



# Brilliant Ballarat 2025

Feb 15 - 16, 2025

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








[St Patrick's Cathedral Hall](#)

3 Lyons St S, Ballarat  
([-37.562462, 143.852665](#))







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Ballarat, Victoria, Australia











# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	5:00.00	Top 20
	Final	Ao5	5:00.00	
	First round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:20.00	3:00.00	Top 10
	Final	Ao5	3:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:15.00	4:00.00	
	Final	Bo3	10:00.00 cumulative	
	Final	Bo2 / Ao5 Cutoff: 20.00	1:00.00	
	First round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
	Final	Bo3	1:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
	Final	Bo3	1:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	

# Schedule for Saturday (February 15, 2025)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	09:45 AM	Registration			
09:45 AM	10:05 AM	Tutorial for new competitors			
10:05 AM	12:05 PM	 3x3x3 Cube First round	Ao5	5:00.00	Top 75%
12:05 PM	01:20 PM	 Pyraminx First round	Ao5	2:00.00	Top 20
01:20 PM	02:20 PM	Lunch			
02:20 PM	03:50 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 20
03:50 PM	04:35 PM	 Clock Final	Bo2 / Ao5 Cutoff: 20.00	1:00.00	
04:35 PM	06:00 PM	 4x4x4 Blindfolded Final	Bo3	1:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
04:35 PM	06:00 PM	 5x5x5 Blindfolded Final	Bo3	1:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	

# Schedule for Sunday (February 16, 2025)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	10:00 AM	 <b>3x3x3 Cube Second round</b>	Ao5	5:00.00	Top 20
10:00 AM	11:20 AM	 <b>4x4x4 Cube First round</b>	Bo2 / Ao5 Cutoff: 1:20.00	3:00.00	Top 10
11:20 AM	12:35 PM	 <b>Skewb First round</b>	Ao5	2:00.00	Top 20
12:35 PM	01:35 PM	<b>Lunch</b>			
01:35 PM	02:15 PM	 <b>3x3x3 Blindfolded Final</b>	Bo3	10:00.00 cumulative	
02:15 PM	03:15 PM	 <b>5x5x5 Cube Final</b>	Bo2 / Ao5 Cutoff: 2:15.00	4:00.00	
03:15 PM	03:30 PM	 <b>Skewb Final</b>	Ao5	2:00.00	
03:30 PM	03:45 PM	 <b>Pyraminx Final</b>	Ao5	2:00.00	
03:45 PM	04:05 PM	 <b>4x4x4 Cube Final</b>	Ao5	3:00.00	
04:05 PM	04:20 PM	 <b>2x2x2 Cube Final</b>	Ao5	2:00.00	
04:20 PM	04:35 PM	 <b>3x3x3 Cube Final</b>	Ao5	5:00.00	
04:35 PM	05:00 PM	<b>Pack up and 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](#)).

A **cumulative time limit** may be enforced across rounds (see [Guideline 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