



Unley Spring 2024

Nov 2, 2024

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[Unley Town Hall](#)






181 Unley Road, Unley 5061

[\(-34.950615, 138.60808\)](#)











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Adelaide, South Australia, Australia

# Events

| Event   | Round        | Format                     | Time limit | Proceed |
|---|--------------|----------------------------|------------|---------|
|  | First round  | Ao5                        | 10:00.00   | Top 48  |
|   | Second round | Ao5                        | 10:00.00   | Top 10  |
|   | Final        | Ao5                        | 10:00.00   |         |
|  | First round  | Ao5                        | 2:00.00    | Top 48  |
|   | Second round | Ao5                        | 2:00.00    | Top 10  |
|   | Final        | Ao5                        | 2:00.00    |         |
|  | Final        | Bo2 / Ao5<br>Cutoff: 30.00 | 1:00.00    |         |
|  | First round  | Ao5                        | 2:00.00    | Top 10  |
|   | Final        | Ao5                        | 2:00.00    |         |
|  | Final        | Ao5                        | 2:00.00    |         |

# Schedule for Saturday (November 02, 2024)

| Start    | End      | Activity  | Format                     | Time limit | Proceed |
|----------|----------|---|----------------------------|------------|---------|
| 08:30 AM | 09:00 AM | Registration  |                            |            |         |
| 09:00 AM | 09:15 AM | Tutorial for new competitors  |                            |            |         |
| 09:15 AM | 10:55 AM |  3x3x3 Cube First round  | Ao5                        | 10:00.00   | Top 48  |
| 10:55 AM | 12:05 PM |  2x2x2 Cube First round  | Ao5                        | 2:00.00    | Top 48  |
| 12:05 PM | 12:45 PM |  Clock Final             | Bo2 / Ao5<br>Cutoff: 30.00 | 1:00.00    |         |
| 12:45 PM | 01:45 PM | Lunch   |                            |            |         |
| 01:45 PM | 02:45 PM |  Pyraminx First round    | Ao5                        | 2:00.00    | Top 10  |
| 02:45 PM | 03:30 PM |  3x3x3 Cube Second round | Ao5                        | 10:00.00   | Top 10  |
| 03:30 PM | 04:00 PM |  2x2x2 Cube Second round | Ao5                        | 2:00.00    | Top 10  |
| 04:00 PM | 04:45 PM |  Skewb Final           | Ao5                        | 2:00.00    |         |
| 04:45 PM | 05:00 PM |  Pyraminx Final        | Ao5                        | 2:00.00    |         |
| 05:00 PM | 05:15 PM |  2x2x2 Cube Final      | Ao5                        | 2:00.00    |         |
| 05:15 PM | 05:30 PM |  3x3x3 Cube Final      | Ao5                        | 10:00.00   |         |
| 05:30 PM | 05:50 PM | Pack-up   |                            |            |         |
| 05:50 PM | 06:10 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:

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