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# Ayase Autumn 2019

Sep 21 - 22, 2019

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足立区勤労福祉会館 (Adachi Kinro Fukushi Hall)









〒120-0005 東京都足立区綾瀬1-34-7-102 (1-34-7-102, Ayase, Adachi, Tokyo)

(35.761186, 139.821376)








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Adachi, Tokyo, Japan








# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	5:00.00	Top 12
	Final	Ao5	5:00.00	
	First round	Ao5	3:00.00	Top 12
	Final	Ao5	3:00.00	
	Final	Bo2 / Ao5 Cutoff: 3:00.00	5:00.00	
	Final	Bo1 / Mo3 Cutoff: 7:00.00	10:00.00	
	Final	Bo3	10:00.00 cumulative	
	Final	Mo3	1 hour	
	Final	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	
	First round	Ao5	3:00.00	Top 12
	Final	Ao5	3:00.00	

# Schedule for Saturday (September 21, 2019)

Start	End	Activity	Format	Time limit	Proceed
09:30 AM	10:30 AM	受付 <b>Registration</b> 第1ホール (Hall 1)			
09:30 AM	10:30 AM	 <b>3x3x3 Fewest Moves Final (Attempt 1)</b> 第2洋室 (Meeting Room 2)	Mo3	1 hour	
10:30 AM	11:10 AM	 <b>3x3x3 Blindfolded Final</b> 第1ホール (Hall 1)	Bo3	10:00.00 cumulative	
11:10 AM	12:20 PM	 <b>7x7x7 Cube Final</b> 第1ホール (Hall 1)	Bo1 / Mo3 Cutoff: 7:00.00	10:00.00	
12:20 PM	01:20 PM	昼休み <b>Lunch</b> 第1ホール (Hall 1)			
01:20 PM	02:20 PM	 <b>3x3x3 Fewest Moves Final (Attempt 2)</b> 第2洋室 (Meeting Room 2)	Mo3	1 hour	
01:40 PM	03:20 PM	 <b>5x5x5 Cube Final</b> 第1ホール (Hall 1)	Bo2 / Ao5 Cutoff: 3:00.00	5:00.00	
03:30 PM	04:30 PM	 <b>3x3x3 Fewest Moves Final (Attempt 3)</b> 第2洋室 (Meeting Room 2)	Mo3	1 hour	
04:40 PM	05:20 PM	 <b>Megaminx Final</b> 第1ホール (Hall 1)	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	
05:30 PM	05:50 PM	表彰 <b>Awards</b> 第1ホール (Hall 1)			

# Schedule for Sunday (September 22, 2019)

Start	End	Activity	Format	Time limit	Proceed
09:10 AM	09:40 AM	受付 <b>Registration</b> 第1ホール (Hall 1)			
09:40 AM	10:00 AM	開会式 <b>Opening</b> 第1ホール (Hall 1)			
10:00 AM	12:00 PM	 <b>3x3x3 Cube First round</b> 第1ホール (Hall 1)	Ao5	5:00.00	Top 75%
10:00 AM	10:30 AM	初心者講習 <b>Tutorial</b> 第2洋室 (Meeting Room 2)			
12:00 PM	01:00 PM	昼休み <b>Lunch</b> 第1ホール (Hall 1)			
01:00 PM	01:40 PM	 <b>Pyraminx First round</b> 第1ホール (Hall 1)	Ao5	3:00.00	Top 12
01:40 PM	02:20 PM	 <b>2x2x2 Cube First round</b> 第1ホール (Hall 1)	Ao5	3:00.00	Top 12
02:20 PM	03:40 PM	 <b>3x3x3 Cube Second round</b> 第1ホール (Hall 1)	Ao5	5:00.00	Top 12
03:40 PM	04:00 PM	 <b>Pyraminx Final</b> 第1ホール (Hall 1)	Ao5	3:00.00	
04:00 PM	04:20 PM	 <b>2x2x2 Cube Final</b> 第1ホール (Hall 1)	Ao5	3:00.00	
04:20 PM	04:40 PM	 <b>3x3x3 Cube Final</b> 第1ホール (Hall 1)	Ao5	5:00.00	
04:50 PM	05:20 PM	表彰 <b>Awards</b> 第1ホール (Hall 1)			

# 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