



PUCP Cubing Festival II 2024  
Sep 8, 2024

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








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([-12.070513, -77.081258](#))














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Lima, Peru

# Events

| Event   | Round       | Format                       | Time limit          | Proceed |
|---|-------------|------------------------------|---------------------|---------|
|    | First round | Ao5                          | 1:00.00             | Top 12  |
|   | Final       | Ao5                          | 1:00.00             |         |
|    | Final       | Bo1 / Mo3<br>Cutoff: 3:30.00 | 4:00.00             |         |
|    | Final       | Bo1 / Mo3<br>Cutoff: 4:30.00 | 5:00.00             |         |
|    | Final       | Bo3                          | 12:00.00 cumulative |         |
|    | Final       | Bo2 / Ao5<br>Cutoff: 30.00   | 45.00               |         |
|    | First round | Bo2 / Ao5<br>Cutoff: 1:30.00 | 2:00.00             | Top 75% |
|   | Final       | Ao5                          | 2:00.00             |         |
|    | First round | Bo2 / Ao5<br>Cutoff: 20.00   | 1:00.00             | Top 12  |
|   | Final       | Ao5                          | 10:00.00            |         |
|    | First round | Bo2 / Ao5<br>Cutoff: 20.00   | 45.00               | Top 75% |
|   | Final       | Ao5                          | 45.00               |         |
|  | Final       | Bo2 / Ao5<br>Cutoff: 45.00   | 1:00.00             |         |
|  | Final       | Bo3                          | 30:00.00 cumulative |         |

# Schedule for Sunday (September 08, 2024)

| Start    | End      | Activity   | Format                       | Time limit          | Proceed |
|----------|----------|--|------------------------------|---------------------|---------|
| 08:00 AM | 09:10 AM | Instalación  |                              |                     |         |
| 09:10 AM | 09:40 AM |  <b>Clock Final</b>               | Bo2 / Ao5<br>Cutoff: 30.00   | 45.00               |         |
| 09:40 AM | 10:25 AM |  <b>Pyraminx First round</b>      | Bo2 / Ao5<br>Cutoff: 20.00   | 1:00.00             | Top 12  |
| 10:25 AM | 11:20 AM |  <b>2x2x2 Cube First round</b>    | Ao5                          | 1:00.00             | Top 12  |
| 11:20 AM | 11:50 AM |  <b>7x7x7 Cube Final</b>          | Bo1 / Mo3<br>Cutoff: 4:30.00 | 5:00.00             |         |
| 11:50 AM | 12:20 PM |  <b>6x6x6 Cube Final</b>          | Bo1 / Mo3<br>Cutoff: 3:30.00 | 4:00.00             |         |
| 12:20 PM | 12:50 PM |  <b>Skewb First round</b>         | Bo2 / Ao5<br>Cutoff: 20.00   | 45.00               | Top 75% |
| 12:50 PM | 01:20 PM |  <b>Square-1 Final</b>            | Bo2 / Ao5<br>Cutoff: 45.00   | 1:00.00             |         |
| 01:20 PM | 02:40 PM | Almuerzo   |                              |                     |         |
| 02:40 PM | 03:20 PM |  <b>3x3x3 Blindfolded Final</b> | Bo3                          | 12:00.00 cumulative |         |
| 02:40 PM | 03:20 PM |  <b>4x4x4 Blindfolded Final</b> | Bo3                          | 30:00.00 cumulative |         |
| 03:20 PM | 04:00 PM |  <b>Megaminx First round</b>    | Bo2 / Ao5<br>Cutoff: 1:30.00 | 2:00.00             | Top 75% |
| 04:00 PM | 04:20 PM |  <b>Skewb Final</b>             | Ao5                          | 45.00               |         |
| 04:20 PM | 04:50 PM |  <b>Megaminx Final</b>          | Ao5                          | 2:00.00             |         |
| 04:50 PM | 05:10 PM |  <b>Pyraminx Final</b>          | Ao5                          | 10:00.00            |         |

| Start    | End      | Activity   | Format | Time limit | Proceed |
|----------|----------|--|--------|------------|---------|
| 05:10 PM | 05:30 PM |  2x2x2 Cube Final | Ao5    | 1:00.00    |         |
| 05:30 PM | 06:00 PM | Premiación   |        |            |         |

# 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](#)).

## 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:

- Bo1: Best of 1
- Bo2: Best of 2
- Bo3: Best of 3
- Ao5: Average of 5
- Mo3: Mean of 3