








Wiltshire Winter 2023

Jan 7 - 8, 2023










Olympiad Leisure Centre
Sadlers Mead, Chippenham SN15 3PA
(51.461317, -2.113757)

Chippenham, Wiltshire, United Kingdom









Events

Event	Round	Format	Time limit	Proceed
	First round	Bo2 / Ao5 Cutoff: 3:00.00	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 41
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 40
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	Top 75%
	Final	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	Top 75%
	Final	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	
	First round	Bo1 / Mo3 Cutoff: 3:30.00	5:30.00	Top 75%
	Final	Bo1 / Mo3 Cutoff: 3:30.00	5:30.00	
	First round	Bo1 / Mo3 Cutoff: 5:15.00	7:30.00	Top 75%
	Final	Bo1 / Mo3 Cutoff: 5:15.00	7:30.00	
	Final	Bo2 / Ao5 Cutoff: 1:45.00	3:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 75%
	Final	Ao5	2:00.00	

Schedule for Saturday (January 07, 2023)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Registration Opens [All Day] <i>Stage 1</i>			
09:00 AM	09:20 AM	Competing and Judging Tutorial <i>Stage 1</i>			
09:20 AM	10:35 AM	 2x2x2 Cube First round <i>Stage 1, Stage 2</i>	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 75%
10:35 AM	11:15 AM	 4x4x4 Cube First round <i>Stage 1, Stage 2</i>	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	Top 75%
11:15 AM	12:15 PM	 6x6x6 Cube First round <i>Stage 1</i>	Bo1 / Mo3 Cutoff: 3:30.00	5:30.00	Top 75%
12:15 PM	01:00 PM	Lunch <i>Stage 1</i>			
01:00 PM	01:45 PM	 2x2x2 Cube Second round <i>Stage 1, Stage 2</i>	Ao5	2:00.00	Top 40
01:45 PM	02:45 PM	 7x7x7 Cube First round <i>Stage 1</i>	Bo1 / Mo3 Cutoff: 5:15.00	7:30.00	Top 75%
02:45 PM	03:25 PM	 4x4x4 Cube Final <i>Stage 1, Stage 2</i>	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	
03:25 PM	04:25 PM	 6x6x6 Cube Final <i>Stage 1</i>	Bo1 / Mo3 Cutoff: 3:30.00	5:30.00	
04:25 PM	05:25 PM	 7x7x7 Cube Final <i>Stage 1</i>	Bo1 / Mo3 Cutoff: 5:15.00	7:30.00	
05:25 PM	05:40 PM	 2x2x2 Cube Final <i>Stage 1, Stage 2</i>	Ao5	2:00.00	

Schedule for Sunday (January 08, 2023)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Registration Opens [All Day] <i>Stage 1</i>			
09:00 AM	09:20 AM	Competing and Judging Tutorial <i>Stage 1</i>			
09:20 AM	11:00 AM	 3x3x3 Cube First round <i>Stage 1, Stage 2</i>	Bo2 / Ao5 Cutoff: 3:00.00	10:00.00	Top 75%
11:00 AM	11:50 AM	 5x5x5 Cube First round <i>Stage 1, Stage 2</i>	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	Top 75%
11:50 AM	12:50 PM	 Skewb First round <i>Stage 1, Stage 2</i>	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 75%
12:50 PM	01:35 PM	Lunch <i>Stage 1</i>			
01:35 PM	02:45 PM	 3x3x3 Cube Second round <i>Stage 1, Stage 2</i>	Ao5	10:00.00	Top 41
02:45 PM	03:10 PM	 5x5x5 Cube Final <i>Stage 1, Stage 2</i>	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	
03:10 PM	03:40 PM	 Skewb Final <i>Stage 1, Stage 2</i>	Ao5	2:00.00	
03:40 PM	04:30 PM	 Megaminx Final <i>Stage 1, Stage 2</i>	Bo2 / Ao5 Cutoff: 1:45.00	3:00.00	
04:30 PM	05:00 PM	 3x3x3 Cube Final <i>Stage 1</i>	Ao5	10:00.00	
05:00 PM	05:15 PM	Awards <i>Stage 1</i>			

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:

- Bo1: Best of 1
- Bo2: Best of 2
- Ao5: Average of 5
- Mo3: Mean of 3