



# Agoura Cubing 2023

Jun 17, 2023






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Lindero Canyon Middle School  
5844 Larboard Ln, Agoura Hills, CA 91301  
(34.156773, -118.786191)








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Agoura Hills, California, United States

# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 75%
	Second round	Ao5	10:00.00	Top 16
	Final	Ao5	10:00.00	
	First round	Ao5	5:00.00	Top 16
	Final	Ao5	5:00.00	
	Final	Bo3	12:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 8
	Final	Ao5	1:00.00	
	First round	Ao5	2:00.00	Top 50
	Second round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	

# Schedule for Saturday (June 17, 2023)

Start	End	Activity	Format	Time limit	Proceed
07:30 AM	08:00 AM	<b>Setup</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>			
07:30 AM	08:00 AM	<b>Setup</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>			
08:00 AM	08:50 AM	<b>Check-in</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>			
08:00 AM	08:50 AM	<b>Check-in</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>			
08:50 AM	09:15 AM	<b>Tutorial for new competitors</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>			
08:50 AM	09:15 AM	<b>Tutorial for new competitors</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>			
09:15 AM	10:30 AM	 <b>3x3x3 Cube First round</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	10:00.00	Top 75%
09:15 AM	10:30 AM	 <b>3x3x3 Cube First round</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	10:00.00	Top 75%
10:30 AM	11:30 AM	 <b>Pyraminx First round</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	2:00.00	Top 50
10:30 AM	11:30 AM	 <b>Pyraminx First round</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	2:00.00	Top 50
11:30 AM	12:10 PM	 <b>3x3x3 Blindfolded Final</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Bo3	12:00.00 cumulative	
11:30 AM	12:10 PM	 <b>3x3x3 Blindfolded Final</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Bo3	12:00.00 cumulative	
12:10 PM	01:10 PM	<b>Lunch</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>			
12:10 PM	01:10 PM	<b>Lunch</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>			
01:10 PM	01:55 PM	 <b>Clock First round</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 8

Start	End	Activity	Format	Time limit	Proceed
01:10 PM	01:55 PM	 <b>Clock First round</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Bo2 / Ao5 Cutoff: 20.00	1:00.00	Top 8
01:55 PM	03:00 PM	 <b>2x2x2 Cube First round</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	5:00.00	Top 16
01:55 PM	03:00 PM	 <b>2x2x2 Cube First round</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	5:00.00	Top 16
03:00 PM	04:10 PM	 <b>3x3x3 Cube Second round</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	10:00.00	Top 16
03:00 PM	04:10 PM	 <b>3x3x3 Cube Second round</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	10:00.00	Top 16
04:10 PM	04:35 PM	 <b>Clock Final</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	1:00.00	
04:10 PM	04:35 PM	 <b>Clock Final</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	1:00.00	
04:35 PM	05:05 PM	 <b>Pyraminx Second round</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	2:00.00	Top 16
04:35 PM	05:05 PM	 <b>Pyraminx Second round</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	2:00.00	Top 16
05:05 PM	05:20 PM	 <b>2x2x2 Cube Final</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	5:00.00	
05:05 PM	05:20 PM	 <b>2x2x2 Cube Final</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	5:00.00	
05:20 PM	05:35 PM	 <b>Pyraminx Final</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	2:00.00	
05:20 PM	05:35 PM	 <b>Pyraminx Final</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	2:00.00	
05:35 PM	05:55 PM	 <b>3x3x3 Cube Final</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>	Ao5	10:00.00	
05:35 PM	05:55 PM	 <b>3x3x3 Cube Final</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>	Ao5	10:00.00	
05:55 PM	06:15 PM	<b>Awards/Cleanup</b> <i>Red Stage - Multi-Purpose Room (MPR)</i>			

Start	End	Activity	Format	Time limit	Proceed
05:55 PM	06:15 PM	<b>Awards/Cleanup</b> <i>Blue Stage - Multi-Purpose Room (MPR)</i>			

# 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](#)).

## 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