

Judging Cheat Sheet

Inspection and Penalties

- Use cubing.net/inspection (if it says it's loading, refresh!)
- Write penalties in form of (start penalty + time + end penalty = total), omitting penalties if they do not exist
- Say 8 at 8 seconds and go at 12 seconds
- Inspecting over 15 seconds is +2 penalty
- Inspecting over 17 seconds is DNF
- Inspection can be done with two hands during one-handed solve
- Table can be used during any solve

Cutoffs

- Cutoffs will be announced at the start of each round
- If the competitors reach the soft cutoff, let them finish their solve. If they do not beat the soft cutoff in one of the first two solves, they do not get to finish the average
- If the competitor passes the hard cutoff, stop the solve and give them a DNF. This doesn't necessarily end their average and the above rule still applies

Explosions

- If a cube explodes, it can be reassembled and the competitor can keep going as long as nobody touches the pieces. If there is an explosion, tell the crowd not to touch anything
- After an explosion, one corner piece can be twisted and up to 4 pieces can be taken out and put back in if needed

End of Solve

- For Pyraminx and Skewb, anywhere where we say 45 degrees we mean 120 degrees
- If the cube is within 45 degrees of being solved, it is fine
- If the cube is over 45 degrees of being solved on one side, it is a +2 penalty
- If the cube is at 45 degrees, yell out the name of your delegate very loudly and they will come tell you what to do – DO NOT pick up the cube or touch it
- If you aren't sure what to do, ask a staff member – this is one of the harder parts of judging