



# Happy New Year Cubing Hoorn 2020

Jan 4 - 5, 2020

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OSG West Friesland













Bontekoestraat 3, 1623 LL Hoorn

(52.644197, 5.068514)














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Hoorn, Netherlands

# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	4:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 10
	Final	Ao5	1:00.00	
	First round	Ao5	2:00.00	Top 75%
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:20.00	4:00.00	Top 75%
	Final	Ao5	3:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:30.00	4:00.00	
	Final	Bo3	6:00.00	
	Final	Bo2 / Ao5 Cutoff: 20.00	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
	First round	Ao5	2:00.00	Top 75%
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 45.00	4:00.00	
	Final	Bo3	30:00.00 cumulative	
	Final	Bo3	45:00.00 cumulative	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Saturday (January 04, 2020)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	10:00 AM	 <b>3x3x3 Multi-Blind Final (Attempt 1)</b> <i>Klaslokaal</i>	Bo1	10:00.00 per cube, up to 60:00.00	
10:00 AM	11:00 AM	 <b>5x5x5 Cube Final</b> <i>Aula</i>	Bo2 / Ao5 Cutoff: 2:30.00	4:00.00	
10:00 AM	11:00 AM	 <b>5x5x5 Cube Final</b> <i>Aula (stage2)</i>	Bo2 / Ao5 Cutoff: 2:30.00	4:00.00	
11:00 AM	11:30 AM	<b>SCN academy</b> <i>Aula</i>			
11:30 AM	12:30 PM	 <b>2x2x2 Cube First round</b> <i>Aula</i>	Ao5	2:00.00	Top 75%
11:30 AM	12:30 PM	 <b>2x2x2 Cube First round</b> <i>Aula (stage2)</i>	Ao5	2:00.00	Top 75%
12:30 PM	01:30 PM	<b>Lunch</b> <i>Aula</i>			
01:30 PM	02:05 PM	 <b>Pyraminx First round</b> <i>Aula</i>	Ao5	2:00.00	Top 75%
01:30 PM	02:05 PM	 <b>Pyraminx First round</b> <i>Aula (stage2)</i>	Ao5	2:00.00	Top 75%
02:05 PM	02:55 PM	 <b>Megaminx Final</b> <i>Aula</i>	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
02:05 PM	02:55 PM	 <b>Megaminx Final</b> <i>Aula (stage2)</i>	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
02:55 PM	03:40 PM	 <b>Clock Final</b> <i>Aula</i>	Bo2 / Ao5 Cutoff: 20.00	2:00.00	
03:40 PM	04:20 PM	 <b>2x2x2 Cube Final</b> <i>Aula</i>	Ao5	2:00.00	
03:40 PM	04:20 PM	 <b>2x2x2 Cube Final</b> <i>Aula (stage2)</i>	Ao5	2:00.00	
04:20 PM	05:00 PM	 <b>Pyraminx Final</b> <i>Aula</i>	Ao5	2:00.00	

Start	End	Activity	Format	Time limit	Proceed
04:20 PM	05:00 PM	 <b>Pyraminx Final</b> <i>Aula (stage2)</i>	Ao5	2:00.00	
05:00 PM	06:00 PM	 <b>5x5x5 Blindfolded Final</b> <i>Klaslokaal</i>	Bo3	45:00.00 cumulative	

# Schedule for Sunday (January 05, 2020)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	10:00 AM	 <b>4x4x4 Blindfolded Final</b> <i>Klaslokaal</i>	Bo3	30:00.00 cumulative	
10:00 AM	10:45 AM	 <b>Square-1 Final</b> <i>Aula</i>	Bo2 / Ao5 Cutoff: 45.00	4:00.00	
10:45 AM	11:15 AM	<b>SCN academy</b> <i>Aula</i>			
11:15 AM	12:30 PM	 <b>3x3x3 Cube First round</b> <i>Aula</i>	Ao5	4:00.00	Top 75%
11:15 AM	12:30 PM	 <b>3x3x3 Cube First round</b> <i>Aula (stage2)</i>	Ao5	4:00.00	Top 75%
12:30 PM	01:10 PM	<b>Lunch</b> <i>Aula</i>			
01:10 PM	02:10 PM	 <b>4x4x4 Cube First round</b> <i>Aula</i>	Bo2 / Ao5 Cutoff: 1:20.00	4:00.00	Top 75%
01:10 PM	02:10 PM	 <b>4x4x4 Cube First round</b> <i>Aula (stage2)</i>	Bo2 / Ao5 Cutoff: 1:20.00	4:00.00	Top 75%
02:10 PM	02:50 PM	 <b>3x3x3 Blindfolded Final</b> <i>Aula</i>	Bo3	6:00.00	
02:50 PM	03:50 PM	 <b>3x3x3 Cube Second round</b> <i>Aula</i>	Ao5	2:00.00	Top 10
02:50 PM	03:50 PM	 <b>3x3x3 Cube Second round</b> <i>Aula (stage2)</i>	Ao5	2:00.00	Top 10
03:50 PM	04:40 PM	 <b>4x4x4 Cube Final</b> <i>Aula</i>	Ao5	3:00.00	
03:50 PM	04:40 PM	 <b>4x4x4 Cube Final</b> <i>Aula (stage2)</i>	Ao5	3:00.00	
04:45 PM	05:30 PM	 <b>3x3x3 Cube Final</b> <i>Aula</i>	Ao5	1:00.00	
05:40 PM	06:00 PM	<b>Awards</b> <i>Aula</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