

# Spark Education x Mofunland – SudoCube Competition 2024



## Cube Rules and Regulations

- 1) You have to bring your own 3x3 puzzle for the competition, and:
  - (a) The puzzle may have one or more logos on a coloured part, but it can only have at most one coloured part with one or multiple logos on it.
  - (b) This logo must be placed on the centre piece
- 2) Your puzzle must not have any markings, or any form of damage that makes a particular piece easily distinguishable (the logo of the puzzle does not apply in this case)
- 3) No smartcubes are allowed to be used in the competition.
- 4) You would be given 2 solve attempts, and the best of the 2 solves (BO2) would be taken. For example, if your 2 solve attempts are 11.33sec & 15.75sec, then your BO2 result would be 11.33sec.
- 5) Before each solve begins, the judge would let all competitors know when inspection would start, and each competitor would then proceed to uncover the puzzle and begin inspecting the cube when instructed to do so.
- 6) Based on WCA regulations, you have 15 seconds to inspect the cube before starting your solve. During these 15 seconds, you are allowed to pick up the puzzle. If you turn the cube intentionally, the attempt would be disqualified (DNF).
- 7) At the 8-second and 12-second mark during inspection, the judge would call out "8 seconds" and "12 seconds" respectively to let you know how much inspection time has passed.
- 8) You must start the solve within 15 seconds from the point where inspection time starts, and if you do not, penalties would be applied to your solve.
  - (a) If you take between 15-17 seconds for inspection before starting your solve, there would be a time penalty of 2 seconds (+2).

(b) However, if you take more than 17 seconds for inspection, your attempt would be disqualified (DNF).

8) To start the timer, put both of your hands on the timer and wait for the green light to appear, and then remove your hands once you are ready to begin the solve.

9) When stopping the timer at the end of your solve, you must fully release the puzzle before doing so, or else the attempt would be disqualified (DNF).

10) The acceptable limit for misalignment of the 3x3 cube, where no penalties apply and the puzzle is considered solved, is **at most 45 degrees**.

→ If the puzzle is misaligned by more than the limit stated above, these penalties would apply accordingly:

→ “+2” : **1 move** is required to bring the puzzle to its solved state

→ “DNF”: **>1 move** is required to bring the puzzle to its solved state

## **Team category competition:**

1) For the team category segment of the competition, there would be 3 competitors in each team who will compete head-to-head in an MO3 (Mean of 3) format.

2) The MO3 (Mean of 3) result is computed by taking the average of the 3 solves completed by a competitor.

→ For instance, if the timings for the competitor’s 3 solves are 18.111sec,

18.180sec, and 26.271sec respectively, his/her MO3 result would be:

$$(18.111 + 18.180 + 26.271) / 3 = 20.854\text{sec}$$

*\*Kindly note that the organiser reserves the right to make amendments to the format if necessary.*

