









Lutsk Open 2013
Aug 25, 2013










Open air
Theater Square
(50.746924, 25.324763)

Lutsk, Ukraine

Events

| Event | Round | Format | Time limit | Proceed |
|---|--------------|------------------------------|---------------------|---------|
|  | First round | Ao5 | 10:00.00 | Top 75% |
| | Second round | Ao5 | 10:00.00 | Top 50% |
| | Final | Ao5 | 10:00.00 | |
|  | First round | Ao5 | 10:00.00 | Top 20 |
| | Final | Ao5 | 10:00.00 | |
|  | Final | Bo2 / Ao5 Cutoff: 1:30.00 | 5:00.00 | |
|  | Final | Bo3 | 20:00.00 cumulative | |
|  | Final | Bo2 / Ao5 Cutoff: 30.00 | 10:00.00 | |
|  | Final | Ao5 | 10:00.00 | |

Schedule for Sunday (August 25, 2013)

| Start | End | Activity | Format | Time limit | Proceed |
|----------|----------|--|------------------------------|---------------------|---------|
| 09:00 AM | 10:00 AM |  3x3x3 Blindfolded Final | Bo3 | 20:00.00 cumulative | |
| 10:00 AM | 10:30 AM | Tutorial for new competitors | | | |
| 10:30 AM | 11:00 AM |  2x2x2 Cube First round | Ao5 | 10:00.00 | Top 20 |
| 11:00 AM | 12:40 PM |  3x3x3 Cube First round | Ao5 | 10:00.00 | Top 75% |
| 12:40 PM | 01:30 PM |  4x4x4 Cube Final | Bo2 / Ao5 Cutoff: 1:30.00 | 5:00.00 | |
| 01:30 PM | 02:30 PM | Lunch | | | |
| 02:30 PM | 03:30 PM | 5x5x5 Cube Combined Final | | | |
| 03:30 PM | 04:00 PM |  Pyraminx Final | Ao5 | 10:00.00 | |
| 04:00 PM | 04:30 PM |  3x3x3 Cube Second round | Ao5 | 10:00.00 | Top 50% |
| 04:30 PM | 05:00 PM |  2x2x2 Cube Final | Ao5 | 10:00.00 | |
| 05:00 PM | 05:50 PM |  3x3x3 One-Handed Final | Bo2 / Ao5 Cutoff: 30.00 | 10:00.00 | |
| 05:50 PM | 06:30 PM |  3x3x3 Cube Final | Ao5 | 10:00.00 | |
| 06:30 PM | 07:00 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:

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