
Yakima Spring 2020

May 30, 2020






Yakima Alliance Church

902 S 36th Ave, Yakima, WA 98902












(46.588796, -120.557324)

Yakima, Washington, United States

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 12
	Final	Ao5	10:00.00	
	First round	Bo3	20:00.00 cumulative	Top 8
	Final	Bo3	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 4:00.00	6:00.00	Top 8
	Final	Ao5	10:00.00	
	First round	Ao5	10:00.00	Top 10
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:00.00	3:00.00	Top 8
	Final	Ao5	10:00.00	

Schedule for Saturday (May 30, 2020)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Registration			
08:45 AM	09:00 AM	Tutorial for new competitors			
09:00 AM	09:55 AM	 Square-1 First round	Bo2 / Ao5 Cutoff: 1:00.00	3:00.00	Top 8
09:55 AM	11:05 AM	 Megaminx First round	Bo2 / Ao5 Cutoff: 4:00.00	6:00.00	Top 8
11:05 AM	11:50 AM	 3x3x3 Blindfolded First round	Bo3	20:00.00 cumulative	Top 8
11:50 AM	12:50 PM	Lunch			
12:50 PM	01:05 PM	Tutorial for new competitors			
01:05 PM	02:25 PM	 3x3x3 Cube First round	Ao5	10:00.00	Top 75%
02:25 PM	03:25 PM	 Pyraminx First round	Ao5	10:00.00	Top 10
03:25 PM	03:45 PM	 Square-1 Final	Ao5	10:00.00	
03:45 PM	04:30 PM	 3x3x3 Cube Second round	Ao5	10:00.00	Top 12
04:30 PM	04:45 PM	 Pyraminx Final	Ao5	10:00.00	
04:45 PM	05:05 PM	 Megaminx Final	Ao5	10:00.00	
05:05 PM	05:25 PM	 3x3x3 Blindfolded Final	Bo3	10:00.00	
05:25 PM	05:40 PM	 3x3x3 Cube Final	Ao5	10:00.00	

Start	End	Activity	Format	Time limit	Proceed
05:40 PM	06:00 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