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# Beckman Gets Big 2023

Dec 10, 2023






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Arnold O. Beckman High School  
3588 Bryan Ave, Irvine, CA 92602  
(33.718712, -117.782299)











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Irvine, California, United States

# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	10:00.00	Top 50
	Second round	Ao5	10:00.00	Top 16
	Final	Ao5	10:00.00	
	First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 12
	Final	Ao5	3:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:15.00	5:00.00	Top 8
	Final	Ao5	5:00.00	
	Final	Bo1 / Mo3 Cutoff: 4:00.00	7:30.00	
	First round	Ao5	2:00.00	Top 16
	Final	Ao5	2:00.00	

# Schedule for Sunday (December 10, 2023)

Start	End	Activity	Format	Time limit	Proceed
08:00 AM	09:00 AM	<b>Setup/Check-in</b> <i>Blue Stage, Red Stage</i>			
09:00 AM	09:20 AM	<b>Tutorial for new competitors</b> <i>Blue Stage, Red Stage</i>			
09:20 AM	10:50 AM	 <b>3x3x3 Cube First round</b> <i>Blue Stage, Red Stage</i>	Ao5	10:00.00	Top 50
10:50 AM	11:50 AM	 <b>4x4x4 Cube First round</b> <i>Blue Stage, Red Stage</i>	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 12
11:50 AM	12:40 PM	 <b>5x5x5 Cube First round</b> <i>Blue Stage, Red Stage</i>	Bo2 / Ao5 Cutoff: 2:15.00	5:00.00	Top 8
12:40 PM	01:40 PM	<b>Lunch</b> <i>Blue Stage, Red Stage</i>			
01:40 PM	02:40 PM	 <b>6x6x6 Cube Final</b> <i>Blue Stage, Red Stage</i>	Bo1 / Mo3 Cutoff: 4:00.00	7:30.00	
02:40 PM	03:25 PM	 <b>Pyraminx First round</b> <i>Blue Stage, Red Stage</i>	Ao5	2:00.00	Top 16
03:25 PM	04:20 PM	 <b>3x3x3 Cube Second round</b> <i>Blue Stage, Red Stage</i>	Ao5	10:00.00	Top 16
04:20 PM	04:40 PM	 <b>4x4x4 Cube Final</b> <i>Blue Stage, Red Stage</i>	Ao5	3:00.00	
04:40 PM	05:00 PM	 <b>5x5x5 Cube Final</b> <i>Blue Stage, Red Stage</i>	Ao5	5:00.00	
05:00 PM	05:15 PM	 <b>Pyraminx Final</b> <i>Blue Stage, Red Stage</i>	Ao5	2:00.00	
05:15 PM	05:35 PM	 <b>3x3x3 Cube Final</b> <i>Blue Stage, Red Stage</i>	Ao5	10:00.00	
05:35 PM	06:20 PM	<b>Awards and Clean-up</b> <i>Blue Stage, Red 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](#)).

## 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
- Ao5: Average of 5
- Mo3: Mean of 3