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# Turning in Townsville 2021

May 8 - 9, 2021









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Townsville High School  
36 Boundary St, Townsville  
(-19.272508, 146.810691)








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Townsville, Queensland, Australia













# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 10
	Final	Ao5	10:00.00	
	First round	Ao5	2:00.00	Top 10
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 6
	Final	Ao5	3:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:30.00	4:00.00	Top 4
	Final	Ao5	4:00.00	
	Final	Mo3	1 hour	
	First round	Bo2 / Ao5 Cutoff: 50.00	2:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 75%
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 10
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 10
	Final	Ao5	2:00.00	

# Schedule for Saturday (May 08, 2021)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	09:15 AM	Registration for FMC			
09:15 AM	10:30 AM	 3x3x3 Fewest Moves Final (Attempt 1)	Mo3	1 hour	
10:30 AM	10:45 AM	Break			
10:45 AM	12:00 PM	 3x3x3 Fewest Moves Final (Attempt 2)	Mo3	1 hour	
12:00 PM	01:00 PM	Lunch			
12:45 PM	01:15 PM	Registration			
01:15 PM	01:35 PM	Tutorial for new competitors			
01:35 PM	02:15 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 10
02:15 PM	03:15 PM	 3x3x3 Cube First round	Ao5	10:00.00	Top 75%
03:15 PM	04:00 PM	 3x3x3 One-Handed First round	Bo2 / Ao5 Cutoff: 50.00	2:00.00	Top 75%
04:00 PM	04:40 PM	 Pyraminx First round	Ao5	2:00.00	Top 10
04:40 PM	05:20 PM	 Skewb First round	Ao5	2:00.00	Top 10

# Schedule for Sunday (May 09, 2021)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	10:15 AM	 <b>3x3x3 Fewest Moves Final (Attempt 3)</b>	Mo3	1 hour	
10:15 AM	11:10 AM	 <b>4x4x4 Cube First round</b>	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 6
11:10 AM	11:50 AM	 <b>3x3x3 Cube Second round</b>	Ao5	10:00.00	Top 10
11:50 AM	12:35 PM	 <b>5x5x5 Cube First round</b>	Bo2 / Ao5 Cutoff: 2:30.00	4:00.00	Top 4
12:35 PM	01:35 PM	<b>Lunch</b>			
01:35 PM	02:05 PM	 <b>3x3x3 One-Handed Second round</b>	Ao5	2:00.00	Top 75%
02:05 PM	02:20 PM	 <b>Pyraminx Final</b>	Ao5	2:00.00	
02:20 PM	02:40 PM	 <b>4x4x4 Cube Final</b>	Ao5	3:00.00	
02:40 PM	03:05 PM	 <b>5x5x5 Cube Final</b>	Ao5	4:00.00	
03:05 PM	03:20 PM	 <b>Skewb Final</b>	Ao5	2:00.00	
03:20 PM	03:35 PM	 <b>2x2x2 Cube Final</b>	Ao5	2:00.00	
03:35 PM	03:50 PM	 <b>3x3x3 One-Handed Final</b>	Ao5	2:00.00	
03:50 PM	04:05 PM	 <b>3x3x3 Cube Final</b>	Ao5	10:00.00	
04:05 PM	04:20 PM	<b>Packup</b>			
04:20 PM	04:35 PM	<b>Awards</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