Don't Inverloch Up 2024
Feb 10 - 11, 2024


Inverloch Community Hub
16 A'Beckett Street, Inverloch VIC 3996
(-38.633535, 145.727821)

Inverloch, Victoria, Australia

Events

| Event	Round	Format	Time limit	Proceed
▦	First round	Ao5	5:00.00	Top 75%
	Second round	Ao5	5:00.00	Top 20
	Final	Ao5	5:00.00	
▪▪	First round	Ao5	2:00.00	Top 40
	Second round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
▦	First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 12
	Final	Ao5	3:00.00	
▦	First round	Bo2 / Ao5 Cutoff: 1:45.00	6:00.00	Top 12
	Final	Ao5	10:00.00	
👣	First round	Bo3	10:00.00 cumulative	Top 75%
	Final	Bo3	10:00.00 cumulative	
⬟	First round	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 6
	Final	Ao5	5:00.00	
▲	First round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
◆	First round	Ao5	2:00.00	Top 20
	Final	Ao5	2:00.00	
👣	Final	Bo3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
👣	Final	Bo3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	

Schedule for Saturday (February 10, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:15 AM	09:45 AM	Check-in (Open All Day, Arrive 30 Mins Before Your First Event)			
09:45 AM	10:00 AM	Tutorial for new competitors			
10:00 AM	11:20 AM	3x3x3 Cube First round	Ao5	5:00.00	Top 75%
11:20 AM	12:05 PM	2x2x2 Cube First round	Ao5	2:00.00	Top 40
12:05 PM	12:50 PM	Pyraminx First round	Ao5	2:00.00	Top 20
12:50 PM	01:50 PM	Lunch			
01:50 PM	02:50 PM	3x3x3 Cube Second round	Ao5	5:00.00	Top 20
02:50 PM	03:35 PM	Skewb First round	Ao5	2:00.00	Top 20
03:35 PM	03:55 PM	3x3x3 Blindfolded First round	Bo3	10:00.00 cumulative	Top 75%
03:55 PM	04:35 PM	4x4x4 Cube First round	Bo2 / Ao5 Cutoff: 1:30.00	3:00.00	Top 12
04:35 PM	05:25 PM	5x5x5 Cube First round	Bo2 / Ao5 Cutoff: 1:45.00	6:00.00	Top 12

Schedule for Sunday (February 11, 2024)

Start	End		Activity	Format	Time limit	Proceed
09:00 AM	10:30 AM		4x4x4 Blindfolded Final	Bo3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
09:00 AM	10:30 AM		5x5x5 Blindfolded Final	Bo3	1:00:00.00 total for 5x5x5 Blindfolded Final and 4x4x4 Blindfolded Final	
10:30 AM	11:20 AM		Megaminx First round	Bo2 / Ao5 Cutoff: 2:00.00	5:00.00	Top 6
11:20 AM	12:10 PM		2x2x2 Cube Second round	Ao5	2:00.00	Top 20
12:10 PM	01:10 PM		Lunch			
01:10 PM	01:35 PM		Megaminx Final	Ao5	5:00.00	
01:35 PM	01:55 PM		4x4x4 Cube Final	Ao5	3:00.00	
01:55 PM	02:20 PM		5x5x5 Cube Final	Ao5	10:00.00	
02:20 PM	02:35 PM		Pyraminx Final	Ao5	2:00.00	
02:35 PM	02:50 PM		Skewb Final	Ao5	2:00.00	
02:50 PM	03:05 PM		2x2x2 Cube Final	Ao5	2:00.00	
03:05 PM	03:25 PM		3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	
03:25 PM	03:45 PM		3x3x3 Cube Final	Ao5	5:00.00	
03:45 PM	04:05 PM		Packup and 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).
A **cumulative time limit** may be enforced (see Regulation A1a2).
A **cumulative time limit** may be enforced across rounds (see Guideline A1a2++).

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
- Bo3: Best of 3
- Ao5: Average of 5