



# Munich Open 2016

Nov 5 - 6, 2016

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Hachinga Halle

Grünauer-Allee 6, 82008 Unterhaching


(48.06337, 11.62089)

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



Unterhaching, Germany





# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	4:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 75%
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 16
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	4:00.00	Top 12
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	Top 12
	Final	Ao5	3:00.00	
	Final	Bo1 / Mo3 Cutoff: 4:00.00	10:00.00	
	Final	Bo1 / Mo3 Cutoff: 6:00.00	10:00.00	
	First round	Bo3	12:00.00 cumulative	Bo3 < 3:00.00
	Final	Bo3	5:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 16
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	
	First round	Ao5	1:00.00	Top 16
	Final	Ao5	1:00.00	
	First round	Ao5	2:00.00	Top 16
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 45.00	3:00.00	
	Final	Bo3	1:00:00.00 cumulative	
	Final	Bo3	1:00:00.00	









Event	Round	Format	Time limit	Proceed
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Saturday (November 05, 2016)

Start	End	Activity	Format	Time limit	Proceed
08:45 AM	09:00 AM	<b>Registration</b> <i>Main room</i>			
09:00 AM	09:15 AM	<b>Competitor &amp; Judging Tutorial</b> <i>Main room</i>			
09:15 AM	10:15 AM	 <b>Megaminx Final</b> <i>Main room</i>	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	
09:15 AM	11:15 AM	 <b>5x5x5 Blindfolded Final</b> <i>Entrance area</i>	Bo3	1:00:00.00	
10:15 AM	11:00 AM	 <b>Skewb First round</b> <i>Main room</i>	Ao5	2:00.00	Top 16
11:00 AM	12:00 PM	 <b>3x3x3 One-Handed First round</b> <i>Main room</i>	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 16
12:00 PM	12:45 PM	 <b>Pyraminx First round</b> <i>Main room</i>	Ao5	1:00.00	Top 16
12:45 PM	01:30 PM	<b>Lunch</b> <i>Main room</i>			
01:30 PM	02:10 PM	 <b>Square-1 Final</b> <i>Main room</i>	Bo2 / Ao5 Cutoff: 45.00	3:00.00	
01:30 PM	03:30 PM	 <b>4x4x4 Blindfolded Final</b> <i>Entrance area</i>	Bo3	1:00:00.00 cumulative	
02:10 PM	03:10 PM	 <b>6x6x6 Cube Final</b> <i>Main room</i>	Bo1 / Mo3 Cutoff: 4:00.00	10:00.00	
03:10 PM	03:55 PM	 <b>3x3x3 Blindfolded First round</b> <i>Main room</i>	Bo3	12:00.00 cumulative	Bo3 < 3:00.00
03:55 PM	04:50 PM	 <b>2x2x2 Cube First round</b> <i>Main room</i>	Ao5	1:00.00	Top 16
04:50 PM	05:15 PM	 <b>3x3x3 Blindfolded Final</b> <i>Main room</i>	Bo3	5:00.00	
05:15 PM	05:30 PM	 <b>Skewb Final</b> <i>Main room</i>	Ao5	1:00.00	

Start	End	Activity	Format	Time limit	Proceed
05:30 PM	05:45 PM	 <b>Pyraminx Final</b> <i>Main room</i>	Ao5	1:00.00	
05:45 PM	06:00 PM	 <b>2x2x2 Cube Final</b> <i>Main room</i>	Ao5	1:00.00	
06:00 PM	06:15 PM	 <b>3x3x3 One-Handed Final</b> <i>Main room</i>	Ao5	1:00.00	
06:30 PM	07:30 PM	 <b>3x3x3 Multi-Blind Final (Attempt 1)</b> <i>Main room</i>	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Sunday (November 06, 2016)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	<b>Registration</b> <i>Main room</i>			
09:00 AM	09:15 AM	<b>Competitor &amp; Judging Tutorial</b> <i>Main room</i>			
09:15 AM	10:30 AM	 <b>5x5x5 Cube First round</b> <i>Main room</i>	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	Top 12
10:30 AM	11:50 AM	 <b>3x3x3 Cube First round</b> <i>Main room</i>	Ao5	4:00.00	Top 75%
11:50 AM	01:00 PM	 <b>4x4x4 Cube First round</b> <i>Main room</i>	Bo2 / Ao5 Cutoff: 1:30.00	4:00.00	Top 12
01:00 PM	01:40 PM	<b>Lunch</b> <i>Main room</i>			
01:40 PM	02:50 PM	 <b>7x7x7 Cube Final</b> <i>Main room</i>	Bo1 / Mo3 Cutoff: 6:00.00	10:00.00	
02:50 PM	03:30 PM	 <b>3x3x3 Cube Second round</b> <i>Main room</i>	Ao5	1:00.00	Top 75%
03:30 PM	03:55 PM	 <b>5x5x5 Cube Final</b> <i>Main room</i>	Ao5	3:00.00	
03:55 PM	04:20 PM	 <b>4x4x4 Cube Final</b> <i>Main room</i>	Ao5	2:00.00	
04:20 PM	05:00 PM	 <b>3x3x3 Cube Final</b> <i>Main room</i>	Ao5	1:00.00	
05:00 PM	05:30 PM	<b>Winner's Ceremony</b> <i>Main room</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
- Mo3: Mean of 3