

## Scrambling Orientations

### NxNxN and Megaminx:

- Up: White (or if not possible, the lightest colour)
- Front: Green (or if not possible, the darkest colour)

### Pyraminx:

- Down: Yellow (or if not possible, the lightest colour)
- Front: Green (or if not possible, the darkest colour)

### Skewb:

- Up: White (or if not possible, the lightest colour)
- Front-left: Green (or if not possible, the darkest colour)

### Square-1:

- Front: Darker colour
- Short part of the E-slice on left

### Clock:

- Front: Either side
- 12 o'clock on top

## Other Reminders for Scramblers

- Puzzles **must not**:
  - have more than one logo
  - have loose magnets
  - be overly damaged
- Cubes for blind events **must have no logos**
- Do not give extras without the Delegate's permission
- When giving an extra, provide an explanation on the back of the scorecard

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