



## RUBIK'S CUBE HOBBY GROUP

### NOTE:

- All the events described below are either individual events or team events. That is, there can be more than one winner from the same pool in a particular event.

**For eg.** If from a particular pool, in a particular individual event, two individuals bag first and third positions respectively, then, for that event, the total points scored by the pool will be (Points of event)\* ( 1 + 0.3 ), given that the third rank secures 30% of total points.

- **Total Points : 70**

### **3X3X3 Speed Solve (Fresher)**

**Team Event, Fresher**

**Points: 20**

This is the regular 3x3x3 speed-solve in which a participant will come and try to solve the cube in minimum time possible. If the timer reaches 5 mins, the solve will be considered as DNF (Did not Finish). All the rules and regulations will be as prescribed by World Cubing Association. (<https://www.worldcubeassociation.org/regulations/>)

This will be an **individual event** in which there is no limit on participation from any pool. Only students from **Y14** can participate in this event.

### **3X3X3 Speed Solve (Senior)**

**Team Event, Y13 and above only**

**Points: 15**

This is the regular 3x3x3 speed-solve in which a participant will come and try to solve the cube in minimum time possible. If the timer reaches 2 mins, the solve will be considered as DNF (Did not Finish). All the rules and regulations will be as prescribed by World Cubing Association. (<https://www.worldcubeassociation.org/regulations/>)

This will be an individual event in which there is no limit on participation from any pool.



**Medley Relay**

**Team Event, Open-To-All**

**Points: 20**

In this event, a team of 5 participants will solve a 2x2x2, a 3x3x3, a 4x4x4, a 3x3x3(one handed) cube and a pyraminx one after the other. Total time of all 5 solves will be counted. If the timer reaches 10 mins, the solve will be considered as DNF (Did not Finish).

**Maximum 2 teams will be allowed from a single pool. 3x3x3 and 2x2x2 should be solved by Y14 only and the rest should be solved by Y13 and above only.**

**Team BLD**

**Team Event, Open-To-All**

**Points: 15**

In this event, a team of 2 participants will solve a 3x3x3 cube such that the person solving the cube will be blindfolded during the solve time as well as the inspection time and will not speak anything. The other person will help the solver and can say anything including algorithms, cases or even steps but should not touch the cube or the timer in any way. If the timer reaches 5 mins, the solve will be considered as DNF (Did not Finish).

**This will be a team event in which there is no limit on participation from any pool. Each team must consist of atleast one Y14**

**Judging:**

The scrambles will be generated by the same programs that provide official scrambles for all World Cube Association competitions.

For all events, there regulations about inspection time and usage of competition timers will be same as official(<https://www.worldcubeassociation.org/regulations/>).

These rules will be explained to the participants before they start. In case of any dispute, the Event Coordinators' decision will be final.

Short summary of rules:

1. Only the resting state of a puzzle is considered, when the timer has stopped.
2. Puzzles may be in any orientation at the end of the solve.
3. All pieces of a puzzle must be fully attached to the puzzle, and in their required positions.
4. A puzzle is solved when all face colours are reconstructed and all the parts are aligned within certain limits.
5. For each two adjacent parts (for example two parallel adjacent slices of a cube) of the puzzle that are misaligned more than the limit described in Point 9, these two parts are considered to need one move to be solved (Half Turn Metric).



6. If no move is needed to bring the puzzle to solved state, the puzzle is considered solved without a penalty.
7. If one move is needed, the puzzle is considered solved with a penalty of 2 seconds.
8. If more than one move is needed, the solve is ruled DNF.
9. Limits of misalignment for puzzles:

Examples:



Solved = no penalty  
Misalignment  $\leq 45^\circ$



Solved, with penalty  
Only 2 adjacent parts misaligned  $> 45^\circ$



Not solved  
2 misalignments  $> 45^\circ$



Solved, with penalty  
1 misalignment  $> 45^\circ$



Solved = no penalty  
All misalignments  $\leq 45^\circ$



Solved = no penalty  
Misalignment  $\leq 45^\circ$



Not solved  
2 misalignments  $> 45^\circ$



Solved = no penalty  
All misalignments  $\leq 45^\circ$



Solved, with penalty  
1 misalignment  $> 45^\circ$

For pyraminx, the limit of misalignment is 60 degrees.

10. Other puzzles are solved according to the solved state as defined in the generally accepted goal of the puzzle, with the regulations of the cube solved state applied when applicable.

In case of any doubts,

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