



# Tübingen Open 2016

Aug 13 - 14, 2016












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Musikzentrum Pfrondorf  
Kohlplattenweg 11, 72074 Tübingen  
(48.572364, 9.077904)



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


Tübingen, Germany

# Events










Event	Round	Format	Time limit	Proceed
	First round	Ao5	3:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 75%
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	Top 75%
	Second round	Ao5	2:30.00	Top 8
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 3:00.00	6:00.00	Top 75%
	Second round	Ao5	3:30.00	Top 8
	Final	Ao5	3:00.00	
	First round	Bo3	15:00.00 cumulative	Bo3 < 3:00.00
	Final	Bo3	12:00.00 cumulative	
	Final	Mo3	1 hour	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	2:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	Final	Bo3	1:15:00.00 cumulative	
	Final	Bo3	1:15:00.00	

# Schedule for Saturday (August 13, 2016)

Start	End	Activity	Format	Time limit	Proceed
08:45 AM	09:00 AM	<b>Registration</b> <i>Main Room</i>			
09:00 AM	10:00 AM	 <b>3x3x3 Fewest Moves Final (Attempt 1)</b> <i>Main Room</i>	Mo3	1 hour	
10:00 AM	10:20 AM	<b>Competition &amp; Judging Tutorial</b> <i>Main Room</i>			
10:20 AM	10:45 AM	 <b>Skewb First round</b> <i>Main Room</i>	Ao5	1:00.00	Top 12
10:20 AM	12:20 PM	 <b>5x5x5 Blindfolded Final</b> <i>Side Room</i>	Bo3	1:15:00.00	
10:45 AM	11:25 AM	 <b>3x3x3 Blindfolded First round</b> <i>Main Room</i>	Bo3	15:00.00 cumulative	Bo3 < 3:00.00
11:25 AM	12:05 PM	 <b>3x3x3 One-Handed First round</b> <i>Main Room</i>	Bo2 / Ao5 Cutoff: 1:30.00	2:00.00	Top 75%
12:05 PM	12:45 PM	 <b>2x2x2 Cube First round</b> <i>Main Room</i>	Ao5	1:00.00	Top 75%
12:45 PM	01:35 PM	<b>Lunch</b> <i>Main Room</i>			
01:35 PM	02:35 PM	 <b>3x3x3 Fewest Moves Final (Attempt 2)</b> <i>Main Room</i>	Mo3	1 hour	
02:35 PM	03:10 PM	 <b>Pyraminx Final</b> <i>Main Room</i>	Ao5	1:00.00	
02:40 PM	04:40 PM	 <b>4x4x4 Blindfolded Final</b> <i>Side Room</i>	Bo3	1:15:00.00 cumulative	
03:10 PM	03:40 PM	 <b>3x3x3 One-Handed Second round</b> <i>Main Room</i>	Ao5	1:00.00	Top 12
03:40 PM	04:05 PM	 <b>2x2x2 Cube Second round</b> <i>Main Room</i>	Ao5	1:00.00	Top 12
04:05 PM	04:25 PM	 <b>3x3x3 Blindfolded Final</b> <i>Main Room</i>	Bo3	12:00.00 cumulative	

Start	End	Activity	Format	Time limit	Proceed
04:25 PM	04:40 PM	 <b>3x3x3 One-Handed Final</b> <i>Main Room</i>	Ao5	1:00.00	
04:40 PM	05:00 PM	 <b>2x2x2 Cube Final</b> <i>Main Room</i>	Ao5	1:00.00	
05:00 PM	05:15 PM	 <b>Skewb Final</b> <i>Main Room</i>	Ao5	1:00.00	
05:20 PM	06:20 PM	 <b>3x3x3 Fewest Moves Final (Attempt 3)</b> <i>Main Room</i>	Mo3	1 hour	

# Schedule for Sunday (August 14, 2016)

Start	End	Activity	Format	Time limit	Proceed
09:45 AM	10:00 AM	<b>Registration</b> <i>Main Room</i>			
10:00 AM	10:15 AM	<b>Competition &amp; Judging Tutorial</b> <i>Main Room</i>			
10:15 AM	11:10 AM	 <b>5x5x5 Cube First round</b> <i>Main Room</i>	Bo2 / Ao5 Cutoff: 3:00.00	6:00.00	Top 75%
11:10 AM	12:00 PM	 <b>4x4x4 Cube First round</b> <i>Main Room</i>	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	Top 75%
12:00 PM	12:45 PM	 <b>3x3x3 Cube First round</b> <i>Main Room</i>	Ao5	3:00.00	Top 75%
12:45 PM	01:45 PM	<b>Lunch</b> <i>Main Room</i>			
01:45 PM	02:30 PM	 <b>5x5x5 Cube Second round</b> <i>Main Room</i>	Ao5	3:30.00	Top 8
02:30 PM	03:15 PM	 <b>4x4x4 Cube Second round</b> <i>Main Room</i>	Ao5	2:30.00	Top 8
03:15 PM	03:45 PM	 <b>3x3x3 Cube Second round</b> <i>Main Room</i>	Ao5	1:00.00	Top 75%
03:45 PM	04:10 PM	 <b>5x5x5 Cube Final</b> <i>Main Room</i>	Ao5	3:00.00	
04:10 PM	04:35 PM	 <b>4x4x4 Cube Final</b> <i>Main Room</i>	Ao5	2:00.00	
04:35 PM	04:55 PM	 <b>3x3x3 Cube Final</b> <i>Main Room</i>	Ao5	1:00.00	
05:00 PM	05:15 PM	<b>Awards</b> <i>Main Room</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:

- Bo2: Best of 2
- Bo3: Best of 3
- Ao5: Average of 5
- Mo3: Mean of 3