



# Bay Area Speedcubin' 66 - Belmont 2024

Nov 9, 2024

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[Crystal Springs Uplands School - Middle School](#)








10 Davis Dr, Belmont, CA 94002

[\(37.511228, -122.309386\)](#)












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

Belmont, California, United States

# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	6:25.00	Top 90
	Second round	Ao5	6:25.00	Top 16
	Final	Ao5	6:25.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
	Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	Top 12
	Final	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	Top 12
	Final	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
	Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
	Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
	Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	

# Schedule for Saturday (November 09, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:40 AM	09:00 AM	Tutorial for new competitors			
09:00 AM	10:00 AM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	Top 12
10:00 AM	11:30 AM	 5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	Top 12
10:00 AM	11:30 AM	 3x3x3 Cube First round	Ao5	6:25.00	Top 90
11:30 AM	12:15 PM	 Pyraminx First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
12:15 PM	01:00 PM	 Clock First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
01:00 PM	02:00 PM	Lunch			
01:00 PM	01:30 PM	FTO Finals			
01:30 PM	02:00 PM	Kilominx Finals			
02:00 PM	02:45 PM	 2x2x2 Cube First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
02:45 PM	03:25 PM	 3x3x3 Cube Second round	Ao5	6:25.00	Top 16
03:25 PM	04:10 PM	 Skewb First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
03:25 PM	03:50 PM	 5x5x5 Cube Final	Bo2 / Ao5 Cutoff: 2:00.00	3:30.00	
04:10 PM	04:30 PM	 4x4x4 Cube Final	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	
04:30 PM	04:45 PM	 Clock Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	

<b>Start</b>	<b>End</b>		<b>Activity</b>	<b>Format</b>	<b>Time limit</b>	<b>Proceed</b>
<b>04:45 PM</b>	<b>05:00 PM</b>		<b>Skewb Final</b>	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
<b>05:00 PM</b>	<b>05:15 PM</b>		<b>Pyraminx Final</b>	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
<b>05:15 PM</b>	<b>05:30 PM</b>		<b>2x2x2 Cube Final</b>	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
<b>05:30 PM</b>	<b>05:45 PM</b>		<b>3x3x3 Cube Final</b>	Ao5	6:25.00	
<b>05:45 PM</b>	<b>06:25 PM</b>		<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](#)).

## 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
- Ao5: Average of 5