

## Happy Valley Fall PA 2024 Dec 1, 2024

HUB-Robeson Center
HUB-Robeson Center University Park, PA 16802
(40.798241, -77.861351)

State College, Pennsylvania, United States

### **Events**

| Event | Round        | Format                       | Time limit          | Proceed |
|-------|--------------|------------------------------|---------------------|---------|
|       | First round  | Ao5                          | 10:00.00            | Top 50% |
|       | Second round | Ao5                          | 10:00.00            | Top 16  |
| -     | Final        | Ao5                          | 10:00.00            |         |
|       | First round  | Ao5                          | 1:00.00             | Top 16  |
|       | Final        | Ao5                          | 1:00.00             |         |
|       | First round  | Bo2 / Ao5<br>Cutoff: 1:30.00 | 2:30.00             | Top 16  |
|       | Final        | Ao5                          | 2:30.00             |         |
| ic    | Final        | ВоЗ                          | 10:00.00 cumulative |         |
|       | First round  | Bo2 / Ao5<br>Cutoff: 45.00   | 2:00.00             | Top 16  |
|       | Final        | Ao5                          | 2:00.00             |         |
| 0     | Final        | Bo2 / Ao5<br>Cutoff: 20.00   | 1:00.00             |         |

# Schedule for Sunday (December 01, 2024)

| Start    | End      | Activity                     | Format                       | Time limit          | Proceed |
|----------|----------|------------------------------|------------------------------|---------------------|---------|
| 08:00 AM | 08:30 AM | Check-in                     |                              |                     |         |
| 08:15 AM | 08:30 AM | Tutorial for new competitors |                              |                     |         |
| 08:30 AM | 09:45 AM | 3x3x3 Cube First round       | Ao5                          | 10:00.00            | Top 50% |
| 09:45 AM | 11:00 AM | 4x4x4 Cube First round       | Bo2 / Ao5<br>Cutoff: 1:30.00 | 2:30.00             | Top 16  |
| 11:00 AM | 12:00 PM | 2x2x2 Cube First round       | Ao5                          | 1:00.00             | Top 16  |
| 12:00 PM | 12:45 PM | Lunch                        |                              |                     |         |
| 12:45 PM | 01:30 PM | 3x3x3 Blindfolded Final      | Bo3                          | 10:00.00 cumulative |         |
| 01:30 PM | 02:20 PM | 3x3x3 Cube Second round      | Ao5                          | 10:00.00            | Top 16  |
| 02:20 PM | 03:20 PM | 3x3x3 One-Handed First round | Bo2 / Ao5<br>Cutoff: 45.00   | 2:00.00             | Top 16  |
| 03:20 PM | 04:20 PM | <b>Clock Final</b>           | Bo2 / Ao5<br>Cutoff: 20.00   | 1:00.00             |         |
| 04:20 PM | 04:40 PM | 2x2x2 Cube Final             | Ao5                          | 1:00.00             |         |
| 04:40 PM | 05:00 PM | 4x4x4 Cube Final             | Ao5                          | 2:30.00             |         |
| 05:00 PM | 05:20 PM | 3x3x3 One-Handed Final       | Ao5                          | 2:00.00             |         |
| 05:20 PM | 05:40 PM | 3x3x3 Cube Final             | Ao5                          | 10:00.00            |         |
| 05:40 PM | 06:00 PM | Awards                       |                              |                     |         |

|   | Start    | End      | Activity | Format | Time limit | Proceed |
|---|----------|----------|----------|--------|------------|---------|
| ٠ | 06:00 PM | 06:15 PM | Clean-up |        |            |         |

### **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 <u>Regulation A1a4</u>). A **cumulative time limit** may be enforced (see <u>Regulation A1a2</u>).

#### Cutoff

The result to beat to proceed to the second phase of a cutoff round (see <u>Regulation 9g</u>).

#### **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 <u>Regulation 9b</u>. See <u>Regulation 9f</u> for a description of each format.

#### **Abbreviations for formats:**

Bo2: Best of 2Bo3: Best of 3Ao5: Average of 5