Shri Ram Cubing Challenge 2019 Nov 2 - 3, 2019

Shri Ram College of Commerce Shri Ram College of Commerce, Maurice Nagar, Near University Of Delhi, New Delhi, Delhi 110007 (28.689625, 77.206384)

New Delhi, Delhi, India

Events

Event	Round	Format	Time limit	Proceed
-	First round	Ao5	10:00.00	Top 12
	Final	Ao5	10:00.00	
	First round	Ao5	10:00.00	Top 12
	Final	Ao5	10:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:30.00	4:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:15.00	5:30.00	
	Final	Bo1 / Mo3 Cutoff: 4:00.00	10:00.00	
	Final	Bo1 / Mo3 Cutoff: 6:00.00	10:00.00	
iC	Final	Bo3	15:00.00 cumulative	
III,	Final	Bo2 / Ao5 Cutoff: 1:00.00	2:30.00	
	First round	Ao5	10:00.00	Top 12
Å –	Final	Ao5	10:00.00	
\land	First round	Ao5	10:00.00	Top 12
\bigcirc –	Final	Ao5	10:00.00	
	Final	Во3	30:00.00 cumulative	
	Final	Bo3	45:00.00 cumulative	
%	Final	Bol	10:00.00 per cube, up to 60:00.00	

Schedule for Saturday (November 02, 2019)

Start	End		Activity	Format	Time limit	Proceed
02:00 PM	03:00 PM		Setup Block A , Ground Floor, Room 3			
02:00 PM	02:30 PM		Registration Block A , Ground Floor, Room 5			
02:30 PM	03:30 PM		5x5x5 Blindfolded Final Block A , Ground Floor, Room 5	Bo3	45:00.00 cumulative	
03:00 PM	04:00 PM		6x6x6 Cube Final Block A , Ground Floor, Room 3	Bo1 / Mo3 Cutoff: 4:00.00	10:00.00	
03:30 PM	03:45 PM		MBLD Cube Submission Block A , Ground Floor, Room 5			
04:00 PM	05:00 PM		5x5x5 Cube Final Block A , Ground Floor, Room 3	Bo2 / Ao5 Cutoff: 2:15.00	5:30.00	
04:30 PM	05:45 PM	*	3x3x3 Multi-Blind Final (Attempt 1) Block A , Ground Floor, Room 5	Bol	10:00.00 per cube, up to 60:00.00	
05:00 PM	06:00 PM		7x7x7 Cube Final Block A , Ground Floor, Room 3	Bo1 / Mo3 Cutoff: 6:00.00	10:00.00	

Schedule for Sunday (November 03, 2019)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Registration Block A , Ground Floor, Room 3			
09:00 AM	09:30 AM	Tutorial for new competitors Block A , Ground Floor, Room 3			
09:30 AM	10:45 AM	3x3x3 Cube First round Block A , Ground Floor, Room 3, Block A , Ground Floor, Room 5	Ao5	10:00.00	Top 12
10:45 AM	11:30 AM	2x2x2 Cube First round Block A , Ground Floor, Room 3, Block A , Ground Floor, Room 5	Ao5	10:00.00	Top 12
11:30 AM	12:30 PM	Skewb First round Block A , Ground Floor, Room 3	Ao5	10:00.00	Top 12
11:45 AM	12:30 PM	4x4x4 Blindfolded Final Block A , Ground Floor, Room 5	ВоЗ	30:00.00 cumulative	
12:30 PM	01:15 PM	3x3x3 One-Handed Final Block A , Ground Floor, Room 3, Block A , Ground Floor, Room 5	Bo2 / Ao5 Cutoff: 1:00.00	2:30.00	
01:15 PM	02:00 PM	Lunch Block A , Ground Floor, Room 3, Block A , Ground Floor, Room 5			
02:00 PM	02:45 PM	Pyraminx First round Block A , Ground Floor, Room 3, Block A , Ground Floor, Room 5	Ao5	10:00.00	Top 12
02:45 PM	03:30 PM	4x4x4 Cube Final Block A , Ground Floor, Room 3, Block A , Ground Floor, Room 5	Bo2 / Ao5 Cutoff: 1:30.00	4:00.00	
03:30 PM	04:00 PM	3x3x3 Blindfolded Final Block A , Ground Floor, Room 3, Block A , Ground Floor, Room 5	Bo3	15:00.00 cumulative	
04:00 PM	04:15 PM	Skewb Final Block A , Ground Floor, Room 3	Ao5	10:00.00	
04:15 PM	04:30 PM	Pyraminx Final Block A , Ground Floor, Room 3	Ao5	10:00.00	
04:30 PM	04:45 PM	2x2x2 Cube Final Block A , Ground Floor, Room 3	Ao5	10:00.00	
04:45 PM	05:30 PM	3x3x3 Cube Final Block A , Ground Floor, Room 3	Ao5	10:00.00	

Start	End	Activity	Format	Time limit	Proceed
05:30 PM	06:00 PM	Awards Block A , Ground Floor, Room 3			

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 <u>Regulation A1a4</u>). A **cumulative time limit** may be enforced (see <u>Regulation A1a2</u>).

Cutoff

The result to beat to proceed to the second phase of a cutoff round (see <u>Regulation 9g</u>).

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 <u>Regulation 9b</u>. See <u>Regulation 9f</u> 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