

---

# Stevenage February 2024

Feb 10 - 11, 2024

---

The Forum











21 Danestrete, Stevenage, SG1 1EG

(51.903181, -0.20346)









---

Stevenage, Hertfordshire, United Kingdom









# Events

Event	Round	Format	Time limit	Proceed
	First round	Bo2 / Ao5 Cutoff: 3:00.00	10:00.00	Top 120
	Second round	Ao5	10:00.00	Top 20
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 32
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	Top 12
	Final	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	
	Final	Bo1 / Mo3 Cutoff: 5:15.00	7:30.00	
	Final	Bo3	10:00.00 cumulative	
	Final	Bo1	1 hour	
	Final	Bo2 / Ao5 Cutoff: 20.00	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 32
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 20
	Final	Ao5	2:00.00	
	Final	Bo2 / Ao5 Cutoff: 40.00	1:30.00	

# Schedule for Saturday (February 10, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	<b>Check-in Opens [All Day]</b> <i>Left Stage, Right Stage</i>			
09:00 AM	09:20 AM	<b>Competing and Judging Tutorial</b> <i>Left Stage, Right Stage</i>			
09:20 AM	10:50 AM	 <b>2x2x2 Cube First round</b> <i>Left Stage, Right Stage</i>	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 32
10:50 AM	12:30 PM	 <b>Pyraminx First round</b> <i>Left Stage, Right Stage</i>	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 32
12:30 PM	01:30 PM	<b>Lunch</b> <i>Left Stage, Right Stage</i>			
01:30 PM	02:20 PM	 <b>Square-1 Final</b> <i>Left Stage, Right Stage</i>	Bo2 / Ao5 Cutoff: 40.00	1:30.00	
02:20 PM	03:35 PM	 <b>Clock Final</b> <i>Left Stage, Right Stage</i>	Bo2 / Ao5 Cutoff: 20.00	1:00.00	
03:35 PM	03:50 PM	 <b>Pyraminx Final</b> <i>Left Stage, Right Stage</i>	Ao5	2:00.00	
03:50 PM	04:05 PM	 <b>2x2x2 Cube Final</b> <i>Left Stage, Right Stage</i>	Ao5	2:00.00	
04:05 PM	05:05 PM	 <b>7x7x7 Cube Final</b> <i>Left Stage, Right Stage</i>	Bo1 / Mo3 Cutoff: 5:15.00	7:30.00	
05:05 PM	06:20 PM	 <b>3x3x3 Fewest Moves Final (Attempt 1)</b> <i>Left Stage, Right Stage</i>	Bo1	1 hour	

# Schedule for Sunday (February 11, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:00 AM	<b>Check-in Opens [All Day]</b> <i>Left Stage, Right Stage</i>			
09:00 AM	09:20 AM	<b>Competing and Judging Tutorial</b> <i>Left Stage, Right Stage</i>			
09:20 AM	11:00 AM	 <b>3x3x3 Cube First round</b> <i>Left Stage, Right Stage</i>	Bo2 / Ao5 Cutoff: 3:00.00	10:00.00	Top 120
11:00 AM	12:15 PM	 <b>Skewb First round</b> <i>Left Stage, Right Stage</i>	Bo2 / Ao5 Cutoff: 30.00	2:00.00	Top 20
12:15 PM	12:55 PM	 <b>3x3x3 Blindfolded Final</b> <i>Left Stage, Right Stage</i>	Bo3	10:00.00 cumulative	
12:55 PM	01:55 PM	<b>Lunch</b> <i>Left Stage, Right Stage</i>			
01:55 PM	03:15 PM	 <b>4x4x4 Cube First round</b> <i>Left Stage, Right Stage</i>	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	Top 12
03:15 PM	04:10 PM	 <b>3x3x3 Cube Second round</b> <i>Left Stage, Right Stage</i>	Ao5	10:00.00	Top 20
04:10 PM	04:25 PM	 <b>Skewb Final</b> <i>Left Stage</i>	Ao5	2:00.00	
04:25 PM	04:45 PM	 <b>4x4x4 Cube Final</b> <i>Left Stage</i>	Bo2 / Ao5 Cutoff: 1:15.00	2:00.00	
04:45 PM	05:00 PM	 <b>3x3x3 Cube Final</b> <i>Left Stage</i>	Ao5	10:00.00	
05:00 PM	05:15 PM	<b>Awards</b> <i>Left Stage</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](#)).

## 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