use the **+ or – buttons** to **choose** the saved programme number required:
   1 for 35 moves in 1hr 15mins + 7 moves in 15 minutes (x2);
   2 for all moves in 1hr 20; and
   3 for Fischer Time, all in 70 minutes + 10 sec bonus per move

4. **Select** the number chosen by pressing the right hand button (forward arrow)

If you make a mess up, just turn the clock off and on and start again from the flashing "00".