

Chess Clocks

Chess

Time controls, increments, and what happens when the flag falls.

The common formats.

Format	Time	Character
Bullet	1–2 min	Speed over accuracy
Blitz	3–5 min	Fast, tactical
Rapid	10–30 min	Some thinking
Classical	60 min+	Full calculation
Increment (+3)	Added per move	Prevents pure flagging
Delay	Counts down after a pause	Time is not accumulated

If your flag falls but the opponent cannot possibly mate you with the material they have, the game is a draw, not a loss.