

Rubik's Cube

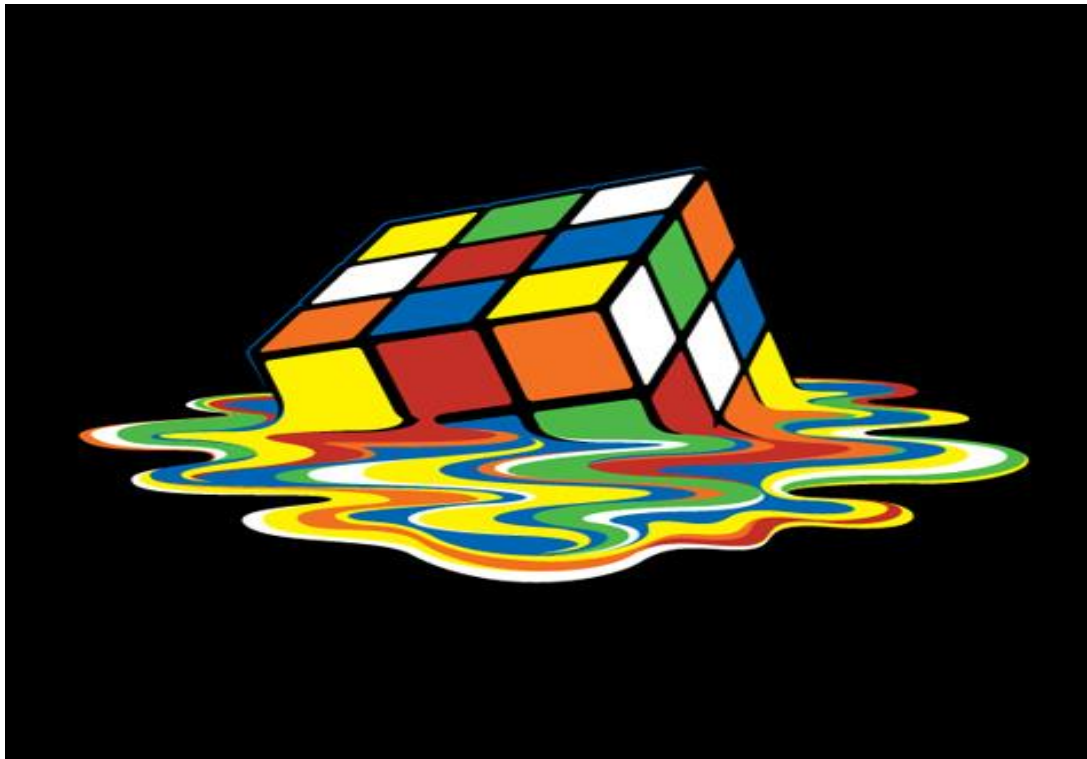
Science Club

NIMBLE'17

There are 4 different events in the competition but we will be organising only the first one.

1. ➤ Rubik's cube (3x3)
2. ➤ Rubik's cube (2x2)
3. ➤ Rubik's cube with one hand (OH)
4. ➤ Rubik's cube blindfolded (BLD)

Note: In case of fewer competitors in an event, the organizers may cancel any event at the discretion of the judge.



1. COMPETITORS:

- 1) Competitors must obey venue rules and conduct themselves in a considerate manner.
- 2) Competitors must remain quiet when they are inside the designated competition area. Talking is permitted, but must be kept at a reasonable level, and away from competitors who are actively competing.
- 3) Competitors in the competition area must not communicate with each other about the scrambled states of the puzzles of the round in progress.
- 4) The judge may disqualify a competitor from a specific event.

- 5) The judge may disqualify any suspected results.
- 6) The competitor must accept all final rulings of the judge otherwise will lead to disqualification from the competition.

2. PUZZLES:

- 1) Competitors must provide their own puzzles for the competition.
- 2) Competitors may borrow cubes from their friends/organizers for competition.
- 3) "Pillowed" and "Stickerless" puzzles are not permitted.
- 4) Any modifications to a puzzle that result in poor performance by a competitor are not grounds for additional attempts.
- 5) Puzzles are permitted to have reasonable wear, at the discretion of the judge.
- 6) Puzzles must be approved by the judge before use in the competition.
- 7) All brands of puzzles and puzzle parts are permitted, as long as the puzzles comply with all regulations.

3. SCRAMBLING:

- 1) A scrambler applies scramble sequences to the puzzles.
- 2) Puzzles must be scrambled using computer-generated random scramble sequences.
- 3) Generated scramble sequences must not be inspected before the competition, and must not be filtered or selected in any way.
- 4) If a puzzle defect occurs during an attempt, the competitor may choose to repair the defect and then continue the attempt, or to stop the attempt.
- 5) During a blindfolded phase, all repairs must be performed blindfolded. Not following this will lead to disqualification of the attempt (DNF).
- 6) If regulations are not correctly observed during a competition, the judge may disqualify affected attempts.
- 7) The results of a round are measured as follows:
 - a. All timed results fewer than 10 minutes are measured and truncated to the nearest hundredth of a second.
 - b. 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).
 - c. The result of an attempt is recorded as DNF (Did Not Finish) if the attempt is disqualified or unsolved/unfinished.
 - d. 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.
 - e. If a competitor has more than one DNF and/or DNS result in the round, his average score for the round is DNF.

4. ONE HANDED SPEEDSOLVING:

1. During the competition the competitor must use only one hand to touch the puzzle. Not following this will lead to disqualification of the attempt (DNF).
2. If a puzzle defect occurs, and the competitor chooses to repair it, he must repair it using only the solving hand otherwise there will be disqualification of the attempt (DNF).

All decisions taken by the organizing team will be deemed as final, and no more changes will be encouraged, thus holding the full authority to change any of the above rules as per circumstances.

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