



# Concord Summer 2024

Jun 9, 2024

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Great Wolf Lodge






10175 Weddington Road, Concord NC 28027

(35.361001, -80.711566)











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Concord, North Carolina, United States

# Events

| Event   | Round        | Format                       | Time limit | Proceed |
|---|--------------|------------------------------|------------|---------|
|  | First round  | Ao5                          | 10:00.00   | Top 50% |
|   | Second round | Ao5                          | 10:00.00   | Top 16  |
|   | Final        | Ao5                          | 10:00.00   |         |
|  | First round  | Ao5                          | 10:00.00   | Top 16  |
|   | Final        | Ao5                          | 10:00.00   |         |
|  | Final        | Bo2 / Ao5<br>Cutoff: 1:30.00 | 3:00.00    |         |
|  | First round  | Bo2 / Ao5<br>Cutoff: 30.00   | 1:00.00    | Top 16  |
|   | Final        | Ao5                          | 1:00.00    |         |
|  | First round  | Ao5                          | 10:00.00   | Top 16  |
|   | Final        | Ao5                          | 10:00.00   |         |

# Schedule for Sunday (June 09, 2024)

| Start    | End      | Activity  | Format                       | Time limit | Proceed |
|----------|----------|---|------------------------------|------------|---------|
| 08:00 AM | 08:15 AM | Check-in  |                              |            |         |
| 08:15 AM | 08:30 AM | Tutorial for new competitors  |                              |            |         |
| 08:30 AM | 10:00 AM |  3x3x3 Cube First round  | Ao5                          | 10:00.00   | Top 50% |
| 10:00 AM | 11:15 AM |  Pyraminx First round    | Ao5                          | 10:00.00   | Top 16  |
| 11:15 AM | 12:30 PM |  2x2x2 Cube First round  | Ao5                          | 10:00.00   | Top 16  |
| 12:30 PM | 01:15 PM | Lunch   |                              |            |         |
| 01:15 PM | 02:00 PM |  3x3x3 Cube Second round | Ao5                          | 10:00.00   | Top 16  |
| 02:00 PM | 03:00 PM |  Clock First round       | Bo2 / Ao5<br>Cutoff: 30.00   | 1:00.00    | Top 16  |
| 03:00 PM | 04:20 PM |  4x4x4 Cube Final        | Bo2 / Ao5<br>Cutoff: 1:30.00 | 3:00.00    |         |
| 04:20 PM | 04:35 PM |  2x2x2 Cube Final      | Ao5                          | 10:00.00   |         |
| 04:35 PM | 04:50 PM |  Pyraminx Final        | Ao5                          | 10:00.00   |         |
| 04:50 PM | 05:05 PM |  Clock Final           | Ao5                          | 1:00.00    |         |
| 05:05 PM | 05:20 PM |  3x3x3 Cube Final      | Ao5                          | 10:00.00   |         |
| 05:20 PM | 05:30 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