



# SCIENCE AND TECHNOLOGY COUNCIL

# TAKNEEK '18

## ON THE SHOULDERS OF GIANTS



### MYSTERY PUZZLE

**Type of event:** POOL EVENT

**Points:** 20

**Problem Statement:** In this event, an unconventional puzzle will be revealed to a team of 4 participants from each pool at the time of event and each team will be provided with one puzzle. 40 minutes will be given to each team to learn the techniques for speedsolving the puzzle. Teams can bring any kind of accessories (cubes, laptops, paper, etc.) along with them. After 40 minutes, all the provided puzzles will be taken away and each team has to select **one Y18** who 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)**. The **“Average of 5”** format will be followed ( Average time of the 5 solves excluding the best and the worst time will be considered)[Refer to Article 9 of WCA Regulations]. All the rules and regulations of individual solves will be as prescribed by the World Cube Association standards.

**Point Allotment:** Each pool will be represented by a team of 4 members . **Each team must consist of at least 2 Y18s**. The final rankings of the pools will be decided on the basis of the ordering of the averages of the competitor (**must be Y18**) representing each team.

### 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:

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Akash Jain  
General Secretary, Science and Technology  
Students' Gymkhana, IIT Kanpur  
204, NewSAC, IIT Kanpur, Kanpur (UP) - 208016  
sntsecy@iitk.ac.in | jaiakash@iitk.ac.in  
+91-9450533385



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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: 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.

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