



Tianjin Summer Solstice 2021

Jun 20, 2021












Tianjin Huigao Garden Hotel

Garden Hall, 4th Floor, Tianjin Huigao Garden Hotel, Attached No.1, No.236, Baidi Road, Nankai district












(39.113674, 117.161847)











Tianjin, China

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	2:00.00	Top 60
	Second round	Ao5	1:00.00	Top 16
	Final	Ao5	30.00	
	First round	Bo2 / Ao5 Cutoff: 15.00	30.00	Top 16
	Final	Ao5	30.00	
	First round	Bo2 / Ao5 Cutoff: 55.00	2:00.00	Top 16
	Final	Ao5	1:30.00	
	First round	Bo3	10:00.00 cumulative	Top 10
	Final	Bo3	2:00.00	
	Final	Mo3	1 hour	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 16
	Final	Ao5	40.00	
	Final	Bo2 / Ao5 Cutoff: 20.00	40.00	
	Final	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	
	First round	Bo2 / Ao5 Cutoff: 20.00	40.00	Top 16
	Final	Ao5	30.00	
	First round	Bo2 / Ao5 Cutoff: 20.00	40.00	Top 16
	Final	Ao5	30.00	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Sunday (June 20, 2021)

Start	End	Activity	Format	Time limit	Proceed
07:30 AM	12:00 PM	Registration <i>Garden Hall , 4th Floor</i>			
08:20 AM	08:30 AM	Opening Intro <i>Garden Hall , 4th Floor</i>			
08:30 AM	10:10 AM	 3x3x3 Cube First round <i>Garden Hall , 4th Floor</i>	Ao5	2:00.00	Top 60
08:30 AM	09:30 AM	 3x3x3 Fewest Moves Final (Attempt 1) <i>Huina Hall , 3th Floor</i>	Mo3	1 hour	
09:50 AM	10:50 AM	 3x3x3 Fewest Moves Final (Attempt 2) <i>Huina Hall , 3th Floor</i>	Mo3	1 hour	
10:10 AM	11:00 AM	 2x2x2 Cube First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 15.00	30.00	Top 16
11:00 AM	11:50 AM	 4x4x4 Cube First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 55.00	2:00.00	Top 16
11:15 AM	12:15 PM	 3x3x3 Fewest Moves Final (Attempt 3) <i>Huina Hall , 3th Floor</i>	Mo3	1 hour	
11:50 AM	12:30 PM	 Pyraminx First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 20.00	40.00	Top 16
12:30 PM	01:30 PM	Lunch <i>Garden Hall , 4th Floor</i>			
01:00 PM	01:15 PM	3x3x3 Multi-Blind Puzzle Submission <i>Huina Hall , 3th Floor</i>			
01:30 PM	02:10 PM	 3x3x3 Cube Second round <i>Garden Hall , 4th Floor</i>	Ao5	1:00.00	Top 16
01:40 PM	02:40 PM	 3x3x3 Multi-Blind Final (Attempt 1) <i>Huina Hall , 3th Floor</i>	Bo1	10:00.00 per cube, up to 60:00.00	
02:10 PM	02:50 PM	 3x3x3 One-Handed First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 16
02:50 PM	03:20 PM	 Skewb First round <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 20.00	40.00	Top 16

Start	End	Activity	Format	Time limit	Proceed
03:00 PM	03:30 PM	 3x3x3 Blindfolded First round <i>Huina Hall , 3th Floor</i>	Bo3	10:00.00 cumulative	Top 10
03:20 PM	04:00 PM	 Megaminx Final <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	
03:50 PM	04:00 PM	 3x3x3 Blindfolded Final <i>Huina Hall , 3th Floor</i>	Bo3	2:00.00	
04:00 PM	04:30 PM	 Clock Final <i>Garden Hall , 4th Floor</i>	Bo2 / Ao5 Cutoff: 20.00	40.00	
04:30 PM	04:45 PM	 Pyraminx Final <i>Garden Hall , 4th Floor</i>	Ao5	30.00	
04:45 PM	05:00 PM	 4x4x4 Cube Final <i>Garden Hall , 4th Floor</i>	Ao5	1:30.00	
05:00 PM	05:15 PM	 3x3x3 One-Handed Final <i>Garden Hall , 4th Floor</i>	Ao5	40.00	
05:15 PM	05:30 PM	 Skewb Final <i>Garden Hall , 4th Floor</i>	Ao5	30.00	
05:30 PM	05:45 PM	 2x2x2 Cube Final <i>Garden Hall , 4th Floor</i>	Ao5	30.00	
05:45 PM	06:00 PM	 3x3x3 Cube Final <i>Garden Hall , 4th Floor</i>	Ao5	30.00	
06:00 PM	06:15 PM	Awards <i>Garden Hall , 4th Floor</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](#)). 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
- Mo3: Mean of 3