



CubingUSA New Jersey Championship 2018













Nov 17 - 18, 2018

Sheraton Atlantic City Convention Center Hotel










Two Convention Boulevard, Atlantic City, New Jersey 08401
(39.362062, -74.438807)

Atlantic City, New Jersey, United States















Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	3:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 64
	Semi Final	Ao5	1:00.00	Top 16
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 48
	Second round	Ao5	1:00.00	Top 16
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	Top 16
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	3:00.00	Top 16
	Final	Ao5	3:00.00	
	Final	Bo1 / Mo3 Cutoff: 4:00.00	6:00.00	
	Final	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	
	Final	Bo3	10:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 35.00	1:00.00	Top 16
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	3:00.00	
	First round	Ao5	1:00.00	Top 16
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 16
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	1:30.00	Top 16
	Final	Ao5	1:00.00	

Schedule for Saturday (November 17, 2018)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	08:30 AM	Registration			
08:30 AM	09:30 AM	 Skewb First round	Ao5	1:00.00	Top 16
09:30 AM	10:45 AM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	Top 16
10:45 AM	12:15 PM	 3x3x3 Cube First round	Ao5	3:00.00	Top 75%
12:45 PM	01:45 PM	Lunch			
01:45 PM	02:45 PM	 3x3x3 One-Handed First round	Bo2 / Ao5 Cutoff: 35.00	1:00.00	Top 16
02:45 PM	03:45 PM	 Megaminx Final	Bo2 / Ao5 Cutoff: 2:00.00	3:00.00	
03:45 PM	04:30 PM	 7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	
04:30 PM	05:15 PM	 Square-1 First round	Bo2 / Ao5 Cutoff: 45.00	1:30.00	Top 16
05:15 PM	06:30 PM	 5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 2:00.00	3:00.00	Top 16
06:30 PM	07:00 PM	 3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	

Schedule for Sunday (November 18, 2018)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	09:15 AM	 Pyraminx First round	Ao5	1:00.00	Top 16
09:15 AM	09:45 AM	 3x3x3 Cube Second round	Ao5	1:00.00	Top 64
09:45 AM	11:00 AM	 2x2x2 Cube First round	Ao5	1:00.00	Top 48
11:00 AM	12:00 PM	 6x6x6 Cube Final	Bo1 / Mo3 Cutoff: 4:00.00	6:00.00	
12:00 PM	12:15 PM	 2x2x2 Cube Second round	Ao5	1:00.00	Top 16
12:15 PM	12:45 PM	 3x3x3 Cube Semi Final	Ao5	1:00.00	Top 16
12:45 PM	01:30 PM	Lunch			
01:30 PM	02:00 PM	 5x5x5 Cube Final	Ao5	3:00.00	
02:00 PM	02:20 PM	 Square-1 Final	Ao5	1:00.00	
02:20 PM	02:40 PM	 4x4x4 Cube Final	Ao5	2:00.00	
02:40 PM	03:00 PM	 3x3x3 One-Handed Final	Ao5	1:00.00	
03:00 PM	03:20 PM	 Skewb Final	Ao5	1:00.00	
03:20 PM	03:40 PM	 Pyraminx Final	Ao5	1:00.00	
03:40 PM	04:00 PM	 2x2x2 Cube Final	Ao5	1:00.00	
04:00 PM	05:00 PM	 3x3x3 Cube Final	Ao5	1:00.00	

Start	End	Activity	Format	Time limit	Proceed
05:00 PM	05:30 PM	Awards			

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