UCSD Please Be Qualified 2024 Mar 17, 2024

UC San Diego Price Center, UCSD, 9500 Gilman Dr, La Jolla, CA 92093 (32.879438, -117.235987)

San Diego, California, United States

Events

Event	Round	Format	Time limit	Proceed
	Final	Bo1 / Mo3 Cutoff: 5:30.00	7:00.00	
	Final	МоЗ	1 hour	
	Final	Во3	1:45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
•	Final	ВоЗ	1:45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
* C	Final	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Sunday (March 17, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:30 AM	09:40 AM	FMC Check-In/Setup			
09:40 AM	10:40 AM	3x3x3 Fewest Moves Final (Attempt 1)	Mo3	1 hour	
10:40 AM	10:50 AM	Break			
10:50 AM	11:50 AM	3x3x3 Fewest Moves Final (Attempt 2)	МоЗ	1 hour	
11:50 AM	12:50 PM	Lunch			
11:50 AM	12:30 PM	Cube submission for 3x3x3 Multi-Blind			
12:50 PM	02:20 PM	3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
02:20 PM	03:20 PM	3x3x3 Fewest Moves Final (Attempt 3)	МоЗ	1 hour	
03:20 PM	04:10 PM	7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 5:30.00	7:00.00	
04:10 PM	06:25 PM	4x4x4 Blindfolded Final	Во3	1:45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
04:10 PM	06:25 PM	5x5x5 Blindfolded Final	Bo3	1:45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
06:25 PM	06:45 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 <u>Regulation A1a4</u>). A **cumulative time limit** may be enforced across rounds (see <u>Guideline A1a2++</u>).

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 <u>Regulation 9b</u>. See <u>Regulation 9f</u> for a description of each format.

Abbreviations for formats:

Bo1: Best of 1Bo3: Best of 3Mo3: Mean of 3