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# Berkeley Spring 2019

Apr 21, 2019

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Pauley Ballroom











Martin Luther King Jr Student Union Asuc, Berkeley, CA 94704, USA

(37.869113, -122.259772)












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


Berkeley, California, United States

# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 64
	Second round	Ao5	10:00.00	Top 12
	Final	Ao5	10:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:15.00	3:00.00	Top 12
	Final	Ao5	3:00.00	
	Final	Bo1 / Mo3 Cutoff: 4:00.00	10:00.00	
	Final	Bo1 / Mo3 Cutoff: 5:30.00	10:00.00	
	Final	Bo3	12:00.00 cumulative	
	Final	Bo2 / Ao5 Cutoff: 25.00	1:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	Final	Bo3	40:00.00 cumulative	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	

# Schedule for Sunday (April 21, 2019)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:10 AM	 <b>3x3x3 Blindfolded Final</b>	Bo3	12:00.00 cumulative	
09:10 AM	10:10 AM	 <b>4x4x4 Cube First round</b>	Bo2 / Ao5 Cutoff: 1:15.00	3:00.00	Top 12
09:10 AM	09:25 AM	<b>Tutorial for new competitors</b>			
10:10 AM	10:55 AM	 <b>6x6x6 Cube Final</b>	Bo1 / Mo3 Cutoff: 4:00.00	10:00.00	
10:55 AM	11:45 AM	 <b>7x7x7 Cube Final</b>	Bo1 / Mo3 Cutoff: 5:30.00	10:00.00	
11:45 AM	12:35 PM	 <b>3x3x3 With Feet Final</b>	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	
11:45 AM	12:35 PM	 <b>4x4x4 Blindfolded Final</b>	Bo3	40:00.00 cumulative	
12:35 PM	01:35 PM	<b>Lunch</b>			
12:35 PM	12:50 PM	<b>Clock Group 1</b>			
01:20 PM	01:35 PM	<b>Tutorial for new competitors</b>			
01:35 PM	02:50 PM	 <b>3x3x3 Cube First round</b>	Ao5	10:00.00	Top 64
02:50 PM	03:20 PM	 <b>Skewb First round</b>	Ao5	1:00.00	Top 12
03:20 PM	04:20 PM	 <b>2x2x2 Cube First round</b>	Ao5	1:00.00	Top 12
04:20 PM	04:50 PM	 <b>Clock Final</b>	Bo2 / Ao5 Cutoff: 25.00	1:00.00	
04:50 PM	05:25 PM	 <b>3x3x3 Cube Second round</b>	Ao5	10:00.00	Top 12

<b>Start</b>	<b>End</b>	<b>Activity</b>	<b>Format</b>	<b>Time limit</b>	<b>Proceed</b>
<b>05:25 PM</b>	<b>05:35 PM</b>	 <b>Skewb Final</b>	Ao5	1:00.00	
<b>05:35 PM</b>	<b>05:50 PM</b>	 <b>4x4x4 Cube Final</b>	Ao5	3:00.00	
<b>05:50 PM</b>	<b>06:00 PM</b>	 <b>2x2x2 Cube Final</b>	Ao5	1:00.00	
<b>06:00 PM</b>	<b>06:10 PM</b>	 <b>3x3x3 Cube Final</b>	Ao5	10:00.00	
<b>06:10 PM</b>	<b>06:25 PM</b>	<b>Awards</b>			

# 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