# Going Slow in Gibson Park 2024 

Mar 9, 2024
Gibson Park Community Centre
148 Gibson Avenue, Padbury (-31.805406, 115.773097)

Perth, Western Australia, Australia

Events

| Event | Round | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: |
| \#\#\# | First round | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: 2:30.00 } \end{gathered}$ | 4:00.00 | Top 8 |
| 且 | Final | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: 2:30.00 } \end{gathered}$ | 4:00.00 |  |
|  | Final | Bo1 / Mo3 Cutoff: 4:00.00 | 6:00.00 |  |
|  | Final | Bo1 / Mo3 Cutoff: 5:30.00 | 8:00.00 |  |
|  | Final | Mo3 | 1 hour |  |

## Schedule for Saturday (March 09, 2024)

| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 12:30 PM | 12:50 PM |  | Check-in |  |  |  |
| 12:50 PM | 02:00 PM | \#\#\#... | 7x7x7 Cube Final | $\begin{aligned} & \text { Bo1 / Mo3 } \\ & \text { Cutoff: 5:30.00 } \end{aligned}$ | 8:00.00 |  |
| 02:00 PM | 03:15 PM |  | $5 \times 5 \times 5$ Cube First round | $\begin{aligned} & \text { Bo2 / Ao5 } \\ & \text { Cutoff: 2:30.00 } \end{aligned}$ | 4:00.00 | Top 8 |
| 03:15 PM | 04:10 PM | 曲曲 | 6x6x6 Cube Final | $\begin{aligned} & \text { Bo1 / Mo3 } \\ & \text { Cutoff: 4:00.00 } \end{aligned}$ | 6:00.00 |  |
| 04:10 PM | 04:30 PM |  | 5x5x5 Cube Final | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: 2:30.00 } \end{gathered}$ | 4:00.00 |  |
| 04:30 PM | 04:40 PM |  | Break |  |  |  |
| 04:40 PM | 05:40 PM | E | 3x3x3 Fewest Moves Final (Attempt 1) | Mo3 | 1 hour |  |
| 05:40 PM | 05:50 PM |  | Break |  |  |  |
| 05:50 PM | 06:50 PM | E | 3x3x3 Fewest Moves Final (Attempt 2) | Mo3 | 1 hour |  |
| 06:50 PM | 07:00 PM |  | Break |  |  |  |
| 07:00 PM | 08:00 PM | E | 3x3x3 Fewest Moves Final (Attempt 3) | Mo3 | 1 hour |  |
| 08:00 PM | 08:25 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 Ala4).

## Cutoff

The result to beat to proceed to the second phase of a cutoff round (see Regulation 9 g ).

## 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 9 b See Regulation 9f for a description of each format.

## Abbreviations for formats:

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

