



# WCA Competition Judge Info Sheet:

Greetings judge! This sheet contains relevant WCA regulations which are a guideline for your judgments. Whenever in doubt, please get the attention of your delegate to resolve any issues that arise.

- Please record all times to three digits after the decimal, for example: **14.999** or **21.500**
- If there is a penalty, record the penalty in the following format: **14.579 + 2 = 16.579**
- Please don't distract the competitor with conversation, the only things you should say should be pertaining to judging duties.

Diagram:	Penalty:	WCA Regulation:
	+2 seconds	<b>A3d1:</b> The puzzle must not rest on the timer before starting
	+2 seconds	<b>A4b:</b> The competitor places his hands on the elevated sensor unit of the timer, with fingers touching and palms down
	+2 seconds	<b>A4b1:</b> The competitor must have no physical contact with the puzzle between inspection and the beginning of the solve.
	+2 seconds after 15 seconds	<b>A4d1:</b> The competitor must start the solve within 15 seconds of the beginning of the inspection
	DNF after 17 seconds	
	+2 seconds	<b>A6c:</b> The competitor must fully release the puzzle before stopping the timer.
	+2 seconds	<b>A6d:</b> The competitor must stop the timer using both hands, placed flat on the sensors with palms down.
	DNF (at judge's discretion)	<b>A6e:</b> The competitor must not touch or move the puzzle until the judge has inspected the puzzle.
	+2 seconds	<b>10e3:</b> If one move is required, the puzzle is considered to be solved with a time penalty.
	DNF	<b>10e4:</b> If more than one move is required, the puzzle is considered unsolved (DNF).

# Judging Instructions:

(When in doubt, ask for help!)

## Before Inspection:

1. Reset the timer, so that it shows all zeroes.
2. Reset the stopwatch, so that it shows all zeroes.
3. Ask the competitor if they are ready. Wait until they say that they are.

## Inspection:

1. Simultaneously start the stopwatch and lift the cover from the puzzle.
2. If the stopwatch reaches 8 seconds and the competitor has not started the timer yet, say "8 seconds."
3. If the stopwatch reaches 12 seconds and the competitor has not started the timer yet, say "12 seconds."
4. If the competitor starts the timer between 15.01 and 17.00, they receive a +2 penalty.
5. If the competitor starts the timer after 17 seconds, they receive a DNF.

## During the solve:

1. **Do not distract the competitor.** Refrain from doing any activity that may distract yourself or the competitor, like cubing or looking at your phone
2. **Pay attention to the solve so that if any incident occurs, you can discuss with the delegate.**
  - a. Again, do not solve your own cubes while judging!

## Cutoffs:

1. If the competitor fails to make the listed time limit, after they go over that time limit, the judge stops their attempt and the solve is marked a DNF.
2. If the competitor fails to make the listed cutoff after completing the first 2 attempts (first attempt if the competitor is given 3 attempts), the competitor is finished after those attempts.

## After the solve:

1. Inspect the puzzle **without touching or moving it** to see if it is solved. If there is a misalignment and you are not sure about the correct penalty, ask for help.
2. If the competitor touches the puzzle before you have a chance to look at it, the solve is given a DNF.
  - a. If the competitor has not made any moves, you can give them a +2 penalty instead.
3. Write down the time of the solve on the scorecard.
  - a. If there was no penalty, just write the time shown on the timer.
  - b. If there was a +2 penalty at the beginning of the solve, write "2 +" before writing the time on the timer.
  - c. If there was a +2 penalty at the end of the solve, write "+ 2" after writing the time on the timer.
  - d. All solves with penalties have to include an equals sign and final result. **(e.g. 19.57+2=21.57)**
4. If the solve was a DNF, write DNF instead of a time.
5. Put your initials in the Judge column and have the competitor initial in the Comp column.

## Blindfolded:

1. There is no inspection. The competitor starts the solve by starting the timer and taking off the cube cover.
2. When the competitor starts the timer, start the stopwatch as a backup timer in case they go above 10 minutes.
3. Once the competitor has starting turning the cube (NOT merely after they have put on their blindfold), hold the barrier between the competitor's eyes and hands so they wouldn't be able to see the cube, even without a blindfold.

## Other:

- If it's the competitor's first official solve, encourage them to practice using the timer once or twice before inspection.
- If a piece pops out of the puzzle, the competitor has to either reassemble the puzzle with the timer still running, or receive a DNF because the puzzle is not considered solved, it is up to the delegate to decide if the cube is solved depending on what pieces are missing.
- When a puzzle defect happens during a solve, nobody except the competitor can touch any pieces of the cube.