






DFW Cubing Winter 2024

Feb 3, 2024












University of North Texas Union
1155 Union Cir, Denton, TX 76023
(33.2104, -97.147258)




Denton, Texas, United States

Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	5:00.00	Top 48
	Semi Final	Ao5	5:00.00	Top 16
	Final	Ao5	5:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:15.00	4:00.00	Top 12
	Final	Ao5	4:00.00	
	First round	Bo2 / Ao5 Cutoff: 50.00	2:00.00	Top 75%
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
	Final	Ao5	1:00.00	
	First round	Ao5	1:00.00	Top 75%
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 50.00	2:00.00	Top 12
	Final	Ao5	2:00.00	

Schedule for Saturday (February 03, 2024)

Start	End	Activity	Format	Time limit	Proceed
07:00 AM	08:00 AM	Set up <i>Emerald Ballroom (314BC)</i>			
07:30 AM	08:00 AM	On-site registration/Newcomer Check-in <i>Emerald Ballroom (314BC)</i>			
08:00 AM	08:20 AM	Tutorial for new competitors <i>Emerald Ballroom (314BC)</i>			
08:20 AM	09:00 AM	 Skewb First round <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	1:00.00	Top 75%
09:00 AM	10:10 AM	 3x3x3 Cube First round <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	5:00.00	Top 75%
10:10 AM	10:55 AM	 Clock First round <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Bo2 / Ao5 Cutoff: 30.00	1:00.00	Top 12
10:55 AM	11:45 AM	 5x5x5 Cube First round <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Bo2 / Ao5 Cutoff: 2:15.00	4:00.00	Top 12
11:45 AM	12:45 PM	Lunch <i>Emerald Ballroom (314BC)</i>			
12:45 PM	01:30 PM	 3x3x3 One-Handed First round <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Bo2 / Ao5 Cutoff: 50.00	2:00.00	Top 75%
01:30 PM	02:30 PM	 3x3x3 Cube Second round <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	5:00.00	Top 48
02:30 PM	03:10 PM	 Square-1 First round <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Bo2 / Ao5 Cutoff: 50.00	2:00.00	Top 12
03:10 PM	03:30 PM	 Clock Final <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	1:00.00	
03:30 PM	04:05 PM	 Skewb Final <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	1:00.00	
04:05 PM	04:45 PM	 3x3x3 Cube Semi Final <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	5:00.00	Top 16
04:45 PM	05:20 PM	 3x3x3 One-Handed Final <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	2:00.00	

Start	End		Activity	Format	Time limit	Proceed
05:20 PM	05:40 PM		5x5x5 Cube Final <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	4:00.00	
05:40 PM	06:00 PM		Square-1 Final <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	2:00.00	
06:00 PM	06:20 PM		3x3x3 Cube Final <i>Emerald Ballroom (314BC) - Red Stage, Emerald Ballroom (314BC) - Blue Stage</i>	Ao5	5:00.00	
06:20 PM	07:00 PM		Awards & Clean up <i>Emerald Ballroom (314BC)</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:

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