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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