



PRIZE MONEY

₹ 20000

"If you are curious, you'll find the puzzles around you. If you are determined, you will solve them." -Erno Rubik

These are the famous words of the creator of the Rubik's cube. His curiosity gave us the cube, do you have the determination to solve them?

Amalthea is proud to bring to you the "Amalthea Open 2019", an official WCA event in association with Cubelelo. Cubing is not only about solving a 27 piece 3*3 cube, it is much more than that. With dozens of cubes out in the market, cubing has become even more engaging and competitive. It tests your speed and your skills. So gear up and get ready to set your best times!

World Cube Association (WCA) is a worldwide body that maintains and regulates the cubing activities. All the records, timings of each participant are maintained on official WCA website.

<https://www.worldcubeassociation.org/>



Cubelelo is one of the largest online shops for the best quality Rubik's cubes and puzzles in India. It is well known for sponsoring various cubing competitions around the country. We are proud to have Cubelelo as the sponsor for the "Amalthea Open 2019".

<https://www.cubelelo.com/>

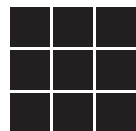
GENERAL RULES

1. Participation is individual.
2. Anyone can participate, there is no age restriction.
3. Participants must bring their own puzzles, puzzles will not be provided at the venue.
4. In case of any controversy, the decision made by the official WCA delegate will be final.

CATEGORIES

2X2X2

This is a 2x2 Speed-solve event, wherein the participant is required to solve the puzzle in the quickest time possible.

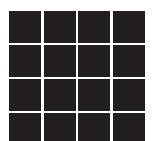


3X3X3

This is a 3x3 Speed-solve event, wherein the participant is required to solve the puzzle in the quickest time possible.

4X4X4

This is a 4x4 Speed-solve event, wherein the participant is required to solve the puzzle in the quickest time possible.

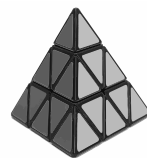


3X3X3 ONE HAND

This is a 3x3 event, wherein the participant is required to solve the puzzle in the quickest time possible with the use of only one hand.

PYRAMINX

This is a Pyraminx Speed-solve event, wherein the participant is required to solve the puzzle in the quickest time possible.



RULES AND REGULATIONS

Every competitor is expected to know & comply with all WCA Regulations, mentioned on their website. Some important ones are listed below:

1. (1e2) Every competitor must be available for judging. If required to judge, a competitor may be excused only for a legitimate reason (e.g. being unfamiliar with a puzzle), at the discretion of the WCA Delegate. Penalty: disqualification from the competition (see Regulation 2k).
2. (2f) Competitors must obey venue rules and conduct themselves in a considerate manner.
3. (2g) Competitors must remain quiet when inside the designated competition area. Talking is permitted, but must be kept at a reasonable level, and away from competitors who are actively competing.
4. (2i) While competing, competitors must not use electronics or audio equipment (e.g. cell phones, MP3 players, dictaphones, additional lighting).
5. (2k) At the discretion of the WCA Delegate, a competitor may be disqualified from some events (a single event, multiple events, or all events) if the competitor: (2k1) Fails to check in or register in time for the competition.
6. (2n3) The competitor must accept all final rulings of the WCA Delegate. Penalty: disqualification from the competition.
7. (3a) Competitors must provide their own puzzles for the competition.
8. (3a1) Competitors must be ready to submit their puzzles when they are called (see Regulation 2u).
9. (3j) Puzzles must be clean, and must not have any markings, elevated pieces, damage, or other differences that significantly distinguish any piece from a similar piece. Exception: a logo.
10. (5b) If a puzzle defect occurs during an attempt, the competitor may choose to either repair the defect and continue the attempt, or to stop the attempt.
11. (5c+) If a competitor has a puzzle defect, this does not give him the right to an extra attempt.
12. (7b) Spectators must remain at least 1.5 metres away from the solving stations when they are in use.
13. (A1c) A competitor participating in an event must be able to fulfil the event's requirements (e.g. know how to solve the puzzle). A competitor must not compete with expectation of a DNF result or an intentionally poor result. Penalty: disqualification of the attempt (DNF) or disqualification from the event (see Regulation 2j), at the discretion of the WCA Delegate.
14. (A5a) While inspecting or solving the puzzle, the competitor must not communicate with anyone other than the judge. Penalty: disqualification of the attempt (DNF).
15. (A6b) The competitor is responsible for stopping the Stackmat timer correctly.

For detailed WCA rules and regulations, click on the link below.

<https://www.worldcubeassociation.org/regulations/>

REGISTRATION

The registration for the event needs to be done via the official WCA website. Please click on the link given below.

<https://www.worldcubeassociation.org/competitions/AmaltheaOpen2019>

CONTACTS

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