Team Blindfold - 20 points (Team Event)-SEPTEMBER

In this event, a team of 2 participants will solve a 3x3x3 cube such that the person solving the cube will be blindfolded during the solve time as well as the inspection time and will not speak. The other team member is supposed to communicate the solution, or steps to the solution (including algorithms, cases, positions) by speech alone, without touching the cube or the timer. If the timer reaches 5 mins, the solve will be considered as DNF (Did Not Finish). If the non-blindfolded team member touches the cube during the solve, it may be considered a DNF instantly, subject to the judge's discretion.

This will be a team event in which there is no limit on participation from any pool. Each team must consist of at least one Y19.

Judging

The scrambles will be generated by the same programs that provide official scrambles for all World Cube Association competitions. For all events, there regulations about inspection time and usage of competition timers will be same as official (https://www.worldcubeassociation.org/regulations/).

These rules will be explained to the participants before they start. In case of any dispute, the Event Coordinators' decision will be final. Short summary of rules:

1. Only the resting state of a puzzle is considered, when the timer has stopped.
2. Puzzles may be in any orientation at the end of the solve.
3. All pieces of a puzzle must be fully attached to the puzzle, and in their required positions.
4. A puzzle is solved when all face colours are reconstructed and all the parts are aligned within certain limits.
5. For each two adjacent parts (for example two parallel adjacent slices of a cube) of the puzzle that are misaligned more than the limit described in Point 9, these two parts are considered to need one move to be solved (Half Turn Metric).
6. If no move is needed to bring the puzzle to solved state, the puzzle is considered solved without a penalty.
7. If one move is needed, the puzzle is considered solved with a penalty of 2 seconds.
8. If more than one move is needed, the solve is ruled DNF.
9. Limits of misalignment for puzzles: Examples: For pyraminx, the limit of misalignment is 60 degrees.
10. Other puzzles are solved according to the solved state as defined in the generally accepted goal of the puzzle, with the regulations of the cube solved state applied when applicable.