
The Big Cube Melbourne 2024

Jul 20, 2024





Mitcham Baptist Church

8/12 Simla St, Mitcham VIC 3132










(-37.819251, 145.190098)

Melbourne, Victoria, Australia

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 60
	Second round	Ao5	5:00.00	Top 16
	Final	Ao5	5:00.00	
	First round	Ao5	2:00.00	Top 40
	Second round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:15.00	3:00.00	Top 8
	Final	Ao5	3:00.00	
	Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	

Schedule for Saturday (July 20, 2024)

Start	End	Activity	Format	Time limit	Proceed
10:00 AM	10:50 AM	Check-in			
10:50 AM	11:10 AM	Tutorial for new competitors			
11:10 AM	12:50 PM	 3x3x3 Cube First round	Ao5	5:00.00	Top 60
12:50 PM	02:00 PM	Lunch			
02:00 PM	03:00 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 40
03:00 PM	04:00 PM	 4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:15.00	3:00.00	Top 8
04:00 PM	04:30 PM	 2x2x2 Cube Second round	Ao5	2:00.00	Top 16
04:30 PM	05:00 PM	 3x3x3 Cube Second round	Ao5	5:00.00	Top 16
05:00 PM	05:40 PM	 Clock Final	Bo2 / Ao5 Cutoff: 30.00	1:00.00	
05:40 PM	06:00 PM	 4x4x4 Cube Final	Ao5	3:00.00	
06:00 PM	06:15 PM	 2x2x2 Cube Final	Ao5	2:00.00	
06:15 PM	06:30 PM	 3x3x3 Cube Final	Ao5	5:00.00	
06:30 PM	06:50 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 A1a4](#)).

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:

- Bo2: Best of 2
- Ao5: Average of 5