



Mudd Winter 2020












Feb 22 - 23, 2020

Harvey Mudd College









301 Platt Blvd, Claremont, CA 91711
(34.106102, -117.711908)

Claremont, California, United States


Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 96
	Second round	Ao5	10:00.00	Top 48
	Semi Final	Ao5	10:00.00	Top 16
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:15.00	3:00.00	Top 24
	Final	Ao5	3:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:10.00	5:00.00	
	Final	Bo3	10:00.00 cumulative	
	Final	Bo1	1 hour	
	First round	Bo2 / Ao5 Cutoff: 45.00	3:00.00	Top 24
	Final	Ao5	3:00.00	
	Final	Bo2 / Ao5 Cutoff: 30.00	1:30.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 16
	Final	Ao5	5:00.00	
	First round	Ao5	1:00.00	Top 24
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 40.00	1:30.00	Top 16
	Final	Ao5	1:30.00	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Saturday (February 22, 2020)

Start	End	Activity	Format	Time limit	Proceed
08:20 AM	08:40 AM	Setup / Check-in / Submit Multi-Blind Cubes <i>Shanahan 2461</i>			
08:40 AM	10:15 AM	 3x3x3 Multi-Blind Final (Attempt 1) <i>Shanahan 2461</i>	Bo1	10:00.00 per cube, up to 60:00.00	
08:45 AM	09:00 AM	Setup / Check-in for Fewest Moves <i>Shanahan 2460</i>			
09:00 AM	10:05 AM	 3x3x3 Fewest Moves Final (Attempt 1) <i>Shanahan 2460</i>	Bo1	1 hour	
09:45 AM	10:15 AM	Check-in <i>Galileo Hall</i>			
10:15 AM	10:30 AM	Competitor Tutorial <i>Galileo Hall</i>			
10:30 AM	12:05 PM	 3x3x3 Cube First round <i>Galileo Hall</i>	Ao5	10:00.00	Top 96
12:05 PM	01:25 PM	 Pyraminx First round <i>Galileo Hall</i>	Ao5	1:00.00	Top 24
01:25 PM	02:05 PM	Lunch <i>Galileo Hall</i>			
02:05 PM	03:00 PM	 5x5x5 Cube Final <i>Galileo Hall</i>	Bo2 / Ao5 Cutoff: 2:10.00	5:00.00	
03:00 PM	04:00 PM	 3x3x3 One-Handed First round <i>Galileo Hall</i>	Bo2 / Ao5 Cutoff: 45.00	3:00.00	Top 24
04:00 PM	05:05 PM	 Clock Final <i>Galileo Hall</i>	Bo2 / Ao5 Cutoff: 30.00	1:30.00	
05:05 PM	06:25 PM	 Megaminx First round <i>Galileo Hall</i>	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 16

Schedule for Sunday (February 23, 2020)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	09:50 AM	 3x3x3 Blindfolded Final <i>Galileo Hall</i>	Bo3	10:00.00 cumulative	
09:50 AM	10:45 AM	 3x3x3 Cube Second round <i>Galileo Hall</i>	Ao5	10:00.00	Top 48
10:45 AM	12:00 PM	 Square-1 First round <i>Galileo Hall</i>	Bo2 / Ao5 Cutoff: 40.00	1:30.00	Top 16
12:00 PM	12:45 PM	Lunch <i>Galileo Hall</i>			
12:45 PM	01:55 PM	 4x4x4 Cube First round <i>Galileo Hall</i>	Bo2 / Ao5 Cutoff: 1:15.00	3:00.00	Top 24
01:55 PM	02:25 PM	 Pyraminx Final <i>Galileo Hall</i>	Ao5	1:00.00	
02:25 PM	02:55 PM	 Megaminx Final <i>Galileo Hall</i>	Ao5	5:00.00	
02:55 PM	03:30 PM	 3x3x3 Cube Semi Final <i>Galileo Hall</i>	Ao5	10:00.00	Top 16
03:30 PM	03:55 PM	 Square-1 Final <i>Galileo Hall</i>	Ao5	1:30.00	
03:55 PM	04:10 PM	 3x3x3 One-Handed Final <i>Galileo Hall</i>	Ao5	3:00.00	
04:10 PM	04:55 PM	 4x4x4 Cube Final <i>Galileo Hall</i>	Ao5	3:00.00	
04:55 PM	05:10 PM	 3x3x3 Cube Final <i>Galileo Hall</i>	Ao5	10:00.00	
05:10 PM	05:40 PM	Awards / Clean-Up <i>Galileo Hall</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