



Cebu Speedcubing Year End 2019

Dec 21 - 22, 2019

















Banilad Town Centre

Gov. M. Cuenco Ave, Cebu City, Cebu











(10.340787, 123.912962)

Cebu City, Philippines










Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 12
	Final	Ao5	10:00.00	
	First round	Ao5	10:00.00	Top 50%
	Final	Ao5	10:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:30.00	10:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:30.00	10:00.00	
	Final	Bo1 / Mo3 Cutoff: 5:00.00	10:00.00	
	Final	Bo3	10:00.00	
	Final	Bo1	1 hour	
	Final	Bo2 / Ao5 Cutoff: 50.00	10:00.00	
	Final	Bo2 / Ao5 Cutoff: 50.00	10:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	10:00.00	
	Final	Ao5	10:00.00	
	Final	Ao5	10:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:00.00	10:00.00	
	Final	Bo3	1:00:00.00 cumulative	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	10:00.00	

Schedule for Saturday (December 21, 2019)

Start	End	Activity	Format	Time limit	Proceed
10:00 AM	10:30 AM	Tutorial for new competitors <i>1st floor</i>			
10:30 AM	11:30 AM	 3x3x3 Cube First round <i>1st floor</i>	Ao5	10:00.00	Top 75%
11:30 AM	12:20 PM	 3x3x3 With Feet Final <i>1st floor</i>	Bo2 / Ao5 Cutoff: 2:00.00	10:00.00	
12:20 PM	01:10 PM	Lunch <i>1st floor</i>			
12:20 PM	01:10 PM	 4x4x4 Blindfolded Final <i>1st floor</i>	Bo3	1:00:00.00 cumulative	
01:10 PM	02:00 PM	 5x5x5 Cube Final <i>1st floor</i>	Bo2 / Ao5 Cutoff: 2:30.00	10:00.00	
02:00 PM	02:50 PM	 Megaminx Final <i>1st floor</i>	Bo2 / Ao5 Cutoff: 2:00.00	10:00.00	
02:50 PM	03:30 PM	 Clock Final <i>1st floor</i>	Bo2 / Ao5 Cutoff: 50.00	10:00.00	
03:30 PM	04:20 PM	 3x3x3 One-Handed Final <i>1st floor</i>	Bo2 / Ao5 Cutoff: 50.00	10:00.00	
04:20 PM	05:00 PM	 Skewb Final <i>1st floor</i>	Ao5	10:00.00	
05:00 PM	06:00 PM	 2x2x2 Cube First round <i>1st floor</i>	Ao5	10:00.00	Top 50%
06:00 PM	06:50 PM	 Square-1 Final <i>1st floor</i>	Bo2 / Ao5 Cutoff: 1:00.00	10:00.00	

Schedule for Sunday (December 22, 2019)

Start	End	Activity	Format	Time limit	Proceed
10:00 AM	11:00 AM	 3x3x3 Fewest Moves Final (Attempt 1) <i>2nd floor</i>	Bo1	1 hour	
11:00 AM	11:50 AM	 3x3x3 Cube Second round <i>1st floor</i>	Ao5	10:00.00	Top 12
11:50 AM	01:00 PM	Lunch <i>1st floor</i>			
12:00 PM	01:00 PM	 3x3x3 Multi-Blind Final (Attempt 1) <i>1st floor</i>	Bo1	10:00.00 per cube, up to 60:00.00	
01:00 PM	02:00 PM	 4x4x4 Cube Final <i>1st floor</i>	Bo2 / Ao5 Cutoff: 1:30.00	10:00.00	
02:00 PM	02:50 PM	 Pyraminx Final <i>1st floor</i>	Ao5	10:00.00	
02:50 PM	03:50 PM	 7x7x7 Cube Final <i>1st floor</i>	Bo1 / Mo3 Cutoff: 5:00.00	10:00.00	
03:50 PM	04:50 PM	 3x3x3 Blindfolded Final <i>1st floor</i>	Bo3	10:00.00	
04:50 PM	05:40 PM	 2x2x2 Cube Final <i>1st floor</i>	Ao5	10:00.00	
05:40 PM	06:40 PM	 3x3x3 Cube Final <i>1st floor</i>	Ao5	10:00.00	
06:40 PM	07:50 PM	Awards <i>1st floor</i>			

Technical terms and abbreviations

Time limit

If you reach the time limit during your solve, the judge will stop you and your result will be DNF (see [Regulation A1a4](#)). A **cumulative time limit** may be enforced (see [Regulation A1a2](#)).

Cutoff

The result to beat to proceed to the second phase of a cutoff round (see [Regulation 9g](#)).

Format

The format describes how to determine the ranking of competitors based on their results. The list of allowed formats per event is described in [Regulation 9b](#). See [Regulation 9f](#) for a description of each format.

Abbreviations for formats:

- Bo1: Best of 1
- Bo2: Best of 2
- Bo3: Best of 3
- Ao5: Average of 5
- Mo3: Mean of 3