



# Speedcubing Camp Minsk 2019

Jan 4 - 6, 2019

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













Recreation complex "Sputnik"





Минская область, Минский район, г.п. Ждановичи - 3.  
(53.944296, 27.414849)

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



Minsk, Belarus

# Events












Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 12
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 3:00.00	8:00.00	
	Final	Mo3	8:00.00	
	Final	Mo3	10:00.00	
	First round	Bo3	20:00.00 cumulative	Top 75%
	Final	Bo3	15:00.00 cumulative	
	Final	Mo3	1 hour	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 12
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 5:00.00	8:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	

<b>Event</b>	<b>Round</b>	<b>Format</b>	<b>Time limit</b>	<b>Proceed</b>
	Final	Bo3	1:00:00.00 cumulative	
	Final	Bo3	1:00:00.00 cumulative	
	Final	Bo3	10:00.00 per cube, up to 60:00.00	
	Final	Ao5	10:00.00	














# Schedule for Friday (January 04, 2019)


Start	End	Activity	Format	Time limit	Proceed
03:00 PM	05:00 PM	<b>Registration</b> <i>2nd floor. Assembly Hall. Main building</i>			
03:10 PM	04:20 PM	 <b>3x3x3 Multi-Blind Final (Attempt 1)</b> <i>side room</i>	Bo3	10:00.00 per cube, up to 60:00.00	
04:20 PM	05:00 PM	 <b>6x6x6 Cube Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Mo3	8:00.00	
05:00 PM	05:50 PM	 <b>7x7x7 Cube Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Mo3	10:00.00	
05:50 PM	07:00 PM	 <b>3x3x3 Fewest Moves Final (Attempt 1)</b> <i>2nd floor. Assembly Hall. Main building</i>	Mo3	1 hour	
07:00 PM	08:00 PM	 <b>3x3x3 With Feet Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	10:00.00	

# Schedule for Saturday (January 05, 2019)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	12:00 PM	<b>Registration</b> <i>2nd floor. Assembly Hall. Main building</i>			
09:00 AM	10:10 AM	 <b>4x4x4 Blindfolded Final</b> <i>side room</i>	Bo3	1:00:00.00 cumulative	
10:10 AM	11:20 AM	 <b>3x3x3 Fewest Moves Final (Attempt 2)</b> <i>2nd floor. Assembly Hall. Main building</i>	Mo3	1 hour	
11:20 AM	11:30 AM	<b>Opening and Instruction</b> <i>2nd floor. Assembly Hall. Main building</i>			
11:30 AM	01:00 PM	 <b>3x3x3 Cube First round</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	5:00.00	Top 75%
01:00 PM	02:20 PM	<b>Lunch</b> <i>2nd floor. Assembly Hall. Main building</i>			
02:20 PM	02:50 PM	 <b>3x3x3 Blindfolded First round</b> <i>2nd floor. Assembly Hall. Main building</i>	Bo3	20:00.00 cumulative	Top 75%
02:50 PM	03:30 PM	 <b>3x3x3 One-Handed First round</b> <i>2nd floor. Assembly Hall. Main building</i>	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 12
03:20 PM	04:40 PM	 <b>3x3x3 Multi-Blind Final (Attempt 2)</b> <i>side room</i>	Bo3	10:00.00 per cube, up to 60:00.00	
03:30 PM	04:30 PM	 <b>2x2x2 Cube First round</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	1:00.00	Top 12
04:30 PM	05:20 PM	 <b>5x5x5 Cube Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Bo2 / Ao5 Cutoff: 3:00.00	8:00.00	
05:20 PM	06:10 PM	 <b>3x3x3 Cube Second round</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	1:00.00	Top 12
06:10 PM	07:00 PM	 <b>4x4x4 Cube First round</b> <i>2nd floor. Assembly Hall. Main building</i>	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 12
07:00 PM	08:00 PM	 <b>Skewb First round</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	1:00.00	Top 12

# Schedule for Sunday (January 06, 2019)

Start	End	Activity	Format	Time limit	Proceed
09:40 AM	12:00 PM	<b>Registration</b> <i>2nd floor. Assembly Hall. Main building</i>			
10:00 AM	11:20 AM	 <b>3x3x3 Fewest Moves Final (Attempt 3)</b> <i>2nd floor. Assembly Hall. Main building</i>	Mo3	1 hour	
11:20 AM	12:00 PM	 <b>Square-1 Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	
11:20 AM	12:30 PM	 <b>5x5x5 Blindfolded Final</b> <i>side room</i>	Bo3	1:00:00.00 cumulative	
12:00 PM	12:50 PM	 <b>Pyraminx First round</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	1:00.00	Top 12
12:50 PM	01:50 PM	<b>Lunch</b> <i>2nd floor. Assembly Hall. Main building</i>			
01:50 PM	03:00 PM	 <b>Megaminx Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Bo2 / Ao5 Cutoff: 5:00.00	8:00.00	
02:00 PM	03:20 PM	 <b>3x3x3 Multi-Blind Final (Attempt 3)</b> <i>side room</i>	Bo3	10:00.00 per cube, up to 60:00.00	
03:00 PM	03:40 PM	 <b>Clock Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
03:40 PM	04:10 PM	 <b>3x3x3 Blindfolded Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Bo3	15:00.00 cumulative	
04:10 PM	04:40 PM	 <b>4x4x4 Cube Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	2:00.00	
04:40 PM	05:00 PM	 <b>3x3x3 One-Handed Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	1:00.00	
05:00 PM	05:20 PM	 <b>Skewb Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	1:00.00	
05:20 PM	05:40 PM	 <b>Pyraminx Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	1:00.00	
05:40 PM	06:00 PM	 <b>2x2x2 Cube Final</b> <i>2nd floor. Assembly Hall. Main building</i>	Ao5	1:00.00	

Start	End	Activity	Format	Time limit	Proceed
06:00 PM	07:00 PM	 <p><b>3x3x3 Cube Final</b> <i>2nd floor. Assembly Hall. Main building</i></p>	Ao5	1:00.00	
07:00 PM	08:00 PM	<p><b>Awards</b> <i>2nd floor. Assembly Hall. Main building</i></p>			

# 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
- Mo3: Mean of 3