



## FIDE Tournament Mode with Time Bonus

We want to explain the handling of the electronic chess clock with the so-called „Fischer-Mode“. „Fischer-Mode“ means that the chess player gets for each move a time bonus. We want to explain it with the help of the question-answer method. It would

be helpful for you to read this information before you start the tournament. Please, don't hesitate to contact our referees if you have questions.

We play with the „Silver“ clock. All following information refer to this clock. The black player has to press his player button at the beginning of the game. Thereby the clock of the white player is started and the indicator lamp next to his player button flashes (clock cycle: seconds). The chess player can observe the remaining time at the display. If the remaining time is **greater than 10 minutes** the display shows **hours and minutes**. Hours and minutes are **separated by a colon (h:mm, e.g. 1:29 [1 hour : 29 minutes] or 0:11 [11 minutes])**. The seconds are not presented but they are internal saved. If the remaining time is **lower than 10 minutes** the display shows the remaining **minutes and seconds**. Both are separated by a **decimal point (m.ss, e.g. 9.59 [9 minutes . 59 seconds] or 0.02 [2 seconds])**. A rotating symbol appears at the display of the player who has to move (next to the value of remaining time). The symbol for the first time period is a cross. The symbol for the remaining period is a triangle.

### 1. *What about my time to think it over?*

For the **first 40 moves** the player has **90 minutes plus 30 seconds time bonus for each move** (Time for consideration of the first periode).

For the next moves the player gets additional **30 minutes including 30 seconds time bonus** for each move (Time for consideration for the remaining moves of the game).

### 2. *When does the player get the additional 30 minutes? How can I identify it?*

Both players get the additional 30 min. **automatically**. This is **independig of the number of moves**. It is realized if **one player has consumed the time of consideration of the first time period**.

The display shows the last seconds of the time of consideration (0.03 ... 0.02 ... 0.01). Then the mode of the display changes from minutes . secondes to hours : minutes. The display for this player shows 0:29 (29 minutes without the internal saved secondes). At the same time the rotating symbol is changed.

Additionally a **horizontal dash** appears below the rotating symbol (**only for this player**).

The other player gets additional 30 minutes. The value on the display is changed (remaining time plus 30 min.). E.g. from 0.17 (17 seconds) to 0:30 (30 min. without seconds), e.g. from 0:12 (12 min.) to 0:42 (42 min.)

### 3. *How can I identify an exceeding of the time limit?*

A mechanical clock indicates an exceeding of the time limit by **falling of a leaflet**.

The change at the **display from minutes . seconds to hours : minutes** for the first time period is exactly this moment for an electronic clock (see detailed description in chapter 2).

An exceeding of the time limit in the first intervall (< 40 moves) has to be documented by the notation. At the moment of the change of the time of consideration the player had to do 40 moves including the

clock handling (for the first time period). Otherwise the time limit is exceeded.  
The player has to claim the exceeding of the time limit. He has to stop the clock and call the referee.  
After exceeding the time limit for the remaining game the clock remains in the position 0.00 independent of further moves (no time bonus for further moves).  
A horizontal dash at the center of the time display indicates the exceeding of the time limit of the player who exceeded the time limit at first.

#### ***4. What about the notation in a period of shortage of time?***

There is a categorical obligation for notation. All moves of the game are documented completely.  
It is forbidden to make several moves at first and realize the notation later.

#### ***5. Is it possible to claim a draw according appendix G5 of the FIDE rules?***

**No**, this rule is suspended.

The aim of this rule is the protection of a player with a very small time budget. The time bonus is an efficient protective shield. Therefore the possibility to claim a draw according appendix G5 of the FIDE rules was suspended.

#### ***6. Why does the black player start the clock?***

**The white player gets a time bonus of 30 seconds for his first move only under this condition.**

The mechanical clock was started also by the black player.

The electronic clock has the same operation mode. After the **second** pressing of the clock (by the white) the white player gets his time bonus of 30 seconds for his first move.

Please have attention at the beginning of the game that the black player starts the clock.

If the black player is absent: Ask the referee or do it yourself!

#### ***7. How can I stop the clock?***

**The player has to press the center button on the top side of the clock.**

The player, who is to move can stop the clock for claiming (E.g. triple repetition of the same position, draw according 50-moves-rule, exceeding of time limit).

The player has to press the center button on top side of the clock for approximately **one second**.

A short pressing don't conduct to a stop of the clock. This is a FIDE requirement. Thereby an unintended stop is avoided.

#### ***8. What buttons can the player use? What buttons are forbidden?***

It is only allowed to use the buttons on the **top side** of the clock. These buttons are used for stopping the own clock and starting the opposing clock. The center button is used for stopping, switching-off and switching-on of the clock.

The buttons on the front side are used for the modifications of clock functions. It is **never** allowed to use these buttons by players or unauthorized person. A misuse can be penalized by the referees according chapter 12.9.

The original document in german language was written by Martin Sebastian and Uwe Bade (version 2014)