

TESTING REPORT – ELECTRONIC CLOCKS

Approved by FIDE Council on 04/08/2022

Applied from 1st September, 2022

	Information	Comment
	Name of the clock	
	Name of tester	
	Period of testing	

Test	Description	Comment
1	Is it possible to read the information on the displays at a distance of 3 metres from the clock?	
2	Does the clock have the ability to be included as part of an electronic chess board broadcast? If yes, was this tested successfully?	
3	Is it clearly visible which player is to move, from all sides of the clock?	
4	Is there any sound given by the clock during or at the end of game? If yes, is it possible to switch the sound off?	
5	Is the clock speed equal with the normal time?	
6	Is there a low battery indication or a battery percentage?	
7	If the answer to test 6 is yes, is this indication shown immediately after the clock is set up?	
8	Is it possible to change or delete indications of the clocks by default?	
9	Is there a short manual on the clock?	
10	Is the clock stable during use, especially when players are short on time?	
11	Did you make test 10 under normal tournament conditions with at least five players?	
12	Are the buttons used by the players sturdy enough?	
13	Did you make test 12 under normal tournament conditions with at least five players?	
14	If both flags fall, can you determine which fell first?	
15	Do both clocks stop after a flag fall?	
16	Did you have problems to correct the time shown by the display or to give penalties?	
17	Did you have problems to change the move counter?	
18	Are the following rate of play available as default modes:	

18.1	40 moves in 100 minutes + 20 moves in 50 minutes + 15 minutes and 30 second per move from move 1	
18.2	40 moves in 90 minutes + 30 minutes with an increment of 30 seconds per move from move 1	
18.3	Game in 90 minutes + 30 seconds per move from move 1	
18.4	40 moves in 2 hours + 20 moves in 1 hour + 15 minutes and 30 seconds per move from 61 move	
18.5	40 moves in 2 hours + 20 moves in 1 hour + 30 minutes	
18.6	40 moves in 2 hours + 30 minutes	
18.7	Game in 60 minutes	
18.8	40 moves in 2 hours + 1 hour	
18.9	Game in 15 minutes + 10 seconds per move	
18.10	Game in 25 minutes + 10 seconds per move	
18.11	Game in 25 minutes	
18.12	Game in 3 minutes + 2 seconds per move	
18.13	Game in 5 minutes + 3 seconds per move	
18.14	Game in 5 minutes	
19	Is there a mode that allows the arbiter to manually input a time control with up to 4 time periods with an increment?	
20	Is the incremental time when using Fisher mode added before the first move?	
21	Easy to use?	
22	Visible who is on move	
23	Number of moves	

	Description	Comment
	Do you have some additional remarks to some questions?	
	What is your recommendation on endorsement?	