



Star Cubing Nijmegen 2019

Jun 29, 2019







De Ster (Lent)

Queenstraat 37B 6663 HA, Nijmegen










(51.871055, 5.868428)

Nijmegen, Netherlands

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	2:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 10
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 75%
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:10.00	3:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 45.00	2:00.00	

Schedule for Saturday (June 29, 2019)

Start	End	Activity	Format	Time limit	Proceed
08:45 AM	10:40 AM	Registration			
09:15 AM	10:00 AM	 Megaminx Final	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
10:00 AM	10:40 AM	 Square-1 Final	Bo2 / Ao5 Cutoff: 45.00	2:00.00	
10:40 AM	11:10 AM	SCN-academy			
11:15 AM	12:00 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 75%
12:00 PM	01:00 PM	 3x3x3 Cube First round	Ao5	2:00.00	Top 75%
01:00 PM	01:45 PM	Lunch			
01:45 PM	02:45 PM	 4x4x4 Cube Final	Bo2 / Ao5 Cutoff: 1:10.00	3:00.00	
02:45 PM	03:15 PM	 3x3x3 Cube Second round	Ao5	2:00.00	Top 10
03:15 PM	03:55 PM	 Skewb Final	Ao5	2:00.00	
04:10 PM	04:50 PM	 2x2x2 Cube Final	Ao5	2:00.00	
05:00 PM	05:40 PM	 3x3x3 Cube Final	Ao5	2:00.00	
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