CUBAIR - The Cubing Pair

Rules

1. It is a team event, with each team consisting of 2 members.
2. There will be **two rounds - Prelims and Finals**.
3. If the number of teams participating in the event is less, the prize money would be reduced to 50% of the initial prize.
4. In case of any discrepancy, the decision of the coordinator and the event management team will be final.

Prelims

1. **Both members of the team** have to **individually solve a 3x3 cube**, starting together. **None of the team members would be blindfolded**.
2. The team would be provided 2 standard 3x3 Rubik's cubes.
3. The team would be given only **one run for each member**.
4. The order in which the teams would solve would be decided by an **online randomizer**, in the presence of the teams **present at the start of the event.**
5. An **inspection time of 15 seconds** would be given to the members of the team.

Judging Criteria (Prelims)

1. The **average time of both individual solves** would be considered.
2. Based on the prelims round, top teams would qualify for the final round (The number of teams would be decided based on the number of teams registered, and would be disclosed at the start of the event).
3. If two teams end up with the **same average time**, there would be a **tie-breaker round.**

Finals

1. Each team would be given **only one run**.
2. Each team would be provided a standard 3x3 Rubik's cube. The team is **not allowed to bring a cube of their own**. The competition is about which pair has the best rapport, not which pair that has the best cube.
3. The order in which the teams would solve would be decided by an **online randomizer**, **in the presence of the teams present at the start of the event.**

4. Based on the order, the teams would be required to **draw chits**. **There would be 20 unique scrambles corresponding to 20 numbers respectively**. The team would receive the scrambled cube based on the number on the chit they pick up. In case of any discrepancy, all the scrambles corresponding to the numbers would be revealed after all the trials are over.
5. Each team will be provided a **maximum of 7 minutes** to solve the cube.
6. Each team would be given an **inspection time of 20 seconds before** the 7 minute solve**. One person would be blindfolded before the start of inspection**. However, the team members **aren't allowed to talk during the inspection time**.
7. The timer would stop only when the solver places the cube on the table. The time would be **rounded off to the nearest second**.

Judging Criteria (Finals)

1. The top two teams on the leaderboard would be awarded with prizes mentioned below.
2. However, in the unlikely event of 2 teams having the same time, there'll be a **tie-braker round**.
3. If none of the teams are able to solve the cube within 7 minutes, **prize money wouldn't be awarded to any team.**

Prizes
1st Prize : Rs 2000/-
2nd Prize: Rs 1000/-

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