








Dutch Spring 2022

Apr 17, 2022









Sporthal Veenendaal-West
Veenslag 70 3905 SL Veenendaal
(52.028423, 5.532623)

Veenendaal, Netherlands

Events

| Event | Round | Format | Time limit | Proceed |
|---|--------------|------------------------------|------------|---------|
|  | First round | Ao5 | 5:00.00 | Top 75% |
| | Second round | Ao5 | 2:00.00 | Top 10 |
| | Final | Ao5 | 1:00.00 | |
|  | First round | Ao5 | 2:00.00 | Top 16 |
| | Final | Ao5 | 1:00.00 | |
|  | Final | Bo2 / Ao5 Cutoff: 1:15.00 | 3:00.00 | |
|  | Final | Ao5 | 2:00.00 | |
|  | Final | Ao5 | 2:00.00 | |

Schedule for Sunday (April 17, 2022)

| Start | End | | Activity | Format | Time limit | Proceed |
|----------|----------|---|--|------------------------------|------------|---------|
| 09:00 AM | 10:35 AM |  | 4x4x4 Cube Final <i>main hall</i> | Bo2 / Ao5 Cutoff: 1:15.00 | 3:00.00 | |
| 10:00 AM | 10:15 AM | | Tutorial for new competitors <i>information desk</i> | | | |
| 10:35 AM | 11:45 AM |  | Skewb Final <i>main hall</i> | Ao5 | 2:00.00 | |
| 11:45 AM | 01:00 PM |  | 2x2x2 Cube First round <i>main hall</i> | Ao5 | 2:00.00 | Top 16 |
| 01:00 PM | 01:30 PM | | Lunch <i>main hall</i> | | | |
| 01:00 PM | 01:15 PM | | Tutorial for new competitors <i>information desk</i> | | | |
| 01:30 PM | 03:15 PM |  | 3x3x3 Cube First round <i>main hall</i> | Ao5 | 5:00.00 | Top 75% |
| 03:15 PM | 04:30 PM |  | Pyraminx Final <i>main hall</i> | Ao5 | 2:00.00 | |
| 04:30 PM | 05:45 PM |  | 3x3x3 Cube Second round <i>main hall</i> | Ao5 | 2:00.00 | Top 10 |
| 05:45 PM | 06:05 PM |  | 2x2x2 Cube Final <i>main hall</i> | Ao5 | 1:00.00 | |
| 06:05 PM | 06:30 PM |  | 3x3x3 Cube Final <i>main hall</i> | Ao5 | 1:00.00 | |
| 06:30 PM | 07:10 PM | | Awards <i>main hall</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:

- Bo2: Best of 2
- Ao5: Average of 5