Don't Inverloch Up 2024 Feb 10 - 11, 2024

Inverloch Community Hub

16 A'Beckett Street, Inverloch VIC 3996
(-38.633535, 145.727821)

Inverloch, Victoria, Australia

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	5:00.00	Top 20
	Final	Ao5	5:00.00	
	First round	Ao5	2:00.00	Top 40
	Second round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 12
••••	Final	Ao5	3:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:45.00	6:00.00	
-	Final	Ao5	10:00.00	
ic -	First round	Bo3	10:00.00 cumulative	Top 75%
-	Final	Bo3	10:00.00 cumulative	
_	First round	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 6
	Final	Ao5	5:00.00	
	First round	Ao5	2:00.00	Top 20
- X	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
i C	Final	Во3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
	Final	Bo3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	

Schedule for Saturday (February 10, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:15 AM	09:45 AM	Check-in (Open All Day, Arrive 30 Mins Before Your First Event)			
09:45 AM	10:00 AM	Tutorial for new competitors			
10:00 AM	11:20 AM	3x3x3 Cube First round	Ao5	5:00.00	Top 75%
11:20 AM	12:05 PM	2x2x2 Cube First round	Ao5	2:00.00	Top 40
12:05 PM	12:50 PM	Pyraminx First round	Ao5	2:00.00	Top 20
12:50 PM	01:50 PM	Lunch			
01:50 PM	02:50 PM	3x3x3 Cube Second round	Ao5	5:00.00	Top 20
02:50 PM	03:35 PM	Skewb First round	Ao5	2:00.00	Top 20
03:35 PM	03:55 PM	3x3x3 Blindfolded First round	Bo3	10:00.00 cumulative	Top 75%
03:55 PM	04:35 PM	4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 12
04:35 PM	05:25 PM	5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 1:45.00	6:00.00	Top 12

Schedule for Sunday (February 11, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	10:30 AM	4x4x4 Blindfolded Final	Во3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
09:00 AM	10:30 AM	5x5x5 Blindfolded Final	Во3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
10:30 AM	11:20 AM	Megaminx First round	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Тор 6
11:20 AM	12:10 PM	2x2x2 Cube Second round	Ao5	2:00.00	Top 20
12:10 PM	01:10 PM	Lunch			
01:10 PM	01:35 PM	Megaminx Final	Ao5	5:00.00	
01:35 PM	01:55 PM	4x4x4 Cube Final	Ao5	3:00.00	
01:55 PM	02:20 PM	5x5x5 Cube Final	Ao5	10:00.00	
02:20 PM	02:35 PM	Pyraminx Final	Ao5	2:00.00	
02:35 PM	02:50 PM	Skewb Final	Ao5	2:00.00	
02:50 PM	03:05 PM	2x2x2 Cube Final	Ao5	2:00.00	
03:05 PM	03:25 PM	3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	
03:25 PM	03:45 PM	3x3x3 Cube Final	Ao5	5:00.00	
03:45 PM	04:05 PM	Packup and 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 <u>Regulation A1a4</u>).

A cumulative time limit may be enforced (see Regulation Ala2).

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

Abbreviations for formats:

• Bo2: Best of 2

• Bo3: Best of 3

• Ao5: Average of 5