








Chengdu New Year Afternoon 2021

Jan 3, 2021










Renaissance Chengdu Hotel
No. 48 Renmin South Road, Wuhou District
(30.614792, 104.064007)

Chengdu, Sichuan, China

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	3:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 12
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 12
	Final	Ao5	1:00.00	

Schedule for Sunday (January 03, 2021)

Start	End	Activity	Format	Time limit	Proceed
01:00 PM	01:40 PM	Registration			
01:40 PM	02:30 PM	 3x3x3 Cube First round	Ao5	3:00.00	Top 12
02:30 PM	03:00 PM	 2x2x2 Cube First round	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 12
03:00 PM	03:30 PM	 Pyraminx First round	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 12
03:30 PM	04:00 PM	 Skewb First round	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 12
04:00 PM	04:35 PM	 3x3x3 One-Handed Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
04:35 PM	04:50 PM	 Skewb Final	Ao5	1:00.00	
04:50 PM	05:05 PM	 Pyraminx Final	Ao5	1:00.00	
05:05 PM	05:20 PM	 2x2x2 Cube Final	Ao5	1:00.00	
05:20 PM	05:40 PM	 3x3x3 Cube Final	Ao5	1:00.00	
05:40 PM	06:00 PM	Awards			

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