

# **DIRECTORS' BRIDGE TIMING CLOCK INSTRUCTIONS**

- 1. PLUG INTO MAINS AND SWITCH ON POWER**
- 2. CLOCK WILL START COUNTING 1,2,3 ---SECONDS**
- 3. PRESS STOP – CLOCK WILL RESET TO ZERO - 000**
- 4. PRESS PROG**
- 5. SET RIGHT HAND SIDE TIMER TO DESIRED LENGTH OF ROUND USING UP OR DOWN BUTTONS – SAY 14 OR 15 MINUTES FOR 2 BOARDS AND 21 OR 22 MINUTES FOR 3 BOARDS. DISPLAY WILL SHOW EE:15**
- 6. PRESS PROG**
- 7. DISPLAY WILL SHOW - AL:07 (BUZZER WILL SOUND WITH 7 MINUTES TO GO IN ROUND) – 07 CAN BE CHANGED USING UP OR DOWN. (WITH 3 BOARD ROUNDS IT IS NOT POSSIBLE TO HAVE AN ALARM AT THE PROGRAMMED END OF EACH BOARD, SO STICK WITH 07)**
- 8. PRESS PROG**
- 9. DISPLAY WILL SHOW – CH:02 - (THIS IS THE CHANGE OVER TIME IN MINUTES BETWEEN ROUNDS TO ALLOW PLAYERS TO MOVE- CAN BE ALTERED USING UP OR DOWN BUTTONS)**
- 10. PRESS PROG – DISPLAY WILL SHOW 000**
- 11. PRESS START – COUNTDOWN TIMER WILL START AND BUZZER WILL SOUND.**
- 12. BUZZER WILL THEN SOUND WITH 7 MINUTES TO GO , AT THE END OF THE ROUND AND AT THE END OF THE CHANGE OVER TIME.**
- 13. AT THE END OF THE CHANGE OVER TIME THE CLOCK WILL AUTOMATICALLY RESTART COUNTING DOWN FROM 14/15 OR 21/22 MINUTES**
- 14. AT ANY TIME THE COUNTDOWN CAN BE STOPPED BY PRESSING STOP AND THEN RESTARTED BY PRESSING START (THIS ALLOWS ADDITIONAL TIME IF A ROUND IS PROGRESSING SLOWLY)**