












Lima Summer 2023


Feb 4 - 5, 2023

I.E. República de Chile
Jr. Risso 477, Lince
(-12.085234, -77.031626)














Lima, Peru



Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	3:00.00	Top 75%
	Second round	Ao5	3:00.00	Top 24
	Final	Ao5	3:00.00	
	First round	Ao5	1:00.00	Top 50%
	Second round	Ao5	1:00.00	Top 75%
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:10.00	2:00.00	Top 12
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 12
	Final	Ao5	3:00.00	
	Final	Bo1 / Mo3 Cutoff: 3:30.00	4:00.00	
	Final	Bo1 / Mo3 Cutoff: 4:30.00	6:00.00	
	First round	Bo3	15:00.00 cumulative	Top 75%
	Final	Bo3	15:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	2:00.00	Top 12
	Final	Ao5	2:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 15.00	1:00.00	Top 12
	Final	Ao5	1:00.00	











Event	Round	Format	Time limit	Proceed
	First round	Bo2 / Ao5 Cutoff: 40.00	1:00.00	Top 6
	Final	Ao5	1:00.00	

Schedule for Saturday (February 04, 2023)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Instalación			
09:00 AM	09:30 AM	 7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 4:30.00	6:00.00	
09:30 AM	10:00 AM	 6x6x6 Cube Final	Bo1 / Mo3 Cutoff: 3:30.00	4:00.00	
10:00 AM	10:40 AM	 5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 12
10:40 AM	11:10 AM	 Skewb First round	Bo2 / Ao5 Cutoff: 15.00	1:00.00	Top 12
11:10 AM	11:50 AM	 Megaminx First round	Bo2 / Ao5 Cutoff: 1:30.00	2:00.00	Top 12
11:50 AM	12:40 PM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:10.00	2:00.00	Top 12
12:40 PM	01:40 PM	Almuerzo			
01:40 PM	02:10 PM	 Square-1 First round	Bo2 / Ao5 Cutoff: 40.00	1:00.00	Top 6
02:10 PM	02:50 PM	 Pyraminx First round	Ao5	1:00.00	Top 12
02:50 PM	03:20 PM	 Clock Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
03:20 PM	03:50 PM	 Megaminx Final	Ao5	2:00.00	
03:50 PM	04:10 PM	 Skewb Final	Ao5	1:00.00	
04:10 PM	04:30 PM	 Pyraminx Final	Ao5	1:00.00	
04:30 PM	05:00 PM	 5x5x5 Cube Final	Ao5	3:00.00	

Start	End		Activity	Format	Time limit	Proceed
05:00 PM	05:30 PM		4x4x4 Cube Final	Ao5	2:00.00	
05:30 PM	06:00 PM		Square-1 Final	Ao5	1:00.00	

Schedule for Sunday (February 05, 2023)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Registration			
08:30 AM	09:00 AM	Tutorial for new competitors			
09:00 AM	10:30 AM	 3x3x3 Cube First round	Ao5	3:00.00	Top 75%
10:30 AM	11:30 AM	 2x2x2 Cube First round	Ao5	1:00.00	Top 50%
11:30 AM	12:00 PM	 3x3x3 One-Handed First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
12:00 PM	12:30 PM	 3x3x3 Blindfolded First round	Bo3	15:00.00 cumulative	Top 75%
12:30 PM	01:30 PM	Almuerzo			
01:30 PM	02:30 PM	 3x3x3 Cube Second round	Ao5	3:00.00	Top 24
02:30 PM	03:00 PM	 2x2x2 Cube Second round	Ao5	1:00.00	Top 75%
03:00 PM	03:30 PM	 3x3x3 Blindfolded Final	Bo3	15:00.00 cumulative	
03:30 PM	04:00 PM	 3x3x3 One-Handed Final	Ao5	1:00.00	
04:00 PM	04:20 PM	 2x2x2 Cube Final	Ao5	1:00.00	
04:20 PM	05:00 PM	 3x3x3 Cube Final	Ao5	3:00.00	
05:00 PM	05:40 PM	Premiación			

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