RUBIK'S CUBE HOBBY GROUP

Fresher's 3x3x3 Speed Solve
Pool Event (Y15) **Points: 25**

This is the 3x3x3 speed-solve team event in which each participant will 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 of individual solves will be as prescribed by the World Cubing Association standards. (https://www.worldcubeassociation.org/regulations/)

Only students of Y15 batch are allowed to take part in this event. Top 25 fastest times among all participants will be considered. Each pool will get points proportional to number of participants in the top 25 rank list.

3X3X3 Speed Solve (Senior)
Team Event **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 **Points: 20**

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, in any order they choose. Total time of all 5 individual solves will be counted. If the timer reaches 10 mins., the solve will be considered as DNF (Did Not Finish). The team may change the order of solving the puzzles in between complete solves.

Maximum 2 teams will be allowed from a single pool. 3x3x3 and 2x2x2 should be solved by Y15 only and the rest could be solved by student of any batch.

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Team Blindfold
Team Event   **Points: 20**

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. The other team member is supposed to communicate the solution, or steps to the solution (including algorithms, cases, positions) by speech alone, without touching the cube or the timer. If the timer reaches 5 mins, the solve will be considered as DNF (Did Not Finish). If the non-blindfolded team member touches the cube during the solve, it may be considered a DNF instantly, subject to the judge's discretion.
This will be a team event in which there is no limit on participation from any pool. Each team must consist of at least one Y15

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 colors 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: 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.