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# GLS Cup III 2019

Aug 10 - 11, 2019

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Mercure Old Town







Jana Heveliusza 22 str. 80-890 Gdańsk

(54.356114, 18.651502)








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Gdańsk, Poland










# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 10
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 40
	Second round	Ao5	1:00.00	Top 10
	Final	Ao5	1:00.00	
	First round	Bo3	14:00.00 cumulative	Top 75%
	Second round	Bo3	10:00.00 cumulative	Top 8
	Final	Bo3	8:00.00 cumulative	
	Final	Mo3	1 hour	
	First round	Ao5	1:00.00	Top 40
	Second round	Ao5	1:00.00	Top 10
	Final	Ao5	1:00.00	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Saturday (August 10, 2019)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	10:00 AM	 3x3x3 Fewest Moves Final (Attempt 1)	Mo3	1 hour	
10:30 AM	11:40 AM	 3x3x3 Blindfolded First round	Bo3	14:00.00 cumulative	Top 75%
11:40 AM	12:30 PM	 3x3x3 Blindfolded Second round	Bo3	10:00.00 cumulative	Top 8
12:30 PM	01:00 PM	 3x3x3 Blindfolded Final	Bo3	8:00.00 cumulative	
01:00 PM	01:40 PM	Lunch			
01:40 PM	01:55 PM	Multiblindfolded - cubes collecting			
01:55 PM	02:20 PM	Multiblindfolded - cubes scrambling			
02:20 PM	03:20 PM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
03:40 PM	04:40 PM	 3x3x3 Fewest Moves Final (Attempt 2)	Mo3	1 hour	
05:10 PM	06:10 PM	 3x3x3 Fewest Moves Final (Attempt 3)	Mo3	1 hour	

# Schedule for Sunday (August 11, 2019)

Start	End	Activity	Format	Time limit	Proceed
08:10 AM	08:30 AM	Registration			
08:30 AM	09:40 AM	 2x2x2 Cube First round	Ao5	1:00.00	Top 40
09:40 AM	10:50 AM	 Pyraminx First round	Ao5	1:00.00	Top 40
10:50 AM	11:40 AM	 2x2x2 Cube Second round	Ao5	1:00.00	Top 10
11:40 AM	01:30 PM	 3x3x3 Cube First round	Ao5	10:00.00	Top 75%
01:30 PM	02:10 PM	Lunch			
02:10 PM	03:00 PM	 Pyraminx Second round	Ao5	1:00.00	Top 10
03:00 PM	04:15 PM	 3x3x3 Cube Second round	Ao5	1:00.00	Top 10
04:15 PM	04:30 PM	 Pyraminx Final	Ao5	1:00.00	
04:30 PM	04:45 PM	 2x2x2 Cube Final	Ao5	1:00.00	
05:05 PM	05:50 PM	 3x3x3 Cube Final	Ao5	1:00.00	
05:50 PM	06:00 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 (see [Regulation 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:

- Bo1: Best of 1
- Bo3: Best of 3
- Ao5: Average of 5
- Mo3: Mean of 3