## Solving at Sycamore TN 2024

Oct 19, 2024
Sycamore Middle School
1025 Old Clarksville Pike, Pleasant View, TN 37146
(36.368189, -87.049736)

Pleasant View, Tennessee, United States

Events

| Event | Round | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: |
|  | First round | Ao5 | 10:00.00 | Top 75\% |
|  | Second round | Ao5 | 10:00.00 | Top 12 |
|  | Final | Ao5 | 10:00.00 |  |
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| $\stackrel{\Delta}{\Delta \Delta}$ | First round | Ao5 | 10:00.00 | Top 75\% |
|  | Second round | Ao5 | 10:00.00 | Top 12 |
|  | Final | Ao5 | 10:00.00 |  |
| $8$ | First round | $\begin{aligned} & \text { Bo2 / Ao5 } \\ & \text { Cutoff: } 45.00 \end{aligned}$ | 10:00.00 | Top 12 |
|  | Final | Ao5 | 10:00.00 |  |

Schedule for Saturday（October 19，2024）

| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 08：00 AM | 08：30 AM |  | Set－up |  |  |  |
| 08：15 AM | 08：45 AM |  | Check－in |  |  |  |
| 08：45 AM | 09：00 AM |  | Tutorial for new competitors |  |  |  |
| 09：00 AM | 10：05 AM | 昭畐 | $3 \times 3 \times 3$ Cube First round | Ao5 | 10：00．00 | Top 75\％ |
| 10：05 AM | 11：10 AM | ■■ | $2 \times 2 \times 2$ Cube First round | Ao5 | 10：00．00 | Top 75\％ |
| 11：10 AM | 12：15 PM | $\stackrel{\Delta}{\Delta v}$ | Pyraminx First round | Ao5 | 10：00．00 | Top 75\％ |
| 12：15 PM | 01：00 PM |  | Lunch |  |  |  |
| 01：00 PM | 02：05 PM | EV | Square－1 First round | Bo2／Ao5 <br> Cutoff： 45.00 | 10：00．00 | Top 12 |
| 02：05 PM | 02：50 PM | 昭 | $3 \times 3 \times 3$ Cube Second round | Ao5 | 10：00．00 | Top 12 |
| 02：50 PM | 03：35 PM | ■■ | $2 \times 2 \times 2$ Cube Second round | Ao5 | 10：00．00 | Top 12 |
| 03：35 PM | 04：20 PM | 令 | Pyraminx Second round | Ao5 | 10：00．00 | Top 12 |
| 04：20 PM | 04：40 PM | 日 | Square－1 Final | Ao5 | 10：00．00 |  |
| 04：40 PM | 04：55 PM | ■ $\quad$ ■ | 2x2x2 Cube Final | Ao5 | 10：00．00 |  |
| 04：55 PM | 05：10 PM | 会実 | Pyraminx Final | Ao5 | 10：00．00 |  |
| 05：10 PM | 05：25 PM | 昭 | 3x3x3 Cube Final | Ao5 | 10：00．00 |  |


| Start | End | Activity | Format | Time limit |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Proceed |  |  |  |  |  |
| $05: 25$ PM | $05: 40$ PM | Awards |  |  |  |
| $05: 40$ PM | $06: 00$ PM | Clean and Leave |  |  |  |

## 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

