








Going Back to the Gong 2024

Feb 10 - 11, 2024






Dapto Ribbonwood Centre
93/109 Princes Hwy, Dapto NSW 2530
(-34.497064, 150.79264)

Wollongong, New South Wales, Australia











Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 48
	Second round	Ao5	5:00.00	Top 16
	Final	Ao5	5:00.00	
	First round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:20.00	3:00.00	Top 16
	Final	Ao5	3:00.00	
	Final	Bo1 / Mo3 Cutoff: 5:00.00	10:00.00	
	First round	Bo3	10:00.00 cumulative	Top 8
	Final	Bo3	10:00.00 cumulative	
	First round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Saturday (February 10, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	09:45 AM	Check-in and Tutorial for new competitors			
09:45 AM	11:45 AM	 3x3x3 Cube First round	Ao5	5:00.00	Top 48
11:45 AM	12:30 PM	 3x3x3 Blindfolded First round	Bo3	10:00.00 cumulative	Top 8
12:30 PM	01:30 PM	Lunch			
01:30 PM	02:55 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 16
02:55 PM	04:10 PM	 Pyraminx First round	Ao5	2:00.00	Top 16
04:00 PM	04:30 PM	Cube submission for 3x3x3 Multi-Blind			
04:30 PM	05:45 PM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Sunday (February 11, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:00 AM	09:45 AM	 3x3x3 Cube Second round	Ao5	5:00.00	Top 16
09:45 AM	10:45 AM	 Skewb First round	Ao5	2:00.00	Top 16
10:45 AM	11:45 AM	 7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 5:00.00	10:00.00	
11:45 AM	01:05 PM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:20.00	3:00.00	Top 16
01:05 PM	02:05 PM	Lunch			
02:05 PM	02:25 PM	 4x4x4 Cube Final	Ao5	3:00.00	
02:25 PM	02:40 PM	 Skewb Final	Ao5	2:00.00	
02:40 PM	02:55 PM	 Pyraminx Final	Ao5	2:00.00	
02:55 PM	03:10 PM	 2x2x2 Cube Final	Ao5	2:00.00	
03:10 PM	03:30 PM	 3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	
03:30 PM	03:45 PM	 3x3x3 Cube Final	Ao5	5:00.00	
03:45 PM	04:00 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](#)).

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