

## Welcome Spring Lima 2024 Sep 15, 2024

Residencial Colombia Av. Colombia 247, Pueblo Libre (-12.070117, -77.052211)

Lima, Peru

### **Events**

| Event | Round       | Format                       | Time limit | Proceed |
|-------|-------------|------------------------------|------------|---------|
| i/    | Final       | МоЗ                          | 1 hour     |         |
| •     | First round | Bo2 / Ao5<br>Cutoff: 50.00   | 1:30.00    | Top 75% |
|       | Final       | Ao5                          | 1:30.00    |         |
|       | First round | Bo2 / Ao5<br>Cutoff: 1:50.00 | 3:00.00    | Top 75% |
|       | Final       | Ao5                          | 3:00.00    |         |
|       | First round | Bo2 / Ao5<br>Cutoff: 25.00   | 1:00.00    | Top 75% |
|       | Final       | Ao5                          | 1:00.00    |         |
| * _   | First round | Bo2 / Ao5<br>Cutoff: 1:30.00 | 2:00.00    | Top 75% |
|       | Final       | Ao5                          | 2:00.00    |         |

# **Schedule for Sunday (September 15, 2024)**

| Start    | End      | Activity                             | Format                       | Time limit | Proceed |
|----------|----------|--------------------------------------|------------------------------|------------|---------|
| 08:30 AM | 09:00 AM | Instalacion                          |                              |            |         |
| 09:00 AM | 10:10 AM | 3x3x3 Fewest Moves Final (Attempt 1) | Mo3                          | 1 hour     |         |
| 10:10 AM | 11:00 AM | Megaminx First round                 | Bo2 / Ao5<br>Cutoff: 1:50.00 | 3:00.00    | Top 75% |
| 11:00 AM | 11:40 AM | Square-1 First round                 | Bo2 / Ao5<br>Cutoff: 1:30.00 | 2:00.00    | Top 75% |
| 11:40 AM | 12:20 PM | O Clock First round                  | Bo2 / Ao5<br>Cutoff: 50.00   | 1:30.00    | Top 75% |
| 12:20 PM | 01:00 PM | Skewb First round                    | Bo2 / Ao5<br>Cutoff: 25.00   | 1:00.00    | Top 75% |
| 01:00 PM | 01:50 PM | Almuerzo                             |                              |            |         |
| 01:50 PM | 03:00 PM | 3x3x3 Fewest Moves Final (Attempt 2) | Mo3                          | 1 hour     |         |
| 03:00 PM | 03:30 PM | Megaminx Final                       | Ao5                          | 3:00.00    |         |
| 03:30 PM | 04:00 PM | <b>Clock Final</b>                   | Ao5                          | 1:30.00    |         |
| 04:00 PM | 05:10 PM | 3x3x3 Fewest Moves Final (Attempt 3) | МоЗ                          | 1 hour     |         |
| 05:10 PM | 05:40 PM | Square-1 Final                       | Ao5                          | 2:00.00    |         |
| 05:40 PM | 06:10 PM | Skewb Final                          | Ao5                          | 1:00.00    |         |
| 06:10 PM | 06:30 PM | Premiacion                           |                              |            |         |

### **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 <u>Regulation 9g</u>).

#### **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 <u>Regulation 9b</u>. See <u>Regulation 9f</u> for a description of each format.

#### **Abbreviations for formats:**

Bo2: Best of 2Ao5: Average of 5Mo3: Mean of 3