

# Fischer Timing

## What?

We use Fischer timing at our tournament. Fischer timing is a neat alternative method to e. g. the currently widespread “canadian byoyomi”. It has many advantages: a guaranteed minimum thinking time per move, no sudden death, no interruptions due to the start of a byoyomi period, no counting of stones.

Fischer timing is announced with two numbers:

- the basic time per side in minutes (e. g. 50 min)
- the bonus time per move in seconds (e. g. 15 s)

At the start of the game, both clocks are set to the basic time. After each move (from the outset), the bonus time is added to your clock. If the clock reaches 0, you lose on time.

In other words: given a bonus time of 15 seconds, you are guaranteed to have at least 15 seconds time left before each move. All unused time is retained. The basic time is the amount of reserve time at the start of the game. If you move faster than 15 s, the reserve grows. If you move slower, it shrinks accordingly.

## How long does it take?

A game of go takes at most about 300, in rare cases up to 360 moves. At 50 min basic and 15 s bonus time, this can take at most about 3 hours (2 times basic plus 300 times bonus time). The sides have thus about 90 minutes thinking time each, overall.