

**INDIAN INSTITUTE OF INFORMATION TECHNOLOGY, NAGPUR**

C/o Regional Telecom Training Centre (RTTC) BSNL, Seminary Hills, Nagpur-440006 091-0712-2801369, Email: registrar@iiitn.ac.in

Presents

**Rubix**

**(The Rubix cube Solving Competition)**

**About the Event:**

“It’s all about turning a cube which twists us back in return. Our whole life is about solving puzzles. The Cube can seem alive as it heats up your hand. The fact that each face of the Cube is made of few layers of that many blocks has an important meaning! A good puzzle; it’s a fair thing. Nobody is lying. It’s clean and clear.., and the problem depends just on you.”

‘Rubik’s Cube Solving’ is the puzzle solving competition of the annual technical fest of IIIT Nagpur, Tantrafiesta. This competition includes both solo and team competition. Teams of five (5)will be competing for the fastest time to collectively solve 15 Rubik's Cubes. Solo competitors will compete to solve one cube in the fastest time.

**Rules:**

* Participants have to register online by filling up the google forms provided on the official website www.iiitntantrafiesta.in
* Participants are supposed to register at the Student Activity Centre.
* The Competition should be a fun experience and all candidates and coaches are expected to conduct themselves in a manner considerate of others at all times during the competition.
* Competitors may talk among themselves, shout and encourage their teammates but should not distract other competitors.
* No electronic items whatsoever, are allowed on the competition table(s).
* Use of notes or any form of reference material is not permitted unless specifically stated.
* Competitors should bring and use their own fair and unbiased Rubik's brand Cubes. Cubes may be available for loan if needed or if any of your Cubes do not meet the with the competition rules.
* **Note:**

**§** Your team may choose to

fix the cube while the timer

is running or may alert the

table judge and stop the

timer.

**§** If the timer is stopped, the

remaining scrambled cubes

should be solved to be

determine if any others are

unsolvable.

**§** Then all 15 solved cubes of

team round should be

rescrambled by the

volunteers/ table judges.

**§** The timer is reset and the

team has a new try.

* **Team Competition**: There is a maximum of six (**6\***) minutes per team. If a team reaches 6 minutes, solving is stopped and the number of fully solved Cubes is counted. The team score is recorded as number of cubes in 6 minutes.
* **Solo Competition**: competition will be limited to students on a registered team who can solve the Rubik’s Cube in under two(**2\***) minutes, in just one attempt.
* If any unfair practices are found during the event then it will lead to disqualification of the following participants or team of participants.
* In case of any violation of the

game rule, *penalty of*

*infraction:* 5 seconds may

apply as per the judges’

decision.

* Participants must have a valid college identity card.
* You need to be present at the event arena at least 10 minutes before the event starts.
* **Please, do collect your identity cards available at the registration desk.**

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**Registration:**

**FEES:** INR 150 per person or INR 300 per group

**Payment mode:**Payment can be done offline at our institute or online through account information provided page of ***rubix*** on site ***iiitntantrafiesta.in***

**Judging Criteria**

1. Decision of judges will be final.
2. Creativity, originality and design innovativeness and software used will be criteria of judgement.
3. Winners will be announced during closing ceremony of **‘Tantrafiesta’**.

**Note:**

**Entries submitted before or after given submission date and time will be rendered invalid**

**Contact:**

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