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# Longstone City Blind Open 2024

Apr 6 - 7, 2024

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Langenstein Stockhalle











Georgestraße 22c, 4222 Gusen, Austria

(48.253566, 14.468875)









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Langenstein, Austria









# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	2:00.00	Top 50%
	Second round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 12
	Final	Ao5	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 1:15.00	3:00.00	
	First round	Bo3	12:00.00 cumulative	Top 75%
	Second round	Bo3	10:00.00 cumulative	Top 12
	Final	Bo3	7:00.00 cumulative	
	Final	Bo2 / Ao5 Cutoff: 35.00	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 15.00	1:00.00	
	Final	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
	Final	Bo3	1:10:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
	Final	Bo3	1:10:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
	Final	Bo2	10:00.00 per cube, up to 60:00.00	

# Schedule for Saturday (April 06, 2024)

Start	End	Activity	Format	Time limit	Proceed
10:30 AM	11:00 AM	Check-in			
11:00 AM	11:45 AM	 Clock Final	Bo2 / Ao5 Cutoff: 15.00	1:00.00	
11:45 AM	01:30 PM	 4x4x4 Blindfolded Final	Bo3	1:10:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
11:45 AM	01:30 PM	 5x5x5 Blindfolded Final	Bo3	1:10:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
01:30 PM	02:15 PM	Lunch			
02:15 PM	03:00 PM	 3x3x3 Blindfolded First round	Bo3	12:00.00 cumulative	Top 75%
03:00 PM	03:20 PM	Cube submission for 3x3x3 Multi-Blind			
03:20 PM	04:10 PM	Multi-Blind Scrambling			
04:10 PM	05:25 PM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo2	10:00.00 per cube, up to 60:00.00	
05:25 PM	05:40 PM	Technical Break			
05:40 PM	06:20 PM	 3x3x3 Blindfolded Second round	Bo3	10:00.00 cumulative	Top 12
06:20 PM	07:10 PM	 Megaminx Final	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	
07:10 PM	08:00 PM	 4x4x4 Cube Final	Bo2 / Ao5 Cutoff: 1:15.00	3:00.00	

# Schedule for Sunday (April 07, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	08:50 AM	Cube submission for 3x3x3 Multi-Blind			
08:50 AM	09:40 AM	Multi-Blind Scrambling			
09:40 AM	10:55 AM	 3x3x3 Multi-Blind Final (Attempt 2)	Bo2	10:00.00 per cube, up to 60:00.00	
10:55 AM	11:25 AM	Check-in			
11:25 AM	11:40 AM	Tutorial for new competitors			
11:40 AM	12:35 PM	 3x3x3 Cube First round	Ao5	2:00.00	Top 50%
12:35 PM	01:35 PM	Lunch			
01:35 PM	02:15 PM	 3x3x3 Cube Second round	Ao5	1:00.00	Top 12
02:15 PM	03:00 PM	 2x2x2 Cube First round	Ao5	1:00.00	Top 12
03:00 PM	03:50 PM	 3x3x3 One-Handed Final	Bo2 / Ao5 Cutoff: 35.00	2:00.00	
03:50 PM	04:05 PM	 2x2x2 Cube Final	Ao5	1:00.00	
04:05 PM	04:25 PM	 3x3x3 Cube Final	Ao5	1:00.00	
04:25 PM	04:45 PM	 3x3x3 Blindfolded Final	Bo3	7:00.00 cumulative	
04:45 PM	05:00 PM	Break			
05:00 PM	05:20 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](#)).

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