
Humble Cube Rumble Summer 2024

Jun 30, 2024







[Humble Civic Center](#)

8233 Will Clayton Pkwy, Humble, TX 77338













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Houston, Texas, United States

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 60
	Semi Final	Ao5	10:00.00	Top 16
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	2:30.00	Top 16
	Final	Bo2 / Ao5 Cutoff: 1:30.00	2:30.00	
	Final	Bo2 / Ao5 Cutoff: 2:10.00	3:30.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 16
	Final	Bo2 / Ao5 Cutoff: 45.00	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:30.00	4:30.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 16
	Final	Bo2 / Ao5 Cutoff: 45.00	2:00.00	

Schedule for Sunday (June 30, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:05 AM	08:40 AM	Check-in <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>			
08:40 AM	08:55 AM	Tutorial for new competitors <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>			
08:55 AM	10:05 AM	 3x3x3 Cube First round <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Ao5	10:00.00	Top 75%
10:05 AM	10:55 AM	 4x4x4 Cube First round <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Bo2 / Ao5 Cutoff: 1:30.00	2:30.00	Top 16
10:55 AM	11:50 AM	 Skewb First round <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 16
11:50 AM	01:15 PM	Lunch <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>			
01:15 PM	02:00 PM	 Megaminx Final <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Bo2 / Ao5 Cutoff: 2:30.00	4:30.00	
02:00 PM	03:00 PM	 3x3x3 Cube Second round <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Ao5	10:00.00	Top 60
03:00 PM	03:45 PM	 3x3x3 One-Handed First round <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Bo2 / Ao5 Cutoff: 45.00	2:00.00	Top 16
03:45 PM	04:50 PM	 5x5x5 Cube Final <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Bo2 / Ao5 Cutoff: 2:10.00	3:30.00	
04:50 PM	05:15 PM	 3x3x3 Cube Semi Final <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Ao5	10:00.00	Top 16
05:15 PM	05:35 PM	 4x4x4 Cube Final <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Bo2 / Ao5 Cutoff: 1:30.00	2:30.00	
05:35 PM	05:55 PM	 Skewb Final <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Bo2 / Ao5 Cutoff: 45.00	2:00.00	
05:55 PM	06:15 PM	 3x3x3 One-Handed Final <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Bo2 / Ao5 Cutoff: 45.00	2:00.00	
06:15 PM	06:35 PM	 3x3x3 Cube Final <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>	Ao5	10:00.00	

Start	End	Activity	Format	Time limit	Proceed
06:35 PM	07:05 PM	Clean Up and Awards <i>Blue Stage (Ballroom I), Red Stage (Ballroom I)</i>			

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