



# Don't Inverloch Up 2024

Feb 10 - 11, 2024

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Inverloch Community Hub











16 A'Beckett Street, Inverloch VIC 3996

(-38.633535, 145.727821)









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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	Top 12
	Final	Ao5	10:00.00	
	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
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
	Final	Bo3	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	Bo3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
09:00 AM	10:30 AM	 5x5x5 Blindfolded Final	Bo3	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	Top 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 [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:

- Bo2: Best of 2
- Bo3: Best of 3
- Ao5: Average of 5