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# BASC 57 - Big and Blind 2024

Feb 25, 2024

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Olinder Elementary School








890 E William St, San Jose, CA 95116

(37.337689, -121.866178)












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San Jose, California, United States

# Events

Event	Round	Format	Time limit	Proceed
	First round	Bo2 / Ao5 Cutoff: 3:00.00	5:00.00	Top 8
	Final	Ao5	5:00.00	
	First round	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	Top 8
	Final	Mo3	6:25.00	
	First round	Bo1 / Mo3 Cutoff: 7:00.00	10:00.00	Top 8
	Final	Mo3	6:25.00	
	First round	Bo3	15:00.00 cumulative	Top 75%
	Final	Bo3	10:00.00 cumulative	
	Final	Bo3	1:45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
	Final	Bo3	1:45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Sunday (February 25, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	08:30 AM	Setup			
08:30 AM	09:50 AM	 6x6x6 Cube First round	Bo1 / Mo3 Cutoff: 5:00.00	7:00.00	Top 8
08:30 AM	09:50 AM	 7x7x7 Cube First round	Bo1 / Mo3 Cutoff: 7:00.00	10:00.00	Top 8
09:50 AM	12:05 PM	 4x4x4 Blindfolded Final	Bo3	1:45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
09:50 AM	12:05 PM	 5x5x5 Blindfolded Final	Bo3	1:45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
12:05 PM	01:05 PM	Lunch			
01:05 PM	02:15 PM	 5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 3:00.00	5:00.00	Top 8
01:05 PM	01:20 PM	Cube submission for 3x3x3 Multi-Blind			
02:15 PM	03:05 PM	 3x3x3 Blindfolded First round	Bo3	15:00.00 cumulative	Top 75%
03:05 PM	04:20 PM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
04:20 PM	04:40 PM	 7x7x7 Cube Final	Mo3	6:25.00	
04:40 PM	05:00 PM	 6x6x6 Cube Final	Mo3	6:25.00	
05:00 PM	05:20 PM	 5x5x5 Cube Final	Ao5	5:00.00	
05:20 PM	05:40 PM	 3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	

Start	End	Activity	Format	Time limit	Proceed
05:40 PM	05:55 PM	Awards			
05:55 PM	06:25 PM	Cleanup			

# 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](#)).

A **cumulative time limit** may be enforced across rounds (see [Guideline 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:

- Bo1: Best of 1
- Bo2: Best of 2
- Bo3: Best of 3
- Ao5: Average of 5
- Mo3: Mean of 3