



RUBE-A-CUBE

EVENT DESCRIPTION:

A Rubik's cube event typically refers to a competition where participants solve the Rubik's cube puzzle as quickly as possible. The goal of the puzzle is to arrange the cubes so that each face of the larger cube is a solid color.

In a Rubik's cube event, participants will be given a scrambled Rubik's cube and are timed as they solve it. These competitions have various categories, including single-solve, average solve & pattern-solving. The competition also includes variations of the Rubik's cube, such as the **3×3 cube, 4×4 cube and pyraminx**.

Rubik's cube events often attract participants from around the world, and top competitors can solve the cube in mere seconds. These events can be a fun way for Rubik's cube enthusiasts to connect with others who share their passion and challenge themselves to improve their speed and skill.

GENERAL RULES:

- The competition is open to all participants who have registered for the event and have paid the registration fee for TRISHNA'24.
- Participants need to register for the same as per their own convenience and skills, can also register for all 3 events.
- The competition will consist of **3 Cube variation formats: 3×3 cube, 4×4 cube & pyraminx**.
- Participants will have 15 seconds to inspect the 3×3 cube and Pyraminx, whereas they will have 25 Seconds to inspect the 4×4 cube before solving.
- Participants must listen carefully to the instructions before starting each event.
- **Only one attempt** will be provided to solve a cube in each round and in all the formats.
- Participants in the competitor's area must not communicate with each other about the scrambled states of the puzzles of the round in progress.
- Only the resting state of the cube, after the timer has been stopped, will be considered.
- The organizers reserve the right to change the rules and regulations of the event at any time.
- The organizers of the event are not responsible for any injuries or accidents that may occur during the event.





Prizes will be awarded to the top 3 participants in each event i.e., 3×3 cube, 4×4 cube and pyraminx.

COMPETITION FORMAT:

- The competition will be conducted in two stages: Prelims(R1) and Final round(R2).
- Prelims (R1) will be of solving the cube in the least time after shuffling it by a specific algorithm.
- The top 12 participants in each event will qualify for the final round(R2).
- Final Round will consist of two formats: a) Shuffle b) Pattern.

a) SHUFFLE:

- For the shuffle format, the cube will be shuffled by the judges or by participants following a specified algorithm.
- Participants will have 15 seconds to inspect the cube before solving it.
- Participants need to solve the cube in the least time.
- The solving time will be recorded.

b) PATTERN:

- For the pattern format, specific patterns will be given to the participants to solve.
- Participants will have 15 seconds to inspect the cube before solving it.
- Participants need to create the exact same pattern in the least time.
- The solving time will be recorded.
- Cumulative scores & time of both formats will be considered for final evaluation.
- The Pattern Shape is reveal in one day before of TRISHNA'24 through Email/WhatsApp.

DISQUALIFICATION:

- Any participant found violating any of the rules will be disqualified from the competition.
- If a competitor's cube / pyraminx encounters any defect during a solving attempt (e.g., popped parts, twisted pieces, or detached tiles) the competitor will be disqualified.
- Any unsportsmanlike behavior by a participant will lead to disqualification.
- Any decision taken by the judges will be final and binding.
- The judges' decision will be final and binding, any kind of argument or misbehavior with the judges will result in the Contestant being disqualified.

CONTACT FOR QUERIES:

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