Chaotic Craigie 2021 Aug 29, 2021

Craigie Leisure Centre
751 Whitfords Ave, Craigie WA 6025
(-31.795317, 115.775909)

Perth, Western Australia, Australia

Events

Event	Round	Format	Time limit	Proceed
	First round	Bo2 / Ao5 Cutoff: 3:00.00	4:00.00	Тор 8
-	Final	Ao5	4:00.00	
	Final	Bo1 / Mo3 Cutoff: 4:00.00	6:00.00	
	Final	Bo1 / Mo3 Cutoff: 6:00.00	8:00.00	
ic	Final	Bo3	15:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 3:00.00	4:00.00	Тор 6
	Final	Ao5	4:00.00	
	First round	Ao5	2:00.00	Top 12
	Final	Ao5	2:00.00	

Schedule for Sunday (August 29, 2021)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	08:50 AM	Registration			
08:50 AM	09:10 AM	Tutorial for new competitors			
09:10 AM	09:40 AM	Skewb First round	Ao5	2:00.00	Top 12
09:40 AM	10:40 AM	5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 3:00.00	4:00.00	Top 8
10:40 AM	11:50 AM	Megaminx First round	Bo2 / Ao5 Cutoff: 3:00.00	4:00.00	Тор 6
11:50 AM	01:00 PM	Lunch			
01:00 PM	01:35 PM	3x3x3 Blindfolded Final	Bo3	15:00.00 cumulative	
01:35 PM	02:15 PM	6x6x6 Cube Final	Bo1 / Mo3 Cutoff: 4:00.00	6:00.00	
02:15 PM	03:10 PM	7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 6:00.00	8:00.00	
03:10 PM	04:15 PM	Unofficial Event			
04:15 PM	04:35 PM	Megaminx Final	Ao5	4:00.00	
04:35 PM	04:50 PM	Skewb Final	Ao5	2:00.00	
04:50 PM	05:10 PM	5x5x5 Cube Final	Ao5	4:00.00	
05:10 PM	05:40 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 (see <u>Regulation 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 1

• Bo2: Best of 2

• Bo3: Best of 3

• Ao5: Average of 5

Mo3: Mean of 3