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# Buccaneer Bonanza 2022

Jun 3 - 4, 2022

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Beech High School












3126 Long Hollow Pike, Hendersonville, TN 37075

(36.372115, -86.620937)





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Hendersonville, Tennessee, United States













# Events


Event	Round	Format	Time limit	Proceed
	First round	Ao5	3:00.00	Top 32
	Second round	Ao5	3:00.00	Top 10
	Final	Ao5	3:00.00	
	First round	Ao5	1:00.00	Top 10
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	
	Final	Bo1 / Mo3 Cutoff: 6:30.00	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 10
	Final	Ao5	10:00.00	
	First round	Ao5	1:00.00	Top 8
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:30.00	6:00.00	
	First round	Ao5	1:00.00	Top 10
	Final	Ao5	1:00.00	
	Final	Bo3	1:30:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
	Final	Bo3	1:30:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Friday (June 03, 2022)

Start	End	Activity	Format	Time limit	Proceed
05:00 PM	05:30 PM	Set-Up			
05:00 PM	06:35 PM	 <b>3x3x3 Multi-Blind Final (Attempt 1)</b>	Bo1	10:00.00 per cube, up to 60:00.00	
06:35 PM	07:30 PM	 <b>7x7x7 Cube Final</b>	Bo1 / Mo3 Cutoff: 6:30.00	10:00.00	
07:30 PM	09:15 PM	 <b>4x4x4 Blindfolded Final</b>	Bo3	1:30:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
07:30 PM	09:15 PM	 <b>5x5x5 Blindfolded Final</b>	Bo3	1:30:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	

# Schedule for Saturday (June 04, 2022)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	08:30 AM	Set-Up			
08:30 AM	09:35 AM	 Megaminx Final	Bo2 / Ao5 Cutoff: 2:30.00	6:00.00	
09:35 AM	09:40 AM	Tutorial for new competitors			
09:40 AM	10:30 AM	 2x2x2 Cube First round	Ao5	1:00.00	Top 10
10:30 AM	11:20 AM	 Pyraminx First round	Ao5	1:00.00	Top 10
11:20 AM	12:15 PM	 Clock First round	Ao5	1:00.00	Top 8
12:15 PM	01:30 PM	Lunch			
01:30 PM	02:30 PM	 3x3x3 Cube First round	Ao5	3:00.00	Top 32
02:30 PM	03:15 PM	 3x3x3 One-Handed First round	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 10
03:15 PM	04:30 PM	 4x4x4 Cube Final	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	
04:30 PM	05:05 PM	 3x3x3 Cube Second round	Ao5	3:00.00	Top 10
05:05 PM	05:25 PM	 Clock Final	Ao5	1:00.00	
05:25 PM	05:35 PM	 2x2x2 Cube Final	Ao5	1:00.00	
05:35 PM	05:50 PM	 3x3x3 One-Handed Final	Ao5	10:00.00	
05:50 PM	06:05 PM	 Pyraminx Final	Ao5	1:00.00	

<b>Start</b>	<b>End</b>	<b>Activity</b>	<b>Format</b>	<b>Time limit</b>	<b>Proceed</b>
<b>06:05 PM</b>	<b>06:15 PM</b>	 <b>3x3x3 Cube Final</b>	Ao5	3:00.00	
<b>06:15 PM</b>	<b>06:45 PM</b>	<b>Awards &amp; Clean-Up</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 across rounds (see [Guideline 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