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# Altona Algorithms 2024

Mar 2 - 3, 2024

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Westgate Indoor Sports Complex








61 Dohertys Rd, Altona North VIC 3025

(-37.831971, 144.825752)






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Melbourne, Victoria, Australia















# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 120
	Second round	Ao5	5:00.00	Top 40
	Semi Final	Ao5	5:00.00	Top 20
	Final	Ao5	5:00.00	
	First round	Ao5	2:00.00	Top 80
	Second round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:20.00	3:00.00	Top 20
	Final	Ao5	3:00.00	
	First round	Bo2 / Ao5 Cutoff: 45.00	1:30.00	Top 20
	Final	Ao5	1:30.00	
	First round	Bo2 / Ao5 Cutoff: 1:45.00	4:00.00	Top 20
	Final	Ao5	4:00.00	
	First round	Ao5	2:00.00	Top 80
	Second round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 40
	Second round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	

# Schedule for Saturday (March 02, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:45 AM	09:40 AM	Check-in			
09:10 AM	09:40 AM	Tutorial for new competitors			
09:40 AM	09:50 AM	Welcome			
09:50 AM	11:55 AM	 3x3x3 Cube First round	Ao5	5:00.00	Top 120
11:55 AM	01:00 PM	 Pyraminx First round	Ao5	2:00.00	Top 80
01:00 PM	02:00 PM	Lunch			
02:00 PM	03:20 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 80
03:20 PM	04:10 PM	 Skewb First round	Ao5	2:00.00	Top 40
04:10 PM	05:00 PM	 Megaminx First round	Bo2 / Ao5 Cutoff: 1:45.00	4:00.00	Top 20

# Schedule for Sunday (March 03, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	10:00 AM	 <b>3x3x3 One-Handed First round</b>	Bo2 / Ao5 Cutoff: 45.00	1:30.00	Top 20
10:00 AM	11:00 AM	 <b>3x3x3 Cube Second round</b>	Ao5	5:00.00	Top 40
11:00 AM	12:20 PM	 <b>4x4x4 Cube First round</b>	Bo2 / Ao5 Cutoff: 1:20.00	3:00.00	Top 20
12:20 PM	12:50 PM	 <b>2x2x2 Cube Second round</b>	Ao5	2:00.00	Top 20
12:50 PM	01:50 PM	<b>Lunch</b>			
01:50 PM	02:20 PM	 <b>Pyraminx Second round</b>	Ao5	2:00.00	Top 20
02:20 PM	02:50 PM	 <b>Skewb Second round</b>	Ao5	2:00.00	Top 20
02:50 PM	03:10 PM	 <b>3x3x3 Cube Semi Final</b>	Ao5	5:00.00	Top 20
03:10 PM	03:30 PM	 <b>Megaminx Final</b>	Ao5	4:00.00	
03:30 PM	03:50 PM	 <b>4x4x4 Cube Final</b>	Ao5	3:00.00	
03:50 PM	04:05 PM	 <b>3x3x3 One-Handed Final</b>	Ao5	1:30.00	
04:05 PM	04:20 PM	 <b>Skewb Final</b>	Ao5	2:00.00	
04:20 PM	04:35 PM	 <b>Pyraminx Final</b>	Ao5	2:00.00	
04:35 PM	04:50 PM	 <b>2x2x2 Cube Final</b>	Ao5	2:00.00	
04:50 PM	05:05 PM	 <b>3x3x3 Cube Final</b>	Ao5	5:00.00	

Start	End	Activity	Format	Time limit	Proceed
05:05 PM	05:25 PM	Pack Up & 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