

RUBIC'S CUBE



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There are 4 different events in the competition

- 1) Rubik's Cube (3*3)
- 2) 2*2 Cube
- 3) Rubik's cube one handed(OH)
- 4) Rubik's cube blind folded(BLD)

(Note: in case of less competitors in an event, the organizer may cancel the event at the discretion of judge)

1. COMPETITORS

- Competitors must obey venue rules and conduct themselves in a considerate manner.
- Competitors must remain quiet when inside the designated competition area. Any disturbance being faced to the actively competing competitors due to others talking/shouting might lead to disciplinary action.
- Competitors in the competition area must not communicate with each other about the scrambled states in one way or the other meanwhile the competition.
- The judge may disqualify a competitor from a specific event on being involved in any suspicious activity and results.
- The results by the judge are the final no competitor should indulge himself in any kind of argument which might lead to disqualification.

2. PUZZLES

- Competitors must provide their own puzzles for the competition.
- Competitors must be ready to submit their puzzles when they are called.
- Puzzles must be fully operational, such that normal scrambling is possible.
- Polyhedral puzzles must use a color scheme with one unique color per face in the solved state. Each puzzle variation must have moves, states, and solutions functionally identical to the original puzzle.
- Puzzles must have colored parts, which define the color scheme of the puzzle and must be one and only one of the following: colored stickers, colored tiles, colored plastic, or painted/printed colors. All colored parts of a puzzle must be made of a similar material.
- For competitors with a medically documented visual disability, the following exceptions apply:
 - Blind competitors may use textured puzzles with different textures on different faces. Each face should have a distinct color, to aid in scrambling and judging.
 - Color blind competitors who cannot distinguish between the necessary numbers of colors may use colored parts with patterns, if it has been explicitly approved according to. Patterns may come from stickers or be drawn.

- The colors of the colored parts must be solid, with one uniform color per face. Each color must be clearly distinct from the other colors.
- Modifications that enhance the basic concept of a puzzle are not permitted. Modified versions of puzzles are permitted only if the modification does not make any additional information available to the competitor (e.g. orientation or identity of pieces), compared to an unmodified version of the same puzzle.
- "Pillowed" puzzles are permitted.
- Puzzles whose colored plastic is visible inside the puzzle (e.g. "sticker less" puzzles) are permitted. This does not include the following puzzles: ▪
Puzzles with transparent parts. Exception: An overlay sticker (see).
- Any modifications to a puzzle that result in poor performance by a competitor are not grounds for additional attempts.
- For Clock, custom "inserts" (the same shape and size as the traditional paper inserts) are permitted, at the discretion of the WCA Delegate. The inserts must have a clear indication of 12 o'clock that matches the original inserts.
- Puzzles must be clean, and must not have any markings, elevated pieces, damage, or other differences that significantly distinguish any piece from a similar piece. Exception: a logo
- Puzzles are permitted to have reasonable wear, at the discretion of the WCA Delegate.

- Definition: Two pieces are similar to each other if they are identical in shape and size, or mirrored in shape and identical in size.
- Corrugated/textured parts which permit the orientation of pieces to be distinguished by feel are not permitted for blindfolded events.
- Puzzles should be approved by the WCA Delegate before use in the competition.
- If a puzzle is found to be not permitted during a round, the competitor must submit a replacement.
- Penalty for attempts done with not permitted puzzles: disqualification of the attempt
- (DNF). Exception: If a puzzle is found to be not permitted during a round, earlier results may be replaced with an extra attempt, at the discretion of the WCA Delegate.
- A puzzle may have a logo on a colored part. If it does, it must have at most one colored part with a logo. Exception: For blindfolded events, a puzzle must not have a logo.
- The logo must be placed on a centre piece. Exceptions for puzzles that do not have centre pieces:
 - 2x2x2 the logo may be on any piece.
 - For Square-1, the logo must be on a piece in the equatorial slice.
 - The logo may be embossed, engraved, or consist of an overlay sticker.
 - All brands of puzzles and puzzle parts are permitted, as long as the puzzles comply with all WCA Regulations.

3. Scrambling

- A scrambler applies scramble sequences to the puzzles.
- Puzzles must be scrambled using computer-generated random scramble sequences.
- Generated scramble sequences must not be inspected before the competition, and must not be filtered or selected in any way by the WCA Delegate.
- Scramble sequences for a round must be available only to the WCA Delegate and the scramblers for the event, until the end of the round. Exception: For Fewest Moves Solving, competitors receive scrambling sequences during the round
- Specification for a scramble program: An official scramble sequence must produce a random state from those that require at least 2 moves to solve (equal probability for each state). The following additions/exceptions apply:
 - For blindfolded events, the scramble sequence must orient the puzzle randomly (equal probability for each orientation).
 - Each scramble sequence should be applied during a maximum time frame of 2 hours.

This time frame starts when the scramble sequence is applied for the first time.

- Scrambling orientation:
- Puzzles are scrambled starting with the white face (if not possible, then the lightest face) on top and the green face (if not possible, then the darkest adjacent face) on the front.
- If a puzzle defect occurs during an attempt, the competitors may choose to either repair, stop or continue the attempt.
- Any irregularity or misconduct during the competition may lead to disqualification.

4. RESULTS

- 1) All timed results under 10 minutes are measured and truncated to the nearest hundredth of a second.
- 2) All timed results, averages, and means over 10 minutes are measured and rounded to the nearest second (e.g. x.4 becomes x, x.5 becomes x+1).
- 3) The result of an attempt is recorded as DNF (Did Not Finish) if the attempt is disqualified or unsolved/unfinished.
- 4) For "Average of 5" rounds, competitors are allotted 5 attempts. Of these 5 attempts, the best and worst attempts are removed, and the arithmetic mean of the remaining 3 attempts counts for the competitor's ranking in the round.

5. CONTACTS:

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