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# Rhein-Neckar Physical Breakdown June 2024

Jun 15 - 16, 2024

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Sonnbergschule








Schillerstraße 6, 69514 Laudenbach



([49.612861, 8.650639](#))

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

Laudenbach, Germany



# Events

Event	Round	Format	Time limit	Proceed
	First round	Bo2 / Ao5 Cutoff: 3:00.00	6:00.00	Top 75%
	Second round	Ao5	4:00.00	Top 12
	Final	Ao5	4:00.00	
	First round	Mo3	30:00.00 total for 7x7x7 Cube First round and 6x6x6 Cube First round	Top 40
	Second round	Mo3	5:00.00	Top 10
	Final	Mo3	4:00.00	
	First round	Mo3	30:00.00 total for 7x7x7 Cube First round and 6x6x6 Cube First round	Top 75%
	Second round	Mo3	6:00.00	Top 10
	Final	Mo3	5:00.00	
	First round	Bo3	15:00.00 cumulative	Top 75%
	Second round	Bo3	15:00.00 cumulative	Top 12
	Final	Bo3	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 16
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 12.00	1:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	6:00.00	Top 75%
	Second round	Ao5	3:00.00	Top 12
	Final	Ao5	3:00.00	













<b>Event</b>	<b>Round</b>	<b>Format</b>	<b>Time limit</b>	<b>Proceed</b>
	First round	Ao5	1:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 16
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	

# Schedule for Saturday (June 15, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	08:50 AM	Check-in			
08:50 AM	10:10 AM	 5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 3:00.00	6:00.00	Top 75%
10:10 AM	12:20 PM	 6x6x6 Cube First round	Mo3	30:00.00 total for 7x7x7 Cube First round and 6x6x6 Cube First round	Top 40
10:10 AM	12:20 PM	 7x7x7 Cube First round	Mo3	30:00.00 total for 7x7x7 Cube First round and 6x6x6 Cube First round	Top 75%
12:20 PM	01:25 PM	Lunch			
01:25 PM	02:10 PM	 Square-1 First round	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 75%
02:10 PM	03:05 PM	 Clock First round	Bo2 / Ao5 Cutoff: 12.00	1:00.00	Top 75%
03:05 PM	03:50 PM	 5x5x5 Cube Second round	Ao5	4:00.00	Top 12
03:50 PM	04:35 PM	 6x6x6 Cube Second round	Mo3	5:00.00	Top 10
04:35 PM	05:25 PM	 7x7x7 Cube Second round	Mo3	6:00.00	Top 10
05:25 PM	06:05 PM	 Square-1 Second round	Ao5	1:00.00	Top 12
06:05 PM	06:45 PM	 Clock Second round	Ao5	1:00.00	Top 12
06:45 PM	07:10 PM	 5x5x5 Cube Final	Ao5	4:00.00	
07:10 PM	07:30 PM	 6x6x6 Cube Final	Mo3	4:00.00	
07:30 PM	07:55 PM	 7x7x7 Cube Final	Mo3	5:00.00	

<b>Start</b>	<b>End</b>	<b>Activity</b>	<b>Format</b>	<b>Time limit</b>	<b>Proceed</b>
<b>07:55 PM</b>	<b>08:15 PM</b>	 <b>Square-1 Final</b>	Ao5	1:00.00	
<b>08:15 PM</b>	<b>08:35 PM</b>	 <b>Clock Final</b>	Ao5	1:00.00	
<b>08:35 PM</b>	<b>10:30 PM</b>	<b>Aftercomp</b>			

# Schedule for Sunday (June 16, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	08:50 AM	Check-in			
08:50 AM	10:00 AM	 <b>Megaminx First round</b>	Bo2 / Ao5 Cutoff: 2:00.00	6:00.00	Top 75%
10:00 AM	10:50 AM	 <b>3x3x3 Blindfolded First round</b>	Bo3	15:00.00 cumulative	Top 75%
10:50 AM	11:50 AM	 <b>3x3x3 One-Handed First round</b>	Bo2 / Ao5 Cutoff: 1:00.00	2:00.00	Top 75%
11:50 AM	12:50 PM	 <b>Pyraminx First round</b>	Ao5	1:00.00	Top 75%
12:50 PM	01:50 PM	Lunch			
01:50 PM	02:35 PM	 <b>Megaminx Second round</b>	Ao5	3:00.00	Top 12
02:35 PM	02:55 PM	 <b>3x3x3 Blindfolded Second round</b>	Bo3	15:00.00 cumulative	Top 12
02:55 PM	03:35 PM	 <b>3x3x3 One-Handed Second round</b>	Ao5	1:00.00	Top 16
03:35 PM	04:00 PM	 <b>Pyraminx Second round</b>	Ao5	1:00.00	Top 16
04:00 PM	04:25 PM	 <b>Megaminx Final</b>	Ao5	3:00.00	
04:25 PM	04:45 PM	 <b>3x3x3 Blindfolded Final</b>	Bo3	2:00.00	
04:45 PM	05:05 PM	 <b>3x3x3 One-Handed Final</b>	Ao5	1:00.00	
05:05 PM	05:25 PM	 <b>Pyraminx Final</b>	Ao5	1:00.00	
05:25 PM	05:45 PM	Awards and Cleanup			

# 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 (see [Regulation A1a2](#)).

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
- Mo3: Mean of 3