

Fischer time consists of two components: basic time and increment. In our tournament, basic time is 25 minutes, and increment is 10 seconds/move. This means the following:

- 1) At the start of the game, you have 25 minutes on your clock.
- 2) After every move, you **gain** 10 seconds.
- 3) If you run out of time on your clock, you lose. In particular, there is NO byoyomi.

Example:

Suppose Fisher Time is set as 10 minutes + 20 seconds per move. Initially, one has 10 minutes on the clock.

Suppose that the first move takes 30 seconds. The clock is then adjusted to 9 minutes 50 seconds (being the initial 10 minutes, **minus** the 30 seconds used for the move, **plus** the incremental 20 seconds).

If the second move takes 5 seconds, the clock is then adjusted to 10 minutes 05 seconds (starting time of 9:50 **minus** 05 seconds for the time it took to make the move, **plus** 20 seconds incremental), and so on.