














Welcome Back Wellington 2020

Oct 24 - 25, 2020









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












Events


Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 32
	Second round	Ao5	10:00.00	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: 2:00.00	3:30.00	Top 12
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 3:00.00	5:00.00	Top 8
	Final	Ao5	10:00.00	
	Final	Bo1 / Mo3 Cutoff: 4:00.00	6:00.00	
	Final	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	
	First round	Bo3	10:00.00 cumulative	Top 75%
	Final	Bo3	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	3:00.00	Top 8
	Final	Ao5	10:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	10:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 8
	Final	Ao5	10:00.00	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Saturday (October 24, 2020)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	08:30 AM	Multi Blind Puzzle Submission			
08:30 AM	10:00 AM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
10:00 AM	11:00 AM	 7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	
11:00 AM	12:00 PM	 6x6x6 Cube Final	Bo1 / Mo3 Cutoff: 4:00.00	6:00.00	
12:00 PM	12:30 PM	 3x3x3 Blindfolded First round	Bo3	10:00.00 cumulative	Top 75%
12:30 PM	01:00 PM	Lunch			
01:00 PM	01:15 PM	Tutorial for new competitors			
01:15 PM	02:15 PM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	Top 12
02:15 PM	03:15 PM	 Megaminx First round	Bo2 / Ao5 Cutoff: 2:00.00	3:00.00	Top 8
03:15 PM	04:15 PM	 5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 3:00.00	5:00.00	Top 8
04:15 PM	05:15 PM	 Square-1 First round	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 8

Schedule for Sunday (October 25, 2020)

Start	End	Activity	Format	Time limit	Proceed
08:15 AM	08:30 AM	Tutorial for new competitors			
08:30 AM	10:00 AM	 3x3x3 Cube First round	Ao5	10:00.00	Top 32
10:00 AM	11:00 AM	 2x2x2 Cube First round	Ao5	1:00.00	Top 12
11:00 AM	12:00 PM	 Pyraminx First round	Ao5	1:00.00	Top 12
12:00 PM	01:00 PM	 Skewb First round	Ao5	1:00.00	Top 12
01:00 PM	01:30 PM	Lunch			
01:30 PM	01:50 PM	 3x3x3 Blindfolded Final	Bo3	10:00.00	
01:50 PM	02:35 PM	 3x3x3 Cube Second round	Ao5	10:00.00	Top 12
02:35 PM	02:50 PM	 Square-1 Final	Ao5	10:00.00	
02:50 PM	03:20 PM	 5x5x5 Cube Final	Ao5	10:00.00	
03:20 PM	03:40 PM	 Megaminx Final	Ao5	10:00.00	
03:40 PM	03:55 PM	 4x4x4 Cube Final	Ao5	10:00.00	
03:55 PM	04:10 PM	 Skewb Final	Ao5	10:00.00	
04:10 PM	04:25 PM	 Pyraminx Final	Ao5	10:00.00	
04:25 PM	04:40 PM	 2x2x2 Cube Final	Ao5	1:00.00	

Start	End	Activity	Format	Time limit	Proceed
04:40 PM	04:55 PM	 3x3x3 Cube Final	Ao5	10:00.00	
04:55 PM	05:15 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](#)). 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