

MARKUS RUBY CHRONOGRAPH

Chronographs G10 User's Manual



Standard model

- ❶ Hour hand
- ❷ Minute hand
- ❸ Seconds hand
- ❹ Date indicator
- ❺ 60-second counter hand
- ❻ 30-minute counter
- ❼ 1/10 second counter

Crown with 3 positions (8):

- I Neutral position (screwed down*, not pulled out)
- II Setting position for date (unscrewed*, half pulled out)
- III Setting position for time (unscrewed*, completely pulled out)

* Models with a screwed down crown:



- IA Initial position (screwed down, not pulled out)
- IB Neutral position (unscrewed, not pulled out)

Acknowledgements

This manual applies to quartz chronographs with G10 movement. For the settings and operation of your chronograph, please refer to the instructions corresponding to your model.

Your chronograph allows you to time events lasting up to 30 minutes, and offers you the following functions:

- Standard chronograph START–STOP function
- ADD function (partial times)
- SPLIT function (intermediate times)

To ensure that your chronograph operates with perfect precision for many years to come, we advise you to pay careful attention to the advice given in this manual.

Settings

Models with a screwed down crown

To ensure even better water-resistance, some models are fitted with a screwed down crown. Before setting the time or date, you must first unscrew the crown to position **IB**, before pulling it out to position **II** or **III**.

Important : After each operation, you must always screw the crown back down to ensure that your watch remains water-resistant.

Setting the time

Pull the crown out to position **III** and turn it clockwise or anticlockwise to set the desired time. Synchronise the small seconds hand at the 6 o'clock position with an official time signal (radio/ TV/Internet) by pulling out the crown to the second notch; the hand will then stop. Once the time has been synchronised, push the crown back down into position **I** (and tighten it back down on models with a screwed down crown).

Winding

Quartz watches never need to be wound.

Rapid date correction

Pull the crown out to position **II** and turn it anticlockwise until the correct date is displayed.

Speedometer (depending on the model)

The speedometer is used to measure the speed of an object which is moving at a constant speed. Start the timing operation and stop it again once you have covered a distance of 1 km. The chronograph hand then points at a numeral on the tachometric scale, indicating the speed in km/h.



Resetting the counters

The counters must be reset before starting timing. If necessary, proceed as follows:

- Reset the 30-minute counter hand:
 - Crown in position **III**, push-piece **A**
- Reset the 60-second counter hand:
 - Crown in position **II**, push-piece **B**
- Reset the 1/10 second counter hand:
 - Crown in position **II**, push-piece **A**



Simple timing

The "simple timing" function enables you to measure isolated events.

- 1 START
- 2 STOP
Time readout (as per example above)
 - 5 minutes,
 - 57 seconds,
 - 7/10ths of a second
- 3 Reset

NB: Before each timing operation, the chronograph hands must be at their start points. If necessary, refer to the **RESETTING THE COUNTERS** paragraph.

Note: All the timing functions are available with the crown pressed into position I.



ADD function

The ADD function enables you to measure consecutive events without having to reset in between. Each time is added to the previous total.

- 1 START
- 2 STOP **Readout**
- 3 RESTART
- 4 STOP **Readout**
- 5 RESTART
- 6 STOP **Readout**
- X Reset counters



SPLIT-TIME function

The SPLIT-TIME function enables you to stop the hands to read an intermediate time, without interrupting timing. When you restart, the chronograph hands "catch up" to the ongoing elapsed time.

- 1 START
- 2 SPLIT 1
Time 1 readout (as per fig. 2)
 - 5 minutes,
 - 4 seconds,
 - 6/10ths of a second
- 3 RESTART (catchup)
- 4 SPLIT 2
Time 2 readout
 - 15 minutes,
 - 36 seconds,
 - 8/10ths of a second
- 5 RESTART (catchup)
- 6 STOP
Final time readout (cumulative time)
 - 25 minutes,
 - 18 seconds,
 - 4/10ths of a second
- 7 Reset counters

