
Please Be Quiet Brisbane 2024

Apr 27 - 28, 2024







Northside Christian College

151 Flockton St, Everton Park QLD 4053, Australia







(-27.393115, 152.99043)

Brisbane, Queensland, Australia







Events

Event	Round	Format	Time limit	Proceed
	First round	Bo3	20:00.00 cumulative	Top 75%
	Second round	Bo3	10:00.00 cumulative	Top 8
	Final	Bo3	10:00.00 cumulative	
	Final	Bo2	1 hour	
	First round	Ao5	2:00.00	Top 12
	Second round	Ao5	2:00.00	Top 8
	Final	Ao5	2:00.00	
	Final	Bo3	2:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
	Final	Bo3	2:00:00.00 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 27, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:30 AM	09:50 AM	Check-in <i>Music Room 1</i>			
09:30 AM	09:50 AM	Cube submission for 3x3x3 Multi-Blind <i>Drama Room</i>			
09:50 AM	10:20 AM	Unofficial Event: Blind Mirror Blocks <i>Music Room 1</i>			
10:20 AM	11:30 AM	 3x3x3 Multi-Blind Final (Attempt 1) <i>Drama Room</i>	Bo2	10:00.00 per cube, up to 60:00.00	
11:05 AM	12:10 PM	 3x3x3 Blindfolded First round <i>Music Room 1</i>	Bo3	20:00.00 cumulative	Top 75%
12:10 PM	01:10 PM	Lunch <i>Music Room 1</i>			
01:10 PM	02:20 PM	 3x3x3 Fewest Moves Final (Attempt 1) <i>Drama Room</i>	Bo2	1 hour	
02:20 PM	03:20 PM	 Clock First round <i>Music Room 1</i>	Ao5	2:00.00	Top 12
03:20 PM	04:30 PM	 3x3x3 Fewest Moves Final (Attempt 2) <i>Drama Room</i>	Bo2	1 hour	
04:30 PM	05:10 PM	 3x3x3 Blindfolded Second round <i>Music Room 1</i>	Bo3	10:00.00 cumulative	Top 8
05:10 PM	06:20 PM	FMC Attempt 3 (unofficial due to scramble secrecy error) <i>Drama Room</i>			

Schedule for Sunday (April 28, 2024)

Start	End	Activity	Format	Time limit	Proceed
12:00 PM	02:25 PM	 4x4x4 Blindfolded Final <i>Music Room 1</i>	Bo3	2:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
12:00 PM	02:25 PM	 5x5x5 Blindfolded Final <i>Music Room 1</i>	Bo3	2:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
02:25 PM	02:45 PM	Cube submission for 3x3x3 Multi-Blind <i>Drama Room</i>			
02:45 PM	03:15 PM	 Clock Second round <i>Music Room 1</i>	Ao5	2:00.00	Top 8
03:15 PM	04:25 PM	 3x3x3 Multi-Blind Final (Attempt 2) <i>Drama Room</i>	Bo2	10:00.00 per cube, up to 60:00.00	
04:25 PM	04:45 PM	 Clock Final <i>Music Room 1</i>	Ao5	2:00.00	
04:45 PM	05:45 PM	 3x3x3 Blindfolded Final <i>Music Room 1</i>	Bo3	10:00.00 cumulative	
05:45 PM	06:00 PM	Awards <i>Music Room 1</i>			

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++](#)).

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