

Nov 9, 2024

Paraparaumu Memorial Hall Aorangi Road, Paraparaumu 5032 (-40.910253, 175.01093)

Paraparaumu, New Zealand

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	2:00.00	Top 20
	Final	Ao5	1:00.00	
ic	Final	Во3	10:00.00 cumulative	
A	First round	Ao5	2:00.00	Top 10
	Final	Ao5	1:00.00	
	First round	Ao5	2:00.00	Top 10
	Final	Ao5	1:00.00	
V	First round	Ao5	3:00.00	Top 10
*	Final	Ao5	1:00.00	
*•	Final	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Saturday (November 09, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:35 AM	08:55 AM	Tutorial for new competitors			
08:55 AM	09:55 AM	3x3x3 Cube First round	Ao5	5:00.00	Top 75%
09:55 AM	10:40 AM	Pyraminx First round	Ao5	2:00.00	Top 10
10:40 AM	11:25 AM	Skewb First round	Ao5	2:00.00	Top 10
11:10 AM	11:40 AM	Cube submission for 3x3x3 Multi-Blind			
11:25 AM	12:10 PM	Square-1 First round	Ao5	3:00.00	Top 10
12:10 PM	12:40 PM	Lunch			
12:40 PM	01:55 PM	3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
01:55 PM	02:40 PM	3x3x3 Cube Second round	Ao5	2:00.00	Top 20
02:40 PM	03:25 PM	Face-Turning Octahedron Final			
03:25 PM	03:55 PM	3x3x3 Blindfolded Final	Во3	10:00.00 cumulative	
03:55 PM	04:15 PM	Skewb Final	Ao5	1:00.00	
04:15 PM	04:35 PM	Pyraminx Final	Ao5	1:00.00	
04:35 PM	05:00 PM	Square-1 Final	Ao5	1:00.00	
05:00 PM	05:30 PM	3x3x3 Cube Final	Ao5	1:00.00	

Start	End	Activity	Format	Time limit	Proceed
05:30 PM	06:00 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 <u>Regulation A1a4</u>). A **cumulative time limit** may be enforced (see <u>Regulation A1a2</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:

Bo1: Best of 1Bo3: Best of 3Ao5: Average of 5