## Move It Midland 2024

Oct 26, 2024
Midland Sports Complex
45 Patterson Drive, Middle Swan 6056
(-31.873995, 116.022963)
Perth, Western Australia, Australia

Events

| Event | Round | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: |
|  | First round | Ao5 | 10:00.00 | Top 48 |
|  | Second round | Ao5 | 10:00.00 | Top 12 |
|  | Final | Ao5 | 10:00.00 |  |
|  | First round | Bo2 / Ao5 Cutoff: 1:30.00 | 2:30.00 | Top 12 |
|  | Final | Ao5 | 2:30.00 |  |
| $4$ | Final | Bo2 / Ao5 <br> Cutoff: 2:30.00 | 4:00.00 |  |
| $\hat{\Delta}$ | First round | Ao5 | 2:00.00 | Top 12 |
|  | Final | Ao5 | 2:00.00 |  |
|  | First round | Ao5 | 2:00.00 | Top 12 |
|  | Final | Ao5 | 2:00.00 |  |
| ET | First round | Bo2 / Ao5 Cutoff: 50.00 | 2:00.00 | Top 12 |
|  | Final | Ao5 | 2:00.00 |  |

Schedule for Saturday（October 26，2024）

| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 08：10 AM | 08：40 AM |  | Check－in |  |  |  |
| 08：40 AM | 09：00 AM |  | Tutorial for new competitors |  |  |  |
| 09：00 AM | 10：20 AM | 澛 | 3x3x3 Cube First round | A05 | 10：00．00 | Top 48 |
| 10：20 AM | 11：05 AM | S | Skewb First round | Ao5 | 2：00．00 | Top 12 |
| 11：05 AM | 11：55 AM | $8$ | Square－1 First round | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: } 50.00 \end{gathered}$ | 2：00．00 | Top 12 |
| 11：55 AM | 12：55 PM |  | Lunch |  |  |  |
| 12：55 PM | 01：55 PM |  | 4×4x4 Cube First round | $\begin{aligned} & \mathrm{Bo2} / \mathrm{Ao5} \\ & \text { Cutoff: 1:30.00 } \end{aligned}$ | 2：30．00 | Top 12 |
| 01：55 PM | 02：40 PM | 会 | Pyraminx First round | Ao5 | 2：00．00 | Top 12 |
| 02：40 PM | 03：30 PM | ＊ | Megaminx Final | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: 2:30.00 } \end{gathered}$ | 4：00．00 |  |
| 03：30 PM | 04：15 PM | HP | $3 \times 3 \times 3$ Cube Second round | Ao5 | 10：00．00 | Top 12 |
| 04：15 PM | 04：30 PM | 曹 | Square－1 Final | Ao5 | 2：00．00 |  |
| 04：30 PM | 04：45 PM | $\triangle$ | Skewb Final | Ao5 | 2：00．00 |  |
| 04：45 PM | 05：00 PM | $\stackrel{\Delta}{\Delta}$ | Pyraminx Final | Ao5 | 2：00．00 |  |
| 05：00 PM | 05：15 PM | 那 | 4x4x4 Cube Final | Ao5 | 2：30．00 |  |
| 05：15 PM | 05：30 PM | 界 | 3x3x3 Cube Final | Ao5 | 10：00．00 |  |



## 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 Ala4).

## Cutoff

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

## 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 9 b . See Regulation 9f for a description of each format

## Abbreviations for formats:

- Bo2: Best of 2
- Ao5: Average of 5

