



# Manila's Blindsided 2024

Sep 8, 2024

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Kapatiran-Kaunlaran Foundation










937 Padre Paredes St, Sampaloc, Manila, 1008 Metro Manila

([14.605939](tel:14605939), [120.986766](tel:120986766))











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City of Manila, Philippines

# Events

Event	Round	Format	Time limit	Proceed
	Final	Ao5	10:00.00	
	Final	Bo3	2:30:00.00 total for 5x5x5 Blindfolded Final, 3x3x3 Blindfolded Final, and 4x4x4 Blindfolded Final	
	First round	Bo2 / Ao5 Cutoff: 30.00	2:30.00	Top 6
	Final	Ao5	2:30.00	
	First round	Bo2 / Ao5 Cutoff: 1:40.00	5:00.00	Top 8
	Final	Ao5	5:00.00	
	Final	Bo2 / Ao5 Cutoff: 15.00	2:30.00	
	First round	Bo2 / Ao5 Cutoff: 15.00	2:30.00	Top 8
	Final	Ao5	2:30.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	5:00.00	Top 50%
	Final	Ao5	5:00.00	
	Final	Bo3	2:30:00.00 total for 5x5x5 Blindfolded Final, 3x3x3 Blindfolded Final, and 4x4x4 Blindfolded Final	
	Final	Bo3	2:30:00.00 total for 5x5x5 Blindfolded Final, 3x3x3 Blindfolded Final, and 4x4x4 Blindfolded Final	

# Schedule for Sunday (September 08, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Registration			
09:00 AM	11:30 AM	 3x3x3 Blindfolded Final	Bo3	2:30:00.00 total for 5x5x5 Blindfolded Final, 3x3x3 Blindfolded Final, and 4x4x4 Blindfolded Final	
09:00 AM	11:30 AM	 4x4x4 Blindfolded Final	Bo3	2:30:00.00 total for 5x5x5 Blindfolded Final, 3x3x3 Blindfolded Final, and 4x4x4 Blindfolded Final	
09:00 AM	11:30 AM	 5x5x5 Blindfolded Final	Bo3	2:30:00.00 total for 5x5x5 Blindfolded Final, 3x3x3 Blindfolded Final, and 4x4x4 Blindfolded Final	
11:30 AM	12:30 PM	 Megaminx First round	Bo2 / Ao5 Cutoff: 1:40.00	5:00.00	Top 8
12:30 PM	01:15 PM	Lunch			
01:00 PM	01:15 PM	Tutorial for new competitors			
01:15 PM	02:00 PM	 3x3x3 Cube Final	Ao5	10:00.00	
02:00 PM	02:45 PM	 Pyraminx Final	Bo2 / Ao5 Cutoff: 15.00	2:30.00	
02:45 PM	03:30 PM	 Square-1 First round	Bo2 / Ao5 Cutoff: 45.00	5:00.00	Top 50%
03:30 PM	04:00 PM	 Skewb First round	Bo2 / Ao5 Cutoff: 15.00	2:30.00	Top 8
04:00 PM	04:45 PM	 Clock First round	Bo2 / Ao5 Cutoff: 30.00	2:30.00	Top 6
04:45 PM	05:15 PM	 Square-1 Final	Ao5	5:00.00	

<b>Start</b>	<b>End</b>	<b>Activity</b>	<b>Format</b>	<b>Time limit</b>	<b>Proceed</b>
<b>05:15 PM</b>	<b>05:30 PM</b>	 <b>Skewb Final</b>	Ao5	2:30.00	
<b>05:30 PM</b>	<b>05:45 PM</b>	<b>Square-1</b>			
<b>05:45 PM</b>	<b>06:00 PM</b>	<b>Awarding</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 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