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# Sotenäs Summer Solving 2023

Jun 24 - 25, 2023












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Folkets Hus Hunnebostrand  
Parkgatan 1, 453 61 Hunnebostrand  
(58.435362, 11.299086)












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Hunnebostrand, Sweden

# Events











Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 8
	Final	Ao5	1:00.00	
	First round	Ao5	2:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 8
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:45.00	4:00.00	Top 75%
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:15.00	6:00.00	
	Final	Mo3	1 hour	
	First round	Bo2 / Ao5 Cutoff: 45.00	3:00.00	Top 75%
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 45.00	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:15.00	6:00.00	
	First round	Ao5	2:00.00	Top 75%
	Final	Ao5	1:00.00	
	First round	Ao5	2:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 8
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	

# Schedule for Saturday (June 24, 2023)

Start	End	Activity	Format	Time limit	Proceed
10:45 AM	11:00 AM	Registration			
11:00 AM	11:15 AM	Tutorial for new competitors			
11:15 AM	11:55 AM	 2x2x2 Cube First round	Ao5	2:00.00	Top 75%
11:55 AM	12:55 PM	 3x3x3 Cube First round	Ao5	5:00.00	Top 75%
12:55 PM	01:55 PM	Lunch			
01:55 PM	02:45 PM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:45.00	4:00.00	Top 75%
02:45 PM	03:45 PM	 5x5x5 Cube Final	Bo2 / Ao5 Cutoff: 2:15.00	6:00.00	
03:45 PM	04:20 PM	 3x3x3 One-Handed First round	Bo2 / Ao5 Cutoff: 45.00	3:00.00	Top 75%
04:20 PM	04:55 PM	 Skewb First round	Ao5	2:00.00	Top 75%
04:55 PM	05:30 PM	 Pyraminx First round	Ao5	2:00.00	Top 75%
05:30 PM	06:15 PM	 4x4x4 Cube Final	Ao5	2:00.00	
06:15 PM	06:45 PM	 Skewb Second round	Ao5	1:00.00	Top 8
06:45 PM	07:30 PM	 Square-1 Final	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	
07:30 PM	08:20 PM	 Megaminx Final	Bo2 / Ao5 Cutoff: 2:15.00	6:00.00	
08:20 PM	08:30 PM	Pause			

Start	End	Activity	Format	Time limit	Proceed
08:30 PM	09:30 PM	 3x3x3 Fewest Moves Final (Attempt 1)	Mo3	1 hour	

# Schedule for Sunday (June 25, 2023)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	09:45 AM	 <b>Clock Final</b>	Bo2 / Ao5 Cutoff: 45.00	2:00.00	
09:45 AM	10:15 AM	 <b>Pyraminx Final</b>	Ao5	1:00.00	
10:15 AM	10:55 AM	 <b>3x3x3 Cube Second round</b>	Ao5	2:00.00	Top 8
10:55 AM	11:25 AM	 <b>2x2x2 Cube Second round</b>	Ao5	1:00.00	Top 8
11:25 AM	12:00 PM	 <b>3x3x3 One-Handed Final</b>	Ao5	1:00.00	
12:00 PM	01:00 PM	 <b>3x3x3 Fewest Moves Final (Attempt 2)</b>	Mo3	1 hour	
01:00 PM	02:10 PM	<b>Lunch</b>			
02:10 PM	03:10 PM	 <b>3x3x3 Fewest Moves Final (Attempt 3)</b>	Mo3	1 hour	
03:10 PM	03:25 PM	 <b>Skewb Final</b>	Ao5	1:00.00	
03:25 PM	03:40 PM	 <b>2x2x2 Cube Final</b>	Ao5	1:00.00	
03:40 PM	04:00 PM	 <b>3x3x3 Cube Final</b>	Ao5	1:00.00	
04:00 PM	04:20 PM	<b>Cleaning</b>			
04:20 PM	04:30 PM	<b>Prize Ceremony</b>			

# 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
- Mo3: Mean of 3