










Sicily Summer: Arancina Open 2024

Jul 6 - 7, 2024













Centro di Aggregazione Giovanile
Via Giorgio La Pira, San Giuseppe Jato
([37.975441](tel:37975441), [13.194011](tel:13194011))



San Giuseppe Jato, Palermo, Italy

Events









Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 75%
	Final	Ao5	10:00.00	
	First round	Ao5	3:00.00	Top 75%
	Final	Ao5	3:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	Top 75%
	Final	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	Top 75%
	Final	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	
	First round	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	Top 75%
	Final	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	
	First round	Bo1 / Mo3 Cutoff: 6:30.00	9:00.00	Top 75%
	Final	Bo1 / Mo3 Cutoff: 6:30.00	9:00.00	
	Final	Mo3	1 hour	
	First round	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	Top 75%
	Final	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	
	First round	Ao5	3:00.00	Top 75%
	Final	Ao5	3:00.00	
	First round	Ao5	2:00.00	Top 75%
	Final	Ao5	2:00.00	

Schedule for Saturday (July 06, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Check-in			
09:00 AM	10:10 AM	 3x3x3 Fewest Moves Final (Attempt 1)	Mo3	1 hour	
10:10 AM	11:20 AM	 3x3x3 Fewest Moves Final (Attempt 2)	Mo3	1 hour	
11:20 AM	12:00 PM	 Skewb First round	Ao5	2:00.00	Top 75%
12:00 PM	12:50 PM	 5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	Top 75%
12:50 PM	01:25 PM	 7x7x7 Cube First round	Bo1 / Mo3 Cutoff: 6:30.00	9:00.00	Top 75%
01:25 PM	02:25 PM	Lunch			
02:25 PM	02:40 PM	Tutorial for new competitors			
02:40 PM	03:30 PM	 Pyraminx First round	Ao5	3:00.00	Top 75%
03:30 PM	04:00 PM	 Pyraminx Final	Ao5	3:00.00	
04:00 PM	04:30 PM	 6x6x6 Cube First round	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	Top 75%
04:30 PM	05:20 PM	 Megaminx First round	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	Top 75%
05:20 PM	05:50 PM	 Megaminx Final	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	
05:50 PM	06:20 PM	 7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 6:30.00	9:00.00	
06:20 PM	06:45 PM	 6x6x6 Cube Final	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	

Start	End		Activity	Format	Time limit	Proceed
06:45 PM	07:15 PM		Skewb Final	Ao5	2:00.00	
07:15 PM	07:50 PM		5x5x5 Cube Final	Bo2 / Ao5 Cutoff: 2:30.00	5:00.00	

Schedule for Sunday (July 07, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	Check-in			
09:00 AM	09:30 AM	Tutorial for new competitors			
09:30 AM	10:50 AM	 2x2x2 Cube First round	Ao5	3:00.00	Top 75%
10:50 AM	12:20 PM	 3x3x3 Cube First round	Ao5	10:00.00	Top 75%
12:20 PM	01:20 PM	 3x3x3 Fewest Moves Final (Attempt 3)	Mo3	1 hour	
01:20 PM	02:20 PM	Lunch			
02:20 PM	03:30 PM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	Top 75%
03:30 PM	04:30 PM	 3x3x3 Cube Second round	Ao5	10:00.00	Top 75%
04:30 PM	05:00 PM	 2x2x2 Cube Final	Ao5	3:00.00	
05:00 PM	05:40 PM	 4x4x4 Cube Final	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
05:40 PM	06:15 PM	 3x3x3 Cube Final	Ao5	10:00.00	
06:15 PM	06:45 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 [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:

- Bo1: Best of 1
- Bo2: Best of 2
- Ao5: Average of 5
- Mo3: Mean of 3