

---

# Get Another Success in Success 2024

Feb 24, 2024

---

Success Regional Sport and Community Facility








359 Hammond Rd, Success WA 6164

(-32.150699, 115.847568)










---

Perth, Western Australia, Australia

# Events

Event	Round	Format	Time limit	Proceed
	Final	Bo1 / Mo3 Cutoff: 4:00.00	6:00.00	
	Final	Bo1 / Mo3 Cutoff: 5:00.00	8:00.00	
	First round	Bo3	10:00.00 cumulative	Top 8
	Final	Bo3	10:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 2:15.00	3:00.00	Top 8
	Final	Ao5	3:00.00	
	Final	Bo3	45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
	Final	Bo3	45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Saturday (February 24, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:15 AM	09:55 AM	On-site registration			
09:55 AM	10:50 AM	 4x4x4 Blindfolded Final	Bo3	45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
09:55 AM	10:50 AM	 5x5x5 Blindfolded Final	Bo3	45:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
10:50 AM	11:40 AM	 Megaminx First round	Bo2 / Ao5 Cutoff: 2:15.00	3:00.00	Top 8
11:40 AM	12:30 PM	 3x3x3 Blindfolded First round	Bo3	10:00.00 cumulative	Top 8
12:30 PM	01:30 PM	Lunch			
01:30 PM	02:20 PM	 7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 5:00.00	8:00.00	
02:20 PM	03:00 PM	 6x6x6 Cube Final	Bo1 / Mo3 Cutoff: 4:00.00	6:00.00	
03:00 PM	03:20 PM	 3x3x3 Blindfolded Final	Bo3	10:00.00 cumulative	
03:20 PM	03:45 PM	 Megaminx Final	Ao5	3:00.00	
03:45 PM	04:10 PM	Cube submission for 3x3x3 Multi-Blind			
04:10 PM	05:20 PM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
05:20 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 [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:

- Bo1: Best of 1
- Bo2: Best of 2
- Bo3: Best of 3
- Ao5: Average of 5
- Mo3: Mean of 3