

Competition tutorial for newcomers

Other than reading this document, please make sure to participate the “Competition tutorial” event at the competition on your first competition day, where all these things will be shown, you can have questions, try the competition equipment and can get many more information.

General information:



World Cube Association (WCA) is the organization which is responsible for organizing Rubik’s Cube competitions all over the world. This competition is one of the official Rubik’s Cube competitions, so during the weekend we will follow the regulations of the WCA. You can find the whole Regulation and the Guidelines (which supplement the Regulations) on the WCA website.

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

Guidelines: <https://www.worldcubeassociation.org/regulations/guidelines.html>

The WCA Regulation among others includes that **all competitors have to be familiar with the Regulation** before their first competition.

About the WCA competitions:

At the competitions there are 2 types of officials who can help you: *Organizers* are responsible for running the competition without any troubles and *Delegates* are responsible for keeping the WCA Regulations during the competition. **If you have any questions about the competition, feel free to contact the officials.**

At this competition these officials are:

Organizers: Niki Placskó, Olivér Perge, Dániel Varga, Bence Barát

Delegates: Olivér Perge, Niki Placskó

There are maximum 18 official events which can be held at competitions. When you registered for the competition you could choose the events which you would like to compete in. For most of the events you chose, you (and all the other **competitors**) **will be divided into groups**. This grouping will be shared with you before and at the competition. Competitors will compete in groups and Organizers will call you by groups and not by name. **Be careful and listen the announcements what the Organizers make.**

At the events which you are competing in, you have to help the process of the competition. This means that **in the group(s) which you don’t have to compete in, you will have to help with judging, scrambling or running**. At this competition you get a pre-made grouping for the first rounds, which contains which groups you have to help and at other competitions you just have to help when you don’t compete. If an Organizer or Delegate asks you to help when you are not grouped, you have to go, because if you decline they can disqualify you from the competition.

Roles at the competitions:

Competitor: Your basic role is competitor, and it will only change when you have to help the flow of the competition.

Judge: The judges ensure the appropriate processes of the attempts and **make sure that all the processes are following the Regulation**. At the end of each attempt they certify with their signature that everything was OK.

Runner: Runners are **responsible for the logistics of the puzzles**. They are taking the puzzles from the scramblers to the judges and backwards.

Scrambler: Being a scrambler is the most responsible role. Scramblers are the ones who **apply the official scramble sequences on the puzzles** and make sure that all the scrambles are correct. This role is performed only by experienced competitors.

The progress of the attempts:

- 1.) **Organizers call** the next events and **groups**. (e.g.: 3x3, 1st group)
- 2.) Competitors take their puzzles **in a solved state**, find their score card on the scrambling table and **put the puzzle on the score card**. After it's done, competitors **go into the waiting area** (there will be an assign area for waiting).
- 3.) **Scramblers apply the official scrambles sequences** on the puzzles and put the puzzle and the score card into a cover.
- 4.) **Runners take the covers** (with the puzzle and scorecard inside), go into the waiting area and read the name of the competitor out loud.
- 5.) The competitor and the runner **find an empty station** (it's a table with a Stackmat + mat + stopwatch + a judge, where the competitor will do their attempt) and the runner gives the cover to the judge. The runners and the judges have to make sure that **no parts of the puzzle is visible**.
- 6.) The competitor sits down. **The judge places the puzzle** (inside the cover) **on the mat, resets the timer and the stopwatch** if needed. and asks the competitor about their readiness: **"Are you ready?"**
- 7.) When the competitor confirms their clear readiness (it can be done with any gesture or simply with a "yes"), the inspection phase will start. During the inspection **the competitor has 15 seconds to inspect the puzzle**. During this phase the competitor must not apply any moves on the puzzle, they can only watch it. **The judge will call "8 seconds" and "12 seconds"**. The competitor has to start the solve within the 15 seconds. If they start it between 15 and 17 seconds +2 seconds time penalty will be given, if they start above 17 seconds, than the solve will not be valid.
- 8.) Starting the solve: When the competitor inspected the puzzle, they put the puzzle on the mat (in any orientation) and **place their hands on the sensors of the timer**. The competitor must not touch the puzzle, and his hands have to be palms down and their fingers have to touch the sensors. First a red light will show up, then a green light. **When the timer shows the green light then it's ready to measure the time** and the competitor can start the solving phase.

9.) During the solve the **judge** have to pay attention to the solution to confirm that everything happens according to the regulation. (e.g. The judges **must not play with their phones or puzzles.**)

10.) Stopping the solve: When the puzzle is solved, the competitor can **stop the timer** with putting their hands on the sensors. They must not touch the puzzle and their hands have to be flat and palms down as well.

11.) The judge checks the puzzle if it's solved or not and confirms the correctness to the competitor: "Okay" or "Penalty". **It's important that neither the judge nor the competitor can touch the puzzle! If any help is needed to the decision or something irregular happens, than please contact with the WCA delegate to make the correct decision.**

12.) When the decision is made, **the judge writes down the time on the score sheet**, signs it, then the **competitor checks the result and signs** it as well.

13.) The competitor goes back to the waiting area and waits for their next attempt. (After the last solve they can take their puzzle with them and can go back to the audience.)

14.) The judge puts the puzzle and the score card into the cover (if it was the last attempt of a competitor then the scorecard only) and give a sign to the runner that they are ready.

15.) The runner takes the cover (with the puzzle and score card inside) to the scrambling table, takes out the puzzle and the score card and the scramblers will apply the next scrambling sequence. After the last attempt of a competitor, the runner takes the scorecard to the score taking place.

Objects at the competition:

Stackmat timer: This is the official object for measuring the time at competition.



Mat: Stackmat timer can be used only with mats.



Stopwatch: Stopwatches are used for measuring the inspection time. (See above)



Cover: Covers are used for covering the puzzles before the inspection phase, so competitors could not see it.



Score card: After each solve, judges write down the time on the score cards and both competitors and judges sign them to acknowledge that the result is correct, complete, properly formatted, and clearly readable.

Example Open 2016			→	Name of the competition
Event	Rubik's Cube	Group Round	→	Name of the event
ID	14	Name	→	Name of the competitor
		Peter Sample		
	Result	Competitor	→	Signs of the competitor
1				
2			→	Achieved times
3				
4				
5			→	Signatures of the judges
E				
DNF limit: 10:00				

Important regulations:

- During the competition **using flash is forbidden**, because it can disturb competitors.
- **No one can go closer** to a competing competitor **than 1,5 meters**.
- **Communication during your solves is forbidden**.
- You **cannot talk about the scrambles** until the round is over.
- If you would like to make a video about your solves, make sure that the **screen of the phone/camera cannot be visible**.

Competition specific information:

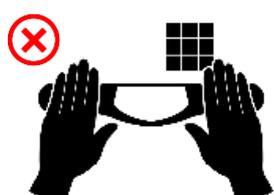
At this competition the competition area will be divided into 2 main parts, which will be signed with 2 colors. Your nametag will show which part of the room you have to compete in. Be careful, because most of the time 2 groups will compete at the same time!

Competition dictionary:

- DNF: The result of an attempt is recorded as DNF (Did Not Finish) if the attempt is disqualified or unsolved/unfinished.
- DNS: The result of an attempt is recorded as DNS (Did Not Start) if the competitor is eligible for an attempt but declines it.
- Average of 5: Competitors are allotted 5 attempts. Of these 5 attempts, the best and worst attempts are removed, and the arithmetic mean of the remaining 3 attempts counts for the competitor's ranking in the round.
- Mean of 3: Competitors are allotted 3 attempts. The arithmetic mean of the 3 attempts counts for the competitor's ranking in the round.
- Cutoff: This is a limit at combined rounds. In combined rounds competitors are eligible only for limited solves (Best of 1 or 2) at first and if they solve the puzzle under the cutoff, they become eligible to the remaining attempts.
- Time limit: This is the limit, under which the competitor needs to finish his solve. If he goes above, the judge stops him and the result of the attempt is DNF.

Illustrations:

Starting the solve:



touching the puzzle



cube is on the timer

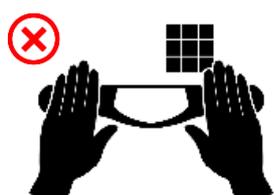


palms are not down

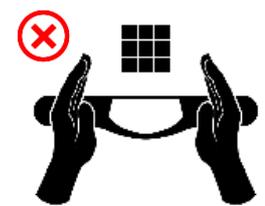


correct way

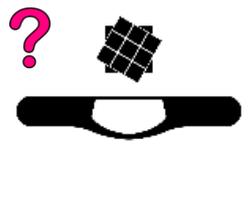
Stopping the solve:



touching the puzzle



palms are not down



misalignment



correct way

no penalty

+2

for cubes: less than 45° or 45°

for cubes: more than 45°

And finally the most important rule for every situation:

If it's not obvious or you are not sure, ask the delegate!