



Musée suisse du jeu 2015

Oct 10 - 11, 2015













Swiss Museum of games

rue du château 11, 1814 La Tour-de-Peilz













(46.452693, 6.854737)

La Tour-de-Peilz, Switzerland










Events

| Event | Round | Format | Time limit | Proceed |
|---|--------------|------------------------------|------------|---------|
|  | First round | Ao5 | 10:00.00 | Top 75% |
| | Second round | Ao5 | 10:00.00 | Top 12 |
| | Final | Ao5 | 10:00.00 | |
|  | First round | Bo2 / Ao5 Cutoff: 30.00 | 1:00.00 | Top 75% |
| | Second round | Ao5 | 10:00.00 | Top 8 |
| | Final | Ao5 | 10:00.00 | |
|  | First round | Bo2 / Ao5 Cutoff: 2:00.00 | 5:00.00 | Top 8 |
| | Final | Ao5 | 10:00.00 | |
|  | First round | Bo2 / Ao5 Cutoff: 3:00.00 | 6:00.00 | Top 75% |
| | Final | Ao5 | 10:00.00 | |
|  | Final | Bo1 / Mo3 Cutoff: 5:00.00 | 10:00.00 | |
|  | Final | Bo1 / Mo3 Cutoff: 7:00.00 | 10:00.00 | |
|  | Final | Bo2 / Bo3 Cutoff: 3:00.00 | 6:00.00 | |
|  | Final | Bo1 | 1 hour | |
|  | First round | Bo2 / Ao5 Cutoff: 1:00.00 | 4:00.00 | Top 75% |
| | Final | Ao5 | 10:00.00 | |
|  | Final | Bo2 / Ao5 Cutoff: 3:00.00 | 8:00.00 | |
|  | First round | Bo2 / Ao5 Cutoff: 20.00 | 1:00.00 | Top 8 |
| | Final | Ao5 | 10:00.00 | |
|  | First round | Bo2 / Ao5 Cutoff: 20.00 | 1:00.00 | Top 75% |
| | Final | Ao5 | 10:00.00 | |

Schedule for Saturday (October 10, 2015)

| Start | End | Activity | Format | Time limit | Proceed |
|----------|----------|---|------------------------------|------------|---------|
| 09:45 AM | 10:30 AM |  3x3x3 Blindfolded Final | Bo2 / Bo3 Cutoff: 3:00.00 | 6:00.00 | |
| 10:30 AM | 11:15 AM |  6x6x6 Cube Final | Bo1 / Mo3 Cutoff: 5:00.00 | 10:00.00 | |
| 11:15 AM | 12:15 PM |  7x7x7 Cube Final | Bo1 / Mo3 Cutoff: 7:00.00 | 10:00.00 | |
| 12:15 PM | 01:00 PM |  5x5x5 Cube First round | Bo2 / Ao5 Cutoff: 3:00.00 | 6:00.00 | Top 75% |
| 01:15 PM | 02:15 PM |  3x3x3 Fewest Moves Final (Attempt 1) | Bo1 | 1 hour | |
| 02:15 PM | 02:45 PM |  Skewb First round | Bo2 / Ao5 Cutoff: 20.00 | 1:00.00 | Top 75% |
| 02:45 PM | 03:15 PM |  3x3x3 One-Handed First round | Bo2 / Ao5 Cutoff: 1:00.00 | 4:00.00 | Top 75% |
| 03:15 PM | 03:45 PM |  Pyraminx First round | Bo2 / Ao5 Cutoff: 20.00 | 1:00.00 | Top 8 |
| 03:45 PM | 04:15 PM | 3x3x3 Blindfolded | | | |
| 04:15 PM | 04:45 PM |  5x5x5 Cube Final | Ao5 | 10:00.00 | |
| 04:45 PM | 05:10 PM |  3x3x3 One-Handed Final | Ao5 | 10:00.00 | |
| 05:10 PM | 05:20 PM |  Skewb Final | Ao5 | 10:00.00 | |
| 05:20 PM | 05:30 PM |  Pyraminx Final | Ao5 | 10:00.00 | |

Schedule for Sunday (October 11, 2015)

| Start | End | Activity | Format | Time limit | Proceed |
|----------|----------|--|------------------------------|------------|---------|
| 11:15 AM | 12:00 PM |  2x2x2 Cube First round | Bo2 / Ao5 Cutoff: 30.00 | 1:00.00 | Top 75% |
| 12:00 PM | 01:00 PM |  3x3x3 Cube First round | Ao5 | 10:00.00 | Top 75% |
| 01:15 PM | 01:45 PM |  2x2x2 Cube Second round | Ao5 | 10:00.00 | Top 8 |
| 01:45 PM | 02:30 PM |  3x3x3 Cube Second round | Ao5 | 10:00.00 | Top 12 |
| 02:30 PM | 03:15 PM |  4x4x4 Cube First round | Bo2 / Ao5 Cutoff: 2:00.00 | 5:00.00 | Top 8 |
| 03:15 PM | 03:50 PM |  Megaminx Final | Bo2 / Ao5 Cutoff: 3:00.00 | 8:00.00 | |
| 03:50 PM | 04:15 PM |  4x4x4 Cube Final | Ao5 | 10:00.00 | |
| 04:15 PM | 04:30 PM |  2x2x2 Cube Final | Ao5 | 10:00.00 | |
| 04:45 PM | 05:15 PM |  3x3x3 Cube Final | Ao5 | 10:00.00 | |

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](#)).

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
- Mo3: Mean of 3