








Apollo Bay Cubing 2024

Jun 15 - 16, 2024








Apollo Bay Mechanics Institute
21 Great Ocean Road, Apollo Bay VIC 3233
(-38.760031, 143.671312)

Apollo Bay, Victoria, Australia











Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	5:00.00	Top 16
	Final	Ao5	5:00.00	
	First round	Ao5	2:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	
	Final	Bo3	10:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 16
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 45.00	1:30.00	

Schedule for Saturday (June 15, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:30 AM	10:10 AM	Check-in			
10:10 AM	10:30 AM	Tutorial for new competitors			
10:30 AM	11:50 AM	 3x3x3 Cube First round	Ao5	5:00.00	Top 75%
11:50 AM	12:50 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 75%
12:50 PM	01:50 PM	Lunch			
01:50 PM	02:35 PM	 Pyraminx First round	Ao5	2:00.00	Top 75%
02:35 PM	03:20 PM	 Skewb First round	Ao5	2:00.00	Top 75%
03:20 PM	04:10 PM	 3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	
04:10 PM	04:50 PM	 3x3x3 One-Handed First round	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 16
04:50 PM	05:30 PM	 4x4x4 Cube Final	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	

Schedule for Sunday (June 16, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:15 AM	10:15 AM	 3x3x3 Cube Second round	Ao5	5:00.00	Top 16
10:15 AM	11:00 AM	 2x2x2 Cube Second round	Ao5	2:00.00	Top 16
11:00 AM	11:30 AM	 Pyraminx Second round	Ao5	2:00.00	Top 16
11:30 AM	12:00 PM	 Skewb Second round	Ao5	2:00.00	Top 16
12:00 PM	12:40 PM	 Square-1 Final	Bo2 / Ao5 Cutoff: 45.00	1:30.00	
12:40 PM	01:40 PM	Lunch			
01:40 PM	01:55 PM	 Skewb Final	Ao5	2:00.00	
01:55 PM	02:10 PM	 Pyraminx Final	Ao5	2:00.00	
02:10 PM	02:25 PM	 3x3x3 One-Handed Final	Ao5	2:00.00	
02:25 PM	02:40 PM	 2x2x2 Cube Final	Ao5	2:00.00	
02:40 PM	02:55 PM	 3x3x3 Cube Final	Ao5	5:00.00	
02:55 PM	03:10 PM	Packup			
03:10 PM	03:20 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](#)). 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