



# Beginner and Blind Cape Town 2024

Nov 9 - 10, 2024









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Kirstenhof Primary School  
18 Lente Street, Kirstenhof, Cape Town  
([-34.069813](tel:-34.069813), [18.454644](tel:18.454644))







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Cape Town, South Africa










# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 10
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 50%
	Final	Ao5	1:00.00	
	First round	Bo3	20:00.00 cumulative	Top 75%
	Final	Bo3	20:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 1:00.00	3:00.00	Top 50%
	Final	Bo2 / Ao5 Cutoff: 45.00	2:30.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 50%
	Final	Bo2 / Ao5 Cutoff: 30.00	1:30.00	
	Final	Bo3	1:00:00.00 cumulative	
	Final	Bo3	1:20:00.00 cumulative	
	Final	Bo2	10:00.00 per cube, up to 60:00.00	

# Schedule for Saturday (November 09, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	08:30 AM	Check-in			
08:30 AM	09:00 AM	Cube submission for 3x3x3 Multi-Blind			
09:00 AM	10:30 AM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo2	10:00.00 per cube, up to 60:00.00	
10:30 AM	11:10 AM	 3x3x3 Blindfolded First round	Bo3	20:00.00 cumulative	Top 75%
11:10 AM	01:00 PM	 5x5x5 Blindfolded Final	Bo3	1:20:00.00 cumulative	
12:30 PM	01:30 PM	Lunch			
01:30 PM	02:45 PM	 4x4x4 Blindfolded Final	Bo3	1:00:00.00 cumulative	
02:45 PM	03:25 PM	 3x3x3 Blindfolded Final	Bo3	20:00.00 cumulative	
03:25 PM	03:55 PM	Cube submission for 3x3x3 Multi-Blind			
03:55 PM	05:25 PM	 3x3x3 Multi-Blind Final (Attempt 2)	Bo2	10:00.00 per cube, up to 60:00.00	

# Schedule for Sunday (November 10, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	08:45 AM	Check-in			
08:00 AM	08:45 AM	On-site registration			
08:45 AM	09:00 AM	Tutorial for new competitors			
09:00 AM	10:00 AM	 3x3x3 Cube First round	Ao5	10:00.00	Top 75%
10:00 AM	11:00 AM	 Pyraminx First round	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 50%
11:00 AM	11:45 AM	 Clock First round	Bo2 / Ao5 Cutoff: 1:00.00	3:00.00	Top 50%
11:45 AM	12:30 PM	 2x2x2 Cube First round	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 50%
12:30 PM	01:30 PM	Lunch			
01:30 PM	02:20 PM	 3x3x3 Cube Second round	Ao5	10:00.00	Top 10
02:20 PM	03:00 PM	 Pyraminx Final	Bo2 / Ao5 Cutoff: 30.00	1:30.00	
03:00 PM	03:35 PM	 Clock Final	Bo2 / Ao5 Cutoff: 45.00	2:30.00	
03:35 PM	04:15 PM	 2x2x2 Cube Final	Ao5	1:00.00	
04:15 PM	05:00 PM	 3x3x3 Cube Final	Ao5	10:00.00	
05:15 PM	05:30 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