## Stevenage June 2024

Jun 8-9, 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 <br> Cutoff: 3:00.00 | 10:00.00 | Top 75\% |
|  | Second round | Ao5 | 10:00.00 | Top 80 |
|  | Final | Ao5 | 10:00.00 |  |
|  | First round | Bo2 / Ao5 Cutoff: 30.00 | 2:00.00 | Top 80 |
|  | Second round | Ao5 | 2:00.00 | Top 40 |
|  | Final | Ao5 | 2:00.00 |  |
|  | First round | Bo2 / Ao5 Cutoff: $1: 15.00$ | 2:00.00 | Top 40 |
|  | Final | Ao5 | 2:00.00 |  |
|  | Final | Bol / Mo3 Cutoff: 5:15.00 | 7:30.00 |  |
| E | Final | Bo3 | 10:00.00 cumulative |  |
| E | Final | Bol | 1 hour |  |
| 曹 | Final | Bo2 / Ao5 Cutoff: 40.00 | 1:30.00 |  |
|  | First round | Bo2 / Ao5 Cutoff: 1:45.00 | 3:00.00 | Top 20 |
|  | Final | Ao5 | 3:00.00 |  |
| $\hat{\Delta}$ | First round | Bo2 / Ao5 Cutoff: 30.00 | 2:00.00 | Top 40 |
|  | Final | Ao5 | 2:00.00 |  |

## Schedule for Saturday（June 08，2024）

| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 08：30 AM | 09：00 AM |  | Check－in Opens［All Day］ |  |  |  |
| 09：00 AM | 09：20 AM |  | Competing and Judging Tutorial |  |  |  |
| 09：20 AM | 10：30 AM | 会隹 | Pyraminx First round | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: } 30.00 \end{gathered}$ | 2：00．00 | Top 40 |
| 10：30 AM | 11：25 AM | ＊ | Megaminx First round | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: 1:45.00 } \end{gathered}$ | 3：00．00 | Top 20 |
| 11：25 AM | 12：05 PM | － | $3 \times 3 \times 3$ Blindfolded Final | Bo3 | 10：00．00 cumulative |  |
| 12：05 PM | 01：05 PM |  | Lunch |  |  |  |
| 01：05 PM | 02：15 PM | 垬 | 4×4x4 Cube First round | $\begin{gathered} \text { Bo2 / Ao5 } \\ \text { Cutoff: 1:15.00 } \end{gathered}$ | 2：00．00 | Top 40 |
| 02：15 PM | 03：15 PM | 曲 | 3x3x3 One－Handed Final | $\begin{aligned} & \text { Bo2 / Ao5 } \\ & \text { Cutoff: } 40.00 \end{aligned}$ | 1：30．00 |  |
| 03：15 PM | 03：30 PM | 会 | Pyraminx Final | Ao5 | 2：00．00 |  |
| 03：30 PM | 04：00 PM | ＊ | Megaminx Final | Ao5 | 3：00．00 |  |
| 04：00 PM | 04：25 PM | 倳 | 4x4x4 Cube Final | Ao5 | 2：00．00 |  |
| 04：25 PM | 05：40 PM | － | $3 \times 3 \times 3$ Fewest Moves Final（Attempt 1） | Bol | 1 hour |  |

## Schedule for Sunday（June 09，2024）

| Start | End |  | Activity | Format | Time limit | Proceed |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 08：30 AM | 09：00 AM |  | Check－in Opens［All Day］ |  |  |  |
| 09：00 AM | 09：20 AM |  | mpeting and Judging Tutor |  |  |  |
| 09：20 AM | 10：45 AM | THE | $3 \times 3 \times 3$ Cube First round | $\begin{gathered} \mathrm{Bo2} / \mathrm{Ao5} \\ \text { Cutoff: 3:00.00 } \end{gathered}$ | 10：00．00 | Top 75\％ |
| 10：45 AM | 12：10 PM | 昌回 | $2 \times 2 \times 2$ Cube First round | Bo2／Ao5 Cutoff： 30.00 | 2：00．00 | Top 80 |
| 12：10 PM | 01：10 PM |  | Lunch |  |  |  |
| 01：10 PM | 02：20 PM | － 7 異 | $3 \times 3 \times 3$ Cube Second round | Ao5 | 10：00．00 | Top 80 |
| 02：20 PM | 02：55 PM | 昌㽞 | 2x2x2 Cube Second round | Ao5 | 2：00．00 | Top 40 |
| 02：55 PM | 03：55 PM |  | 7x7x7 Cube Final | $\begin{gathered} \text { Bol / Mo3 } \\ \text { Cutoff: 5:15.00 } \end{gathered}$ | 7：30．00 |  |
| 03：55 PM | 04：10 PM | ■■ | 2x2x2 Cube Final | Ao5 | 2：00．00 |  |
| 04：10 PM | 04：45 PM | 昭甼 | 3x3x3 Cube Final | Ao5 | 10：00．00 |  |
| 04：45 PM | 05：00 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 Regulation Ala4). 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 9 g ).

## 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:

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

