
BrizZon Sylwester Open 2022

Dec 31, 2022






Klub BrizZon

ul. Karpia 10, 61-619 Poznań








(52.444748, 16.948881)










Poznań, Poland










Events

Event	Round	Format	Time limit	Proceed
	Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
	Final	Bo3	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
	Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
	Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
	Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	

Schedule for Saturday (December 31, 2022)

Start	End	Activity	Format	Time limit	Proceed
09:30 AM	10:00 AM	Registration			
09:40 AM	09:55 AM	Tutorial for new competitors by Krzysztof Bober			
10:00 AM	10:10 AM	Opening			
10:10 AM	11:20 AM	 4x4x4 Cube Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
10:10 AM	11:20 AM	 3x3x3 Blindfolded Final	Bo3	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
10:10 AM	11:20 AM	 Clock Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
10:10 AM	11:20 AM	 Megaminx Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
10:10 AM	11:20 AM	 Square-1 Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
11:20 AM	11:25 AM	Break			
11:25 AM	12:35 PM	 4x4x4 Cube Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
11:25 AM	12:35 PM	 3x3x3 Blindfolded Final	Bo3	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	

Start	End	Activity	Format	Time limit	Proceed
11:25 AM	12:35 PM	 Clock Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
11:25 AM	12:35 PM	 Megaminx Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
11:25 AM	12:35 PM	 Square-1 Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
12:35 PM	12:40 PM	Break			
12:40 PM	01:50 PM	 4x4x4 Cube Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
12:40 PM	01:50 PM	 3x3x3 Blindfolded Final	Bo3	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
12:40 PM	01:50 PM	 Clock Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
12:40 PM	01:50 PM	 Megaminx Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
12:40 PM	01:50 PM	 Square-1 Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
01:50 PM	01:55 PM	Break			
01:55 PM	03:05 PM	 4x4x4 Cube Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	

Start	End	Activity	Format	Time limit	Proceed
01:55 PM	03:05 PM	 3x3x3 Blindfolded Final	Bo3	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
01:55 PM	03:05 PM	 Clock Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
01:55 PM	03:05 PM	 Megaminx Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
01:55 PM	03:05 PM	 Square-1 Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
03:05 PM	03:10 PM	Break			
03:10 PM	04:20 PM	 4x4x4 Cube Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
03:10 PM	04:20 PM	 3x3x3 Blindfolded Final	Bo3	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
03:10 PM	04:20 PM	 Clock Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
03:10 PM	04:20 PM	 Megaminx Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
03:10 PM	04:20 PM	 Square-1 Final	Ao5	35:00.00 total for 4x4x4 Cube Final, Clock Final, Square-1 Final, Megaminx Final, and 3x3x3 Blindfolded Final	
04:20 PM	04:40 PM	Break			

Start	End	Activity	Format	Time limit	Proceed
04:40 PM	05:00 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 across rounds (see [Guideline A1a2++](#)).

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:

- Bo3: Best of 3
- Ao5: Average of 5