
Cape Town Summer 2020

Mar 14 - 15, 2020












Kirstenhof Primary School

18 Lente St, Kirstenhof, Cape Town, South Africa









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Cape Town, South Africa










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	Ao5	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 12
	Final	Ao5	10:00.00	
	Final	Ao5	10:00.00	
	Final	Ao5	10:00.00	
	Final	Bo3	10:00.00	
	Final	Ao5	10:00.00	
	Final	Ao5	10:00.00	
	First round	Ao5	10:00.00	Top 16
	Final	Ao5	10:00.00	
	Final	Ao5	10:00.00	
	Final	Ao5	10:00.00	
	Final	Bo2	10:00.00 per cube, up to 60:00.00	

Schedule for Saturday (March 14, 2020)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	09:30 AM	Registration <i>School Hall</i>			
08:30 AM	09:30 AM	 3x3x3 Multi-Blind Final (Attempt 1) <i>Staff Room</i>	Bo2	10:00.00 per cube, up to 60:00.00	
09:30 AM	09:45 AM	Welcome <i>School Hall</i>			
09:45 AM	10:45 AM	 Megaminx Final <i>School Hall</i>	Ao5	10:00.00	
10:45 AM	11:30 AM	 Square-1 Final <i>School Hall</i>	Ao5	10:00.00	
11:30 AM	12:30 PM	 3x3x3 Blindfolded Final <i>School Hall</i>	Bo3	10:00.00	
12:30 PM	01:15 PM	Lunch <i>School Hall</i>			
01:15 PM	02:15 PM	 4x4x4 Cube Final <i>School Hall</i>	Ao5	10:00.00	
02:15 PM	03:15 PM	 Skewb Final <i>School Hall</i>	Ao5	10:00.00	
03:15 PM	04:15 PM	 3x3x3 One-Handed Final <i>School Hall</i>	Ao5	10:00.00	
04:15 PM	05:15 PM	 5x5x5 Cube Final <i>School Hall</i>	Ao5	10:00.00	
05:15 PM	05:30 PM	Awards <i>School Hall</i>			

Schedule for Sunday (March 15, 2020)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	09:30 AM	Registration <i>School Hall</i>			
08:30 AM	09:30 AM	 3x3x3 Multi-Blind Final (Attempt 2) <i>Staff Room</i>	Bo2	10:00.00 per cube, up to 60:00.00	
09:30 AM	09:45 AM	Welcome <i>School Hall</i>			
09:45 AM	10:45 AM	 2x2x2 Cube First round <i>School Hall</i>	Ao5	10:00.00	Top 75%
10:45 AM	12:15 PM	 3x3x3 Cube First round <i>School Hall</i>	Ao5	10:00.00	Top 75%
12:15 PM	01:15 PM	 Pyraminx First round <i>School Hall</i>	Ao5	10:00.00	Top 16
01:15 PM	01:45 PM	Lunch <i>School Hall</i>			
01:45 PM	02:30 PM	 2x2x2 Cube Second round <i>School Hall</i>	Ao5	10:00.00	Top 12
02:30 PM	03:30 PM	 3x3x3 Cube Second round <i>School Hall</i>	Ao5	10:00.00	Top 12
03:30 PM	04:00 PM	 Pyraminx Final <i>School Hall</i>	Ao5	10:00.00	
04:00 PM	04:30 PM	 2x2x2 Cube Final <i>School Hall</i>	Ao5	10:00.00	
04:30 PM	05:15 PM	 3x3x3 Cube Final <i>School Hall</i>	Ao5	10:00.00	
05:15 PM	05:30 PM	Awards <i>School Hall</i>			

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](#)).

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