

---

# Cube Madness Schweinfurt 2023

Dec 16, 2023

---

Fakultät Wirtschaftsingenieurwesen, Hochschule Würzburg-Schweinfurt






Konrad-Zuse-Straße 2, 97499 Schweinfurt, Deutschland

(50.049303, 10.211571)












---

Schweinfurt, Germany

# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	5:00.00	Top 48
	Final	Ao5	2:00.00	
	First round	Ao5	1:00.00	Top 75%
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 20
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 24
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 24
	Final	Ao5	1:00.00	

# Schedule for Saturday (December 16, 2023)

Start	End	Activity	Format	Time limit	Proceed
08:25 AM	08:45 AM	<b>Check-in</b> <i>Door Stage, Window Stage</i>			
08:45 AM	09:15 AM	<b>Tutorial for new competitors</b> <i>Door Stage, Window Stage</i>			
09:15 AM	10:45 AM	 <b>3x3x3 Cube First round</b> <i>Door Stage, Window Stage</i>	Ao5	5:00.00	Top 75%
10:45 AM	11:50 AM	 <b>2x2x2 Cube First round</b> <i>Door Stage, Window Stage</i>	Ao5	1:00.00	Top 75%
11:50 AM	12:40 PM	 <b>Skewb First round</b> <i>Door Stage, Window Stage</i>	Ao5	1:00.00	Top 24
12:40 PM	01:35 PM	 <b>Pyraminx First round</b> <i>Door Stage, Window Stage</i>	Ao5	1:00.00	Top 24
01:35 PM	02:25 PM	<b>Lunch</b> <i>Door Stage, Window Stage</i>			
02:25 PM	03:25 PM	 <b>3x3x3 Cube Second round</b> <i>Door Stage, Window Stage</i>	Ao5	5:00.00	Top 48
03:25 PM	04:15 PM	 <b>Clock First round</b> <i>Door Stage, Window Stage</i>	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 20
04:15 PM	04:55 PM	 <b>2x2x2 Cube Final</b> <i>Door Stage, Window Stage</i>	Ao5	1:00.00	
04:55 PM	05:15 PM	 <b>Skewb Final</b> <i>Window Stage</i>	Ao5	1:00.00	
05:15 PM	05:35 PM	 <b>Pyraminx Final</b> <i>Window Stage</i>	Ao5	1:00.00	
05:35 PM	05:55 PM	 <b>Clock Final</b> <i>Window Stage</i>	Ao5	1:00.00	
05:55 PM	06:35 PM	 <b>3x3x3 Cube Final</b> <i>Window Stage</i>	Ao5	2:00.00	

Start	End	Activity	Format	Time limit	Proceed
06:35 PM	06:55 PM	<b>Awards</b> <i>Door Stage, Window Stage</i>			
06:55 PM	07:35 PM	<b>Cleanup</b> <i>Door Stage, Window Stage</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](#)).

## 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
- Ao5: Average of 5