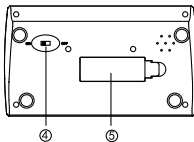# User's Guide

KK9909 Operations Manual

I Features

- FIDE Approved
- Simple to operate
- Two AA type batteries are required
- Colour on lever indicates side to move, visible from 10 meters
- 39 pre-programmed settings to cater for all types of games
- Special user "00" setting with 4 separate time periods
- Special user "99" to keep your alterations of the 39 settings

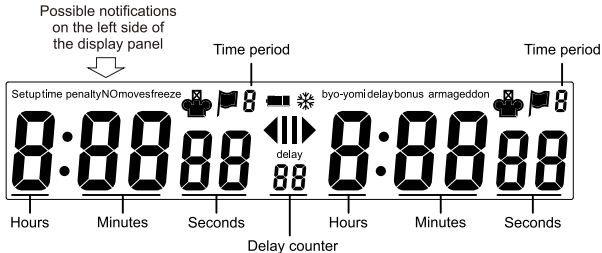## II Clock parts descriptions
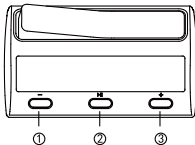
Clock parts descriptions

Bottom of clock

① Decrease/minus flashing digit   ② Run/Pause/Set (hold 3s)
③ Increase / add to flashing digit   ④ ON/OFF switch   ⑤ Battery compartment

III Display Description

Possible notifications
on the left side of
the display panel

Time period

Time period

Setup time penalty NO moves freeze ♚ ⚑ 8 🔋 ❄ byo-yomi delay bonus armageddon ♚ ⚑ 8

delay

88

Hours   Minutes   Seconds

Hours   Minutes   Seconds

Delay counter

byo-yomi	byo-yomi is active if displayed
delay	delay is active if displayed
bonus	bonus increment is active
armageddon	special mode to decide winner
Setup	flashes together with ‖ waiting to start
Set time	can adjust time in this mode
Set penalty	can adjust the flashing digit using -/+
Set freeze	can overwrite the default clock stop or continue
♚ 1st player / ♚ 2nd player	
⚑ lose on time (flashing)	
⚑ indicates first player to cross over into next time period	
🔋 low battery (flashing)	

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IV Selection of time control

When first switched on this is the display on the panel

Please use the "-/+" to select the time control that you want to use, the pre-programmed time controls are shown at the underside of the clock. When there is more than one time period the display will cycle through the other periods to show the complete time control.

When ready to start please press " ▶❚❚ " to begin. The symbol " ❚❚ " in the middle of the clock will flash together with "Setup" at the top left of the clock. This shows that the clock is ready to start, on pressing the " ▶❚❚ ".

V Time control customizations

To amend any time settings and make it your desired special setting "99" , choose a similar time control and then press and hold " ▶❙❙ " for 3 seconds. In this manual mode you can change any part of it and when finished press " ▶❙❙ " to save it to setting "99". Switching off the clock and then on again will allow you to choose this setting.

To create your own time settings, switch on clock and press the "-/+" key until you reach user mode "00" (this is placed next to setting no.1 and you can reach this by pressing "–"). For instructions on customizing your own time control please see below.

Setting for user mode "00" starts with this display. It is ready for you to enter the parameters for time period 1 (indicated top right). This mode allows you to create any time control you want and can be different for White and Black. There are two ways to complete this operation – scroll using " ▶❙❙ " till the end of the 4th time period or press and hold " ▶❙❙ " for 3 seconds.

VI Time penalty shortcut

flashing

press and hold for 3 seconds
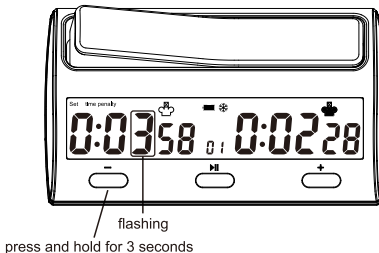
The KK9909 clock has a special shortcut to adjust the penalty time for infringements according to FIDE Laws of Chess.

For example to add 2 minutes for an illegal move

Step 1   Select side to add 2 minutes (for this example we choose left side - White)

Step 2   Press "-" and hold for 3 seconds

Step 3   the minute digit will flash

Step 3   use the "+" to increase by two minutes

Step 4   to finish press "▶‖"

And the clock is ready to resume the game.

VII Adjusting the time on the clock

Sometimes there is a need to adjust the time on the clock. Please follow the steps below;

Step 1   Press "▶❚❚" and hold for 3 seconds
Step 2   You can now adjust the time from the leftmost digit and scroll through
Step 3   Use "-/+" to change the any digit
Step 4   Press "▶❚❚" to move to the next digit
Step 5   When all is done press "▶❚❚" and hold for 3 seconds

And the clock is ready to resume the game.

VIII FIDE Time Controls

Settings 1 to 39 is for most games that require a clock to help officiate. The numbers 3 to 10, 26 and 27 are specified by FIDE (International Chess Federation) to be the official time controls valid for a chess game.

When there is more than one time period, this clock follows the recommended treatment upon the expiry of the first time control. The following applies;

When one of the clocks goes to zero time 30 minutes are added to BOTH clocks immediately.

For the side which completed the first time control a check is performed on the number of moves made. If 40 or more moves were made then a white flag ⚑ is shown on this clock. However, if 40 moves were not completed then a black flag ⚑ will appear. These flags will stay lit for 5 minutes.

When one side loses on time that is time expired without further time periods the black flag ⚑ will flash and the clock freezes.

VII Brief description of all time settings

Sett ing No.	Time Control			Description
	First period	**Second period**	**Third period**	
1	5 minutes – Blitz			No time increment
2	25 minutes - Rapid			No time increment
3 FIDE	90 minutes - Standard			30 secs increment per move from move 1
4 FIDE	90 mins / 40 moves - Standard	30 minutes to finish		30 secs increment per move from move 1

5 FIDE	100 mins / 40 moves - Standard	50 minutes for the next 20 moves	15 minutes to finish	30 secs increment per move from move 1
6 FIDE	120 minutes / 40 moves - Standard	60 minutes for next 20 moves	15 minutes to finish	NO time increments for 1st and 2nd time periods but starting from move 61 there is 30 secs added per move
7 FIDE	120 minutes / 40 moves - Standard	60 minutes for next 20 moves	30 minutes to finish	NO time increments
8 FIDE	3 minutes - Blitz			2 secs increment from move 1
9 FIDE	5 minutes - Blitz			3 secs increment from move 1
10 FIDE	15 minutes – Rapid			10 secs increment from move 1
11	25 minutes – Rapid			10 secs increment from move 1
12	50 mins - Standard			10 secs increment from move 1
13	60 mins - Standard			30 secs increment from move 1
14	30 mins - Standard			30 secs increment from move 1

15	15 minutes – Rapid			5 secs increment from move 1
16	Armageddon White 0:05:00 Black 0:04:00	From move 61 to the finish		NO time increments for 1st time period but starting from move 61 there is 3 secs added per move
17	60 minutes	20 seconds byo-yomi for every move		60 minutes of playing time then a 20 secs countdown for every move
18	60 minutes	30 seconds byo-yomi for every move		60 minutes of playing time then a 30 secs countdown for every move
19	120 minutes	30 seconds byo-yomi for every move		120 minutes of playing time then a 30 secs countdown for every move
20	60 minutes	5 minutes for every 10 moves		Canadian byo-yomi, after 60 mins of play, 5 mins countdown for every 10 moves
21	60 minutes	5 minutes for every 20 moves		Canadian byo-yomi, after 60 mins of play, 5 mins countdown for every 20 moves
22	60 minutes	5 minutes for every 30 moves		Canadian byo-yomi, after 60 mins of play, 5 mins countdown for every 30 moves
23	20 minutes	15 minutes for every 25 moves		Canadian byo-yomi, after 20 mins of play, 15 mins countdown for every 25 moves
24	30 seconds byo-yomi + 1 minute byo-yomi (10 chances)	5 minutes for every 10 moves		Classical GO time control

25	30 seconds countdown for every move			If lever not pressed within time control game stops
26 FIDE	120 minutes / 40 moves 30 minutes to finish			NO time increments
27 FIDE	120 minutes / 40 moves 60 minutes to finish			NO time increments
28	5 minutes countdown for every move			If lever not pressed within time control game stops
29	45 minutes to finish			NO time increments
30	45 minutes to finish			10 seconds added after every move
31	45 minutes to finish			30 seconds added after every move
32	60 minutes to finish			20 seconds added after every move
33	120 minutes / 40 moves - Standard	30 minutes to finish		10 seconds time delay for every move
34	110 minutes / 40 moves - Standard	30 minutes to finish		10 seconds time delay for every move

35	60 minutes to finish – Standard			10 seconds time delay for every move
36	30 minutes to finish – Rapid			10 seconds time delay for every move
37	40 moves 100 mins /20 moves 40 mins /SD 40 mins			30 seconds time delay for every move
38	60 minutes to finish			No time increments
39	90 minutes to finish			No time increments
99				Set by altering any fixed setting between 1 and 39. Automatically saved here and may be selected from startup. But no changes are allowed to be made here.
00	1st period - User set	2nd period - User set	3rd period - User set 4th period - User set	Please follow instructions in manual on how to set each of the 4 time periods.

IX Contact us

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