## Örebro Side Events 2024

May 4, 2024
Kollektivhuset Vildsvinet Ladugatan 14, 70243 Örebro (59.255384, 15.2035)

Örebro, Sweden

Events

| Event | Round | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: |
|  | First round | Ao5 | 32:30.00 total for $5 \times 5 \times 5$ Cube First round, $6 \times 6 \times 6$ Cube Final, and $7 \times 7 \times 7$ Cube Final | Top 75\% |
| \#\#\# | Final | Ao5 | 3:00.00 |  |
|  | Final | Mo3 | 32:30.00 total for $5 \times 5 \times 5$ Cube First round, $6 \times 6 \times 6$ Cube Final, and $7 \times 7 \times 7$ Cube Final |  |
|  | Final | Mo3 | 32:30.00 total for $5 \times 5 \times 5$ Cube First round, $6 \times 6 \times 6$ Cube Final, and $7 \times 7 \times 7$ Cube Final |  |
| E | Final | Bo3 | 45:00.00 total for $3 \times 3 \times 3$ Blindfolded Final, $4 \times 4 \times 4$ Blindfolded Final, and $5 \times 5 \times 5$ Blindfolded Final |  |
| (1) | First round | Ao5 | 13:00.00 total for Clock First round, Megaminx First round, and Square-1 First round | Top 75\% |
|  | Final | Ao5 | 1:00.00 |  |
| * | First round | Ao5 | 13:00.00 total for Clock First round, Megaminx First round, and Square-1 First round | Top 75\% |
|  | Final | Ao5 | 3:00.00 |  |
| D | First round | Ao5 | 13:00.00 total for Clock First round, Megaminx First round, and Square-1 First round | Top 75\% |
| $\square$ | Final | Ao5 | 1:30.00 |  |
| 0 | Final | Bo3 | 45:00.00 total for $3 \times 3 \times 3$ Blindfolded Final, $4 \times 4 \times 4$ Blindfolded Final, and $5 \times 5 \times 5$ Blindfolded Final |  |
|  | Final | Bo3 | 45:00.00 total for $3 \times 3 \times 3$ Blindfolded Final, $4 \times 4 \times 4$ Blindfolded Final, and $5 \times 5 \times 5$ Blindfolded Final |  |

## Schedule for Saturday（May 04，2024）

| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 09：15 AM | 09：30 AM |  | Check－in |  |  |  |
| 09：30 AM | 11：10 AM | $\otimes$ | Megaminx First round | Ao5 | 13：00．00 total for Clock First round， Megaminx First round，and Square－1 First round | Top 75\％ |
| 09：30 AM | 11：10 AM | （1） | Clock First round | Ao5 | 13：00．00 total for Clock First round， Megaminx First round，and Square－1 First round | Top 75\％ |
| 09：30 AM | 11：10 AM | N | Square－1 First round | Ao5 | 13：00．00 total for Clock First round， Megaminx First round，and Square－1 First round | Top 75\％ |
| 11：10 AM | 12：30 PM |  | 3x3x3 Blindfolded Final | Bo3 | 45：00．00 total for $3 \times 3 \times 3$ Blindfolded Final， $4 \times 4 \times 4$ Blindfolded Final，and $5 \times 5 \times 5$ Blindfolded Final |  |
| 11：10 AM | 12：30 PM |  | 4x4x4 Blindfolded Final | Bo3 | 45：00．00 total for $3 \times 3 \times 3$ Blindfolded Final， $4 \times 4 \times 4$ Blindfolded Final，and $5 \times 5 \times 5$ Blindfolded Final |  |
| 11：10 AM | 12：30 PM |  | 5x5x5 Blindfolded Final | Bo3 | 45：00．00 total for $3 \times 3 \times 3$ Blindfolded Final， $4 \times 4 \times 4$ Blindfolded Final，and $5 \times 5 \times 5$ Blindfolded Final |  |
| 12：30 PM | 01：30 PM |  | Lunch |  |  |  |
| 01：30 PM | 03：40 PM | 事 | 5x5x5 Cube First round | Ao5 | 32：30．00 total for $5 \times 5 \times 5$ Cube First round， $6 \times 6 \times 6$ Cube Final，and $7 \times 7 \times 7$ Cube Final | Top 75\％ |
| 01：30 PM | 03：40 PM | 曲曲 | 6x6x6 Cube Final | Mo3 | 32：30．00 total for $5 \times 5 \times 5$ Cube First round， $6 \times 6 \times 6$ Cube Final，and $7 \times 7 \times 7$ Cube Final |  |
| 01：30 PM | 03：40 PM | \＃\＃\＃ | 7x7x7 Cube Final | Mo3 | 32：30．00 total for $5 \times 5 \times 5$ Cube First round， $6 \times 6 \times 6$ Cube Final，and $7 \times 7 \times 7$ Cube Final |  |
| 03：40 PM | 04：25 PM | （1） | Clock Final | Ao5 | 1：00．00 |  |
| 04：25 PM | 05：05 PM | E | Square－1 Final | Ao5 | 1：30．00 |  |


| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 05:05 PM | 05:55 PM | 昂 | Megaminx Final | A05 | 3:00.00 |  |
| 05:55 PM | 06:45 PM |  | 5x5x5 Cube Final | Ao5 | 3:00.00 |  |
| 06:45 PM | 07:00 PM |  | Cleaning 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 Ala4). A cumulative time limit may be enforced across rounds (see Guideline A1a2++).

## 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:

- Bo3: Best of 3
- Ao5: Average of 5
- Mo3: Mean of 3

