



Tianjin Summer Solstice 2021

Jun 20, 2021












Tianjin Huigao Garden Hotel

Garden Hall, 4th Floor, Tianjin Huigao Garden Hotel, Attached No.1, No.236, Baidi Road, Nankai district












([39.113674, 117.161847](https://www.google.com/maps/place/39.113674,117.161847))



Tianjin, China

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	2:00.00	Top 60
	Second round	Ao5	1:00.00	Top 16
	Final	Ao5	30.00	
	First round	Bo2 / Ao5 Cutoff: 15.00	30.00	Top 16
	Final	Ao5	30.00	
	First round	Bo2 / Ao5 Cutoff: 55.00	2:00.00	Top 16
	Final	Ao5	1:30.00	
	First round	Bo3	10:00.00 cumulative	Top 10
	Final	Bo3	2:00.00	
	Final	Mo3	1 hour	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 16
	Final	Ao5	40.00	
	Final	Bo2 / Ao5 Cutoff: 20.00	40.00	
	Final	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	
	First round	Bo2 / Ao5 Cutoff: 20.00	40.00	Top 16
	Final	Ao5	30.00	
	First round	Bo2 / Ao5 Cutoff: 20.00	40.00	Top 16
	Final	Ao5	30.00	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Sunday (June 20, 2021)

Start	End	Activity	Format	Time limit	Proceed
07:30 AM	12:00 PM	Registration <i>Garden Hall , 4th Floor</i>			
08:20 AM	08:30 AM	Opening Intro <i>Garden Hall , 4th Floor</i>			
08:30 AM	10:10 AM	 3x3x3 Cube First round <i>Garden Hall , 4th Floor</i>	Ao5	2:00.00	Top 60
08:30 AM	09:30 AM	 3x3x3 Fewest Moves Final (Attempt 1) <i>Huina Hall , 3th Floor</i>	Mo3	1 hour	
09:50 AM	10:50 AM	 3x3x3 Fewest Moves Final (Attempt 2) <i>Huina Hall , 3th Floor</i>	Mo3	1 hour	
10:10 AM	11:00 AM	 2x2x2 Cube First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 15.00	30.00	Top 16
11:00 AM	11:50 AM	 4x4x4 Cube First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 55.00	2:00.00	Top 16
11:15 AM	12:15 PM	 3x3x3 Fewest Moves Final (Attempt 3) <i>Huina Hall , 3th Floor</i>	Mo3	1 hour	
11:50 AM	12:30 PM	 Pyraminx First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 20.00	40.00	Top 16
12:30 PM	01:30 PM	Lunch <i>Garden Hall , 4th Floor</i>			
01:00 PM	01:15 PM	3x3x3 Multi-Blind Puzzle Submission <i>Huina Hall , 3th Floor</i>			
01:30 PM	02:10 PM	 3x3x3 Cube Second round <i>Garden Hall , 4th Floor</i>	Ao5	1:00.00	Top 16
01:40 PM	02:40 PM	 3x3x3 Multi-Blind Final (Attempt 1) <i>Huina Hall , 3th Floor</i>	Bo1	10:00.00 per cube, up to 60:00.00	
02:10 PM	02:50 PM	 3x3x3 One-Handed First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 16
02:50 PM	03:20 PM	 Skewb First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 20.00	40.00	Top 16

Start	End		Activity	Format	Time limit	Proceed
03:00 PM	03:30 PM		3x3x3 Blindfolded First round <i>Huina Hall , 3th Floor</i>	Bo3	10:00.00 cumulative	Top 10
03:20 PM	04:00 PM		Megaminx Final <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	
03:50 PM	04:00 PM		3x3x3 Blindfolded Final <i>Huina Hall , 3th Floor</i>	Bo3	2:00.00	
04:00 PM	04:30 PM		Clock Final <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 20.00	40.00	
04:30 PM	04:45 PM		Pyraminx Final <i>Garden Hall , 4th Floor</i>	Ao5	30.00	
04:45 PM	05:00 PM		4x4x4 Cube Final <i>Garden Hall , 4th Floor</i>	Ao5	1:30.00	
05:00 PM	05:15 PM		3x3x3 One-Handed Final <i>Garden Hall , 4th Floor</i>	Ao5	40.00	
05:15 PM	05:30 PM		Skewb Final <i>Garden Hall , 4th Floor</i>	Ao5	30.00	
05:30 PM	05:45 PM		2x2x2 Cube Final <i>Garden Hall , 4th Floor</i>	Ao5	30.00	
05:45 PM	06:00 PM		3x3x3 Cube Final <i>Garden Hall , 4th Floor</i>	Ao5	30.00	
06:00 PM	06:15 PM		Awards <i>Garden Hall , 4th Floor</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