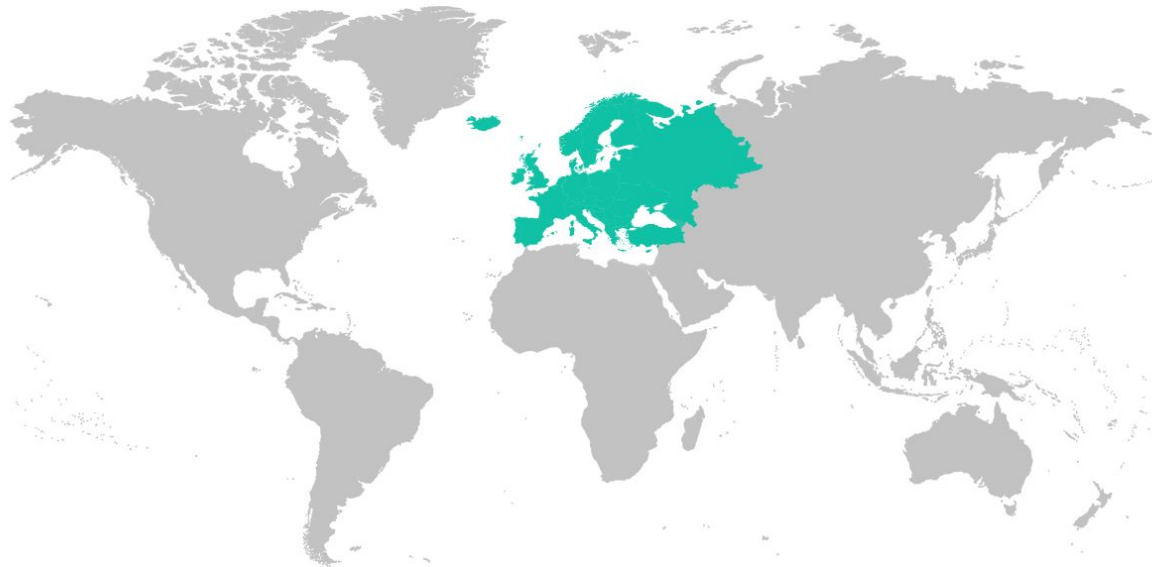
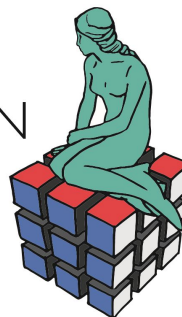


# WCA EUROPEAN CHAMPIONSHIP 2022 COPENHAGEN



**WCA EUROPEAN  
CHAMPIONSHIP  
2022 DENMARK**



**July  
7-10**



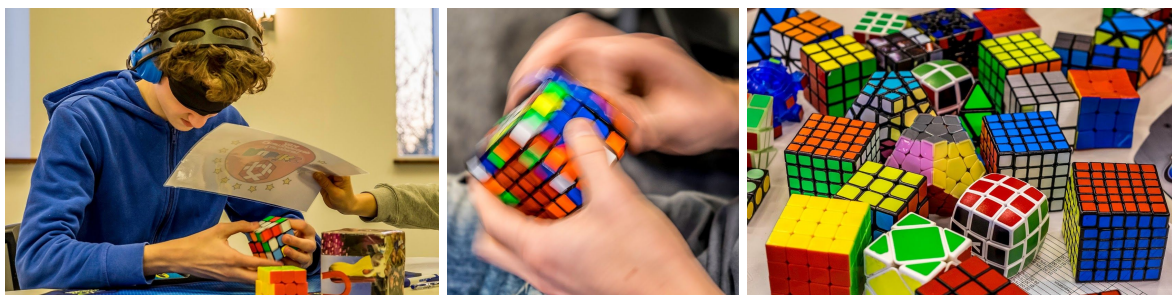
## City Centre, Copenhagen

### Dear members of the WCA community,

It is with great pleasure that we present this proposal for the 2022 European Championship to you. Denmark has previously held a European Championship in the city of Roskilde in 2014. Therefore a return to Denmark would have to offer something new for those of you choosing to attend, and we would like to offer that new experience to you to be our capital city - Copenhagen.

In this bid you will get to know what the city of Copenhagen offers to you when you visit, the venue we plan to use to host the competition, and the core team who will make this competition a success for you.

We hope you are as excited as we are!



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# Meet the City

## Sightseeing and Tourism

Copenhagen offers a [multitude of attractions](#) for locals and tourists alike. There is a zoo, an aquarium, botanical gardens, theme parks, art galleries, museums, castles, palaces, and of course, the famous statue of The Little Mermaid.



Tivoli gardens



Nyhavn

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Copenhagen has recently added two new lines to the Metro system. The majority of the city is reachable by this 24/7 driverless system. The metro runs between every 2.5 minutes (commuting times) and 20 minutes (during the night).



## Flintholm Station



Map of Copenhagen's Metro System

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## Accomodation

Denmark is a more expensive country than average in Europe, however with Copenhagen being a capital there are a wide range of options for competitors to house themselves during their visit. The previously mentioned City Pass for the public transportation system allows for competitors to stay further out of the city centre while maintaining easy access to the venue via public transportation.

One of the tasks we will work on during the interim of this bid and registration opening / the competition being announced is to coordinate with the tourism board of the city to obtain affiliations with accommodations for large events such as ours. Currently they are closed due to the COVID-19 situation having stopped tourists entering Denmark.



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# Meet the Venue



Bella Center

## Location and Accessibility

Bella Center is a hotel and conference centre, and features a central location in the heart of Ørestad with its own Metro station. Bella Center is just 6 kilometers away from Copenhagen Airport, and 8 kilometers away from Copenhagen city centre. Bella Center is in close proximity to Field's - Scandinavia's largest shopping centre - and protected natural areas that are ideal for a leisurely walk or run.

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## Public transport access

**Metro** - If you take the metro, the center of Copenhagen is just a few minutes away. The Metro line M1 runs between Vanløse and Vestamager. The metro station Bella Center is located by Bella Center's east entrance.

**Train** - To get to and from Copenhagen Central Station, you can take the bus line 30, which takes 20-25 minutes. All regional trains also stop at Ørestad Station, where you can transfer to the metro to get to Bella Center (1 stop from Ørestad to Bella Center).

## Car access and parking

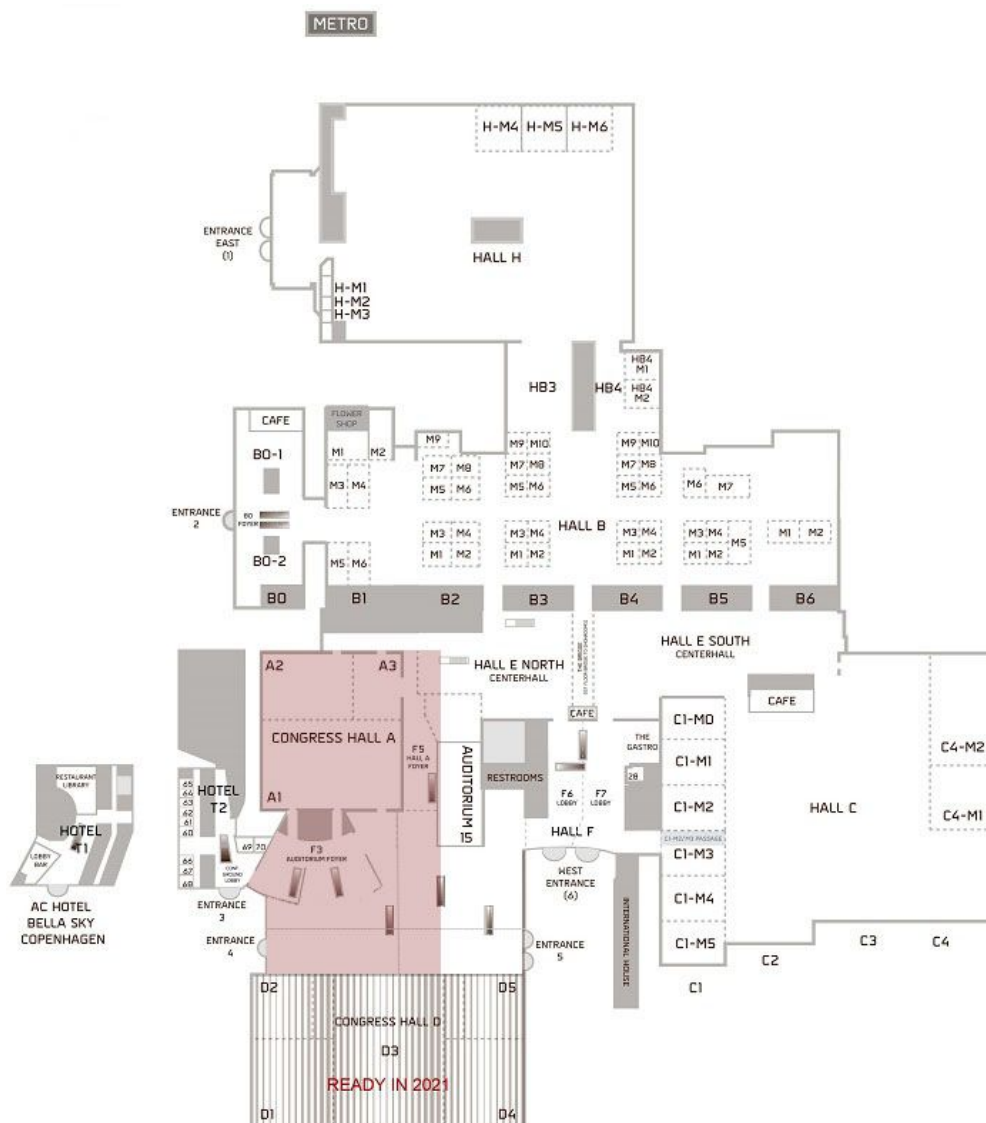
There is a motorway connecting to both Denmark and Sweden. The exit to Center Boulevard is number 19 and is called "Ørestad" with "Bella Center" listed below. This makes accessibility by car extremely easy, however is probably only useful for those few countries where driving to Denmark is reasonable. Parking is available at the venue but is not free.





## Size and Rooms

The main hall is Bella Center's "Hall A" - this will be used for the main competition space. The hall is 3,500m<sup>2</sup>. There is air conditioning, free Wi-Fi, and lighting which can be lowered from the rigging in the ceiling. This room will also contain seating for 800 people to warm-up and socialise, and 200 dedicated seats in rows in front of the stages.



Ground floor plan



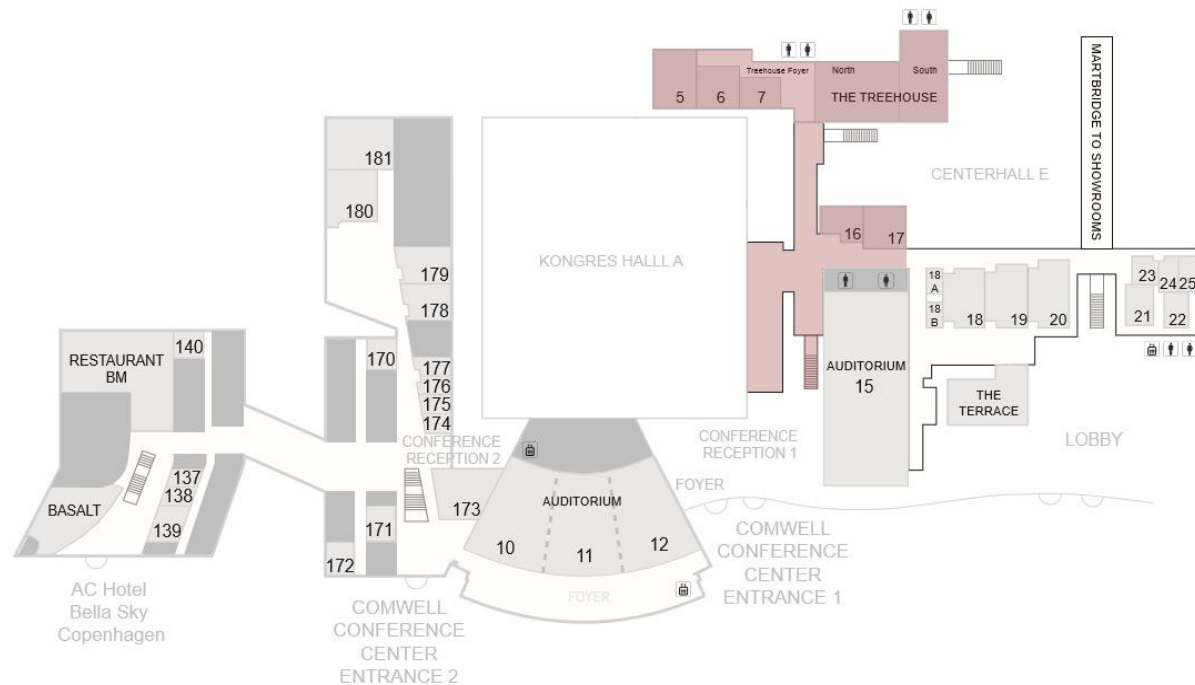
## Hall A – Competition Area

**The Treehouse** is also located on the floor above Hall A, across a landing from the side rooms. This area will be used as the staff area, where staff can leave their belongings and also get lunch. Additionally, the Data Entry team will be placed in a section of this room where there is plentiful natural light to reduce strain on their eyes and give their tasks a more open and less antisocial feeling.



## The Treehouse – Staff Area

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**The side rooms** will be situated upstairs above Hall A and total 254m<sup>2</sup>. They are a combination of three separate rooms which can be joined together through the use of foldable walls. This space will be used for the events 3x3x3 Multi-Blind, 4x4x4 Blindfolded, 5x5x5 Blindfolded, and 3x3x3 Fewest Moves.

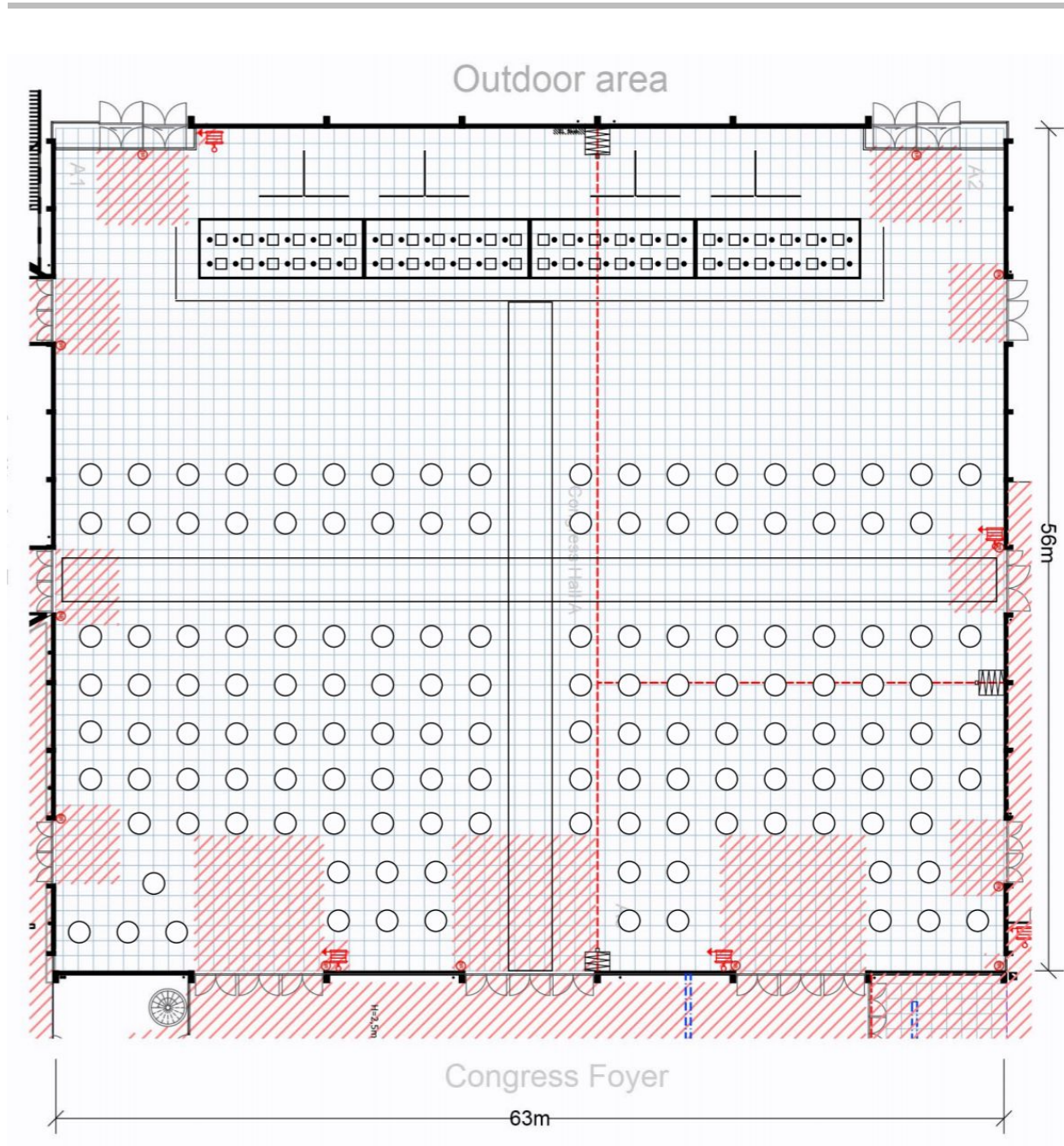
**The Fun Zone** will be located in the foyer outside the main hall. This will be where registration/check-in takes place, as well as where we plan to place sponsors to promote themselves to competitors and their families. In addition to this, we also have a contact who will be able to provide entertainment such as outdoor hockey which can be situated outside the entrance to the fun zone.



Foyer - Check-in and Fun Zone



Foyer - Fun Zone



## Hall A Floor Plan (minus audience row seating)

Tables are 150cm in diameter and will seat 6 people. Two designated walkways which intersect in the middle of the hall will make navigating to the stages and out of the hall easier.



## Schedule

Our competition is scheduled for 4 days of competing. The primary choice of dates with the venue are **July 7-10**, with back-up dates being the week after (July 14-17) with a setup day on the Wednesday prior. By July, most European schools have already entered into their summer holidays. With Copenhagen being so far north, the days in July have sunlight from ~04:30 - ~22:00 (04:30AM - 10:00PM) so the areas outside the main hall will have natural light for the duration of the competition.

8am				
8:30am	8:30 - 9:45 3x3x3 Fewest Moves Final (Attempt 1)			
9am		9:00 - 11:00 5x5x5 Cube First round	9:00 - 9:15: MultiBLD submissk	9:00 - 10:40 3x3x3 One-Handed First round
9:30am				9:00 - 10:20 3x3x3 Cube Second round
10am	9:45 - 10:45 Clock First round			
10:30am			10:30 - 11:45 3x3x3 Multi-Blind Final (Attempt 2)	10:20 - 11:00 2x2x2 Cube Second round
11am	10:45 - 12:15 Square-1 First round	11:00 - 1:00 4x4x4 Cube First round		11:00 - 11:20: 3x3x3 One-Handed Second round
11:30am			11:45 - 12:00: 5x5x5 Blindfolded	11:20 - 11:40: Pyraminx Second round
12pm				11:40 - 12:30 4x4x4 Cube Second round
12:30pm	12:15 - 1:15 Lunch			12:00 - 12:50 Lunch
1pm		1:00 - 1:50 Lunch		12:50 - 1:05: Skewb Final
1:30pm	1:15 - 1:30: Clock Final			1:05 - 1:30 Megaminx Final
2pm	1:30 - 2:30 Megaminx Combined First round	1:50 - 2:20 Welcome speech and opening		1:30 - 1:50: 3x3x3 One-Handed Final
2:30pm	2:00 - 3:15 3x3x3 Fewest Moves Final (Attempt 2)	2:20 - 4:20 Pyraminx Combined First round	2:20 - 3:20 Square-1 Second round	1:50 - 2:10: 5x5x5 Cube Final
3pm	2:30 - 6:00 6x6x6 Cube Combined First round			2:10 - 2:30: Pyraminx Final
3:30pm	2:30 - 6:00 7x7x7 Cube Combined First round			2:30 - 2:50: 3x3x3 Blindfolded Final
4pm	3:30 - 4:45 4x4x4 Blindfolded		3:20 - 5:10 5x5x5 Blindfolded Final	2:50 - 3:10: 2x2x2 Cube Final
4:30pm		4:20 - 5:35 Skewb Combined First round		3:10 - 3:30: 4x4x4 Cube Final
5pm				3:30 - 3:50: Stage adjustment
5:30pm		5:35 - 6:00 6x6x6 Cube Final		3:50 - 5:40 3x3x3 Cube Final
6pm	6:00 - 7:15 3x3x3 Fewest Moves Final (Attempt 3)	6:00 - 6:15: Square-1 Final		5:40 - 6:15 Awards
6:30pm		6:15 - 6:40 7x7x7 Cube Final		
7pm			5:50 - 6:20 5x5x5 Cube Second round	
			6:20 - 6:45 Skewb Second round	
			6:45 - 7:05: 3x3x3 Blindfolded Second round	

Event	Round	Format	Time limit	Cutoff	Proceed
3x3x3 Cube	First round	Ao5	2:00.00		Top 400 advance to next round
	Second round	Ao5	1:00.00		Top 100 advance to next round
	Semi Final	Ao5	1:00.00		Top 16 advance to next round
	Final	Ao5	1:00.00		
2x2x2 Cube	Combined First round	Bo2 / Ao5	1:00.00	2 attempts to get < 10.00	Top 200 advance to next round
	Second round	Ao5	1:00.00		Top 20 advance to next round
	Final	Ao5	1:00.00		
4x4x4 Cube	First round	Ao5	2:00.00		Top 100 advance to next round
	Second round	Ao5	2:00.00		Top 20 advance to next round
	Final	Ao5	2:00.00		
5x5x5 Cube	First round	Ao5	3:00.00		Top 100 advance to next round
	Second round	Ao5	3:00.00		Top 20 advance to next round
	Final	Ao5	3:00.00		
6x6x6 Cube	Combined First round	Bo1 / Mo3	5:00.00	1 attempt to get < 3:00.00	Top 20 advance to next round
	Final	Mo3	5:00.00		
7x7x7 Cube	Combined First round	Bo1 / Mo3	6:00.00	1 attempt to get < 4:00.00	Top 20 advance to next round
	Final	Mo3	6:00.00		
3x3x3 Blindfolded	First round	Bo3	5:00.00 cumulative *		Top 100 advance to next round
	Second round	Bo3	5:00.00 cumulative *		Top 20 advance to next round
	Final	Bo3	5:00.00 cumulative *		
3x3x3 Fewest Moves	Final	Mo3	1 hour		
3x3x3 One-Handed	First round	Ao5	1:00.00		Top 100 advance to next round
	Second round	Ao5	1:00.00		Top 20 advance to next round
	Final	Ao5	1:00.00		
Clock	First round	Ao5	1:00.00		Top 20 advance to next round
	Final	Ao5	1:00.00		
Megaminx	Combined First round	Bo2 / Ao5	3:00.00	2 attempts to get < 1:30.00	Top 100 advance to next round
	Second round	Ao5	3:00.00		Top 20 advance to next round
	Final	Ao5	3:00.00		
Pyraminx	Combined First round	Bo2 / Ao5	1:00.00	2 attempts to get < 10.00	Top 100 advance to next round
	Second round	Ao5	1:00.00		Top 20 advance to next round
	Final	Ao5	1:00.00		
Skewb	Combined First round	Bo2 / Ao5	1:00.00	2 attempts to get < 10.00	Top 100 advance to next round
	Second round	Ao5	1:00.00		Top 20 advance to next round
	Final	Ao5	1:00.00		
Square-1	First round	Ao5	1:00.00		Top 100 advance to next round
	Second round	Ao5	1:00.00		Top 20 advance to next round
	Final	Ao5	1:00.00		
4x4x4 Blindfolded	Final	Bo3	15:00.00 cumulative *		
5x5x5 Blindfolded	Final	Bo3	30:00.00 cumulative *		
3x3x3 Multi-Blind	Final	Bo2	10:00.00 per cube, up to 60:00.00		



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## Qualification Requirements

To ensure the schedule will run on pace and control the amount of competitors for the individual events, we propose the following qualification requirements:

<b>Event</b>	<b>Qualification requirement</b>
3x3x3	Any official WCA result
2x2x2	Any official WCA result
4x4x4	Average of 5 < 1:10.00
5x5x5	Average of 5 < 2:00.00
6x6x6	Mean of 3 < 3:30.00
7x7x7	Mean of 3 < 4:30.00
3x3x3 Blindfolded	Single < 3:00.00
3x3x3 Fewest Moves	Top 80 Registered Competitors
3x3x3 One-Handed	Average of 5 < 35.00
Clock	Average of 5 < 12.00
Megaminx	Average of 5 < 2:00.00
Pyraminx	Any official WCA result
Skewb	Any official WCA result
Square-1	Average of 5 < 30.00
4x4x4 Blindfolded	Top 60 registered competitors
5x5x5 Blindfolded	Top 50 registered competitors
3x3x3 Multi-Blind	Top 40 registered competitors

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# Meet the Team



**Callum Goodyear** - Lead Organiser

A student of Copenhagen's I.T. University, Callum has competed in over 90 competitions since 2012, and has been an active organiser since 2013. He has also been a staff member in the last edition of both the WCA European and World Championships. Now living in Denmark he assists speedcubing in Denmark as an organiser, as well as leading the WCA Ethics Committee. Callum will use his previous experiences to manage the overall flow and logistics of the competition.

**Mikela Elleby Jørgensen** - Fun Zone/Check-in

After starting competing in 2015 Mikela has focused mainly on contributing to the growth of speedcubing in Denmark, and organising competitions. Mikela organises multiple competitions every year both as a DSF Board Member, and independently. As part of the WCA Communication Team, Mikela is able to answer questions and deal with issues from competitors, parents, and guests, so she will be ideally placed for those experiences such as registration and the fun-zone.



**Ethan Pride** - Championship Advisor Ethan will provide us with his knowledge and experience from organising the 2019 World Championship.

**Erik Akkersdijk** - Live Stream Host Erik is well-known in the European speedcubing community, and will handle the livestream broadcasting.

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**Daniel Vædele Egdal - Main hall/competing stages**

One of Denmark's WCA Delegates, Daniel has helped build much of the growth and inter-country collaboration seen in Scandinavian cubing's recent years - leading to new ideas such as the Nordic Championships. As the WCA's Quality Assurance Committee leader, he is logical in his approach to problem solving when issues arise, and these skills will be used to oversee the competing area of the competition and ensure smooth transitions between groups.

**Catrine Søndergaard Byrne - Fun Zone/check-in**

With two of Catrine's children being top cubing prospects in Denmark, she has become more involved within the community over the last few years, being a regular attendee of Danish competitions. One of Denmark's leading data protection lawyers, Catrine is focused on making complex problems easier to understand and solving them in more manageable pieces. Using her professional network will allow us to acquire assistance from people with relevant skill sets and similar levels of experience in their respective fields. Catrine is well equipped to assist sponsors and front-of-house people management during the competition.

**Camilla Jul Nielsson - Data entry**

Camilla has played a large role in organizing and executing competitions in Denmark since 2010 including the 2014 European Championships. She is currently the Vice-Chairman of DSF (the Danish Speedcubing Association). Having attended 5 major championships, Camilla will be leading the data-entry team being able to draw on her wealth of experience.

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### Oscar Roth Andersen & Zoé de Moffarts - Website

As professionals in the I.T. field they will be able to utilise features such as the WCA's OAuth login. As experienced cubers they will be able to see and make changes in design suited to our users.



## Involvement of the Surrounding Region

Denmark, Sweden, and Norway have collaborated on two editions of the Nordic Championships to date, as well as cross-collaboration of tasks at larger national competitions such as Swedish Championships. With these Scandinavian relations being very strong between the community, and the WCA Staff within those communities already having excellent working relations we will utilise the equipment from the Scandinavian region.

Equipment such as timers and displays can therefore be acquired purely from the Scandinavian region, which currently total 93 timer/mat combinations, and 72 displays. Given the plan to run 4 stages each with 12 solving stations, this is ample equipment to cover the stage and side room requirements while having excess equipment in reserve in the case of damage or failures.

Assistance from other European Delegates will be required to lead a total of 7 or 8 staff teams dedicated to judging, running, and scrambling duties. Aside from those staff teams, there will also be a data entry team, and a team dedicated to the fun-zone and other extra activities.

## Local Volunteers

The average age of competitors within the Nordic region is higher than the global average of competitors at all WCA competitions. Additionally, the fact that all competitors are required to assist with judging, running, and scrambling at Scandinavian competitions leads us to having a strong base of competent participants who know how to judge well, and are familiar with the WCA Regulations. This will help us reach our approximate 20% staff quota.

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# Appendix

## Visa-free countries

Citizens of the following do not need a visa to enter Denmark:

**\* Citizens with diplomatic passports are exempt from the visa requirement.**

Andorra	Colombia	Ireland
Antigua and Barbuda	Costa Rica	Israel
Albania* (Only citizens with biometric passports are exempt from the visa requirement. Biometric passports have been issued since May 2010)	Croatia	Italy
	Cyprus	Japan
	Czech Republic	Kiribati
Argentina	Dominica	Latvia
Australia	El Salvador	Liechtenstein
Austria	Estonia	Lithuania
Bahamas	Finland	Luxembourg
Barbados	France	Malaysia
Belgium	Georgia (Only citizens with biometric passports are exempt from the visa requirement. All passports issued from 28 July 2014 are biometric passports)	Malta
Bosnia-Herzegovina* (Only citizens with biometric passports are exempt from the visa requirement. Biometric passports have been issued since 15 October 2009)	Germany	Marshall Islands
Brazil	Greece	Mauritius
Brunei Darussalam	Grenada	Mexico
Bulgaria	Guatemala	Micronesia
Canada	Honduras	Moldova* (Only citizens with biometric passports are exempt from the visa requirement. Biometric passports have been issued since 1 January 2011)
Chile	Hungary	Monaco
	Iceland	

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Montenegro* (Only citizens with biometric passports are exempt from the visa requirement)	Slovenia	Vatican City State
Netherlands, The	Solomon Islands	Venezuela
New Zealand	South Korea	
Nicaragua	Spain	
North Macedonia (Only citizens with biometric passports are exempt from the visa requirement)	St. Lucia	
Northern Marianas	St. Vincent and the Grenadines	
Norway	Sweden	
Palau	Switzerland	
Panama	Taiwan (Only citizens with a passport issued by Taiwan which contains an identity card number are exempt from the visa requirement. The same applies to citizens with old Taiwanese passports with "Republic of China" on the front page, if the stated place of birth is Taiwan and the passport contains an identity card number)	
Paraguay		
Peru		
Poland		
Portugal	Timor-Leste	
Romania	Tonga	
Samoa	Trinidad and Tobago	
San Marino	Tuvalu	
Saint Kitts and Nevis	Ukraine (Only citizens with biometric passports are exempt from the visa requirement. Biometric passports have been issued since 12 January 2015)	
Serbia* (Only citizens with biometric passports are exempt from the visa requirement. This does not apply to persons with passports issued by the Serbian Coordination directorate (Kordinaciona uprava))	United Arab Emirates	
Seychelles	United Kingdom	
Singapore	United States	
Slovakia	Uruguay	
	Vanuatu	

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