PBQuIdaho Winter 2023 Feb 25, 2023

SpringHill Suites 1177 S Hwy 191, Rexburg, ID 83440 (<u>43.801875, -111.809536</u>)

Rexburg, Idaho, United States

Events

Event	Round	Format	Time limit	Proceed
iC –	First round	Bo3	15:00.00 cumulative	
	Final	Bo3	10:00.00 cumulative	
I.	Final	Mo3	1 hour	
ĬC	Final	Bo3	1:30:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
ľ	Final	Bo3	1:30:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
%	Final	Bol	10:00.00 per cube, up to 60:00.00	

Schedule for Saturday (February 25, 2023)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:15 AM	3x3x3 Blindfolded First round	Bo3	15:00.00 cumulative	Top 75%
09:15 AM	11:15 AM	4x4x4 Blindfolded Final	Bo3	1:30:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
09:15 AM	11:15 AM	5x5x5 Blindfolded Final	ВоЗ	1:30:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
11:15 AM	12:30 PM	3x3x3 Fewest Moves Final (Attempt 1)	Mo3	1 hour	
12:30 PM	01:15 PM	Lunch			
12:30 PM	12:45 PM	Multi-Blind Cube Submission			
01:15 PM	02:30 PM	3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
02:30 PM	03:45 PM	3x3x3 Fewest Moves Final (Attempt 2)	Mo3	1 hour	
03:45 PM	05:00 PM	3x3x3 Fewest Moves Final (Attempt 3)	Mo3	1 hour	
05:00 PM	05:30 PM	3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	
05:30 PM	05:45 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 <u>Regulation A1a4</u>). A **cumulative time limit** may be enforced (see <u>Regulation A1a2</u>). A **cumulative time limit** may be enforced across rounds (see <u>Guideline A1a2++</u>).

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 <u>Regulation 9b</u>. See <u>Regulation 9f</u> for a description of each format.

Abbreviations for formats:

- Bo1: Best of 1
- Bo3: Best of 3
- Mo3: Mean of 3