
Capelle Cubing 2024

Jun 9, 2024









Sporthal de Lijster

Lijstersingel 20, 2902 JD Capelle aan den IJssel












(51.92874, 4.582527)



Capelle aan de IJssel, Netherlands

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	4:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Ao5	2:00.00	Top 75%
	Final	Ao5	1:00.00	
	Final	Bo3	6:00.00	
	Final	Bo2 / Ao5 Cutoff: 45.00	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 20.00	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:45.00	3:30.00	
	First round	Ao5	2:00.00	Top 50%
	Final	Ao5	1:00.00	
	First round	Ao5	2:00.00	Top 50%
	Final	Ao5	1:00.00	

Schedule for Sunday (June 09, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:50 AM	Check-in			
09:00 AM	09:50 AM	 Megaminx Final	Bo2 / Ao5 Cutoff: 1:45.00	3:30.00	
09:50 AM	10:40 AM	 Clock Final	Bo2 / Ao5 Cutoff: 20.00	1:00.00	
10:10 AM	10:35 AM	Tutorial for new competitors			
10:40 AM	11:25 AM	 Skewb First round	Ao5	2:00.00	Top 50%
11:25 AM	12:20 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 75%
12:20 PM	01:00 PM	Lunch			
01:00 PM	02:10 PM	 3x3x3 Cube First round	Ao5	4:00.00	Top 75%
02:10 PM	03:00 PM	 Pyraminx First round	Ao5	2:00.00	Top 50%
03:00 PM	03:40 PM	 3x3x3 One-Handed Final	Bo2 / Ao5 Cutoff: 45.00	2:00.00	
03:40 PM	04:30 PM	 3x3x3 Cube Second round	Ao5	2:00.00	Top 12
04:30 PM	05:10 PM	 2x2x2 Cube Final	Ao5	1:00.00	
05:10 PM	05:45 PM	 3x3x3 Blindfolded Final	Bo3	6:00.00	
05:45 PM	06:45 PM	Dinner			
06:45 PM	07:15 PM	 Skewb Final	Ao5	1:00.00	

Start	End	Activity	Format	Time limit	Proceed
07:15 PM	07:45 PM	 Pyraminx Final	Ao5	1:00.00	
07:45 PM	08:10 PM	 3x3x3 Cube Final	Ao5	1:00.00	
08:15 PM	08:30 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](#)).

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:

- Bo2: Best of 2
- Bo3: Best of 3
- Ao5: Average of 5