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# Marshall Cubing Spring 2023

Mar 4, 2023

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Marshall Middle School






9700 Avenue of Nations, San Diego, CA 92131

(32.896109, -117.100943)












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
San Diego, California, United States

# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75
	Second round	Ao5	10:00.00	Top 16
	Final	Ao5	10:00.00	
	First round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	10:00.00	Top 44
	Second round	Ao5	10:00.00	Top 16
	Final	Ao5	10:00.00	
	First round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	

# Schedule for Saturday (March 04, 2023)

Start	End	Activity	Format	Time limit	Proceed
07:00 AM	08:00 AM	<b>Venue Setup</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>			
07:45 AM	08:15 AM	<b>Check-in</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>			
08:15 AM	08:35 AM	<b>Tutorial for new competitors</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>			
08:35 AM	09:50 AM	 <b>3x3x3 Cube First round</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	10:00.00	Top 75
09:50 AM	10:45 AM	 <b>3x3x3 One-Handed First round</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Bo2 / Ao5 Cutoff: 45.00	10:00.00	Top 44
10:45 AM	11:35 AM	 <b>Pyraminx First round</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	2:00.00	Top 16
11:35 AM	12:35 PM	 <b>2x2x2 Cube First round</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	2:00.00	Top 16
12:35 PM	01:35 PM	<b>Lunch</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>			
01:35 PM	02:30 PM	 <b>3x3x3 Cube Second round</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	10:00.00	Top 16
02:30 PM	03:10 PM	 <b>3x3x3 One-Handed Second round</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	10:00.00	Top 16
03:10 PM	04:00 PM	 <b>Skewb First round</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	2:00.00	Top 16
04:00 PM	04:20 PM	 <b>Pyraminx Final</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	2:00.00	
04:20 PM	04:40 PM	 <b>2x2x2 Cube Final</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	2:00.00	
04:40 PM	05:00 PM	 <b>3x3x3 One-Handed Final</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	10:00.00	
05:00 PM	05:20 PM	 <b>Skewb Final</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i>	Ao5	2:00.00	

Start	End	Activity	Format	Time limit	Proceed
05:20 PM	05:40 PM	 <p style="text-align: center;"><b>3x3x3 Cube Final</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i></p>	Ao5	10:00.00	
05:40 PM	06:25 PM	<p style="text-align: center;"><b>Awards</b> <i>Red Stage - Multi Purpose Room, Blue Stage - Multi Purpose Room</i></p>			

# 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](#)).

## 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:

- Bo2: Best of 2
- Ao5: Average of 5