








Please Be Solved Padbury 2024
Sep 1, 2024








[Gibson Park Community Centre](#)
148 Gibson Avenue, Padbury WA 6025
([-31.805468, 115.773161](#))

Perth, Western Australia, Australia

Events

Event	Round	Format	Time limit	Proceed
	First round	Bo3	15:00.00 cumulative	Top 8
	Final	Bo3	15:00.00 cumulative	
	First round	Bo2 / Ao5 Cutoff: 25.00	2:00.00	Top 8
	Final	Ao5	2:00.00	
	Final	Bo3	1:30:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
	Final	Bo3	1:30:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
	Final	Bo1	10:00.00 per cube, up to 60:00.00	

Schedule for Sunday (September 01, 2024)

Start	End	Activity	Format	Time limit	Proceed
09:30 AM	10:00 AM	Check-in			
09:30 AM	09:50 AM	Cube submission for 3x3x3 Multi-Blind			
10:00 AM	11:00 AM	 3x3x3 Multi-Blind Final (Attempt 1)	Bo1	10:00.00 per cube, up to 60:00.00	
11:00 AM	11:40 AM	 3x3x3 Blindfolded First round	Bo3	15:00.00 cumulative	Top 8
11:40 AM	12:20 PM	 Clock First round	Bo2 / Ao5 Cutoff: 25.00	2:00.00	Top 8
12:20 PM	01:20 PM	Lunch			
01:20 PM	03:00 PM	 4x4x4 Blindfolded Final	Bo3	1:30:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
01:20 PM	03:00 PM	 5x5x5 Blindfolded Final	Bo3	1:30:00.00 total for 4x4x4 Blindfolded Final and 5x5x5 Blindfolded Final	
03:00 PM	04:00 PM	Speed FMC Tournament			
04:00 PM	04:20 PM	 Clock Final	Ao5	2:00.00	
04:20 PM	04:50 PM	Face Turning Octahedron Final			
04:50 PM	05:10 PM	 3x3x3 Blindfolded Final	Bo3	15:00.00 cumulative	
05:10 PM	05:30 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