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# Perth Autumn 2024

May 11 - 12, 2024

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Sacred Heart College








15 Hocking Parade, Sorrento WA 6020

(-31.826933, 115.746492)









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Perth, Western Australia, Australia













# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 40
	Second round	Ao5	10:00.00	Top 14
	Final	Ao5	10:00.00	
	First round	Ao5	5:00.00	Top 40
	Second round	Ao5	5:00.00	Top 12
	Final	Ao5	5:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 24
	Second round	Ao5	3:00.00	Top 12
	Final	Ao5	3:00.00	
	First round	Bo3	10:00.00 cumulative	Top 12
	Final	Bo3	10:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 18
	Second round	Ao5	2:00.00	Top 8
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 30
	Second round	Ao5	2:00.00	Top 12
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 30
	Second round	Ao5	2:00.00	Top 12
	Final	Ao5	2:00.00	

# Schedule for Saturday (May 11, 2024)

Start	End	Activity	Format	Time limit	Proceed
10:00 AM	10:30 AM	Check-in			
10:30 AM	10:50 AM	Tutorial for new competitors			
10:50 AM	12:00 PM	 3x3x3 Cube First round	Ao5	10:00.00	Top 40
12:00 PM	01:00 PM	Lunch			
01:00 PM	01:40 PM	 2x2x2 Cube First round	Ao5	5:00.00	Top 40
01:40 PM	02:20 PM	 3x3x3 Blindfolded First round	Bo3	10:00.00 cumulative	Top 12
02:20 PM	03:10 PM	 Pyraminx First round	Ao5	2:00.00	Top 30
03:10 PM	04:00 PM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 24
04:00 PM	04:50 PM	 Skewb First round	Ao5	2:00.00	Top 30
04:50 PM	05:30 PM	 4x4x4 Cube Second round	Ao5	3:00.00	Top 12
05:30 PM	05:50 PM	 3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	

# Schedule for Sunday (May 12, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:35 AM	10:15 AM	 <b>Clock First round</b>	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 18
10:15 AM	10:45 AM	 <b>Skewb Second round</b>	Ao5	2:00.00	Top 12
10:45 AM	11:15 AM	 <b>2x2x2 Cube Second round</b>	Ao5	5:00.00	Top 12
11:15 AM	11:55 AM	 <b>Clock Second round</b>	Ao5	2:00.00	Top 8
11:55 AM	12:25 PM	 <b>Pyraminx Second round</b>	Ao5	2:00.00	Top 12
12:25 PM	01:25 PM	<b>Lunch</b>			
01:25 PM	01:55 PM	 <b>3x3x3 Cube Second round</b>	Ao5	10:00.00	Top 14
01:55 PM	02:20 PM	 <b>Clock Final</b>	Ao5	2:00.00	
02:20 PM	02:35 PM	 <b>Pyraminx Final</b>	Ao5	2:00.00	
02:35 PM	02:50 PM	 <b>Skewb Final</b>	Ao5	2:00.00	
02:50 PM	03:10 PM	 <b>4x4x4 Cube Final</b>	Ao5	3:00.00	
03:10 PM	03:25 PM	 <b>2x2x2 Cube Final</b>	Ao5	5:00.00	
03:25 PM	03:45 PM	 <b>3x3x3 Cube Final</b>	Ao5	10:00.00	
03:45 PM	04:10 PM	<b>Awards</b>			

# 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