

Fresher's 3x3x3 Speed Solve - 30 points (Pool Event) - SEPTEMBER

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 Y19 batch are allowed to take part in this event. Top 30 fastest times among all participants will be considered. Each pool will get points proportional to the number of participants in the top 30 rank list.

Ex- first would get 31 points, second would get 20..30th person gets one point, the sum of all the points would be taken into consideration for each pool and ranking would be based on the total points thus received by each pool.

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: 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.