



# SWISS NATIONALS 2022

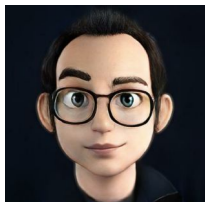
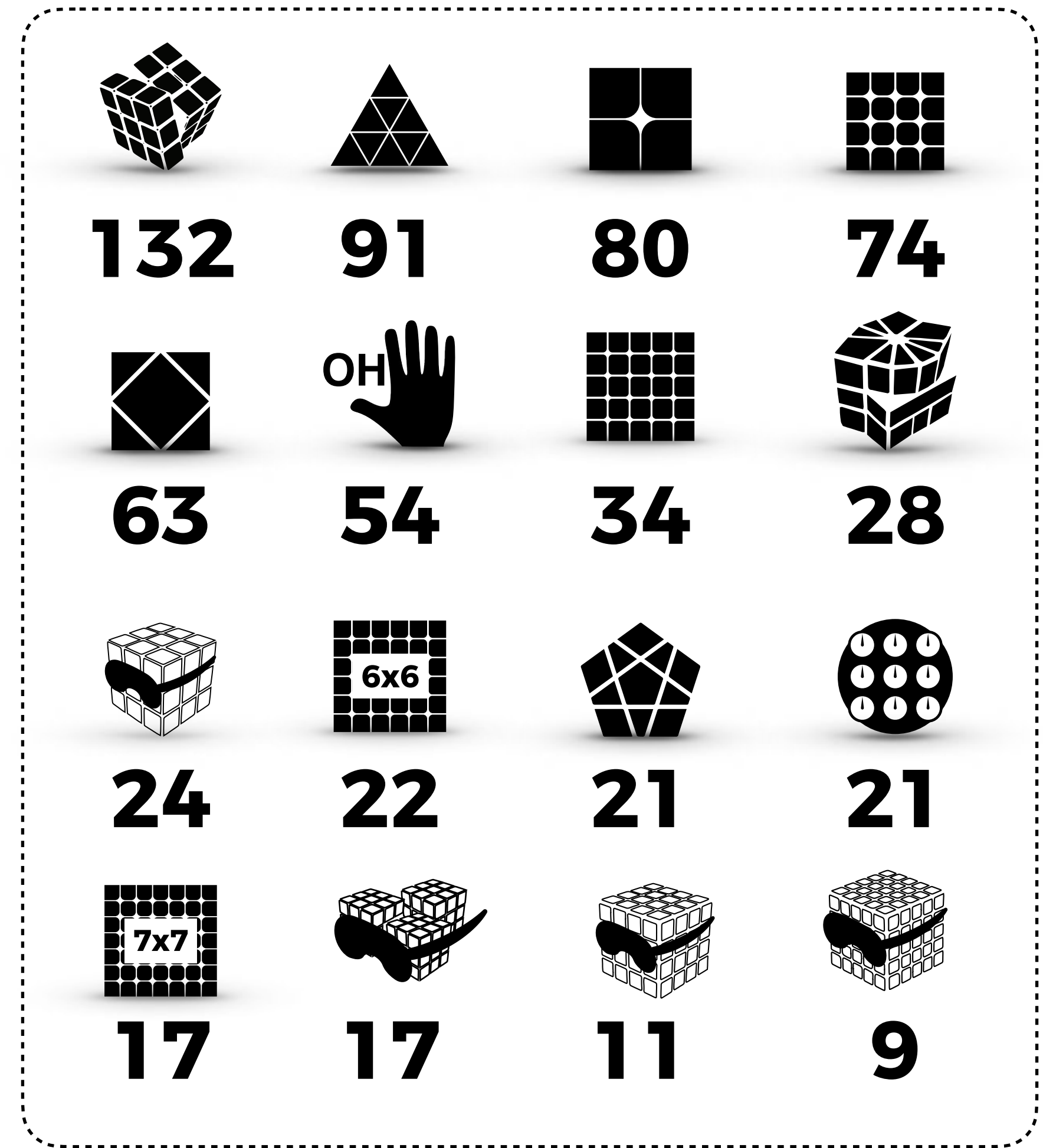
Sep 9 - 11, 2022  
Sporthalle Muhen (AG)

A quick analysis of the results

# PYRAMINX PASSES 2X2 AS THE 2ND MOST POPULAR EVENT, THE BIGGER BLINDS TAILING AT THE END, BUT MOST EVENTS GARNERED ATTENTION

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# OF PARTICIPANTS TO EACH EVENT

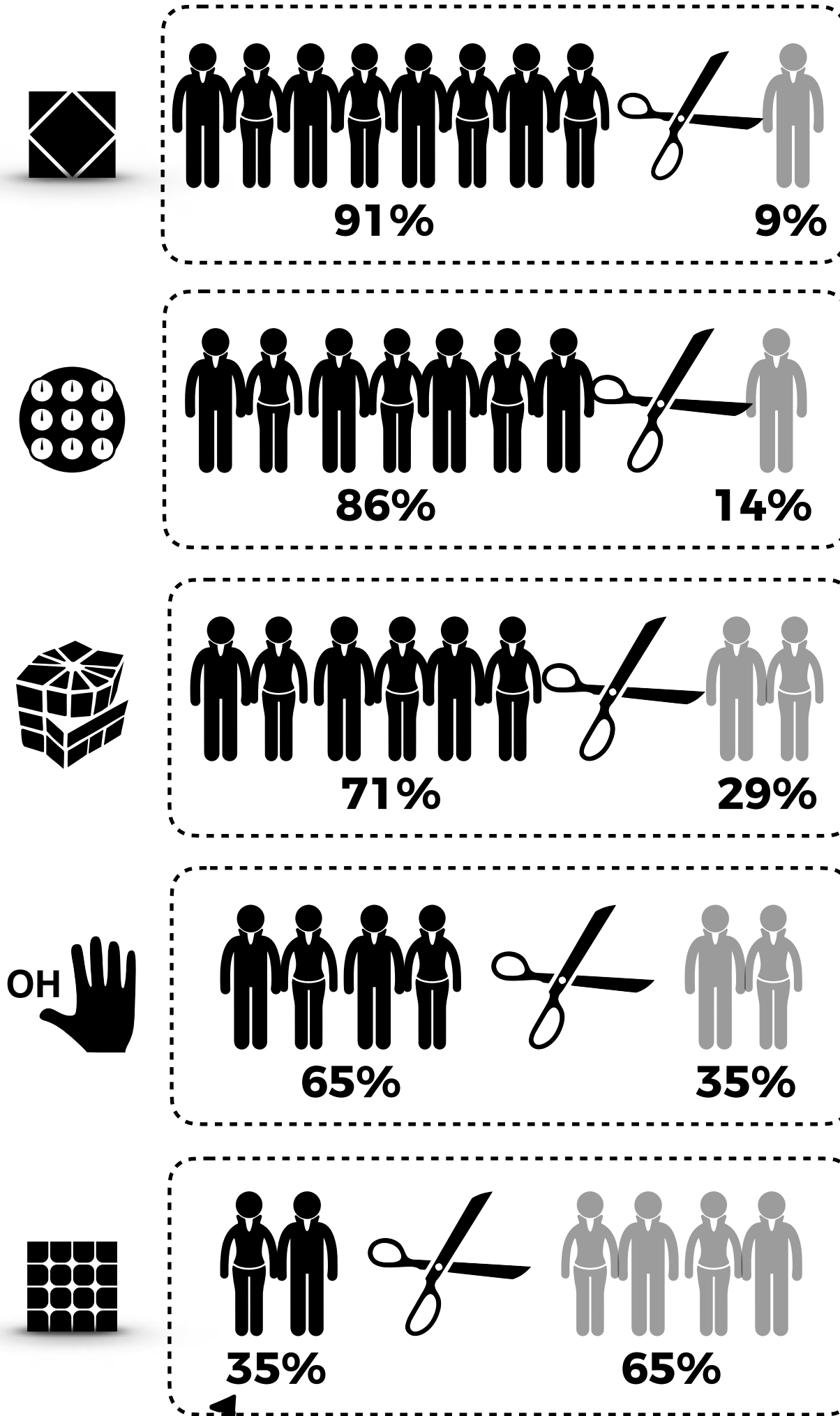



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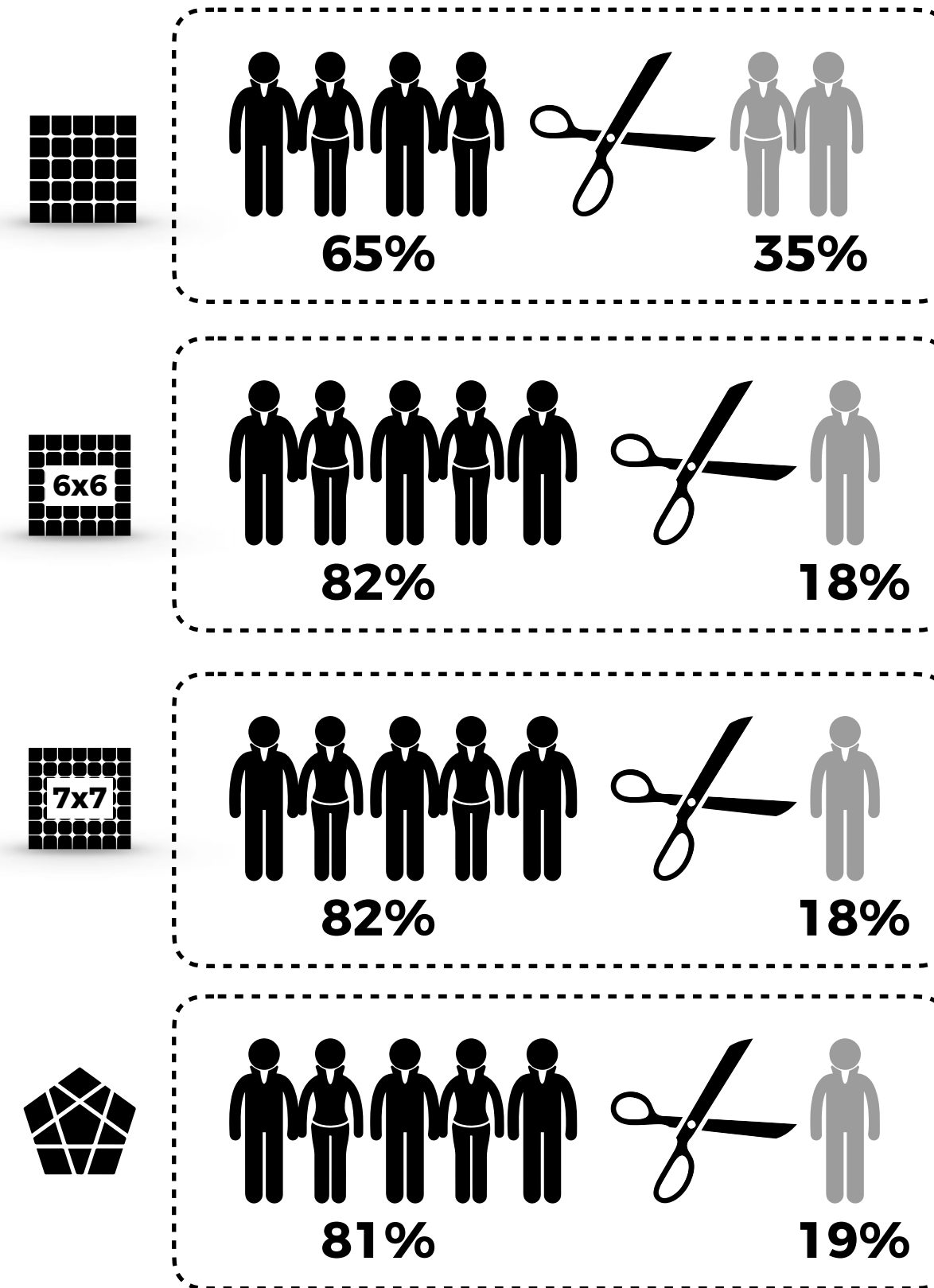


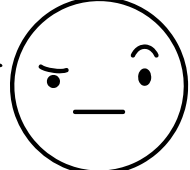
# CUTOFFS WERE MOSTLY WELL CALIBRATED WITH AT LEAST 2/3 OF PARTICIPANTS PASSING THROUGH. 4X4 A BIT LESS, WITH TWO THIRDS OF "NORMAL SOLVERS" NOT PASSING THE THRESHOLD

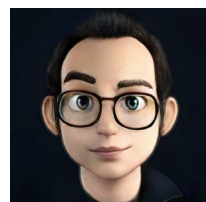
  
CUTOFF  
RATE



 WITH A QUALIFICATION  
TIME REQUIREMENT



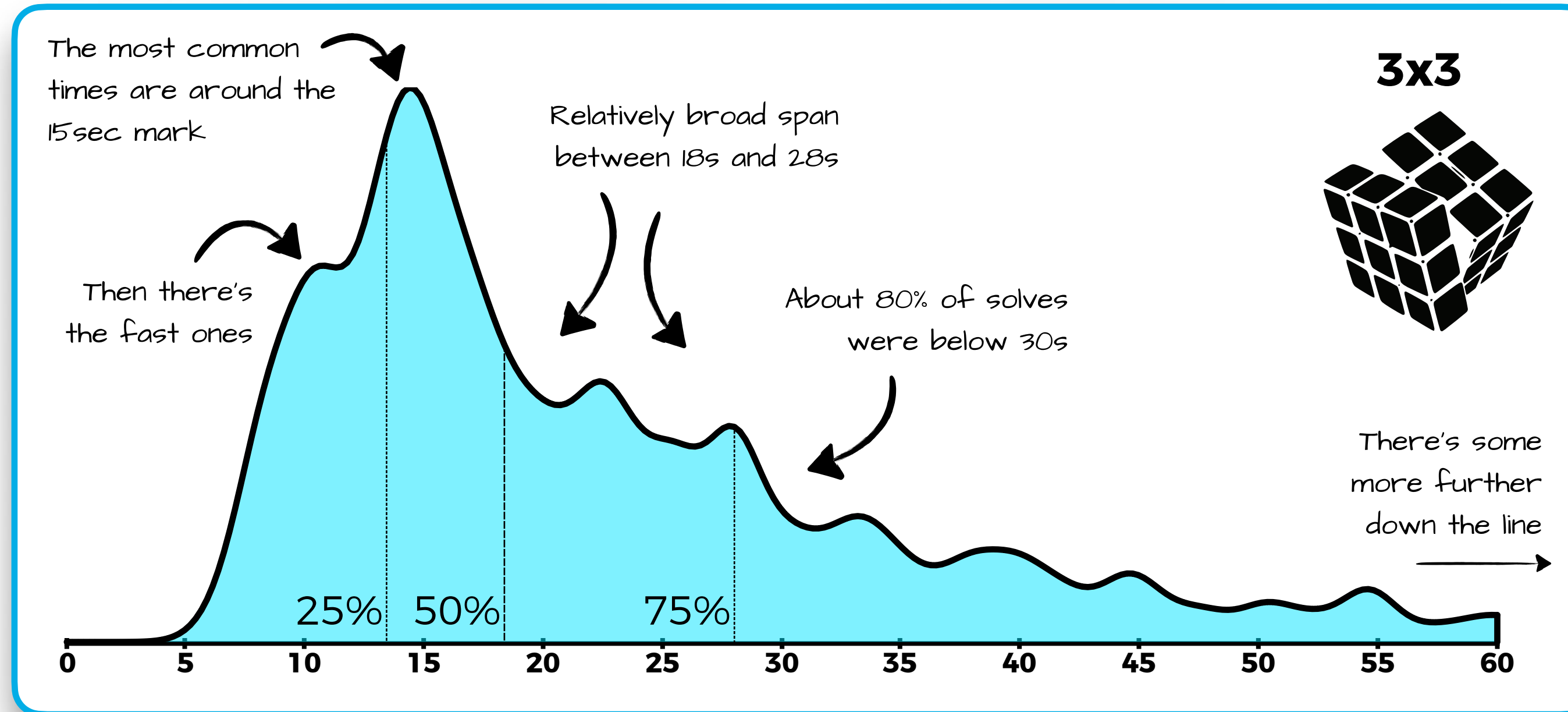
 When the cutoff rate was, maybe, a tad harsh...



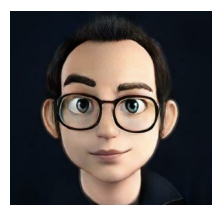
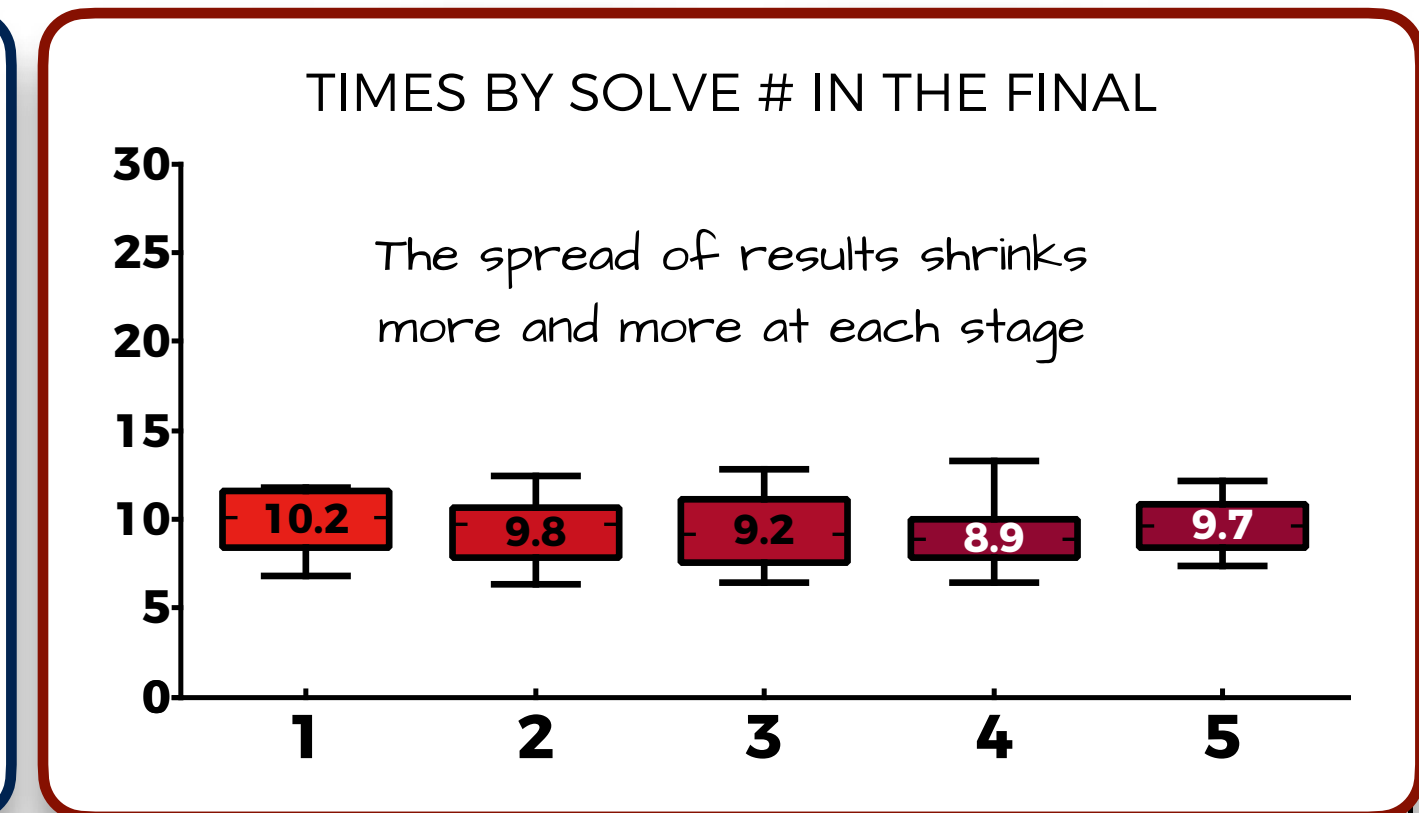
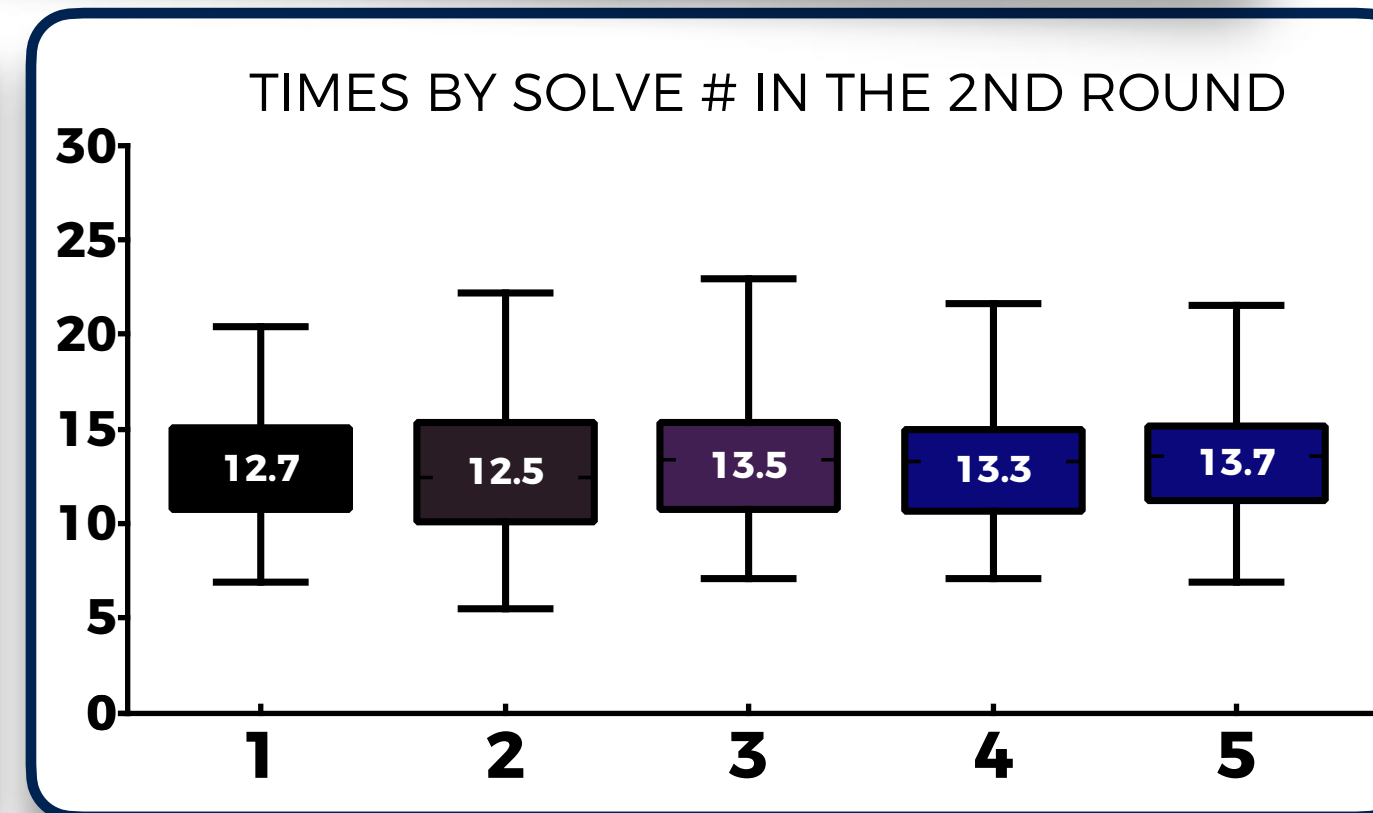
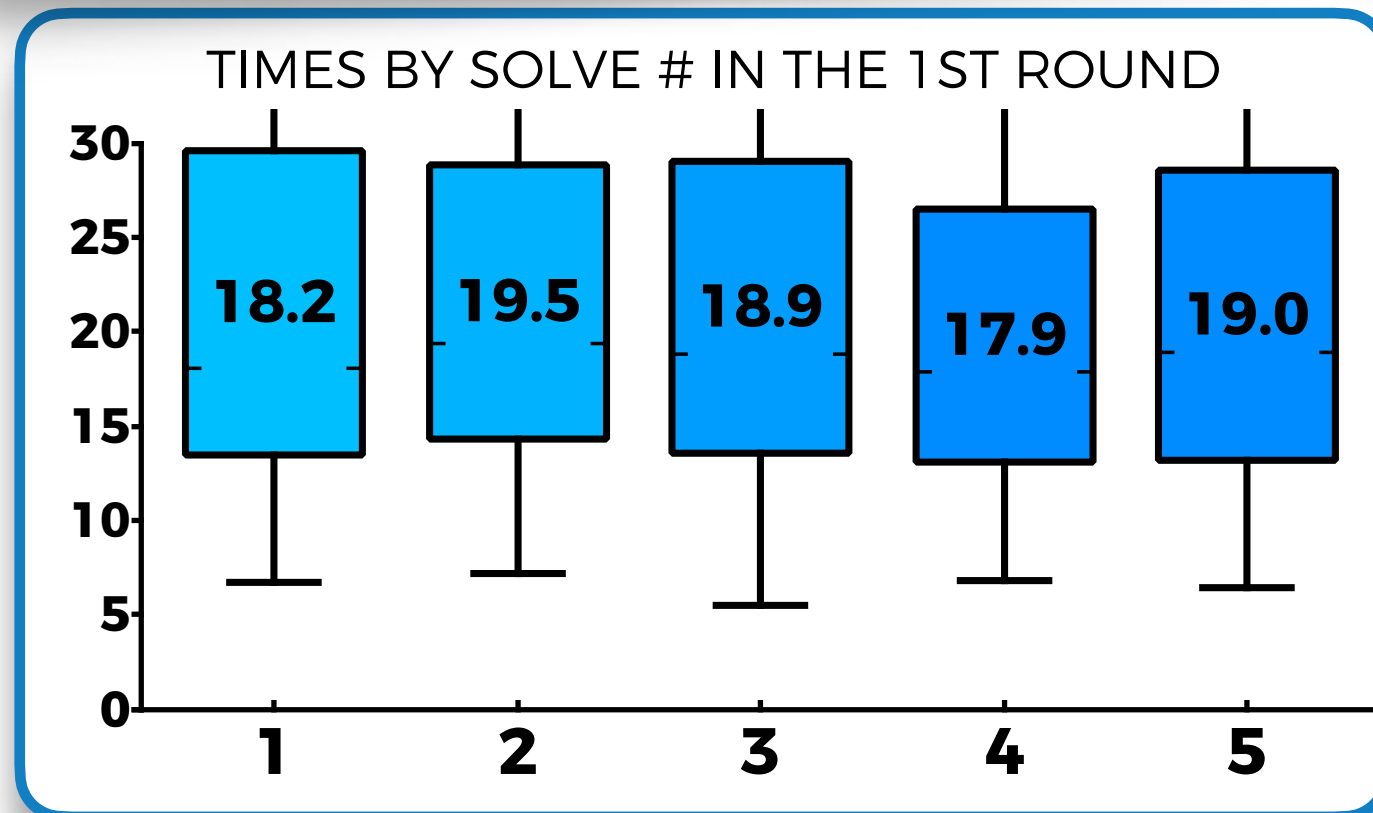
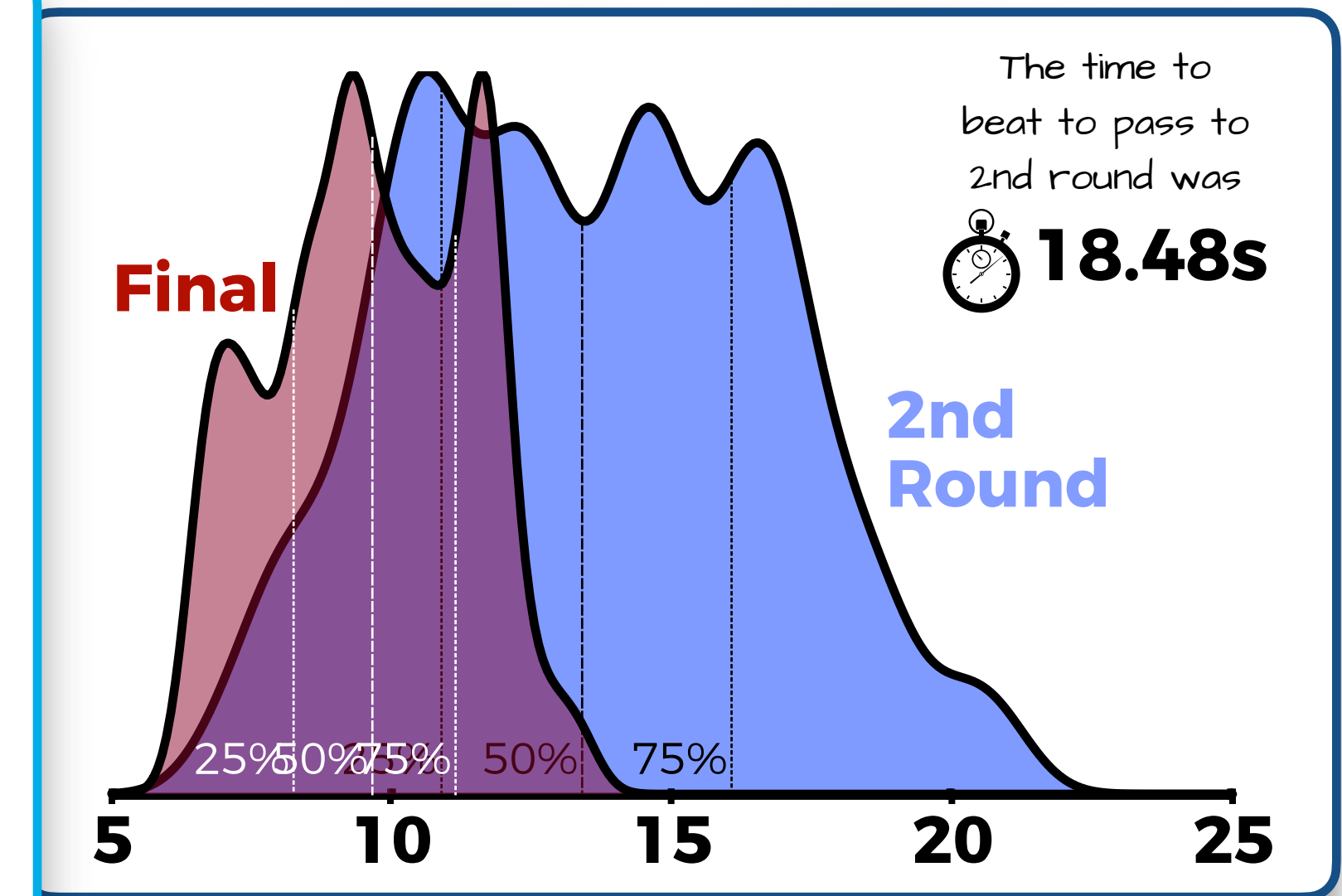
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# 3X3 : THE MAIN EVENT WITH A BIG RANGE OF RESULTS, BUT ALSO QUITE A BIT OF SIMILARITIES WITHIN "PERFORMANCE LEVELS"

## DISTRIBUTION OF ALL SOLVES FOR FIRST ROUND

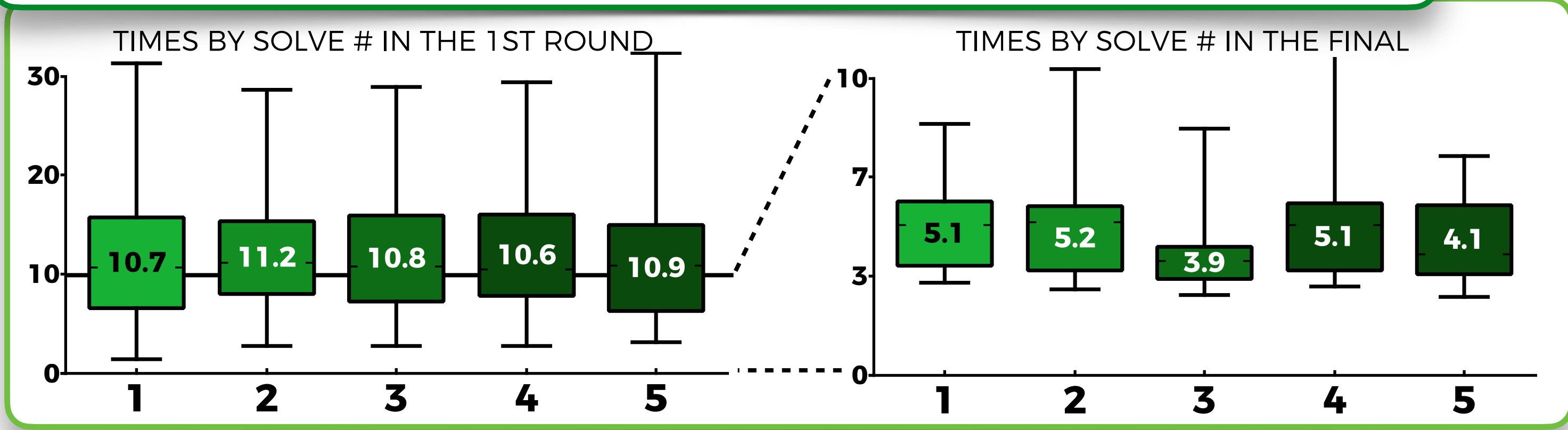
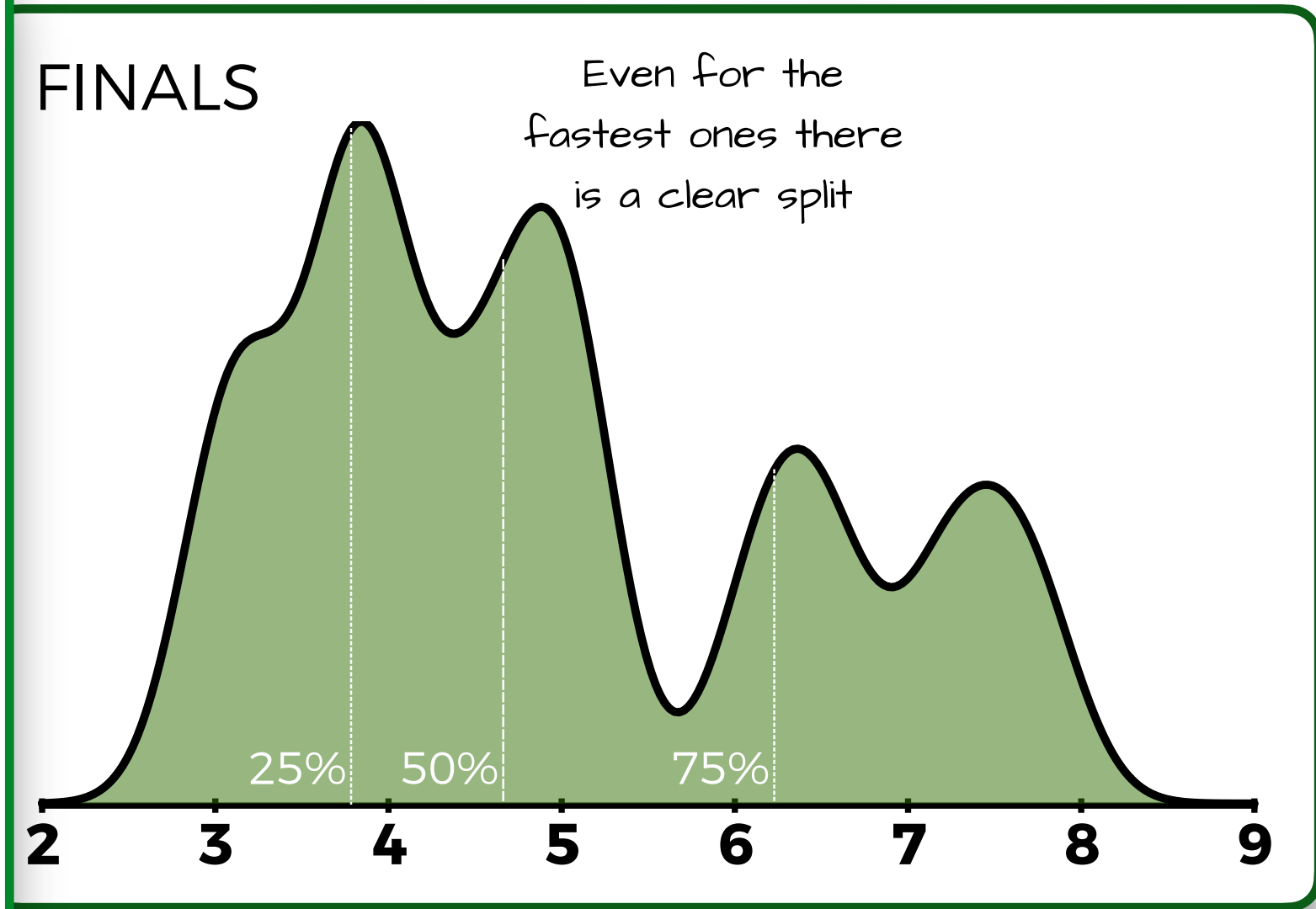
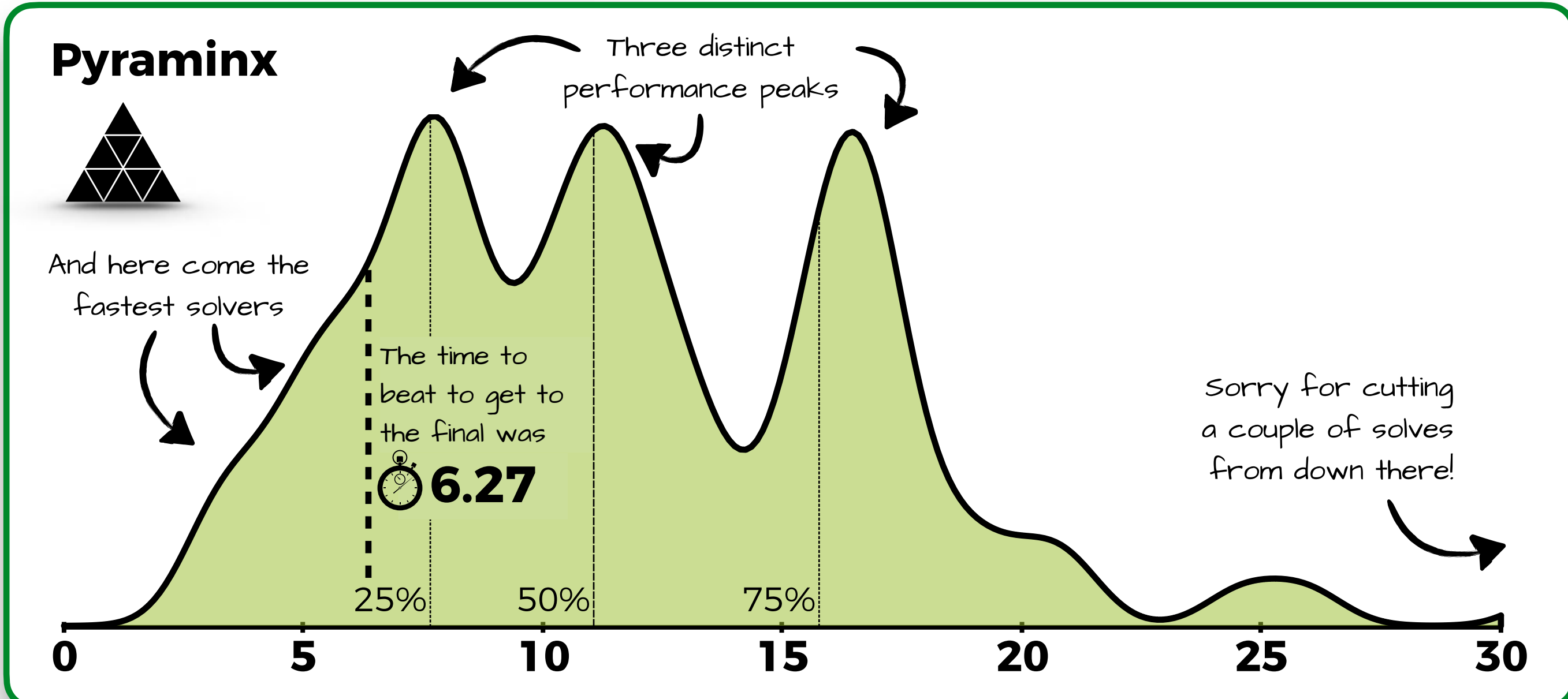


## 2ND ROUND AND FINALS



# THERE ARE SEVERAL TIERS OF PERFORMANCE IN PYRAMIDS, WITH A GOOD AMOUNT OF SOLVERS WITHIN EACH TIER (~25% PER GROUP)

## DISTRIBUTION OF FIRST ROUND AVERAGES

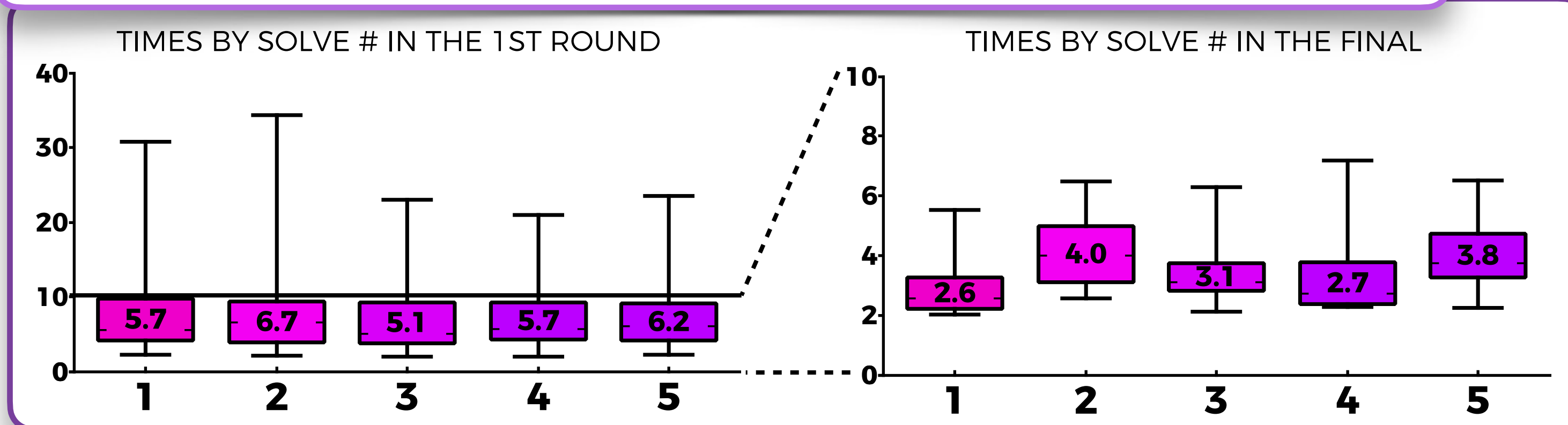
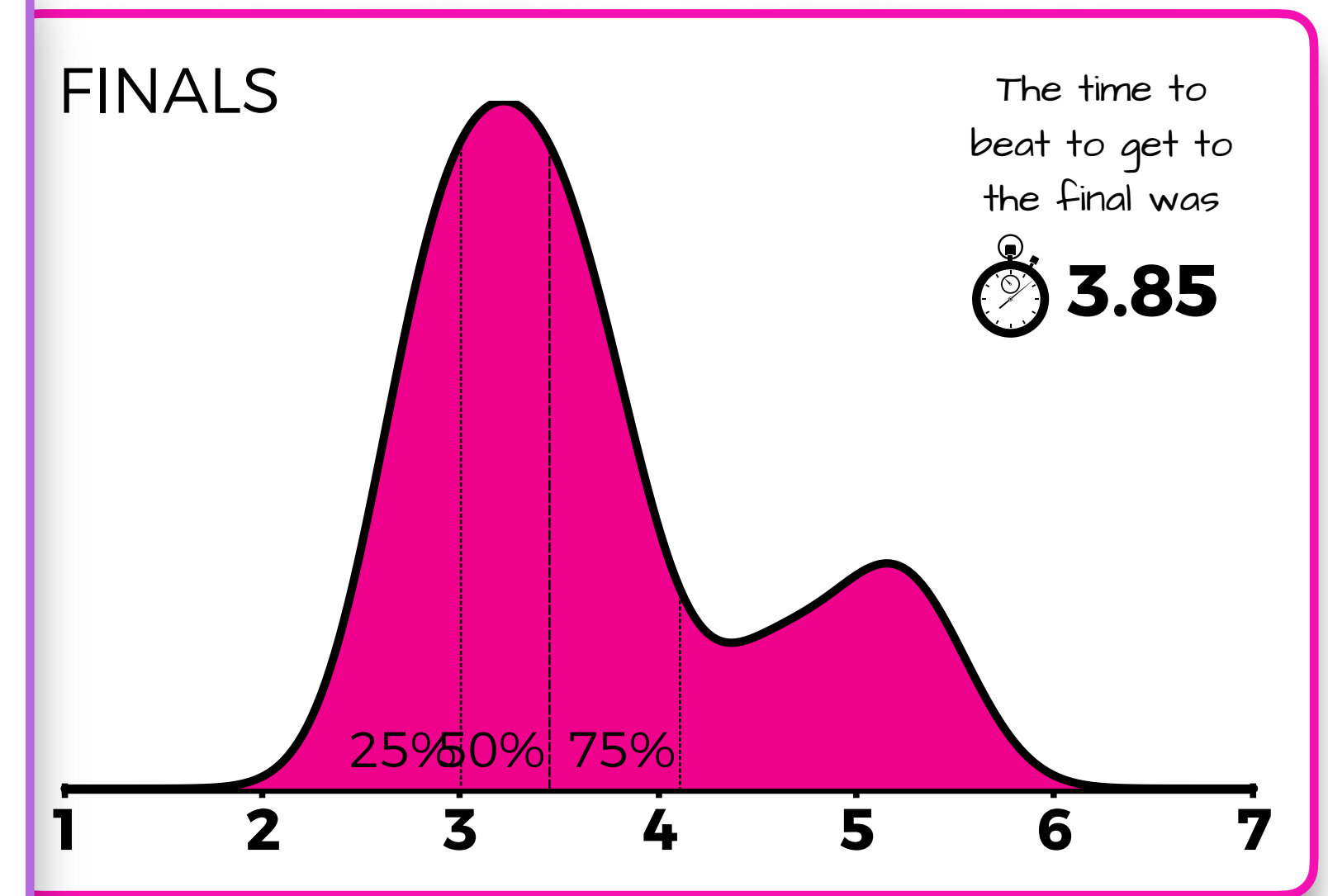
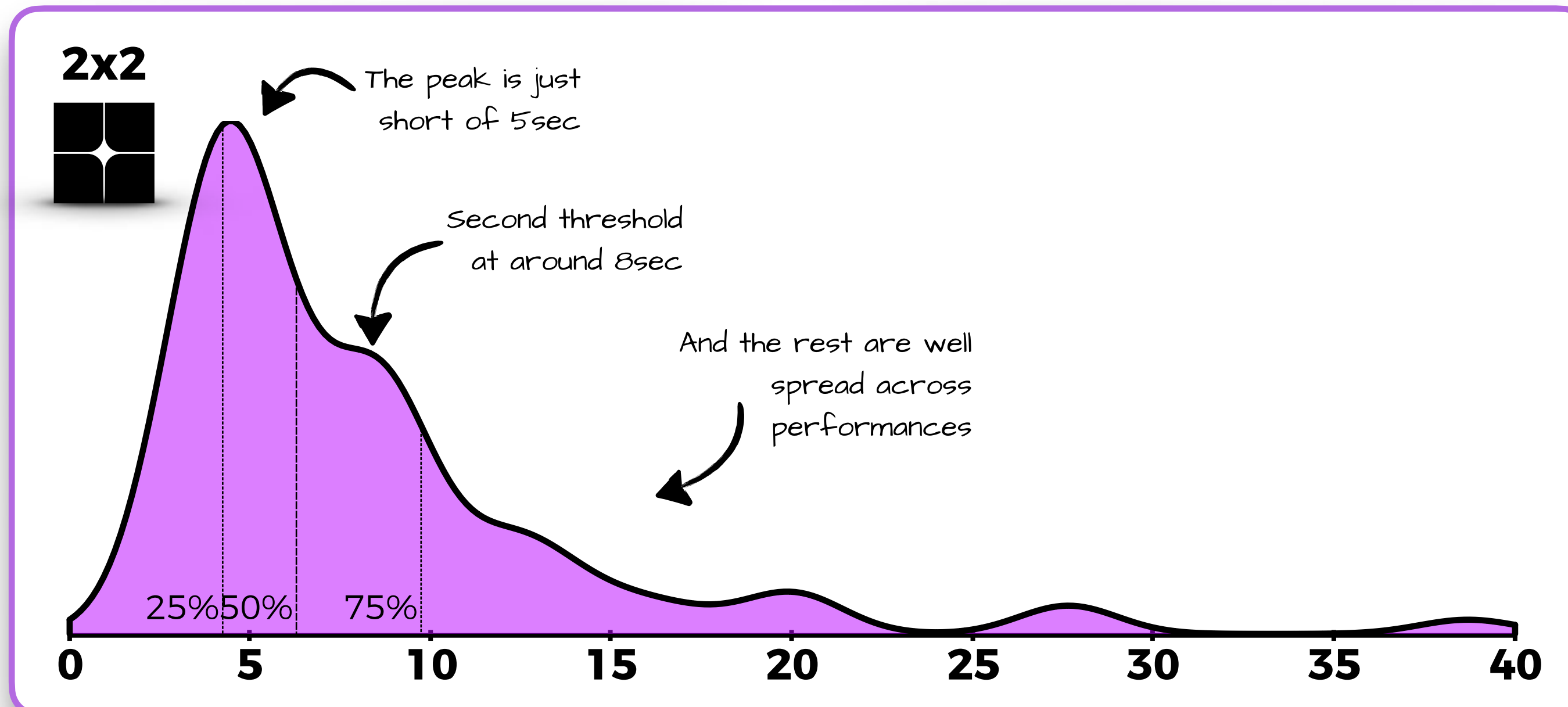


The median performance in the first round is very consistent across solves, More variability in the final with a lucky scramble #3!

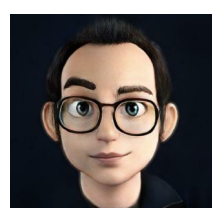


# 2X2 : A COUPLE OF PERFORMANCE THRESHOLDS AT THE 5 AND 8 SECONDS AVERAGES, WITH VERY CONSISTENT MEDIAN TIMES FOR MOST SCRAMBLES

## DISTRIBUTION OF FIRST ROUND AVERAGES



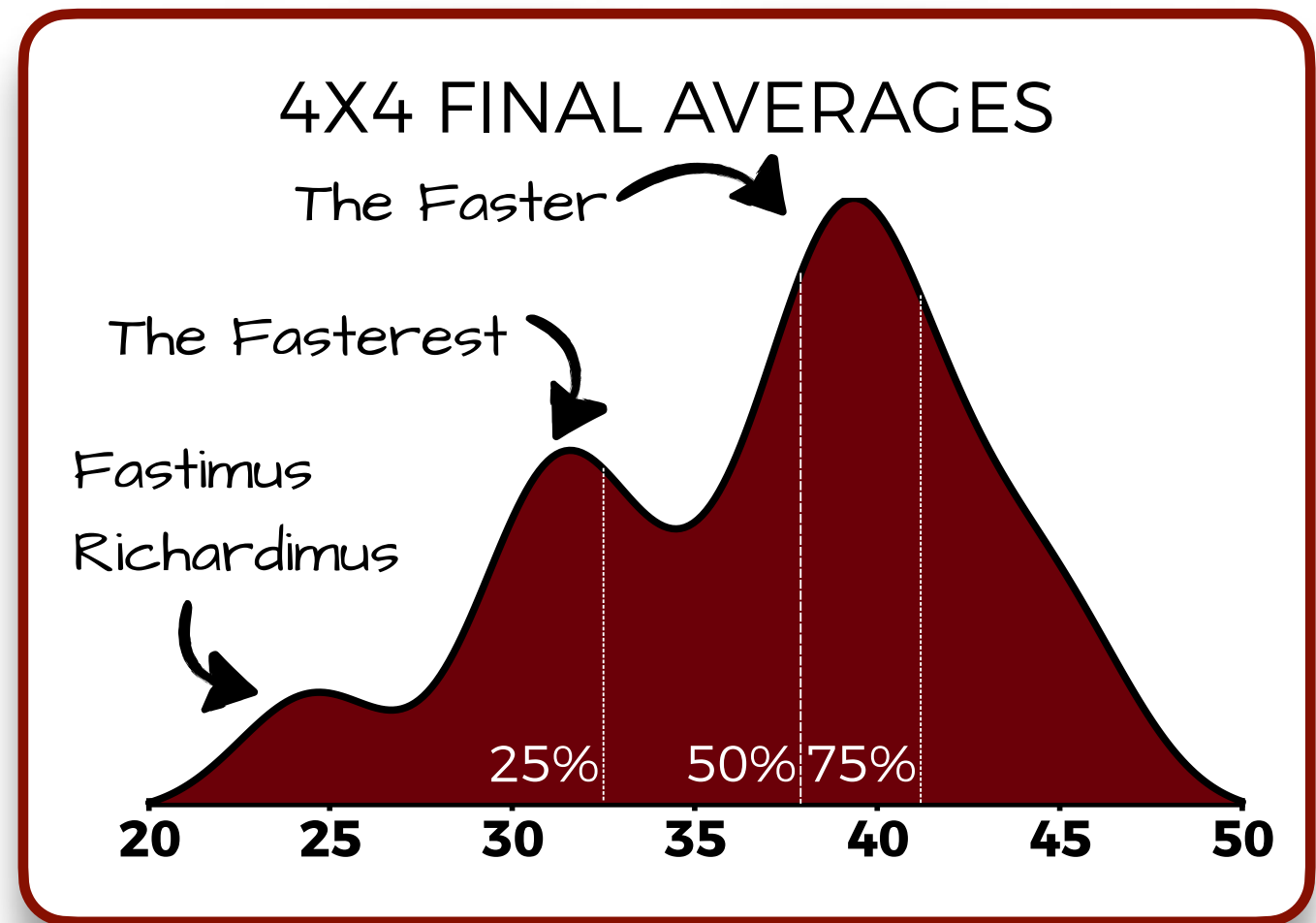
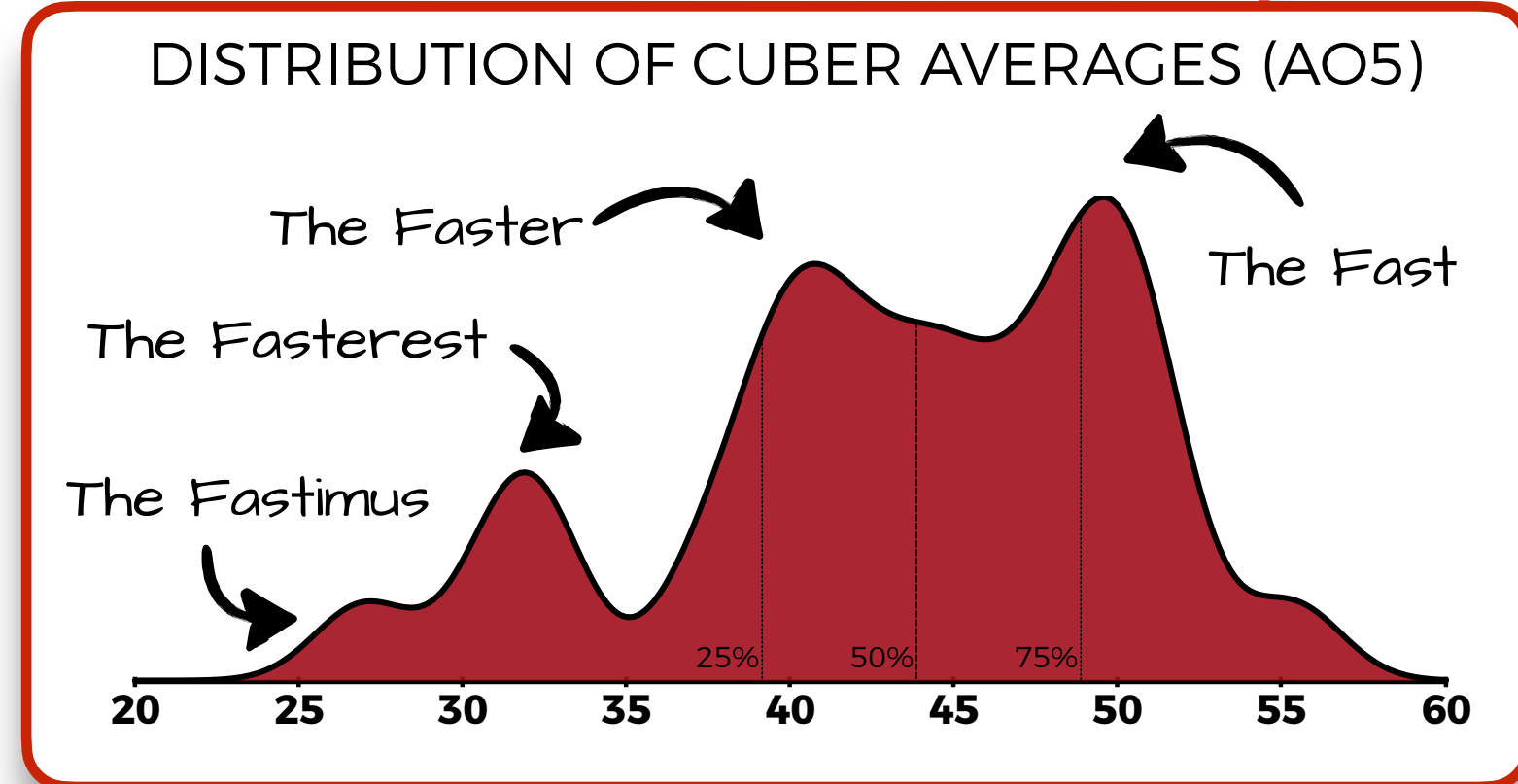
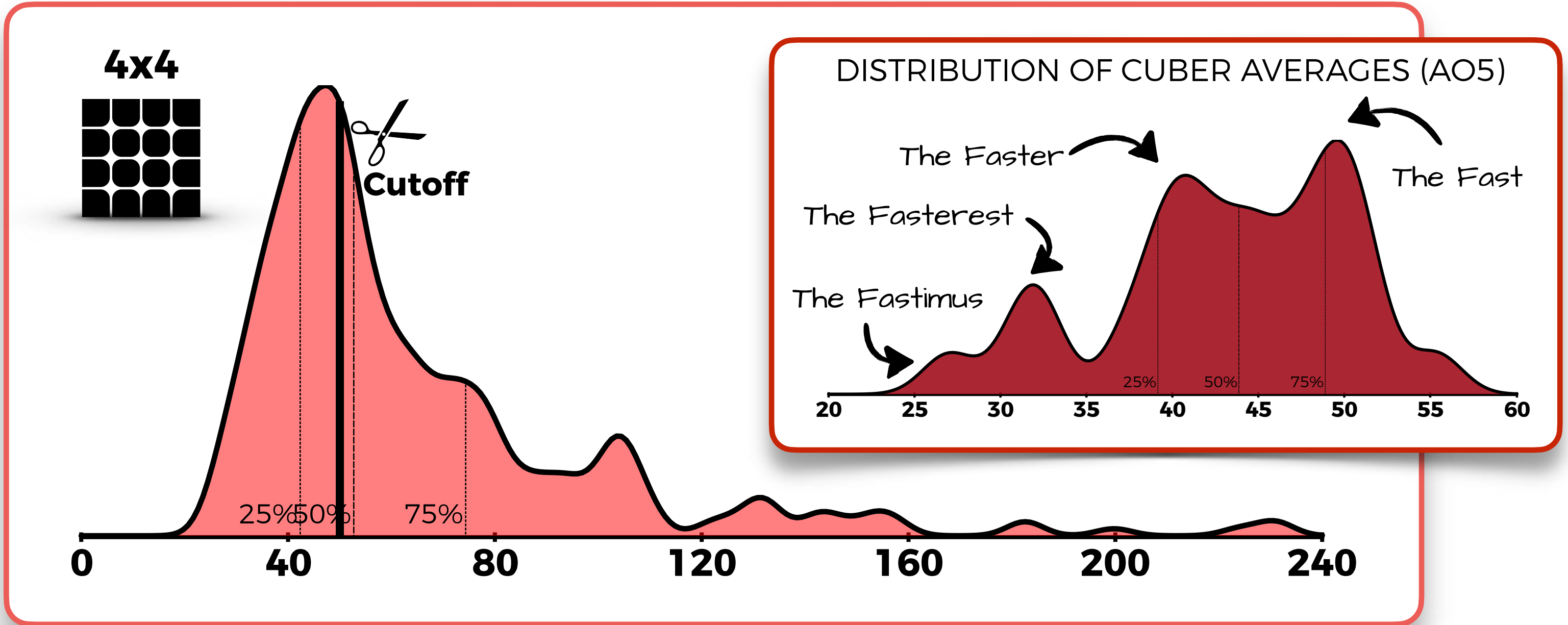
The median performance in the first round is very consistent across solves, the results start to spread out when you get to the final



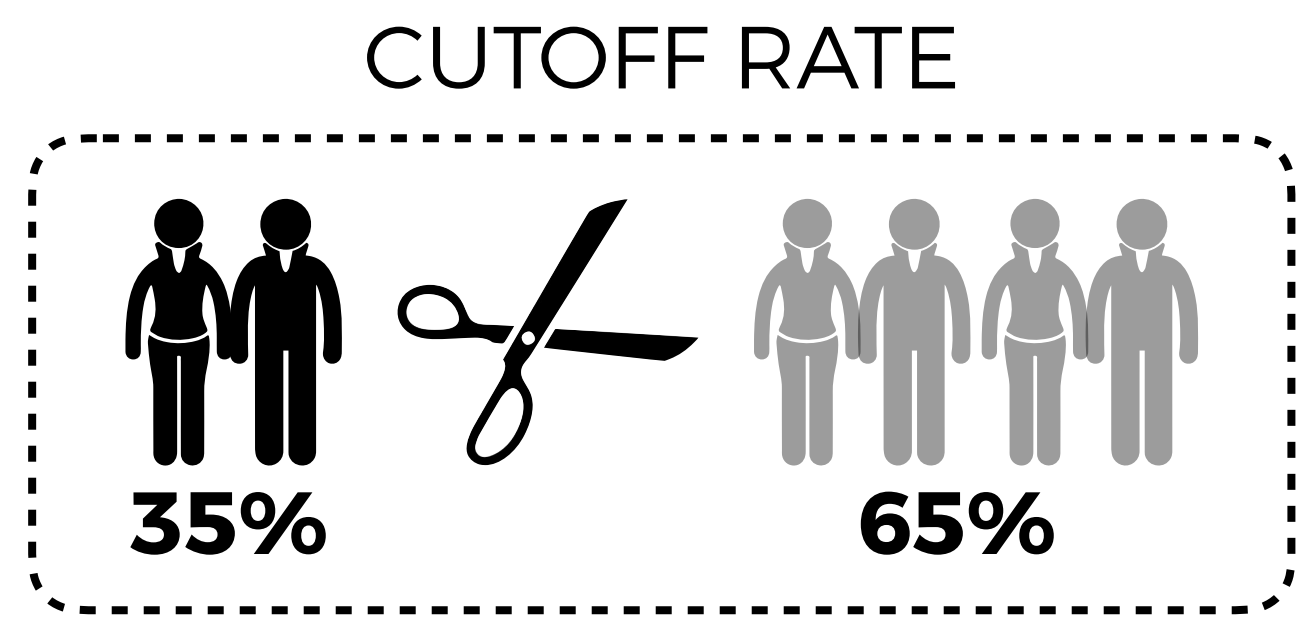
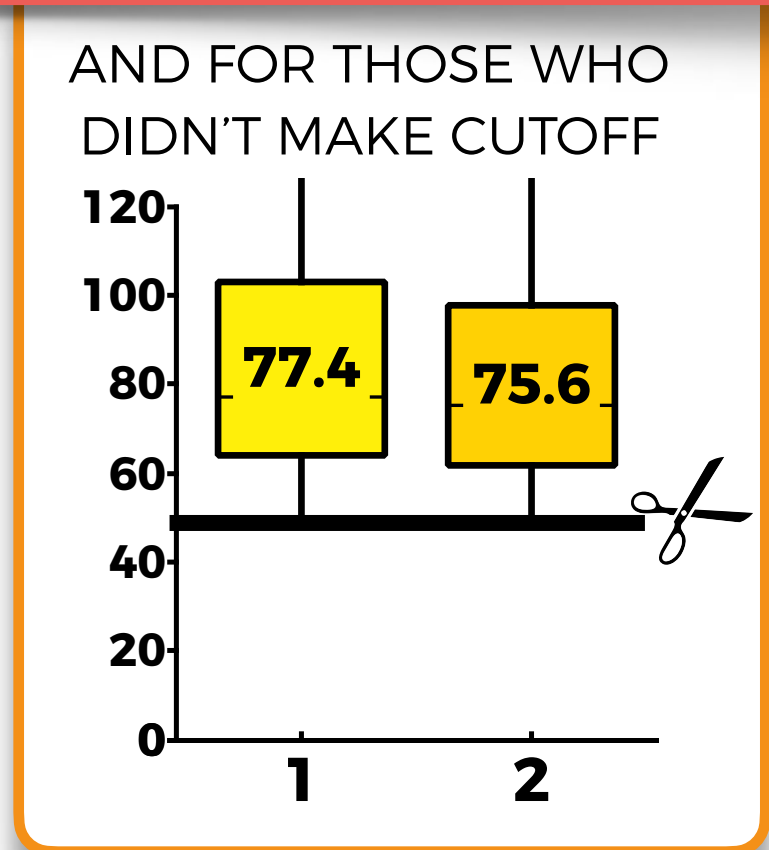
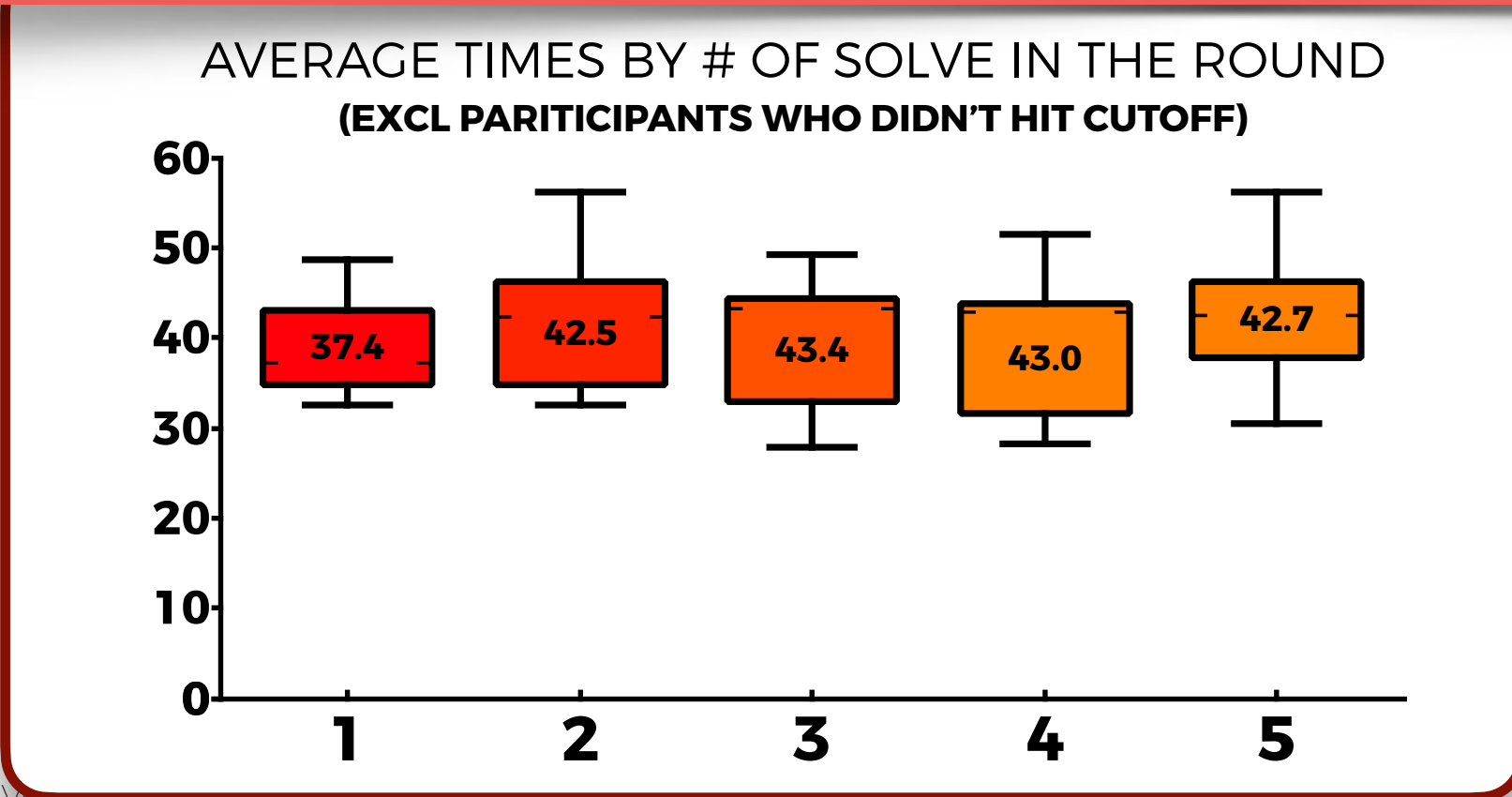
# 4X4 : CUTOFF WAS MAYBE A BIT BRUTAL, BUT PARTICIPANTS STILL MANAGED TO GET SOME GOOD AND SOME REALLY GOOD RESULTS!

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## DISTRIBUTION OF ALL SOLVES FROM ALL PARTICIPANTS



Final really did showcase the 3 performance tiers

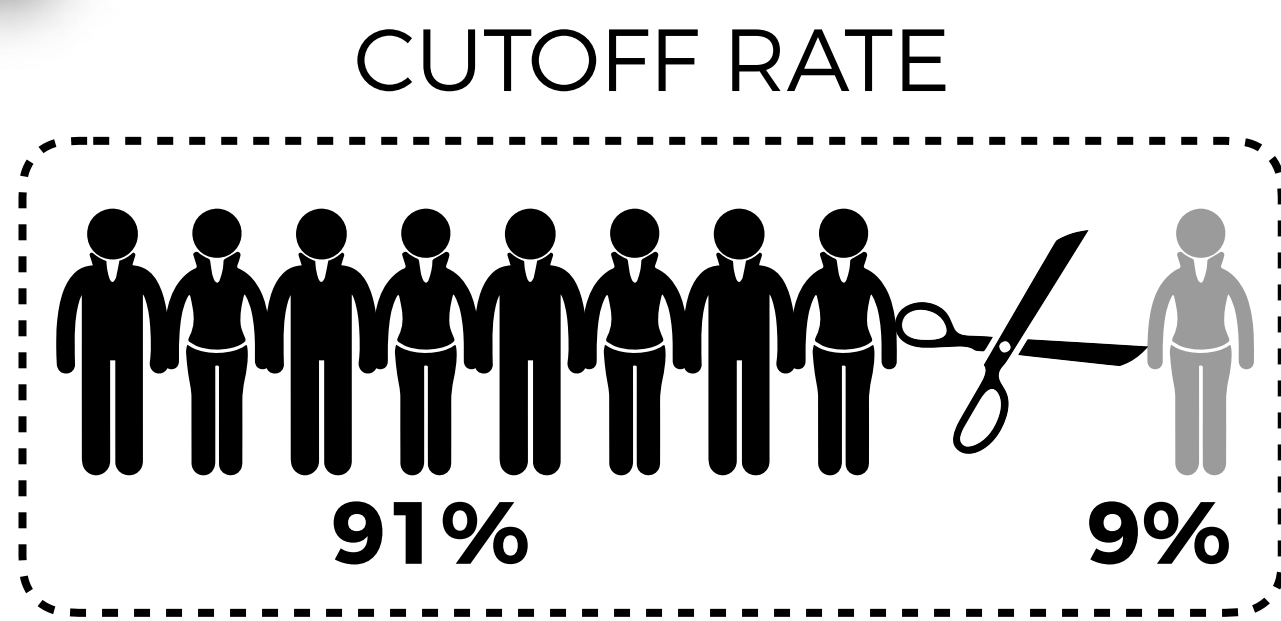
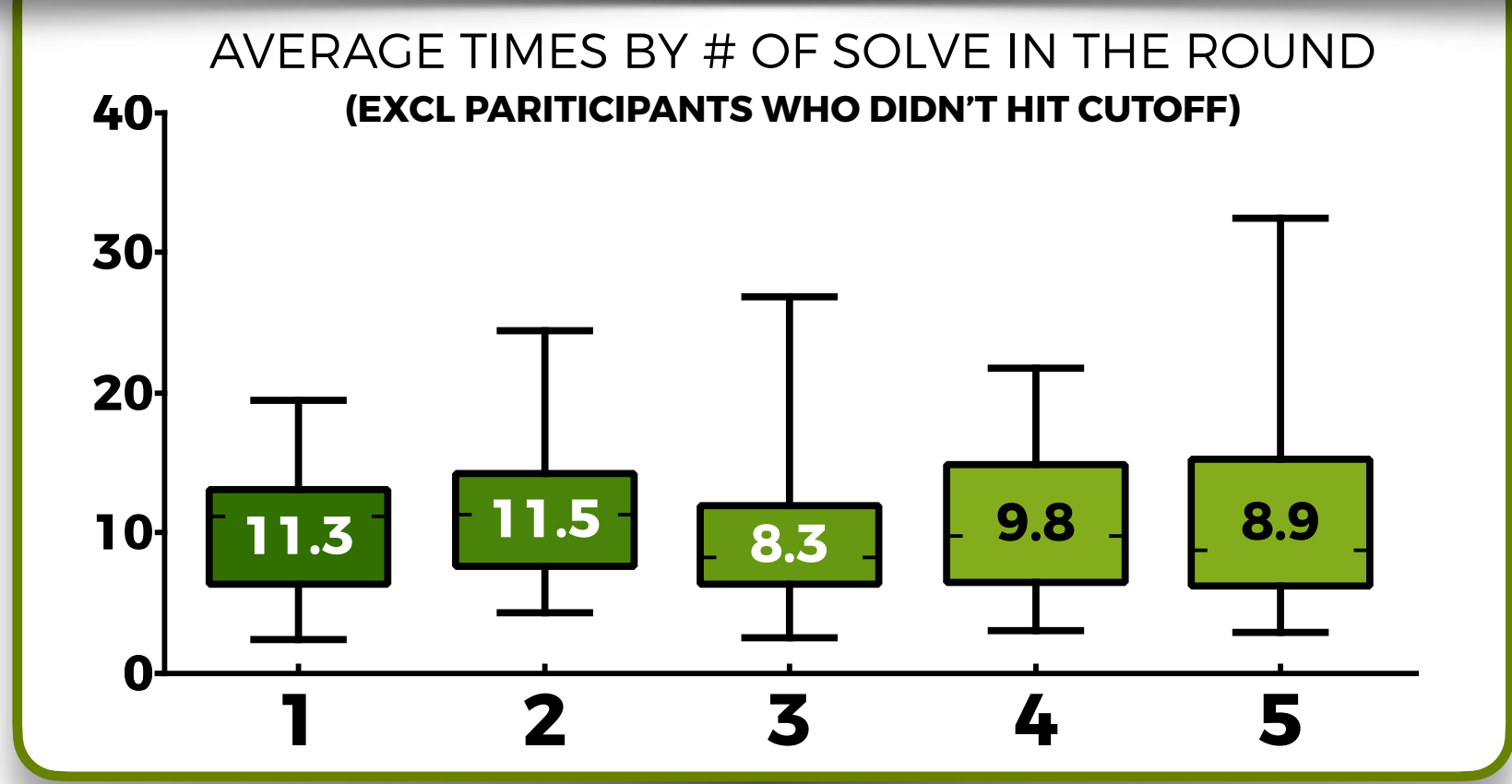
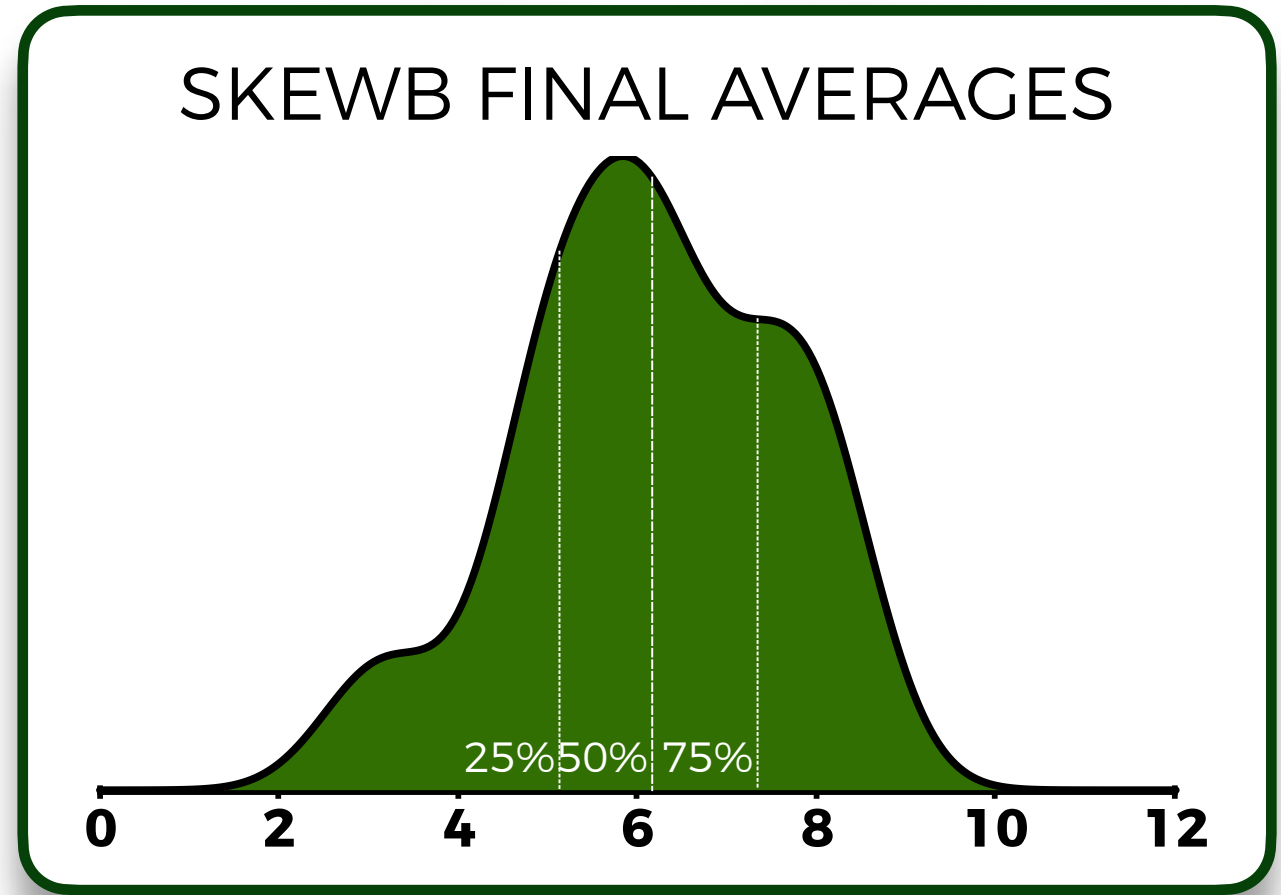
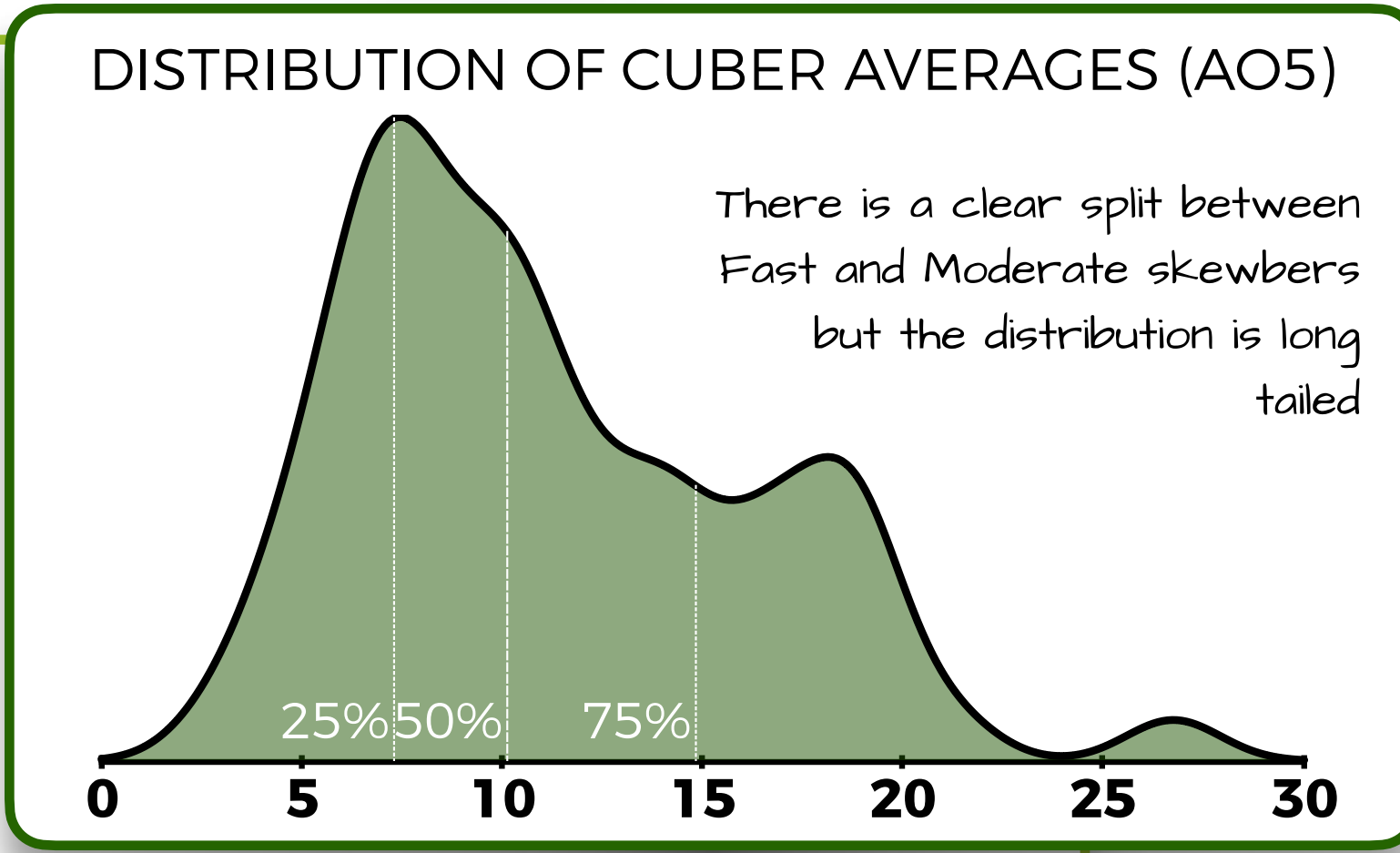
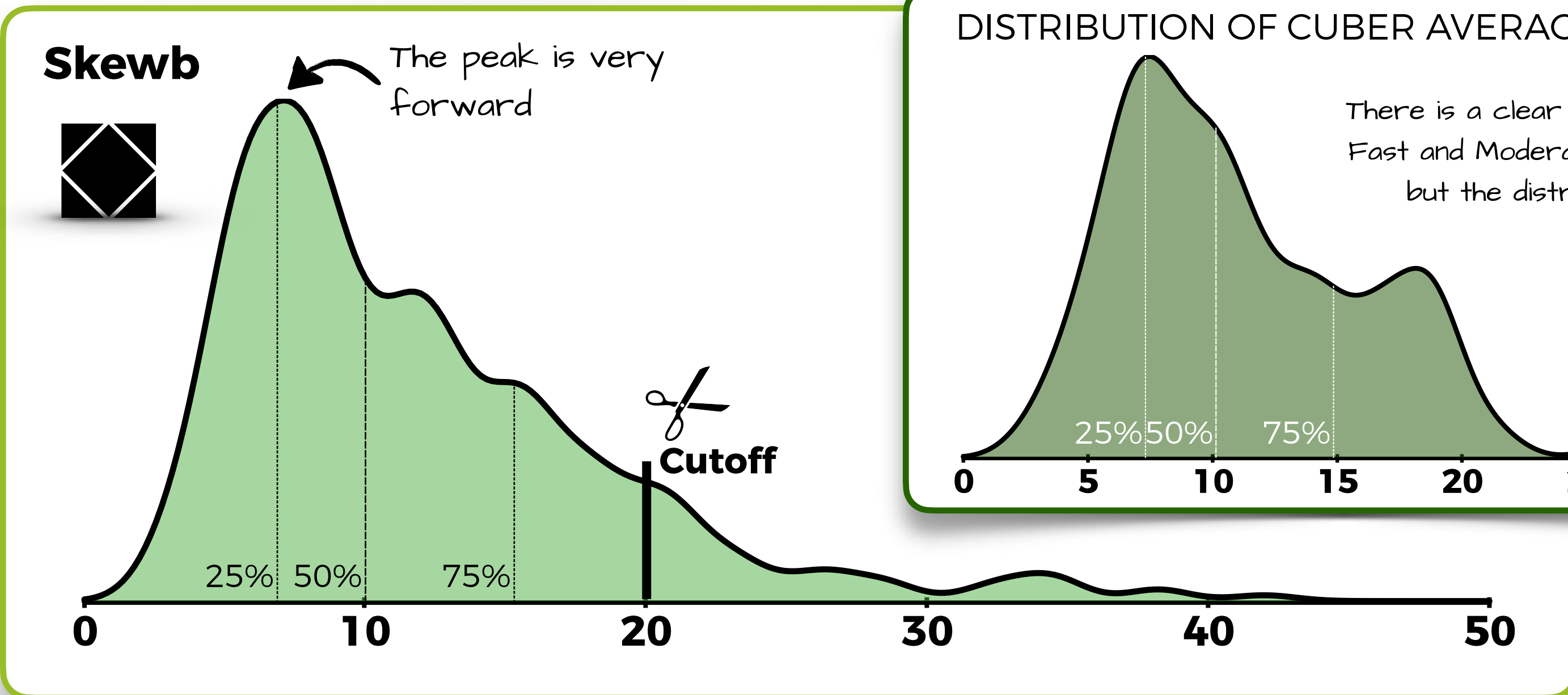


Totally not salty about the 50s cutoff time... for real...

# SKEWB IS POPULAR AND QUICK, AND THE FAST ARE ALL VERY FAST, CLUSTERING AT THE SHORT END OF THE TIME SPREAD

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## DISTRIBUTION OF ALL SOLVES FROM ALL PARTICIPANTS



Very generous cutoff, let most people get through



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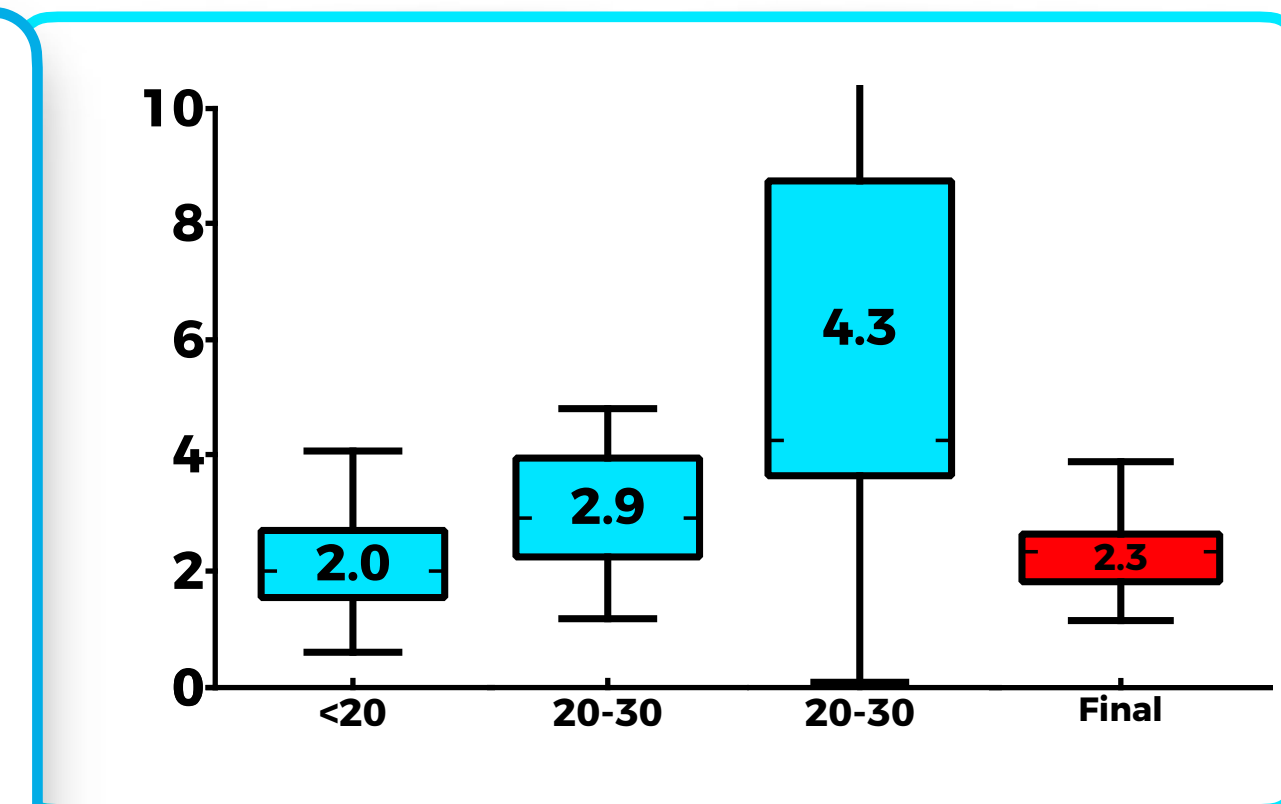
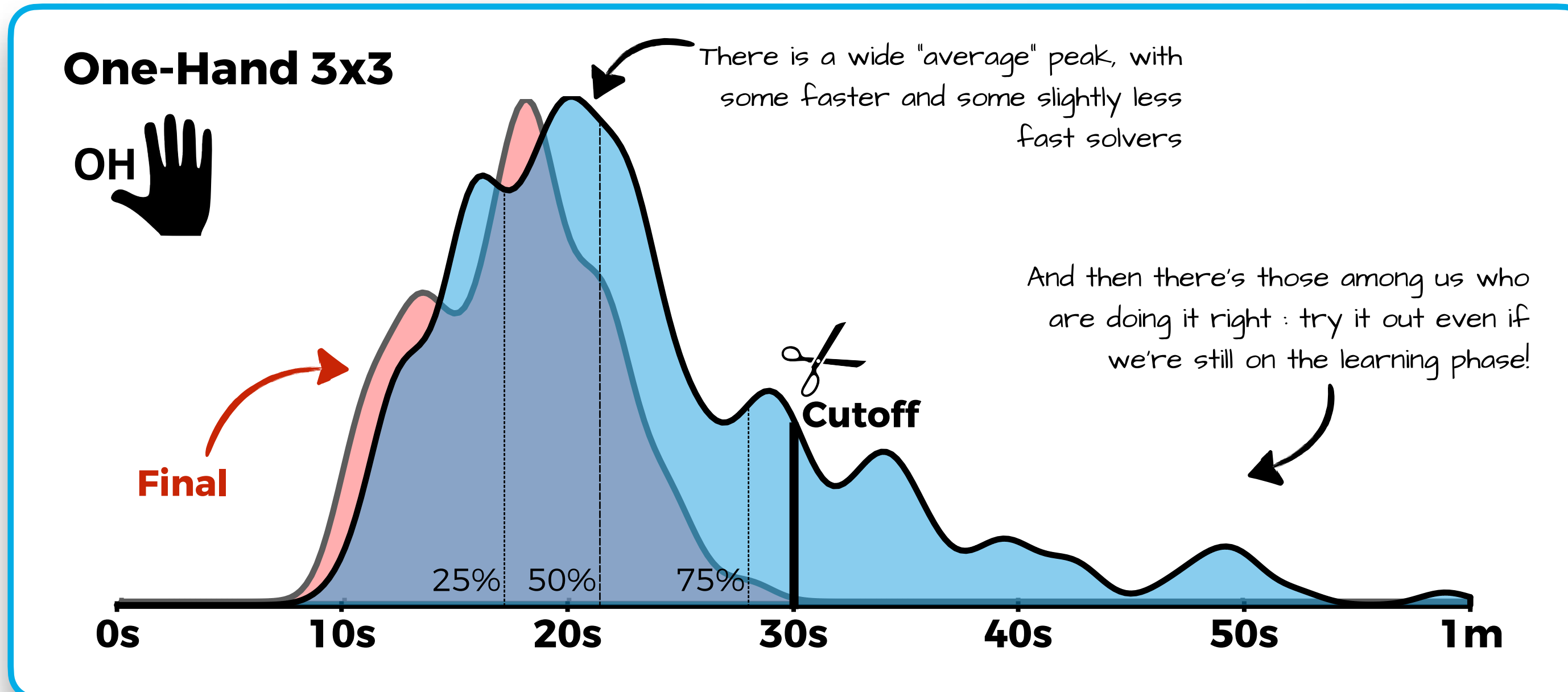




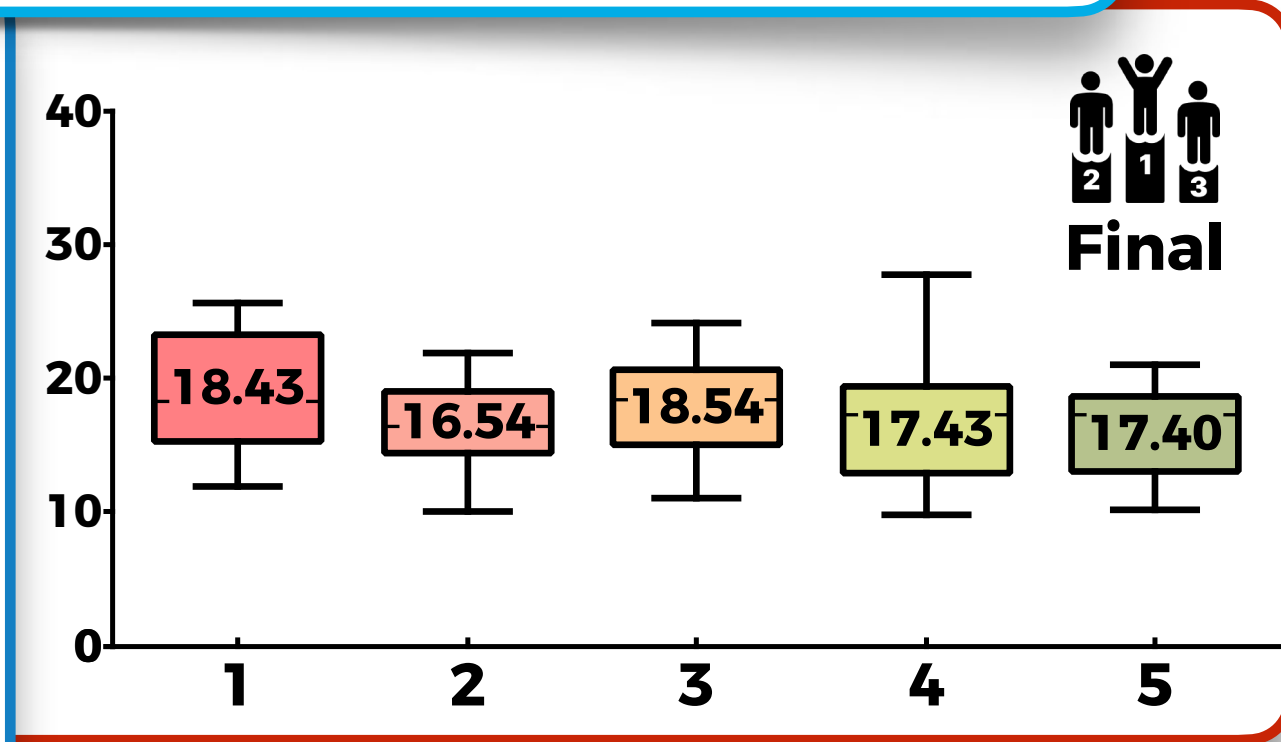
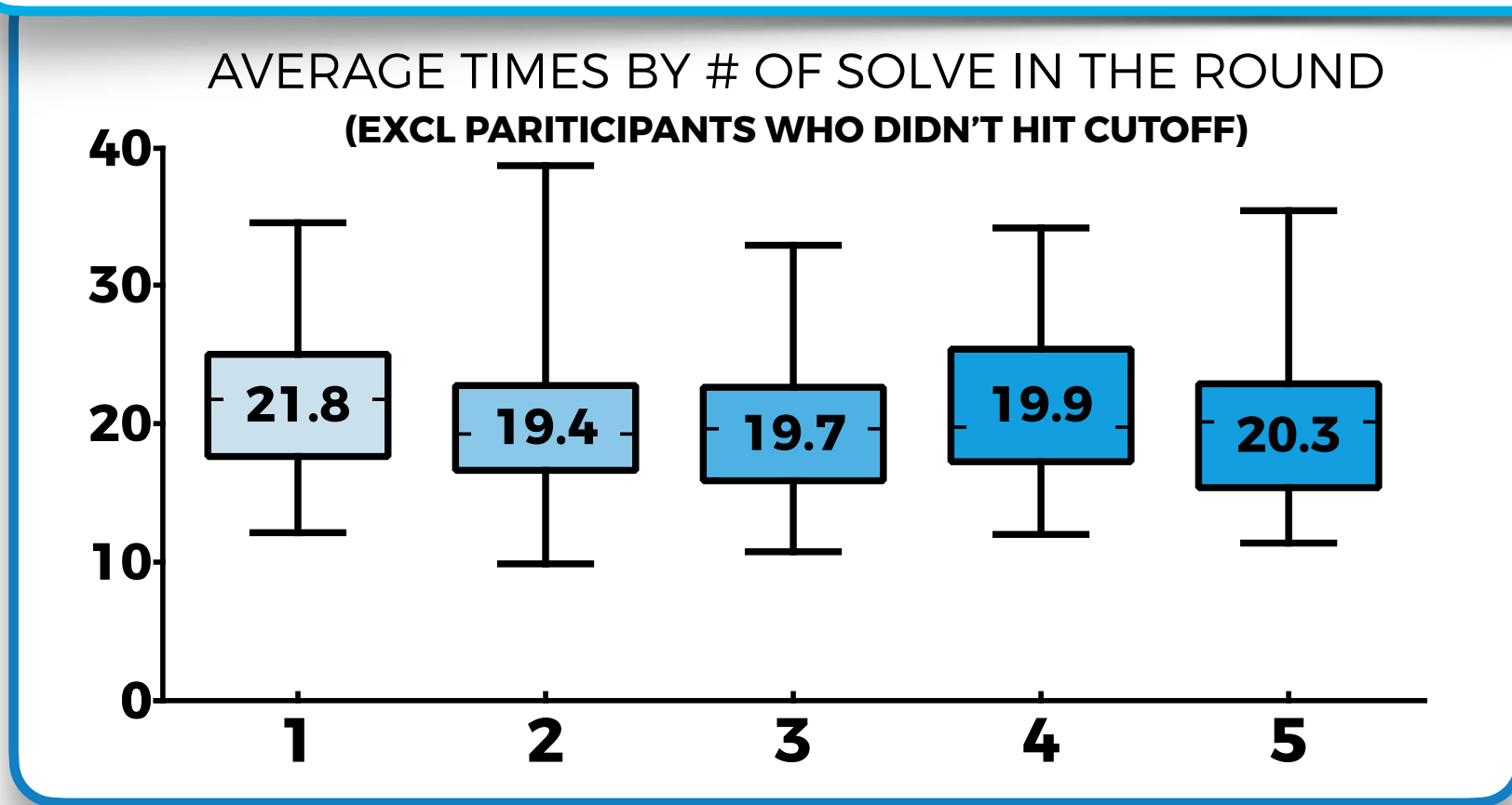
# OH SOLVERS ARE WELL DISTRIBUTED AROUND THE 20S MARK, WITH A RELATIVELY TIGHT DEVIATION FOR THE FASTER PARTICIPANTS

## DISTRIBUTION OF ALL SOLVES FROM ALL PARTICIPANTS

## STANDARD DEVIATION PER PARTICIPANT

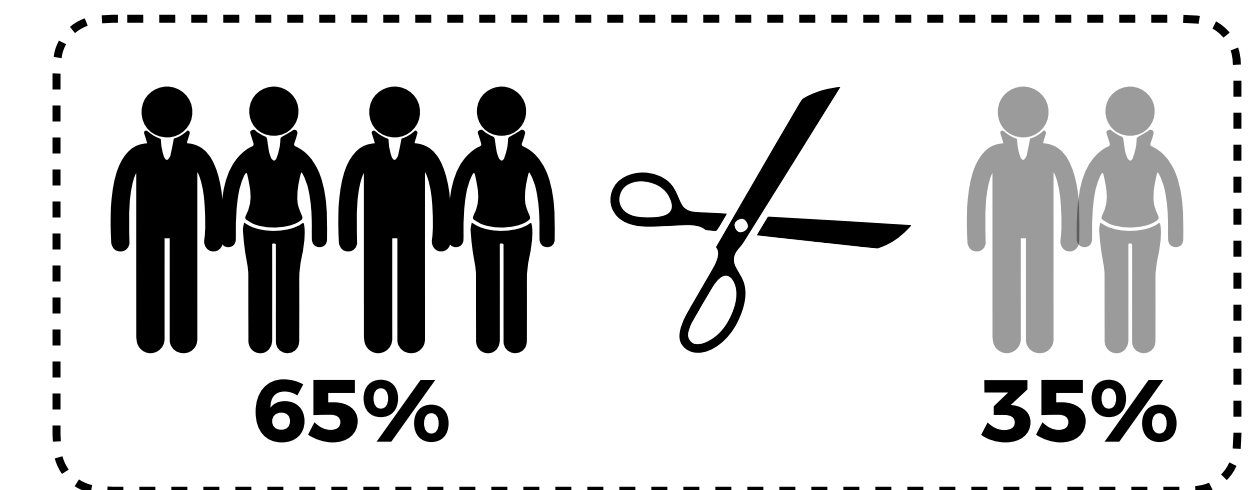


Standard deviation is pretty tight for fast solvers, at about 10% of total solve time



The second solve tends to be faster than the others, but overall, solvers are focusing on each solve individually.

## CUTOFF RATE



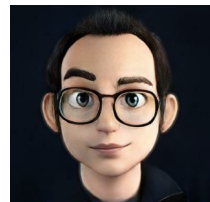
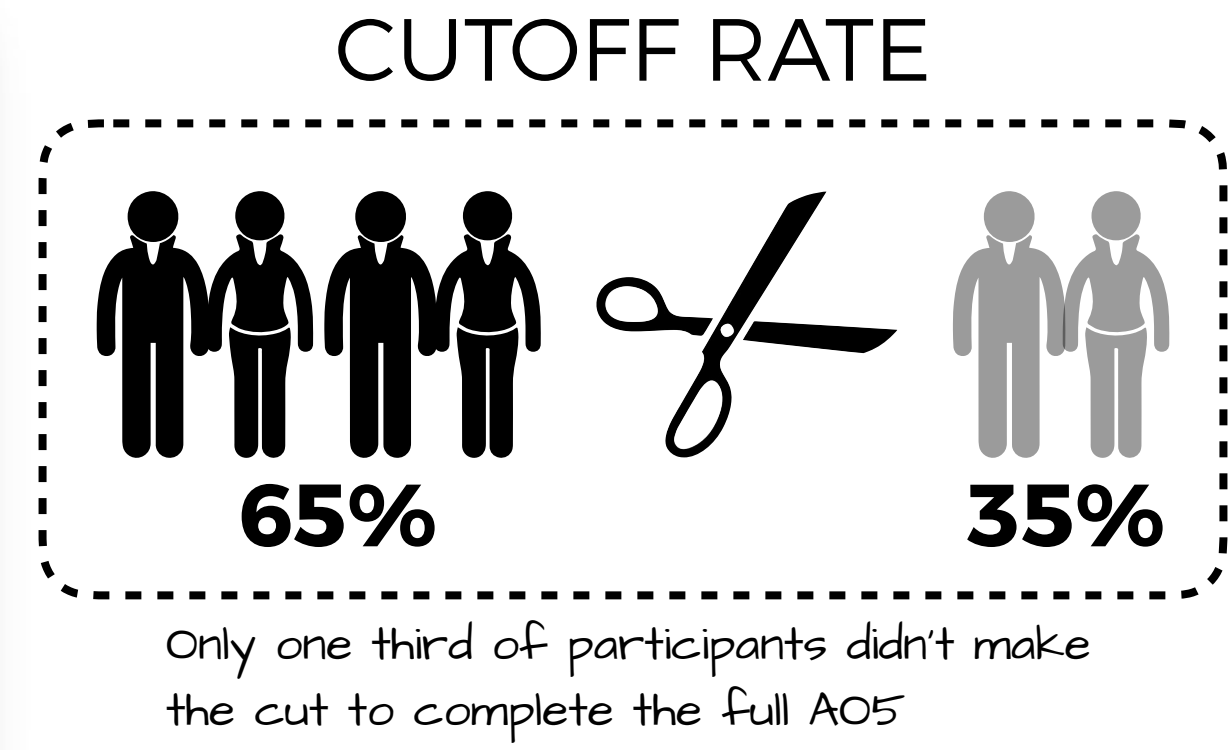
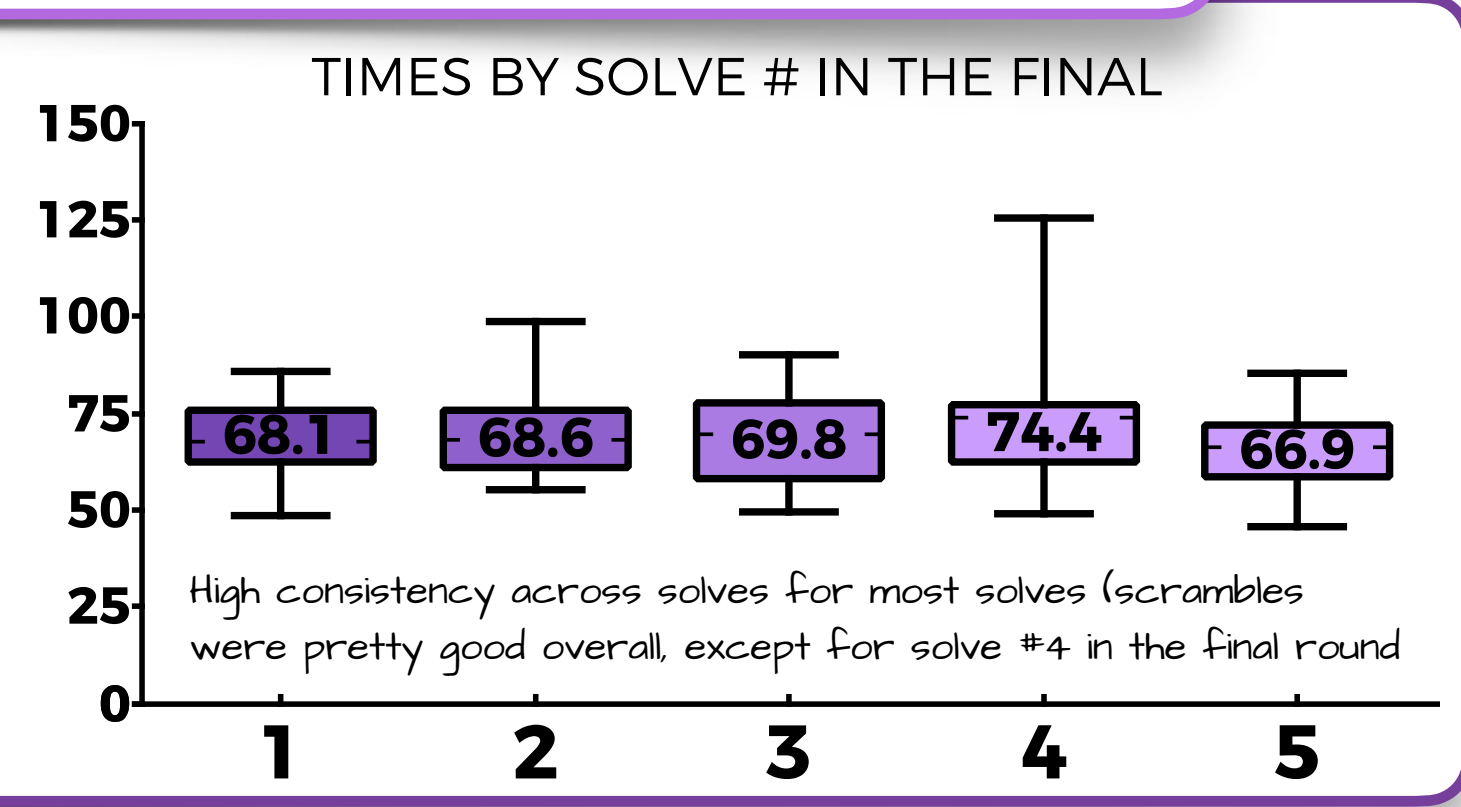
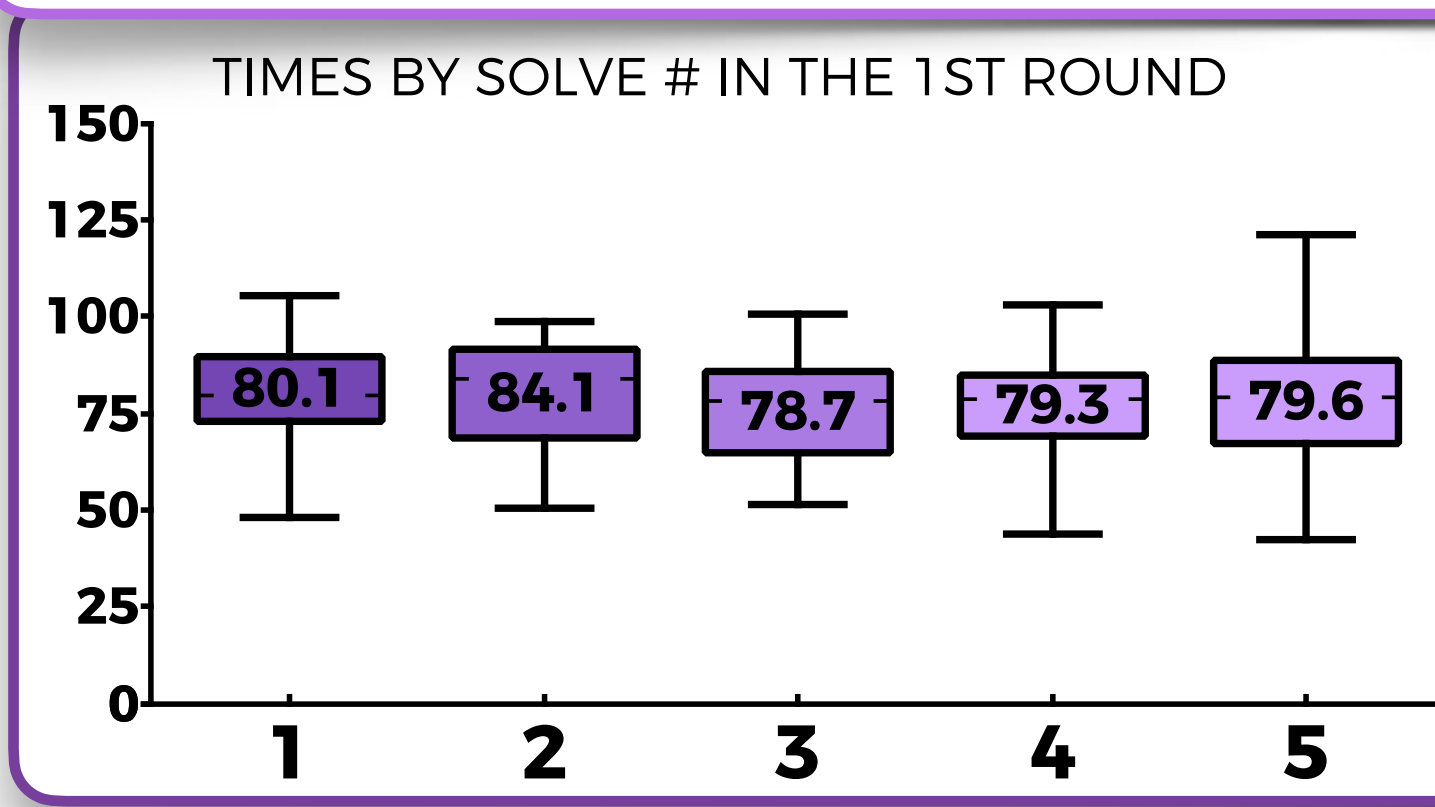
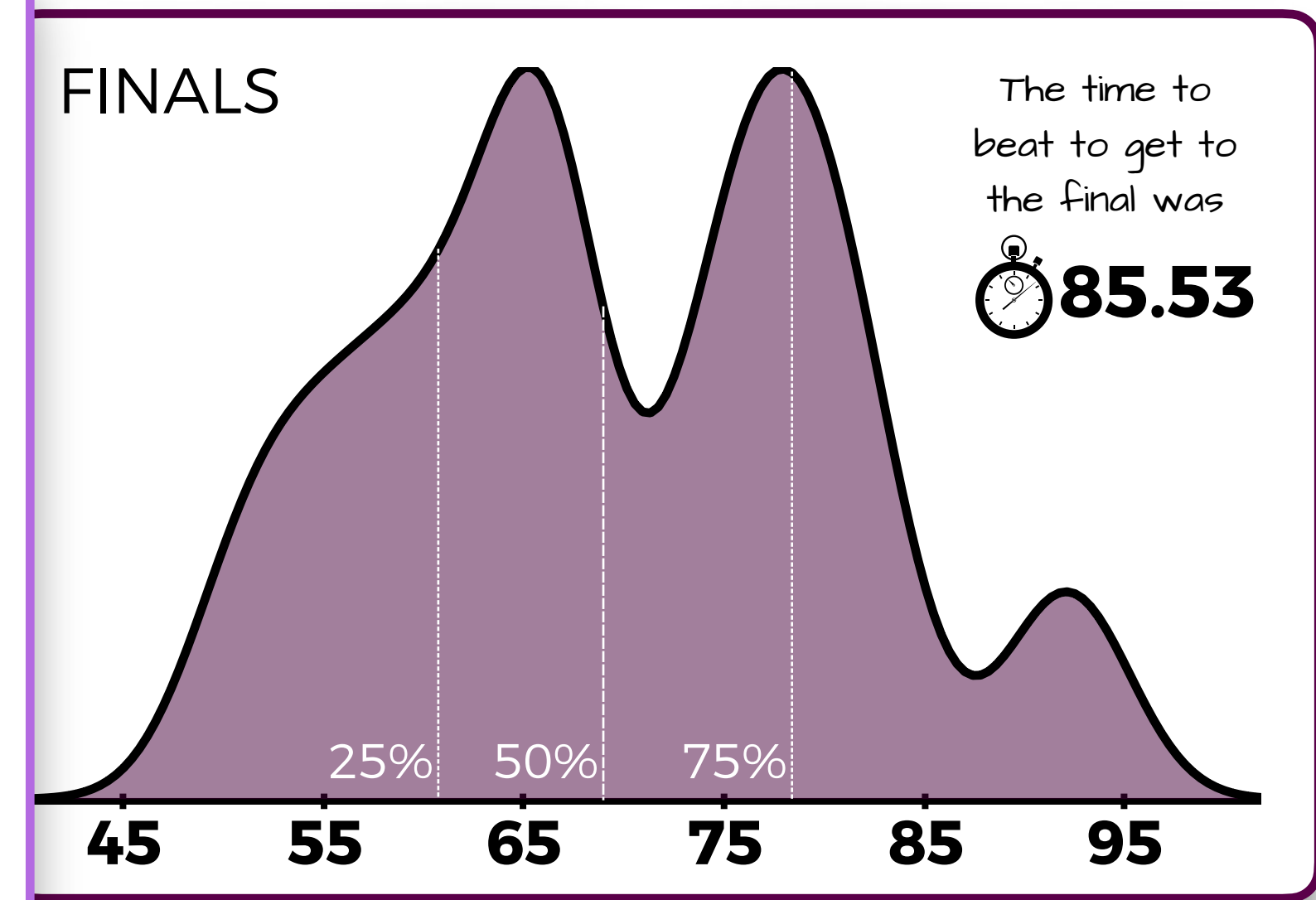
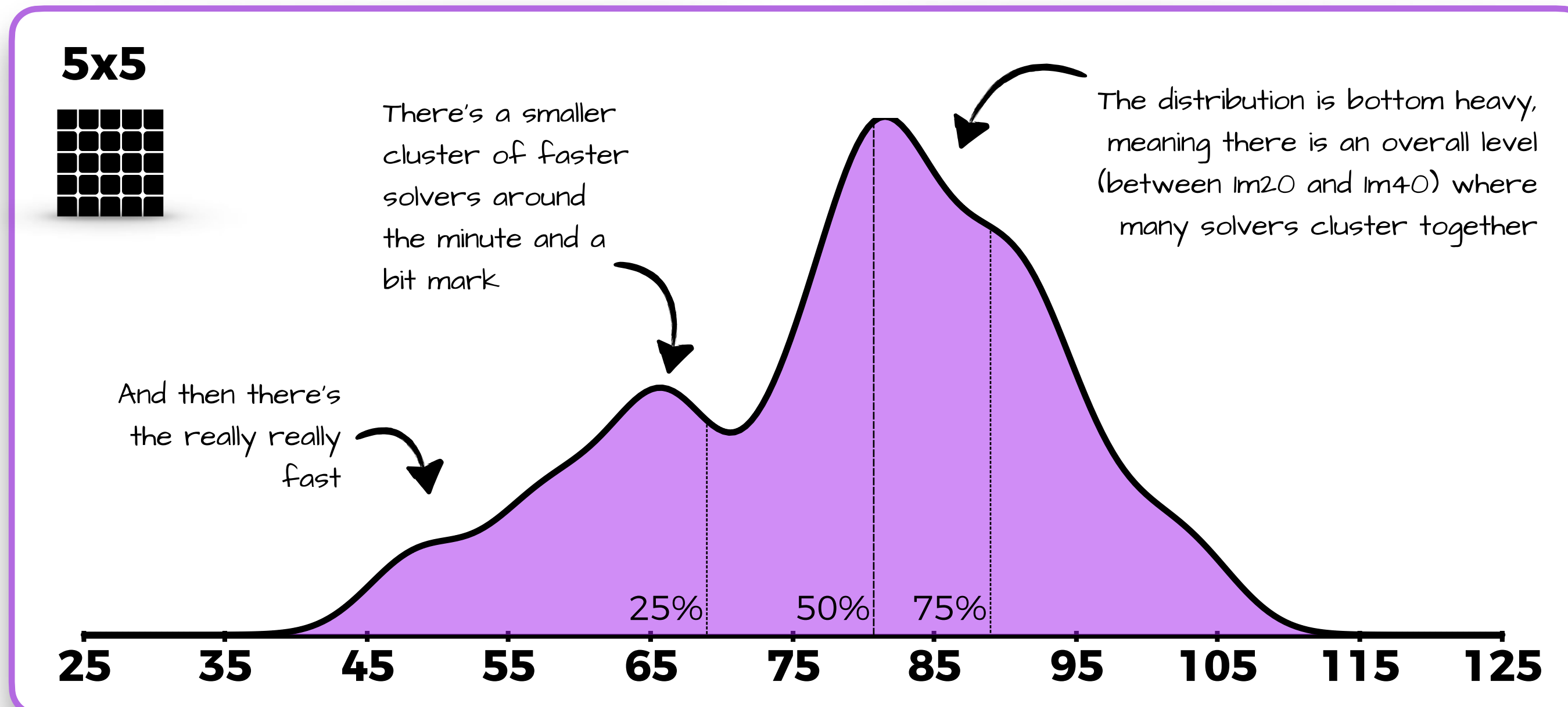
Only one third of participants didn't make the cut to complete the full A05



# THERE'S A BULK OF 5X5 SOLVERS WITH SIMILAR TIMES; BUT THEN THERE'S THE REALLY FAST LADS

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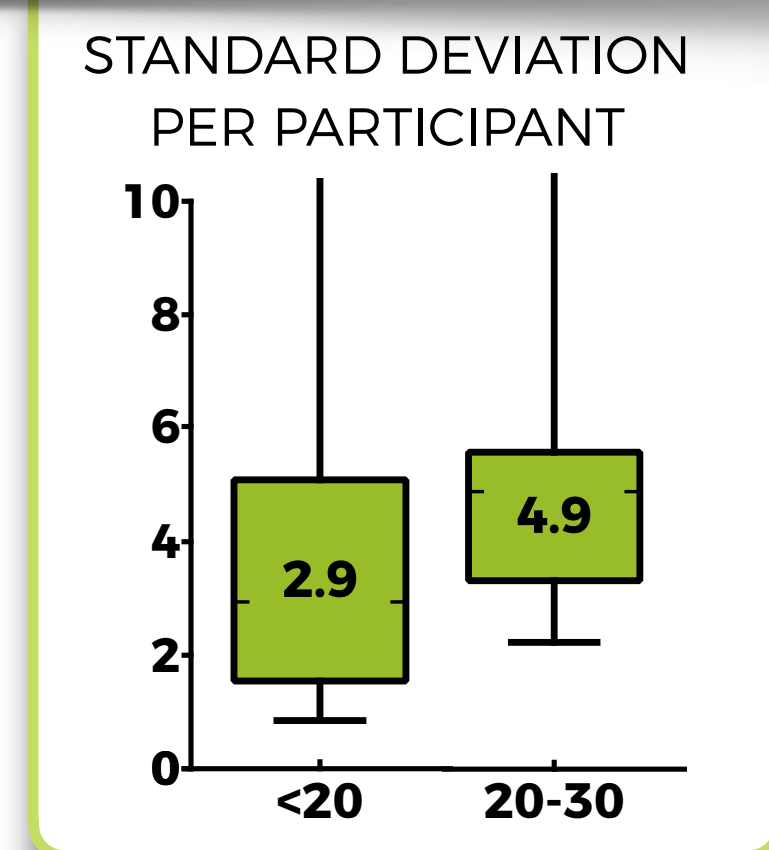
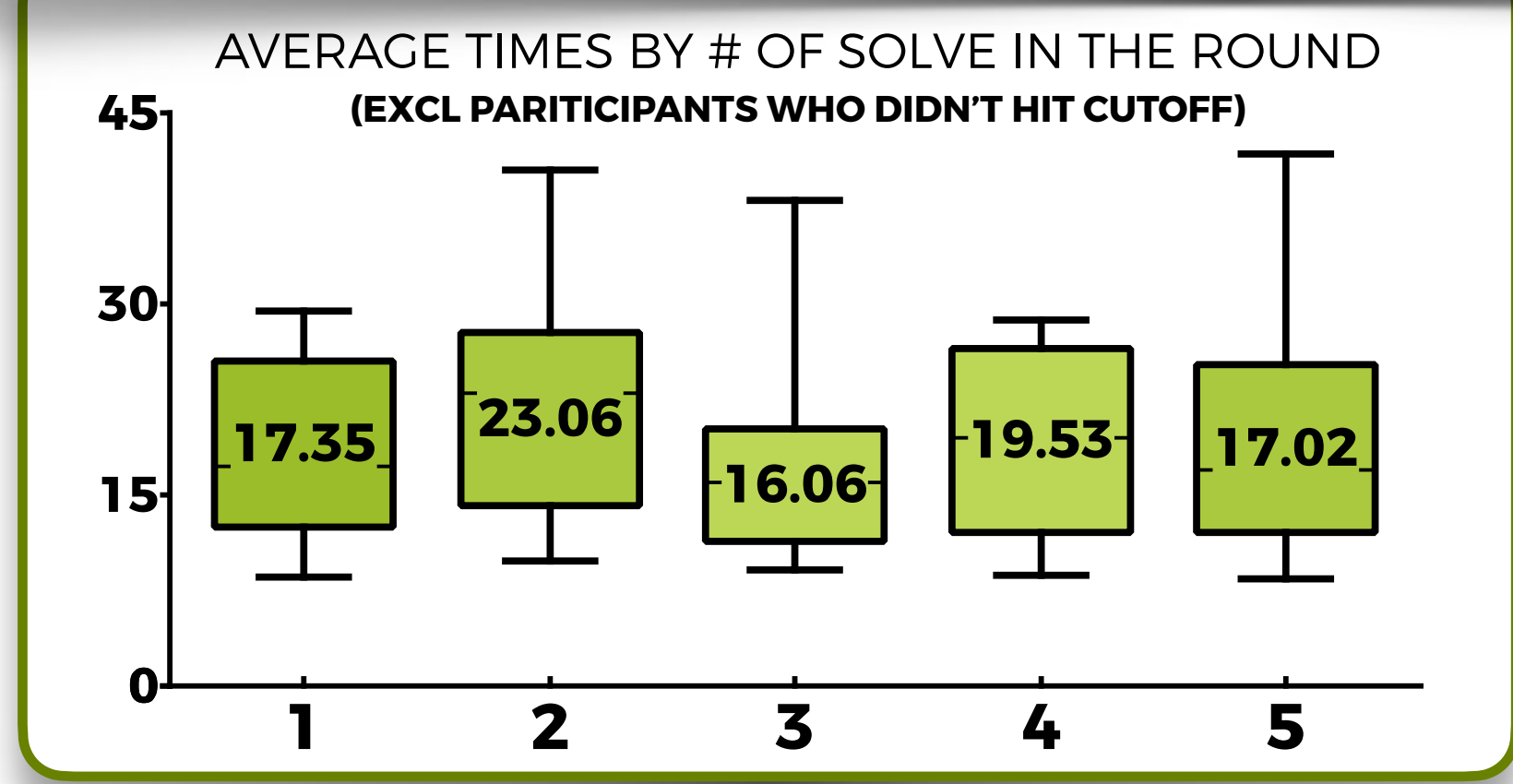
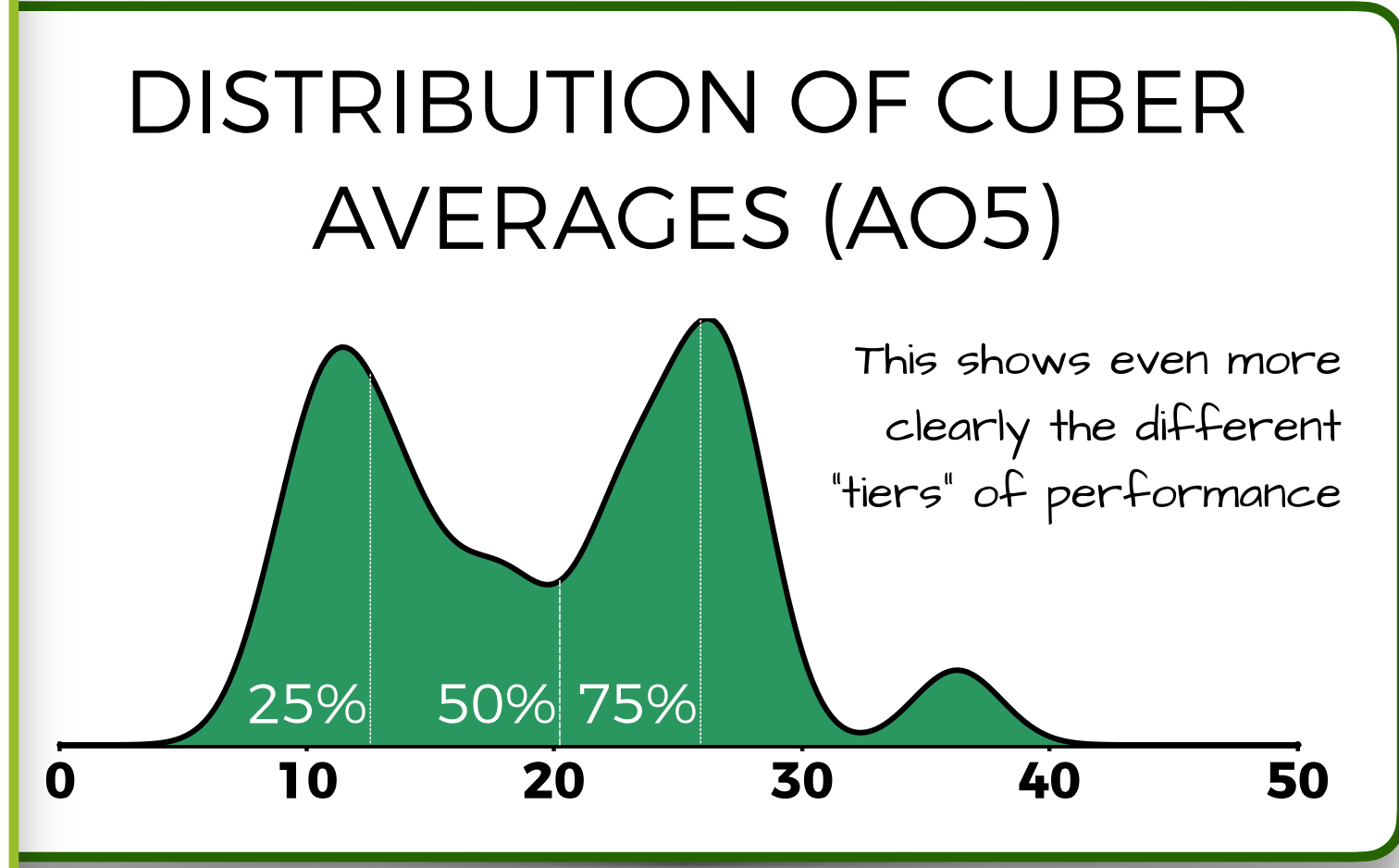
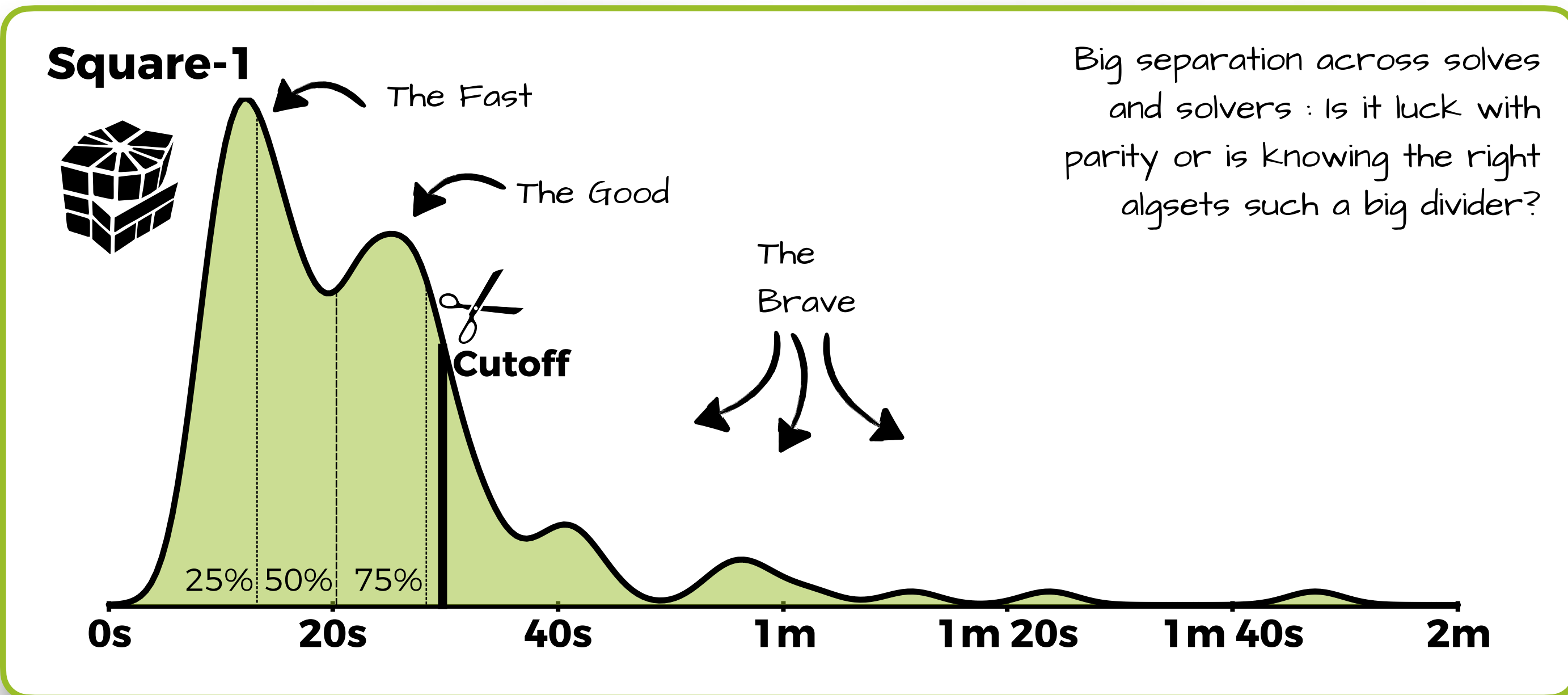
## DISTRIBUTION OF FIRST ROUND AVERAGES



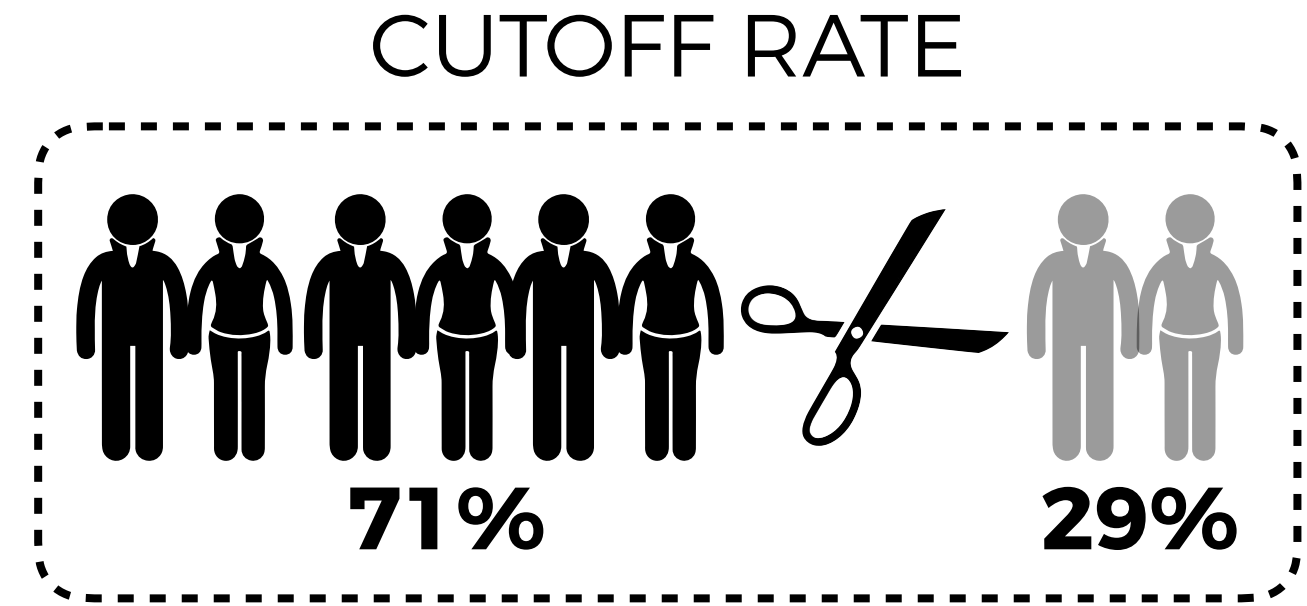
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# SQUARE ONE : PRETTY SOLIDLY FAST FOR MANY PARTICIPANTS, WITH A SECOND GROUP THAT HOVERS JUST FAST OF THE CUTOFF LINE

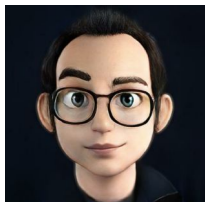
## DISTRIBUTION OF ALL SOLVES FROM ALL PARTICIPANTS



Standard deviation is pretty tight for fast solvers, at about 15% of total solve time

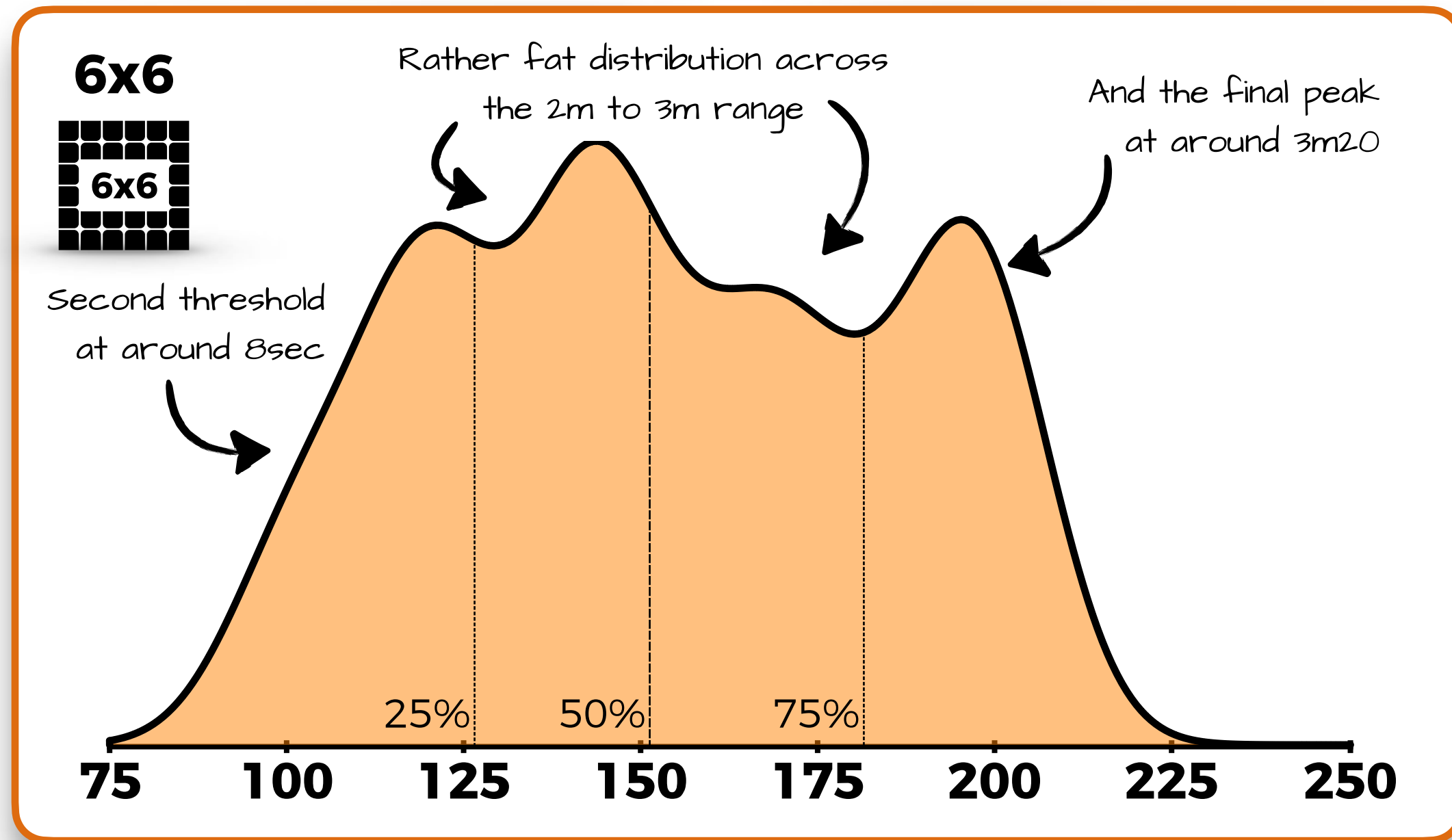


Almost 3/4 of participants made the cut and went on to complete their AO5

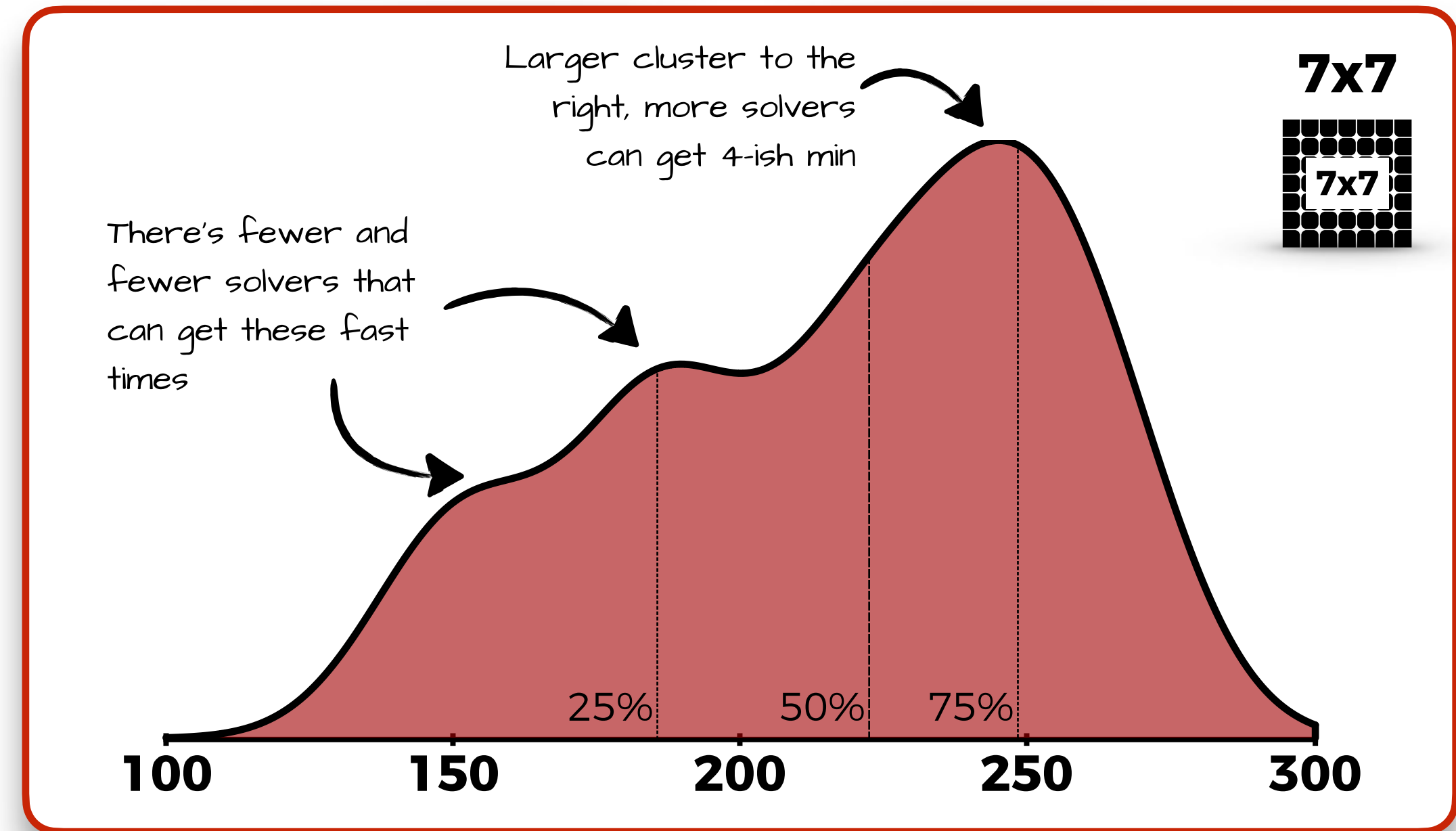


# 6X6 AND 7X7 BEHAVE DIFFERENTLY : WHILE TIMES ARE SPREAD EVENLY ACROSS THE BOARD FOR 6X6, ITS BIGGER SIBLING IS VERY DIFFICULT TO SOLVE IN LESS THAN 3.5 MINUTES

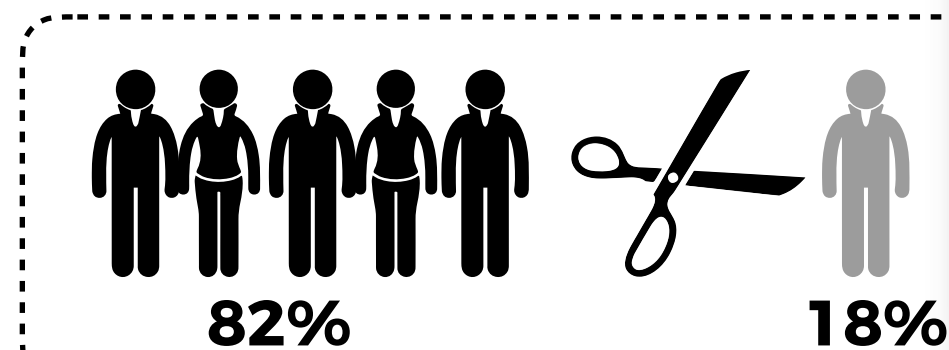
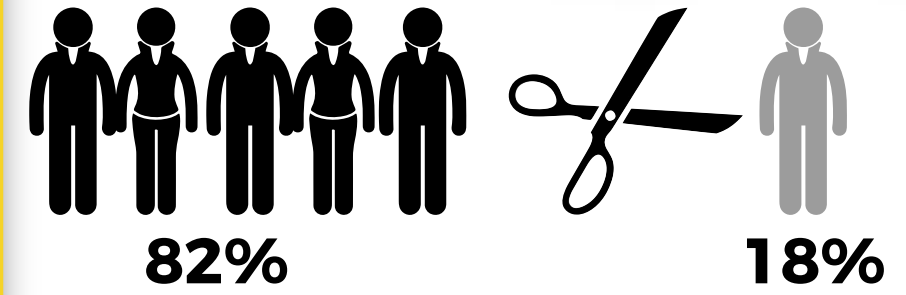
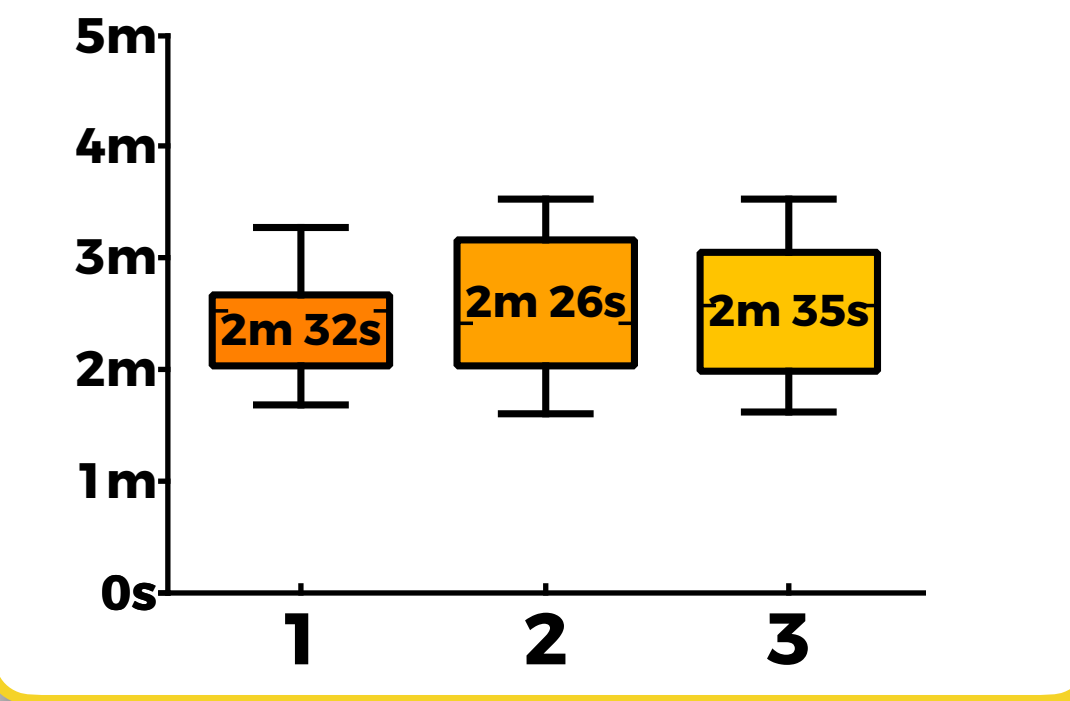
## DISTRIBUTION OF 6X6 MEANS



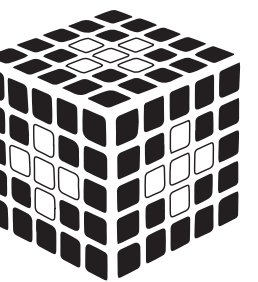
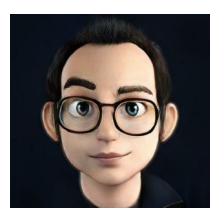
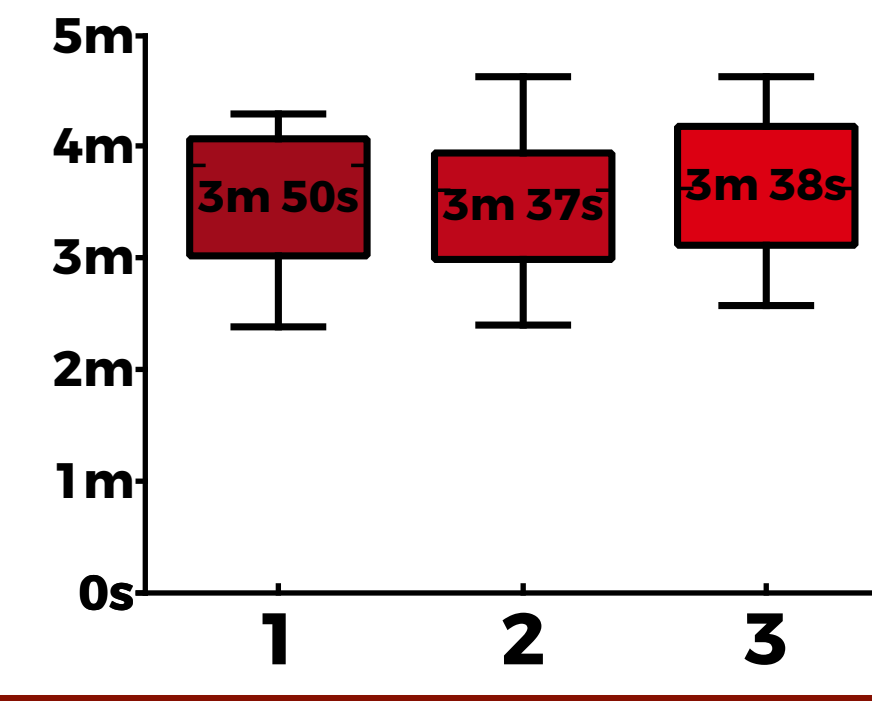
## DISTRIBUTION OF 7X7 MEANS



### TIMES BY SOLVE # IN THE 1ST ROUND



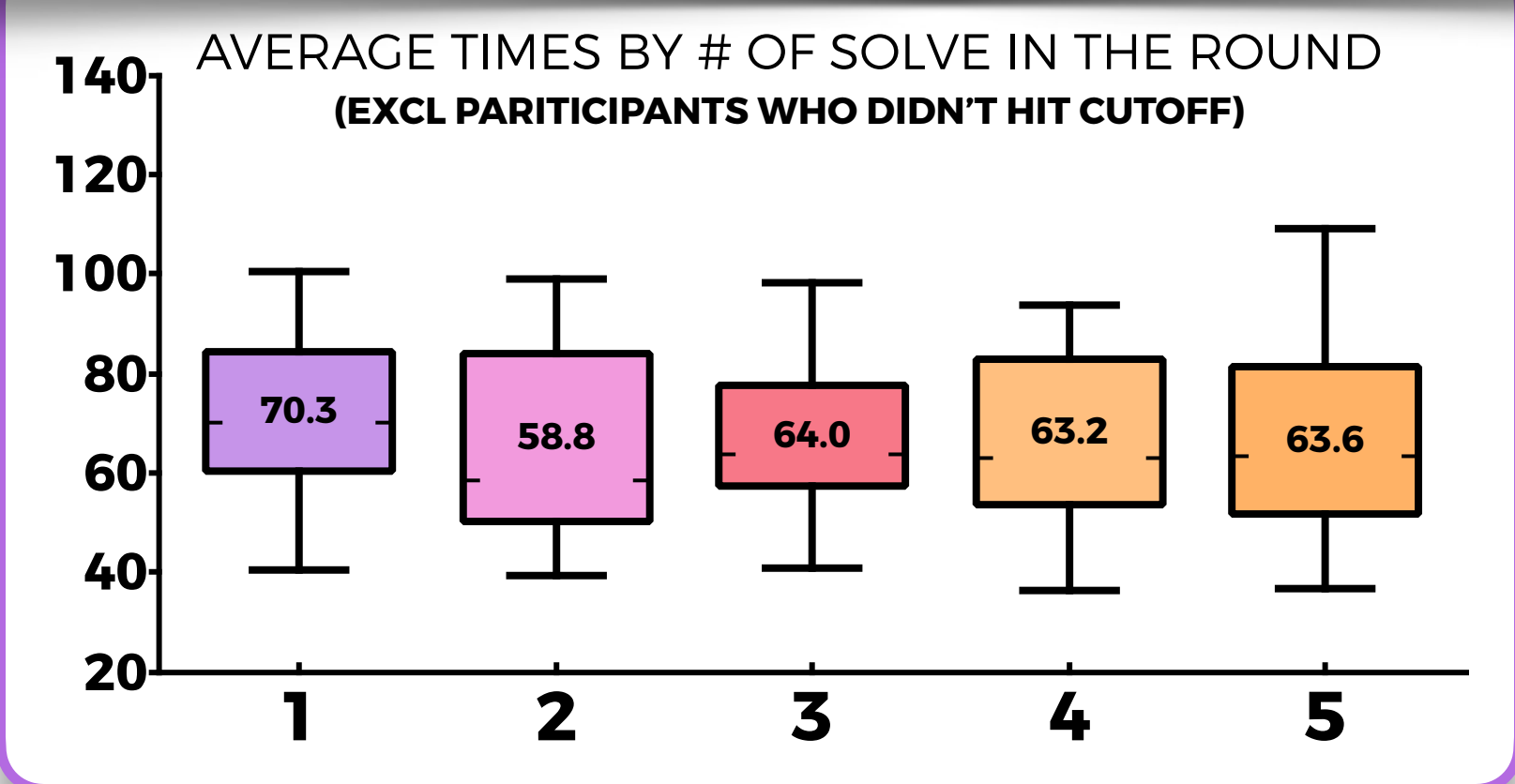
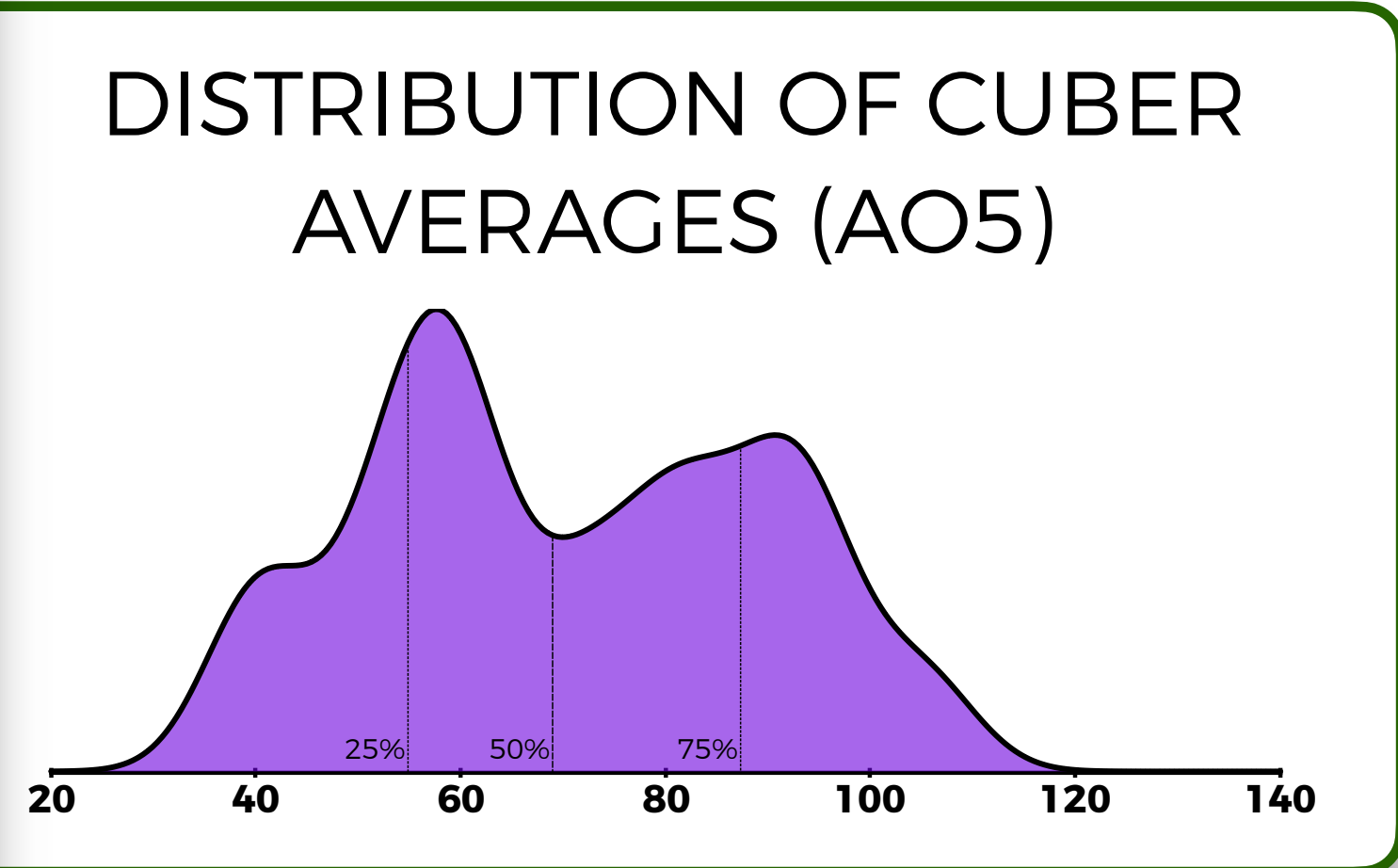
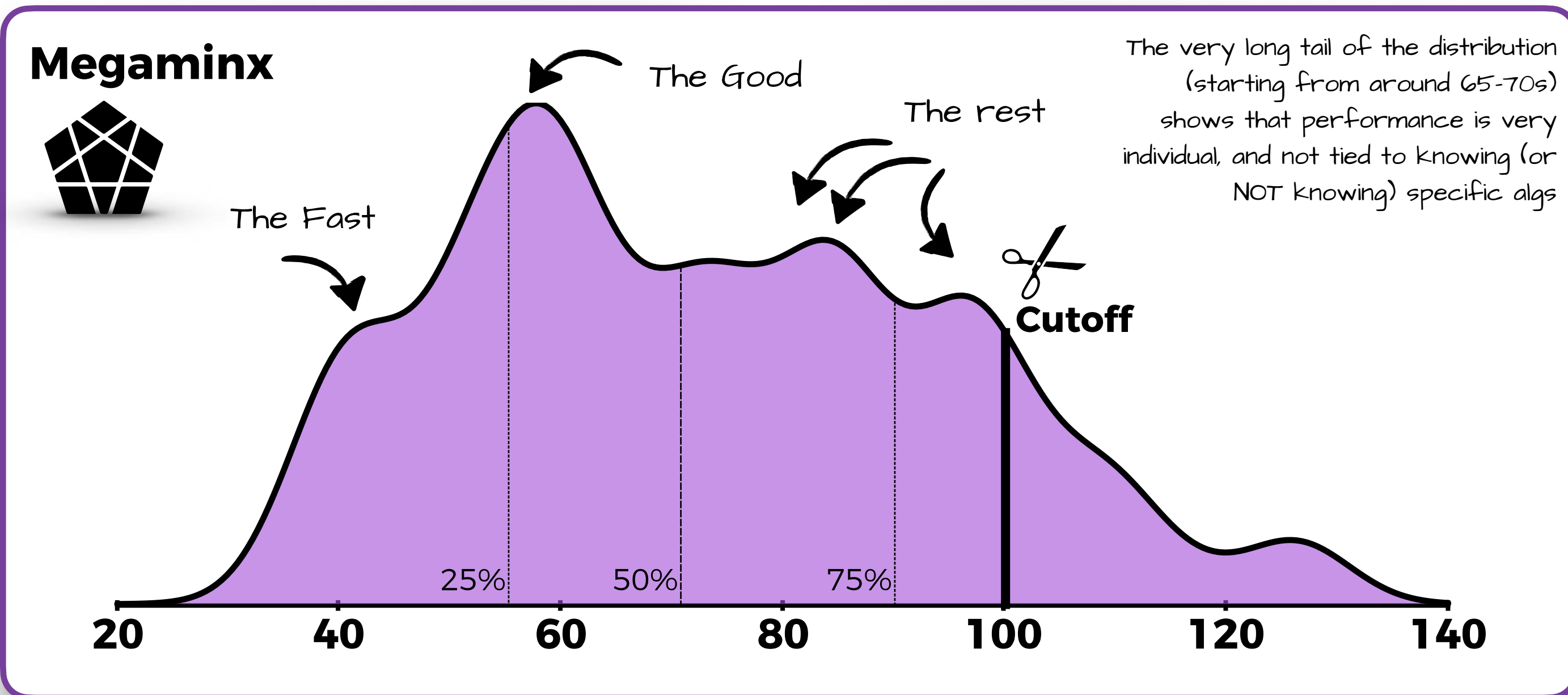
### TIMES BY SOLVE # IN THE 1ST ROUND



# MEGAMINX : THE RESULT DON'T CLUSTER AROUND A SPECIFIC VALUE, SOLVERS ARE JUST VERY INDIVIDUALLY SPREAD

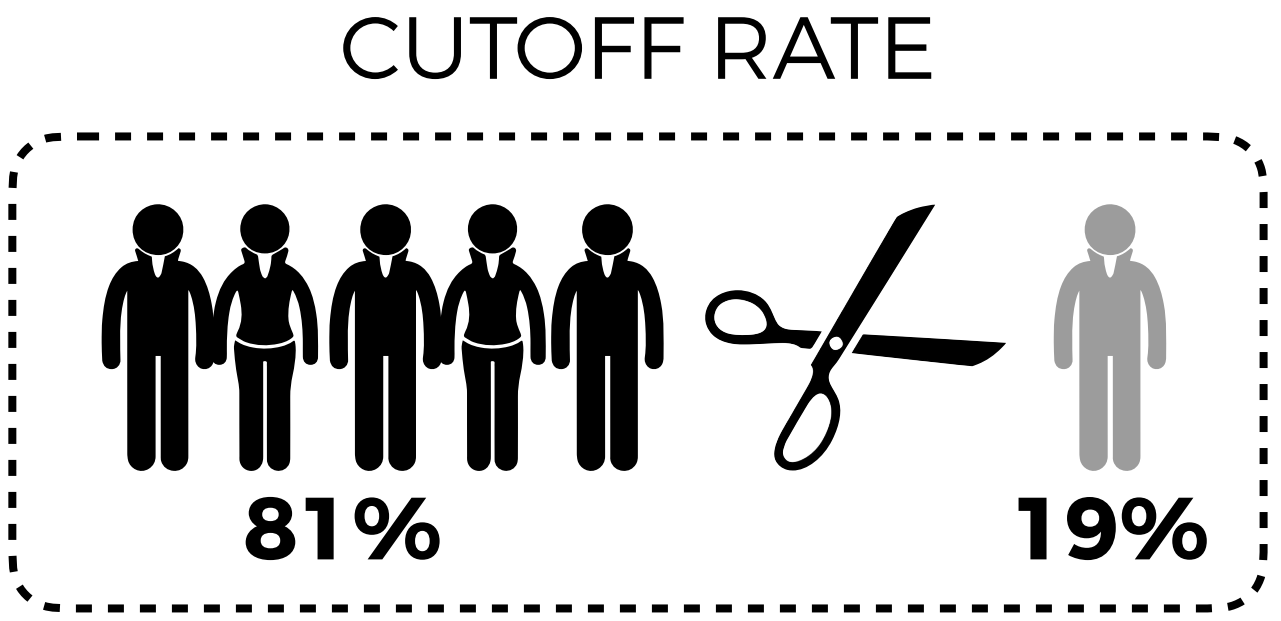
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## DISTRIBUTION OF ALL SOLVES FROM ALL PARTICIPANTS



1st solve seems to be the worst : remember to warm up!

2nd solve again seems to be slightly better than the others,



This demonstrates that having a prior comp classification time requirement will significantly cut down the need for harsh cutoffs

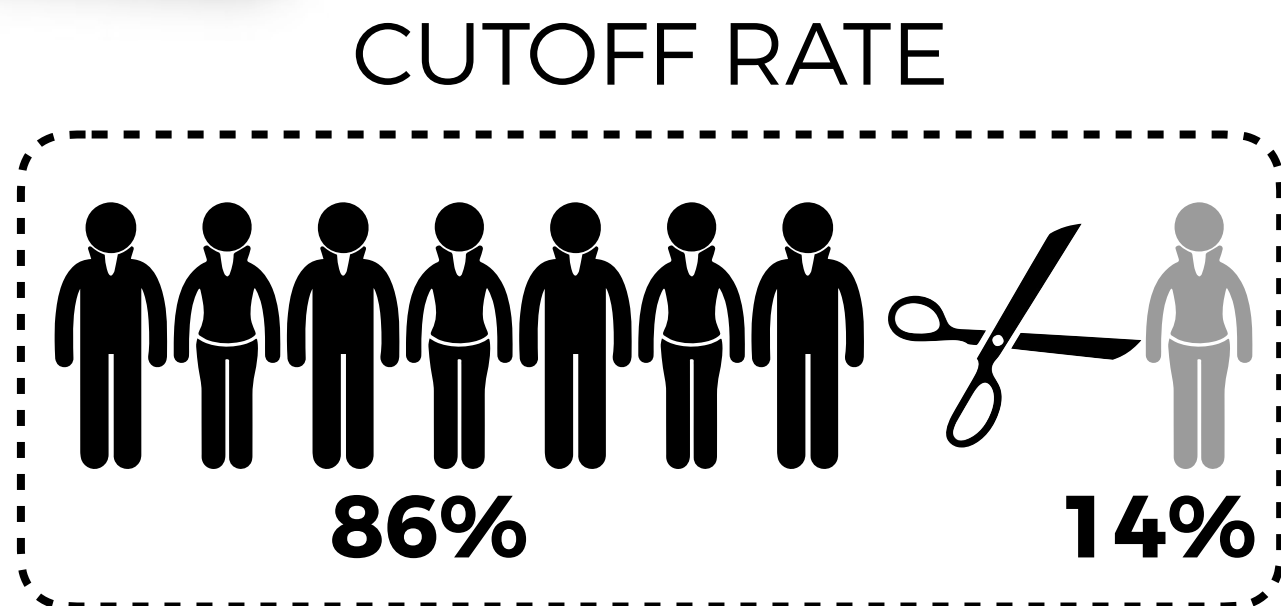
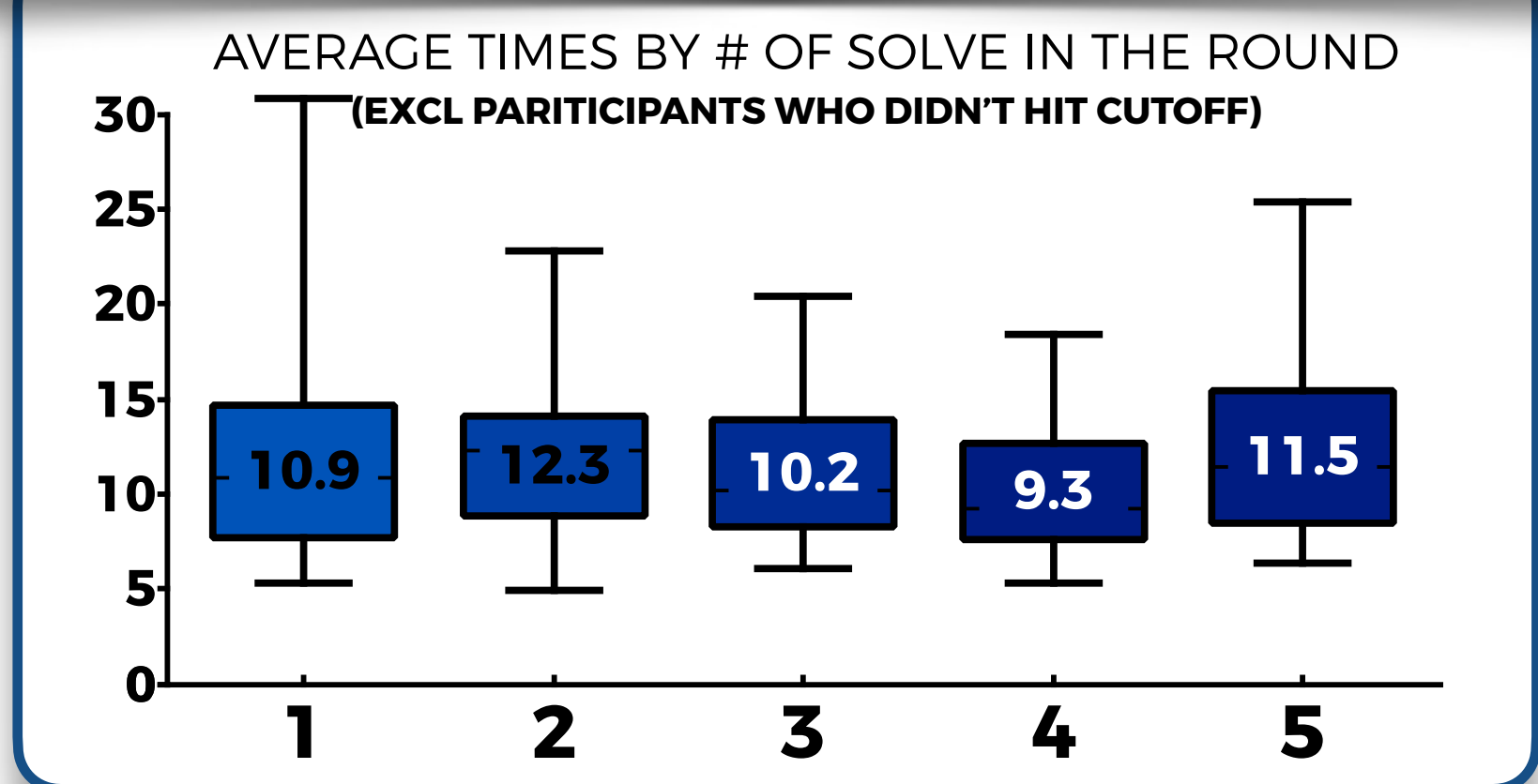
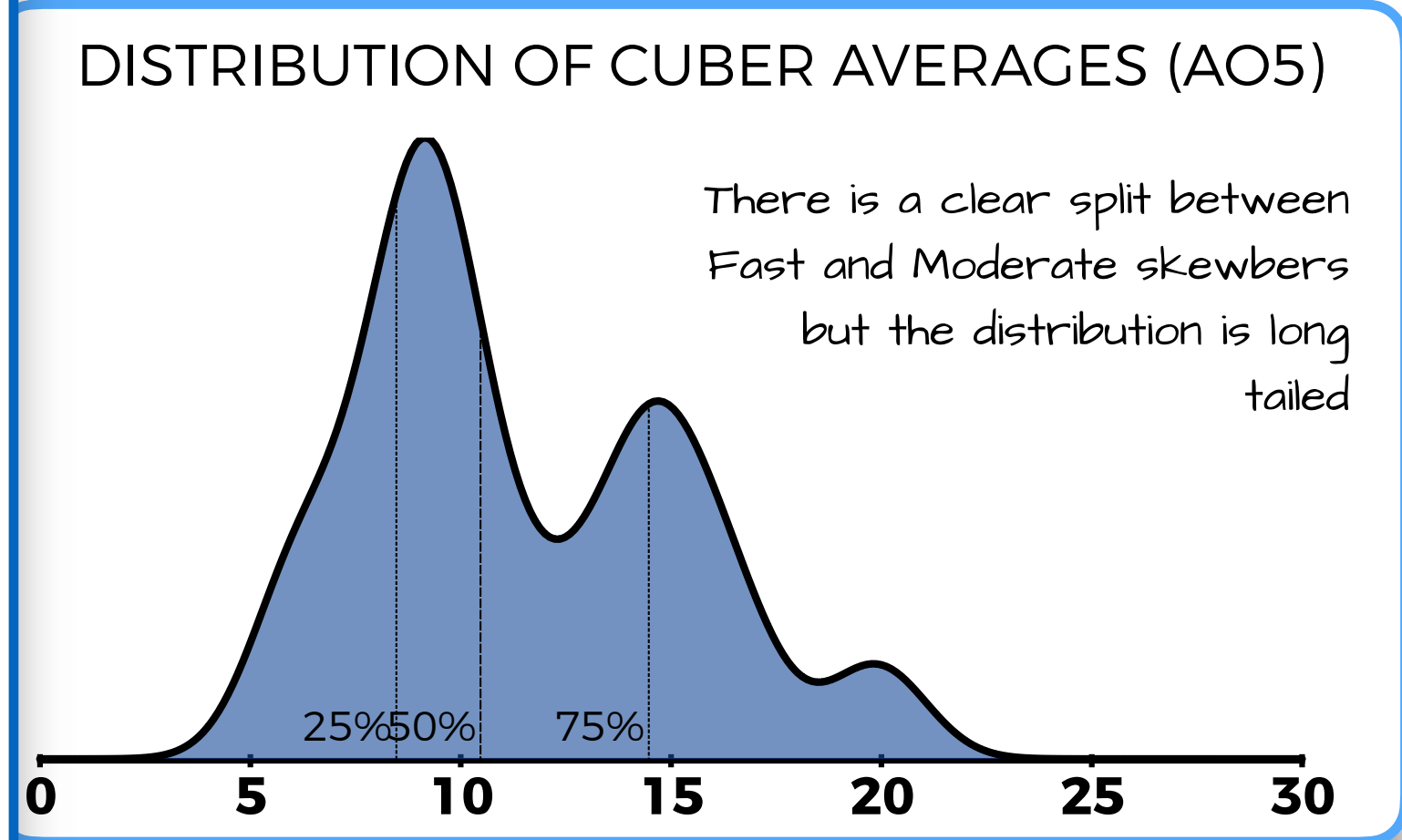
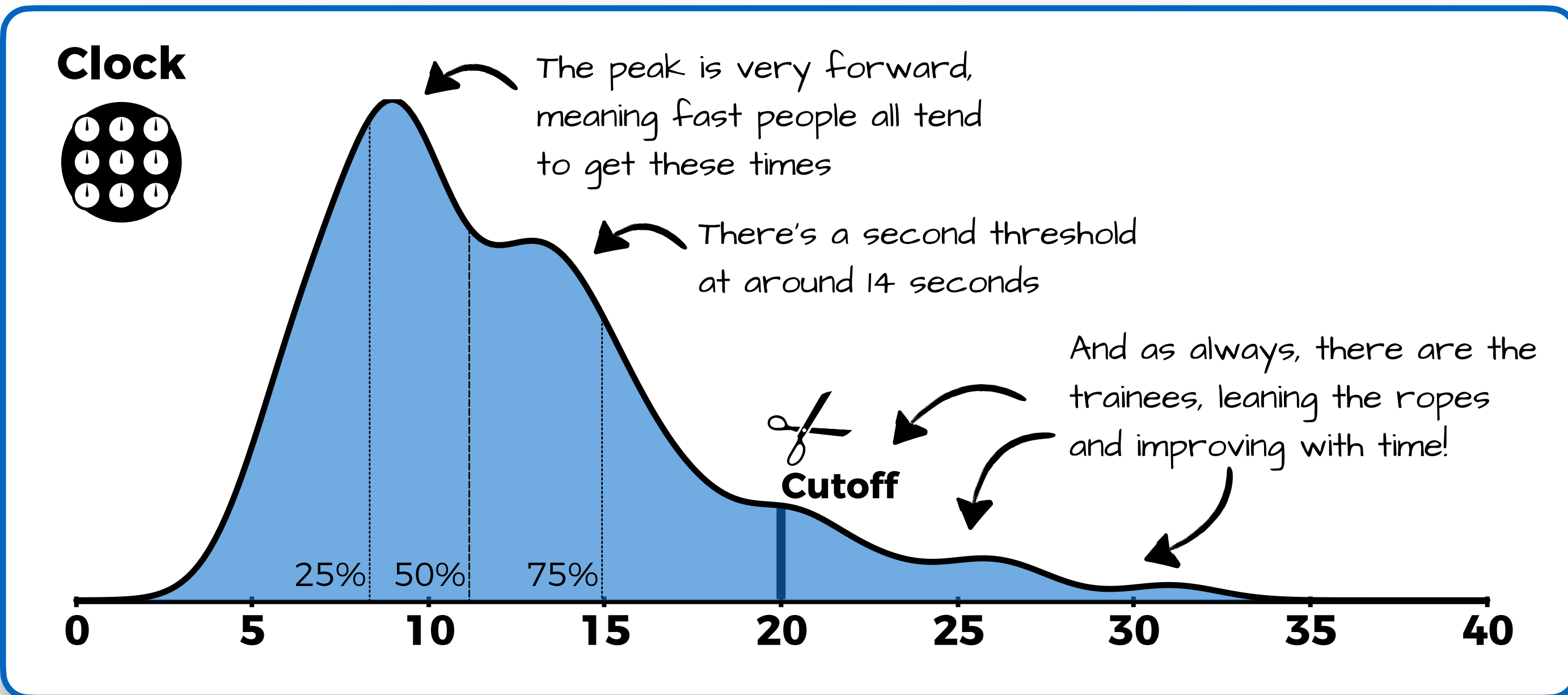


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# CLOCK HAS A BROAD RANGE OF RESULTS : CUBERS OF ALL EXPERIENCE LEVELS ARE PARTICIPATING, MAKING IT ALL MORE INTERESTING!

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## DISTRIBUTION OF ALL SOLVES FROM ALL PARTICIPANTS



Very generous cutoff, let most people get through

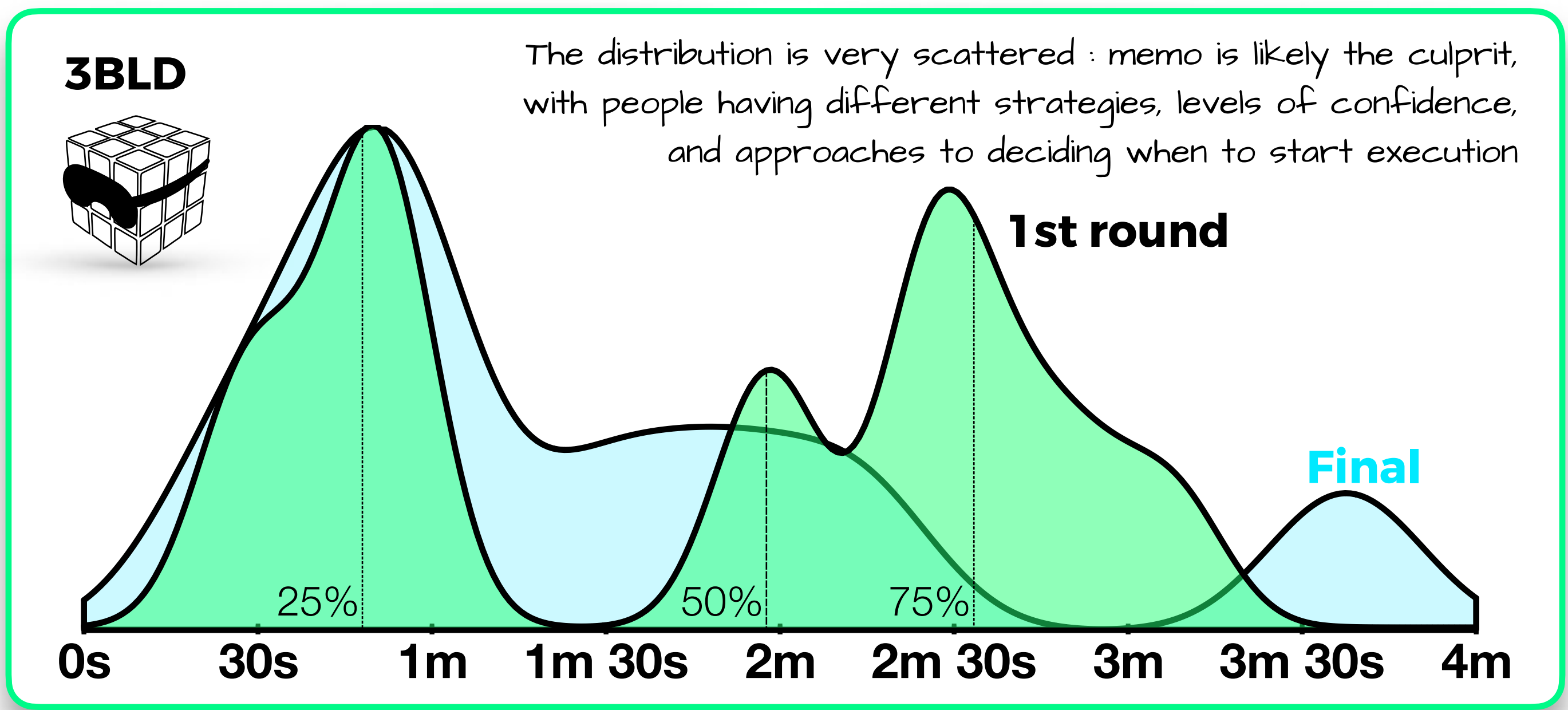


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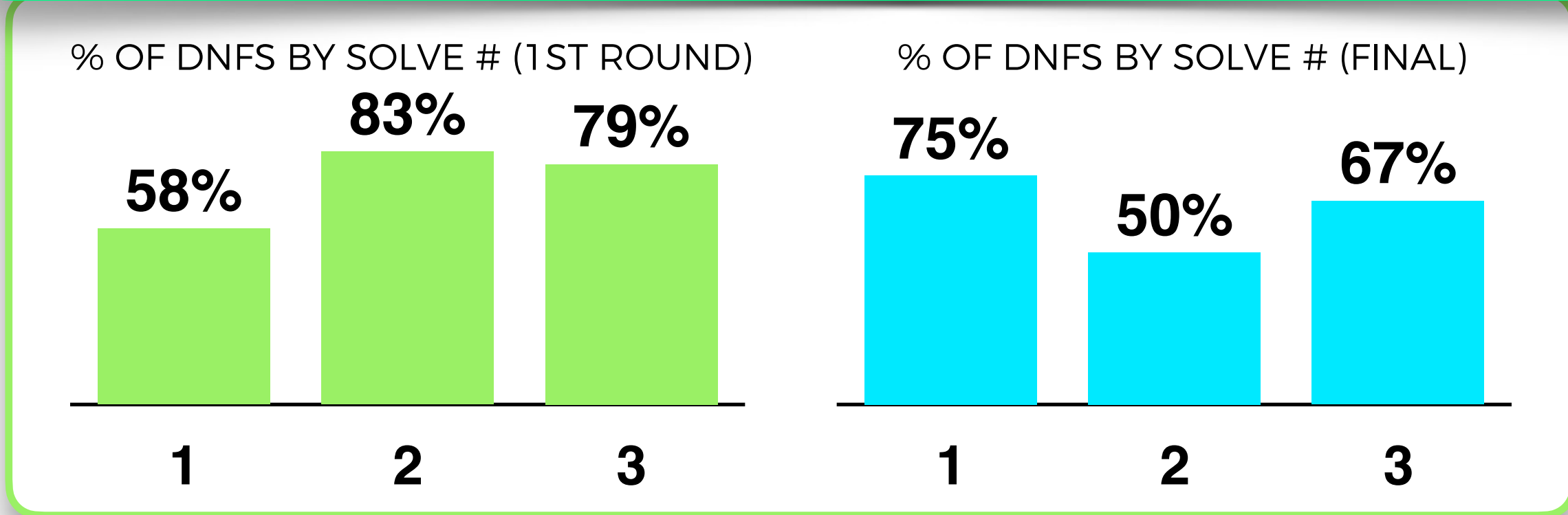
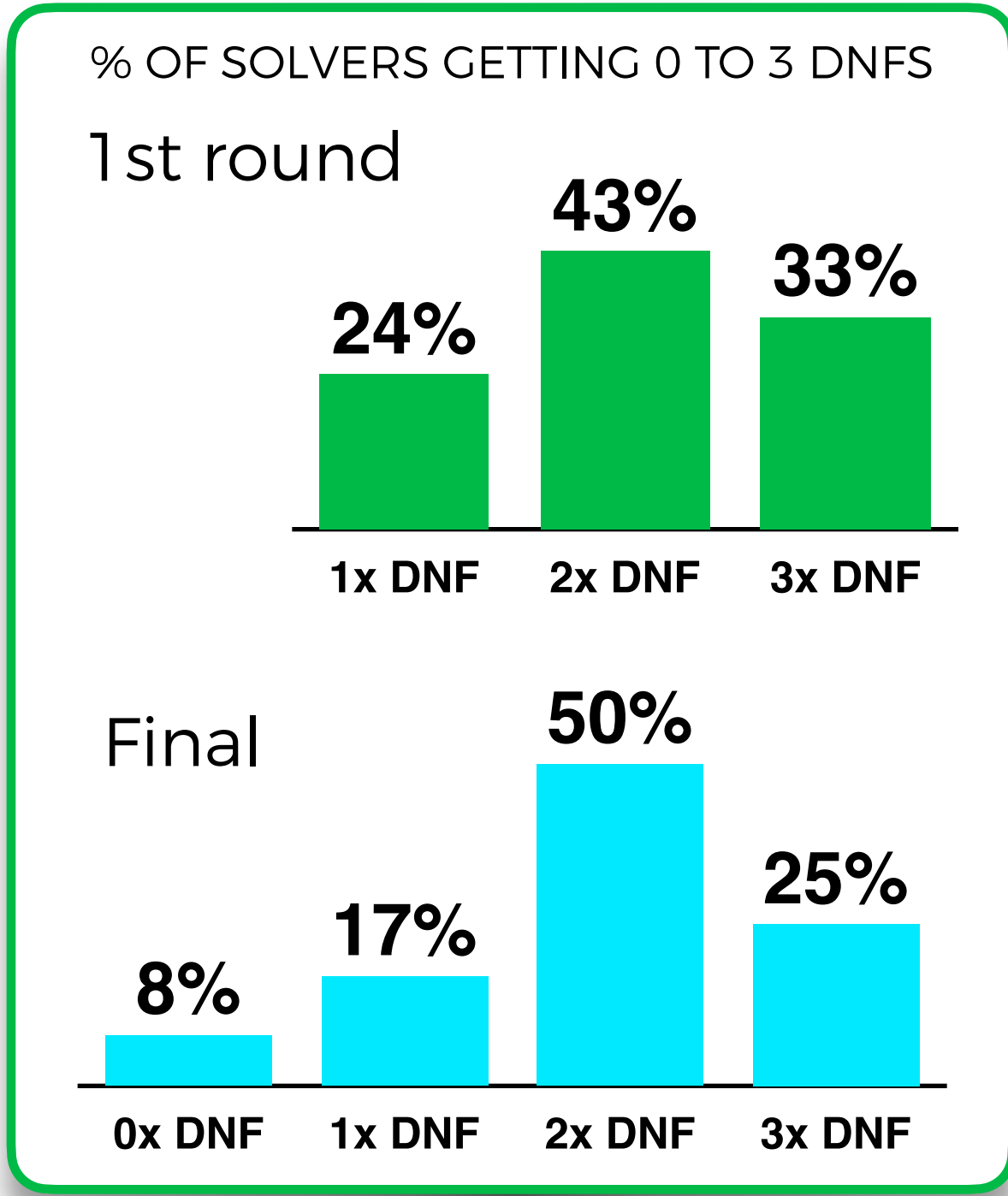


**PERFORMANCE IN 3BLD IS VERY DIVERSE : THIS IS AN EVENT THAT CAN PROBABLY EVOLVE AND DEVELOP A LOT IN THE NEXT YEARS, AS MORE AND MORE PEOPLE ENTER THE BREACH**

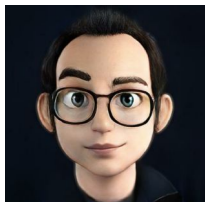
**DISTRIBUTION OF BEST SOLVE TIMES**



**THE DNF STATISTICS**

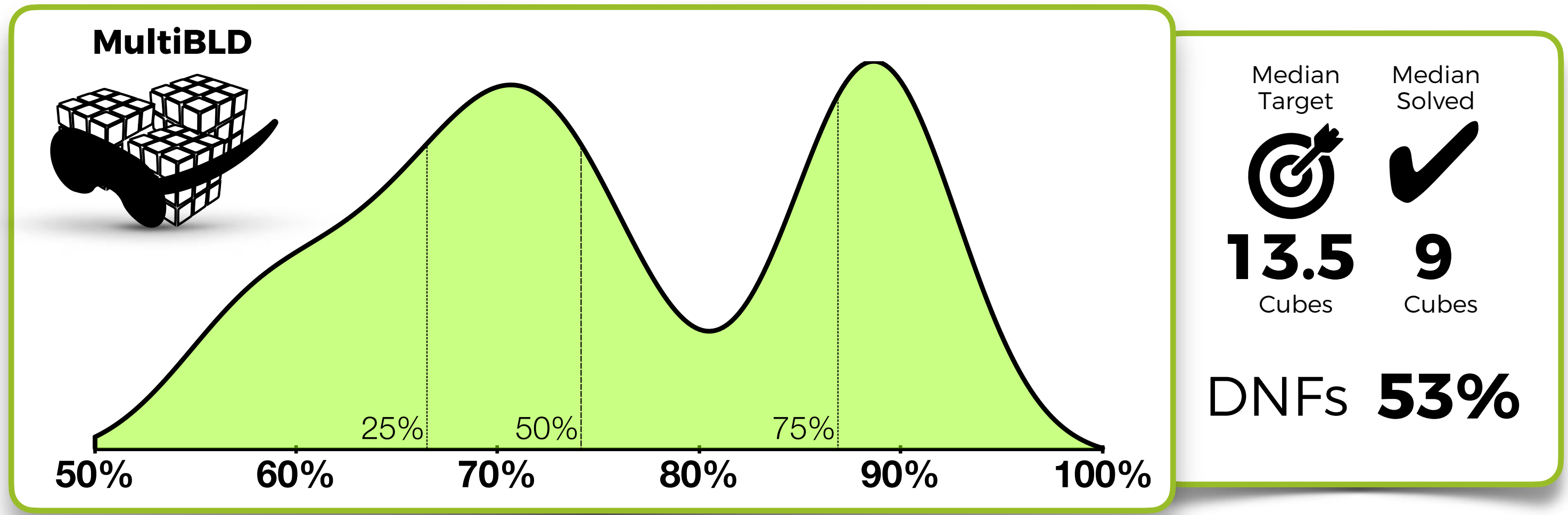


Solve #2 of 1st round was the most brutal one, with almost no-one managing to avoid DNF. Thank you, double flipped edges and parity!

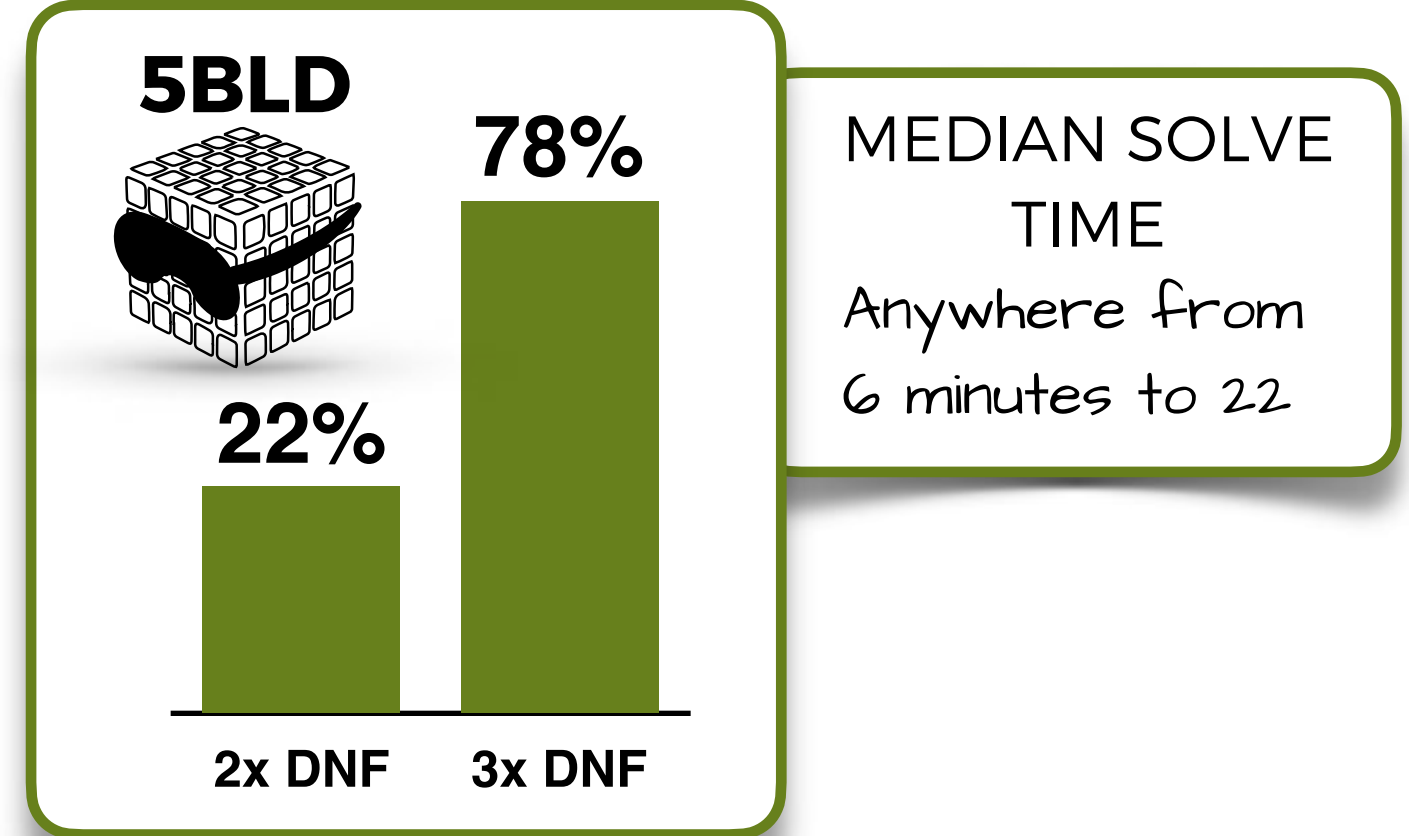
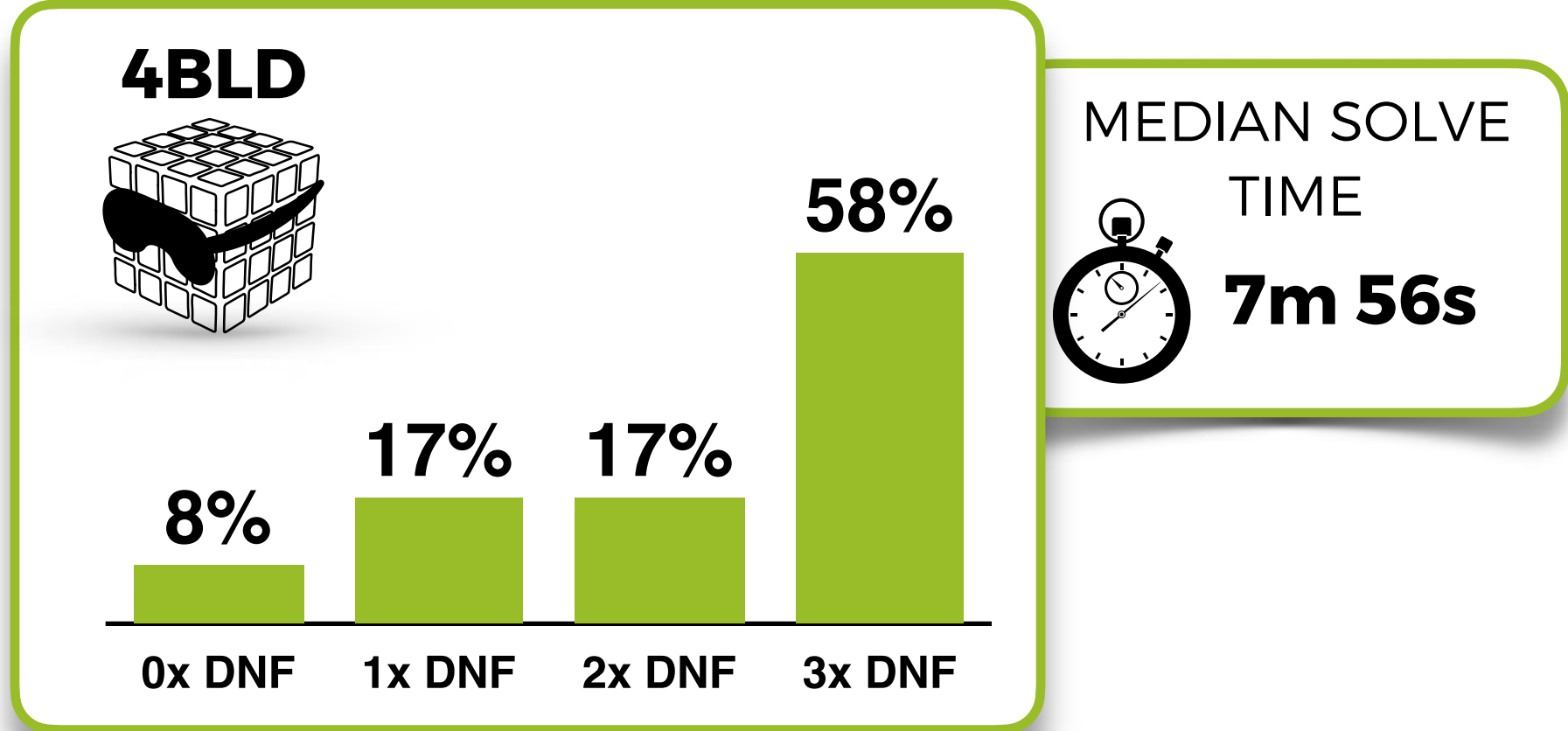


# THE HARDER BLD EVENTS ARE... HARDER. HONESTLY, JUST MANAGING TO SOLVE THE THINGS IS PRETTY DAYUM IMPRESSIVE

% OF SOLVED CUBES VS TARGET



## BIGGER CUBES : IT JUST GETS HARDER!







**AND FINALLY, A HUGE THANKS TO OUR  
DELEGATES SUPERHEROES, TO ALL HELPERS,  
PARTICIPANTS AND PARENTS AND FRIENDS!**

If you want more stuff like this, visit <https://basilio.dev/cubing>.  
Catch me for a chat about this and anything else on/r/cubers (look  
for /u/b4sili0) or on the cubers discord <https://discord.gg/cubers>  
(shout for bas and I should be around!)