



# Only Cubes in Wellington 2024

Sep 14 - 15, 2024












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Victoria University of Wellington, Kelburn Campus  
Victoria University of Wellington, Kelburn, Wellington 6012  
([-41.290488, 174.767793](tel:+61290488174))









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Wellington, New Zealand















# Events

Event	Round	Format	Time limit	Proceed
	First round	Ao5	4:00.00	Top 75%
	Second round	Ao5	4:00.00	Top 20
	Final	Ao5	2:00.00	
	First round	Ao5	2:00.00	Top 75%
	Second round	Ao5	1:00.00	Top 10
	Final	Ao5	1:00.00	
	First round	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	Top 10
	Final	Ao5	2:00.00	
	First round	Bo2 / Ao5 Cutoff: 3:00.00	5:00.00	Top 10
	Final	Ao5	4:00.00	
	Final	Bo1 / Mo3 Cutoff: 3:00.00	4:00.00	
	Final	Bo1 / Mo3 Cutoff: 5:00.00	6:00.00	
	First round	Bo3	10:00.00 cumulative	Top 10
	Final	Bo3	10:00.00 cumulative	
	Final	Mo3	1 hour	
	First round	Ao5	3:00.00	Top 10
	Final	Ao5	3:00.00	
	First round	Ao5	2:00.00	Top 10
	Final	Ao5	10:00.00	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

# Schedule for Saturday (September 14, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	08:45 AM	Cube submission for 3x3x3 Multi-Blind			
08:45 AM	09:45 AM	 3x3x3 Fewest Moves Final (Attempt 1)	Mo3	1 hour	
09:45 AM	11:00 AM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
11:00 AM	12:00 PM	 7x7x7 Cube Final	Bo1 / Mo3 Cutoff: 5:00.00	6:00.00	
12:00 PM	01:00 PM	Lunch			
01:00 PM	01:30 PM	 3x3x3 Blindfolded First round	Bo3	10:00.00 cumulative	Top 10
01:30 PM	03:00 PM	 3x3x3 Cube First round	Ao5	4:00.00	Top 75%
03:00 PM	04:00 PM	 2x2x2 Cube First round	Ao5	2:00.00	Top 75%
04:00 PM	05:00 PM	 Square-1 First round	Ao5	2:00.00	Top 10
05:00 PM	06:00 PM	 3x3x3 Fewest Moves Final (Attempt 2)	Mo3	1 hour	

# Schedule for Sunday (September 15, 2024)

Start	End	Activity	Format	Time limit	Proceed
08:30 AM	09:30 AM	 <b>3x3x3 Fewest Moves Final (Attempt 3)</b>	Mo3	1 hour	
09:30 AM	10:30 AM	 <b>6x6x6 Cube Final</b>	Bo1 / Mo3 Cutoff: 3:00.00	4:00.00	
10:30 AM	11:30 AM	 <b>5x5x5 Cube First round</b>	Bo2 / Ao5 Cutoff: 3:00.00	5:00.00	Top 10
11:30 AM	12:30 PM	 <b>4x4x4 Cube First round</b>	Bo2 / Ao5 Cutoff: 2:00.00	4:00.00	Top 10
12:30 PM	01:15 PM	<b>Lunch</b>			
01:15 PM	02:15 PM	 <b>3x3x3 One-Handed First round</b>	Ao5	3:00.00	Top 10
02:15 PM	03:15 PM	 <b>3x3x3 Cube Second round</b>	Ao5	4:00.00	Top 20
03:15 PM	04:00 PM	 <b>2x2x2 Cube Second round</b>	Ao5	1:00.00	Top 10
04:00 PM	04:15 PM	 <b>3x3x3 Blindfolded Final</b>	Bo3	10:00.00 cumulative	
04:15 PM	04:30 PM	 <b>Square-1 Final</b>	Ao5	10:00.00	
04:30 PM	04:45 PM	 <b>5x5x5 Cube Final</b>	Ao5	4:00.00	
04:45 PM	05:00 PM	 <b>4x4x4 Cube Final</b>	Ao5	2:00.00	
05:00 PM	05:15 PM	 <b>3x3x3 One-Handed Final</b>	Ao5	3:00.00	
05:15 PM	05:30 PM	 <b>2x2x2 Cube Final</b>	Ao5	1:00.00	
05:30 PM	06:00 PM	 <b>3x3x3 Cube Final</b>	Ao5	2:00.00	

# 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](#)).

## 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