Competition tutorial for newcomers

In addition to reading this document, please make sure to participate in the "Competition tutorial" at the start of the competition, where we will show you everything in this document, answer questions, and let you try the timers and equipment.

General information:

The World Cube Association (WCA) is the organization responsible for organizing Rubik's Cube competitions all over the world. This competition is an official Rubik's Cube competitions; 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 Regulations state that **all competitors must be familiar with the Regulations** before their first competition.

About the WCA competitions:

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

There is a maximum of 18 official events which can be held at competitions. When you registered for the competition, you chose the events you would like to compete in. For 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 competitors by groups**, not by name. **Be careful and listen to announcements the Organizers make about groups.**

If you sign up for an event, you are expected to help when you aren't competing. For the group(s) that you are not competing in, you are expected to help with judging, scrambling or running. At some competitions, you will get a pre-made grouping which contains which groups you must help with. In this case, simply do the job given to you for those specific groups. At other competitions, you'll help when you don't compete. In both cases, if an Organizer or Delegate asks you to help when you are not grouped, please do so, as they would only ask more of you if they truly need an extra hand.

Roles at the competitions:

Competitor: Your basic role is a competitor, and this will only change when you must help the flow of the competition.

Judge: The judges ensure that **attempts are done according to the Regulations**. At the end of each attempt, they certify with their signature that everything was okay.

Runner: Runners are **responsible for the logistics of puzzles**. They move puzzles between scramblers and judges.

Scrambler: Being a scrambler is the role with the most responsibility. Scramblers are the ones who **apply official scramble sequences on 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 bring their **solved** puzzles, find their score card on the scrambling table, and **put their puzzle on their score card**. After that's done, competitors **go into the waiting area** (there will be an assigned area for waiting).

3.) **Scramblers apply the official scramble sequences** on the puzzles and put them with their score card into a cover.

4.) Runners take **the upright covers** (with the puzzle and score card 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** (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 must make sure that **no parts of the puzzle are 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, **"Are you ready?"**

7.) When the competitor confirms their clear readiness (done either with a gesture or simply with a "yes,") the inspection phase will start. During inspection, **the competitor has 15 seconds to inspect the puzzle**. During this phase, the competitor may not apply any moves on the puzzle, they can only observe it. If they make a move, the judge applies an immediate DNF and the attempt is over. The following table shows what actions occur during inspection.

Time	Action
8 seconds	Judge calls "8 seconds"
12 seconds	Judge calls "12 seconds"
15 seconds	Judge does not stop the attempt, but will add a +2 second penalty at end of solve.
17 seconds	Judge stops the attempt and applies a DNF

Once the competitor starts their solves, the inspection phase ends, and the judge will not perform any more actions from the inspection phase.

8.) Starting the solve: After the competitor inspects the puzzle, they put it **on the mat** (in any orientation) and **place their hands on the timer sensors.** The competitor must not be touching the puzzle, and their hands must be **palms down** with their **fingers touching the sensors**. First a red light will show up, then a **green light**. When the light goes green, the competitor can then start the solving phase.

9.) During the solve, the **judge** must pay attention to the solve 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 **stops the timer** by putting their hands on the sensors. They must not be touching the puzzle and their hands must be flat with palms down.

11.) The judge checks if the puzzle is 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 on a decision, or if something irregular happens, please contact the WCA delegate ASAP.**

12.) When the decision is made, **the judge writes down the time on the score card**, 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. On their last attempt, they can take their puzzle and return to the spectator area.

14.) The judge puts the puzzle and the score card into the cover, and gives 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, **places the cover sideways** on the table, where the scramblers will then apply the next scrambling sequence.

Objects at the competition:

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

Mat: The Stackmat timer can be used only with mats.

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

Reset button   Start/Stop button

Cover: Covers are used for covering the puzzles before the inspection phase, so competitors cannot see the scramble.

Score card: After each solve, judges write down the time on score cards, and both the competitor and judge sign them to acknowledge that the result is correct, complete, properly formatted, and **clearly readable**. Note that if your score card is illegible, the **worst interpretable result** will be entered for that solve.
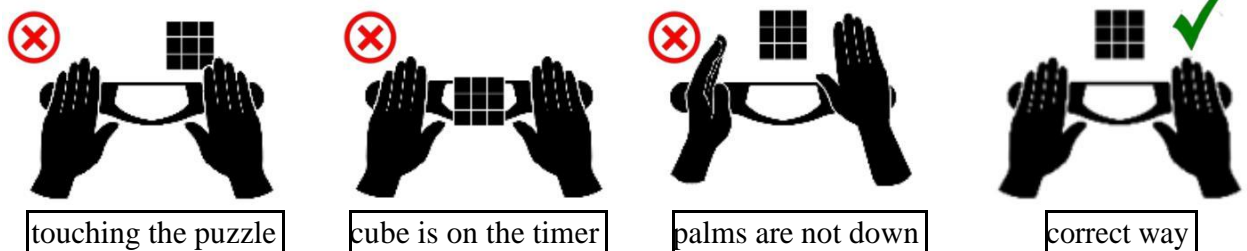
Important regulations:
- **Flash photography is not allowed** because it can disturb competitors.
- All spectators must stay **1.5 meters (5 feet)** away from competitors.
- **Communication during your solves is forbidden**.
- You **cannot talk about the scrambles** until the round is over.
- If you would like to film your solves, make sure that the **screen of the phone/camera cannot be visible**.
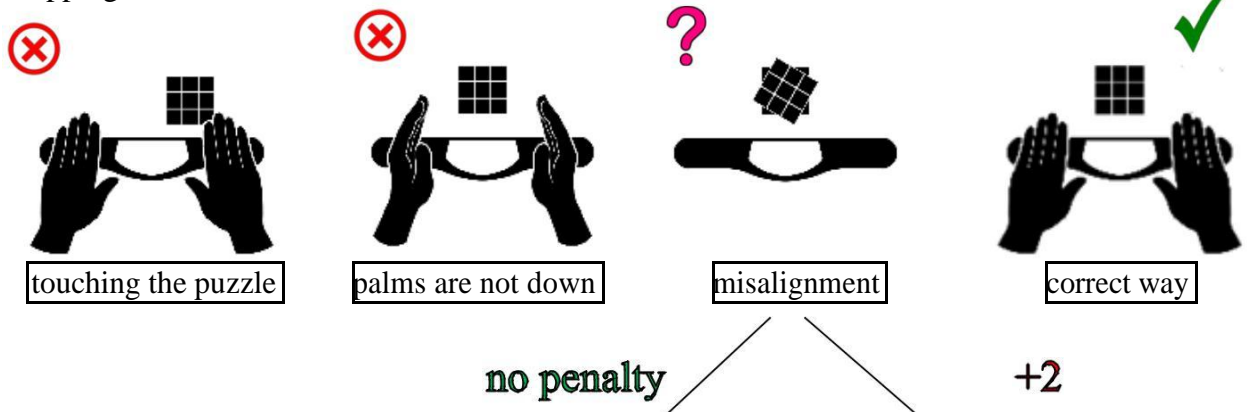
Competition dictionary:
- *DNF*: The result of an attempt is recorded as DNF (Did Not Finish) if the attempt is disqualified or unsolved/unfinished.
- *DNS*: The result of an attempt is recorded as DNS (Did Not Start) if the competitor is eligible for an attempt but declines it.
- *Average of 5*: Competitors 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 a limited number of solves (Best of 1 or 2) at first. If they solve the puzzle under the cutoff, they become eligible for 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!