



# ABHYUDAYA

Chasing the Singularity of Excellence

# रुतरे BOOK



# 3x3 Cube Competition

## General Provisions :

- **Format:** The competition will follow a “Best of 3” or “Average of 5” format (organizers to decide based on time).
- **Equipment:** Participants are encouraged to bring their own cubes. Cubes must be fully functional and have standard color schemes (White, Yellow, Blue, Green, Red, Orange).
- **Modifications:** No “cheating” modifications (like transparent parts or electronic aids) are allowed.

## The Scrambling Process :

- **Fairness:** All participants in a specific round will receive the same scrambles.
- **Privacy:** Cubes will be scrambled by designated officials behind a screen.
- **Covering:** Once scrambled, the cube must be placed on the table and covered with a cup or box so the participant cannot see it.



## Inspection Phase :

- **Duration:** Every competitor is allowed a maximum of 15 seconds to inspect the cube before starting the solve.
- **No Moves:** During inspection, the competitor may pick up the cube but must not make any moves (turns). Doing so results in a Disqualification (DSQ) for that attempt.
- **Warnings:** The judge will call out “8 seconds” and “12 seconds” during this phase.

## The Solve :

- **Starting:** The competitor places their hands on the timer (or table). When the judge says “Ready,” the competitor starts the timer and begins the solve.
- **Execution:** During the solve, no one (including the judge) may talk to the competitor.
- **Stopping:** The competitor must release the cube completely before stopping the timer.



## Penalties & Solving States :

To ensure a fair finish, the following rules apply to the state of the cube when the timer stops:

+2 sec.	The cube is one turn away from being solved(face is turned more than 45°)
DNF( did not finished)	competitor touches the cube after stopping the timer but before the judge Inspected it.
DNF	competitor makes a move turn during the 15 second inspection period

## Code of Conduct :

- **Distractions:** Spectators must remain quiet and stay at least 1.5 meters away from the solving station.
- **Flash Photography:** Strictly prohibited as it can blind the competitor.
- **Sportsmanship:** Any form of cheating or distracting an opponent will lead to immediate disqualification from the fest.



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“ Six Sides. Zero Excuses ”.

**GOOD LUCK!!**