



Berkeley Fall 2019

Nov 10, 2019

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Pauley Ballroom










Martin Luther King Jr Student Union Asuc, Berkeley, CA 94704, USA

(37.869113, -122.259772)













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Berkeley, California, United States

# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 80
	Second round	Ao5	10:00.00	Top 12
	Final	Ao5	10:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:20.00	4:00.00	
	Final	Bo3	12:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 40.00	2:00.00	Top 12
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:20.00	5:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	10:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 40.00	2:00.00	Top 8
	Final	Ao5	2:00.00	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Sunday (November 10, 2019)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	08:30 AM	Setup			
08:30 AM	09:25 AM	 3x3x3 Blindfolded Final	Bo3	12:00.00 cumulative	
08:45 AM	09:00 AM	Tutorial for new competitors			
09:00 AM	10:10 AM	 Megaminx Final	Bo2 / Ao5 Cutoff: 2:20.00	5:00.00	
10:10 AM	10:55 AM	 Square-1 First round	Bo2 / Ao5 Cutoff: 40.00	2:00.00	Top 8
10:55 AM	11:35 AM	 Skewb First round	Ao5	1:00.00	Top 12
11:35 AM	01:05 PM	Lunch			
11:35 AM	01:05 PM	 3x3x3 Cube First round	Ao5	10:00.00	Top 80
01:05 PM	01:50 PM	 Pyraminx First round	Ao5	1:00.00	Top 12
01:50 PM	02:45 PM	 4x4x4 Cube Final	Bo2 / Ao5 Cutoff: 1:20.00	4:00.00	
02:45 PM	03:30 PM	 3x3x3 Cube Second round	Ao5	10:00.00	Top 12
03:30 PM	04:10 PM	 3x3x3 One-Handed First round	Bo2 / Ao5 Cutoff: 40.00	2:00.00	Top 12
04:10 PM	04:25 PM	 Square-1 Final	Ao5	2:00.00	
04:25 PM	04:35 PM	 Skewb Final	Ao5	1:00.00	
04:35 PM	04:45 PM	 Pyraminx Final	Ao5	10:00.00	

Start	End	Activity	Format	Time limit	Proceed
04:45 PM	05:00 PM	 3x3x3 One-Handed Final	Ao5	2:00.00	
05:00 PM	05:10 PM	 3x3x3 Cube Final	Ao5	10:00.00	
05:10 PM	05:30 PM	Awards			
05:10 PM	05:30 PM	Turn in/Scramble MBLD Cubes			
05:30 PM	06:30 PM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	

# 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](#)). A **cumulative time limit** may be enforced (see [Regulation A1a2](#)).

## 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
- Bo3: Best of 3
- Ao5: Average of 5