## Mentallinn 2024

Jan 13-14, 2024
Tallinn University of Applied Sciences
Pärnu maantee 62, 10135 Tallinn
(59.426344, 24.741368)

Tallinn, Estonia

Events

| Event | Round | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: |
|  | Final | Bo1 / Mo3 Cutoff: 4:00.00 | 7:00.00 |  |
| 㻃曲 | Final | $\begin{gathered} \text { Bo1 / Mo3 } \\ \text { Cutoff: 5:30.00 } \end{gathered}$ | 10:00.00 |  |
| - | First round | Bo3 | 15:00.00 cumulative | Top 8 |
|  | Final | Bo3 | 10:00.00 cumulative |  |
| Ei | Final | Mo3 | 1 hour |  |
|  | First round | Bo2 / Ao5 <br> Cutoff: 20.00 | 2:00.00 | Top 8 |
|  | Final | Ao5 | 2:00.00 |  |
| * | First round | Bo2 / Ao5 Cutoff: 2:00.00 | 4:00.00 | Top 8 |
|  | Final | Ao5 | 2:00.00 |  |
| 0 | Final | Bo3 | 1:15:00.00 total for $5 \times 5 \times 5$ Blindfolded Final and $4 \times 4 \times 4$ Blindfolded Final |  |
| 0 | Final | Bo3 | 1:15:00.00 total for $5 \times 5 \times 5$ Blindfolded Final and $4 \times 4 \times 4$ Blindfolded Final |  |
| $\begin{aligned} & \hline \stackrel{y}{*} \\ & \stackrel{y}{*} \\ & \hline \end{aligned}$ | Final | Bo2 | 10:00.00 per cube, up to 60:00.00 |  |

## Schedule for Saturday (January 13, 2024)

| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 10:30 AM | 10:45 AM |  | Venue opened and Check-in |  |  |  |
| 10:45 AM | 11:00 AM |  | Opening of the competition |  |  |  |
| 11:00 AM | 12:10 PM |  | 3x3x3 Fewest Moves Final (Attempt 1) | Mo3 | 1 hour |  |
| 12:10 PM | 01:40 PM | : | 4x4x4 Blindfolded Final | Bo3 | 1:15:00.00 total for $5 \times 5 \times 5$ Blindfolded Final and $4 \times 4 \times 4$ Blindfolded Final |  |
| 12:10 PM | 01:40 PM | 1 | 5x5x5 Blindfolded Final | Bo3 | 1:15:00.00 total for $5 \times 5 \times 5$ Blindfolded Final and $4 \times 4 \times 4$ Blindfolded Final |  |
| 01:40 PM | 01:45 PM |  | Multiblind puzzle submission |  |  |  |
| 01:45 PM | 02:40 PM |  | Lunch |  |  |  |
| 02:40 PM | 03:20 PM | 曲曲 | 6x6x6 Cube Final | $\begin{gathered} \text { Bo1 / Mo3 } \\ \text { Cutoff: 4:00.00 } \end{gathered}$ | 7:00.00 |  |
| 03:20 PM | 03:50 PM | (1) | Clock First round | $\begin{aligned} & \text { Bo2 / Ao5 } \\ & \text { Cutoff: } 20.00 \end{aligned}$ | 2:00.00 | Top 8 |
| 03:50 PM | 04:55 PM | $\stackrel{+}{¢}$ | 3x3x3 Multi-Blind Final (Attempt 1) | Bo2 | $\begin{gathered} \text { 10:00.00 per cube, up to } \\ 60: 00.00 \end{gathered}$ |  |
| 04:55 PM | 06:00 PM | E | 3x3x3 Fewest Moves Final (Attempt 2) | Mo3 | 1 hour |  |

## Schedule for Sunday (January 14, 2024)

| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 10:45 AM | 11:00 AM |  | Venue opened |  |  |  |
| 11:00 AM | 12:10 PM | E | 3x3x3 Fewest Moves Final (Attempt 3) | Mo3 | 1 hour |  |
| 12:10 PM | 12:50 PM | * | Megaminx First round | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: 2:00.00 } \end{gathered}$ | 4:00.00 | Top 8 |
| 12:50 PM | 01:20 PM |  | $3 \times 3 \times 3$ Blindfolded First round | Bo3 | 15:00.00 cumulative | Top 8 |
| 01:20 PM | 02:05 PM | \#\#\# | 7x7x7 Cube Final | $\begin{aligned} & \text { Bo1 / Mo3 } \\ & \text { Cutoff: 5:30.00 } \end{aligned}$ | 10:00.00 |  |
| 02:05 PM | 02:10 PM |  | Multiblind puzzle submission |  |  |  |
| 02:15 PM | 03:05 PM |  | Lunch |  |  |  |
| 03:05 PM | 03:25 PM | (1) | Clock Final | Ao5 | 2:00.00 |  |
| 03:25 PM | 04:35 PM | ※ | 3x3x3 Multi-Blind Final (Attempt 2) | Bo2 | $\begin{aligned} & \text { 10:00.00 per cube, up to } \\ & 60: 00.00 \end{aligned}$ |  |
| 04:35 PM | 05:00 PM | * | Megaminx Final | Ao5 | 2:00.00 |  |
| 05:00 PM | 05:15 PM | E | $3 \times 3 \times 3$ Blindfolded Final | Bo3 | 10:00.00 cumulative |  |
| 05:15 PM | 05:40 PM |  | Awards and clean-up |  |  |  |

## 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). 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 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
- Bo3: Best of 3
- Ao5: Average of 5
- Mo3: Mean of 3

