

What to Expect While Competing

Please read these steps carefully before it is your turn to compete.

The following is a brief summary of what to expect when you are called up.

If you have any questions or concerns, ask a member of the organization team.

- 1 When your heat name is called, all competitors within that heat are required to bring their **SOLVED** cube to the scramble table and place it on the score card with your name on it. You are to remain in the scrambling area until you have completed all necessary solves for that round.
- 2 Once your cube has been scrambled, a judge will call you by name to indicate that it is your turn.
- 3 The judge will then carry your scrambled cube under a plastic cover and escort you to the timer station.
- 4 The judge will then place the cube on the table and ensure the station is ready. They will then ask if you are ready. Ensure the timer is on and reset. When you are ready, respond to the judge "YES".
- 5 The judge will then lift the cover from the cube and start the stopwatch in hand. You have a maximum time of 15 seconds to inspect the scrambled cube and start solving. You are allowed to pick the puzzle up at this time, but **not** allowed to make any moves on the puzzle.
- 6 As soon as you are ready to go, put the cube down on the table, place your fingers flat on the timer pads, and wait for the green light on the timer to turn on. As soon as it is green, lift your hands off and start to solve the cube.
- 7 If you have not started solving by the time the stopwatch reaches 8 seconds, the judge will say "8 SECONDS". At 12 seconds, the judge will say "STOP". This leaves you with 3 seconds to start the solve. If you not started solving when the timer reaches 15 seconds you will be subject to a 2 second penalty. If you are still not solving at 17 seconds, it is a DNF (Did Not Finish).
- 8 When you have solved the puzzle, you must place the cube down on the table and use both hands to stop the timer by placing your fingers back on the timer just as you started. At this point, you can no longer touch the puzzle. Touching the puzzle before the judge indicates you may do so is subject to a 2 second penalty.
- 9 The judge will ensure the puzzle is completely solved. Once the solve is confirmed, the judge will record the result of your solve on your score sheet.
- 10 If there is a discrepancy, the main judge or WCA delegate will be called to make a ruling. During that time, no one is to touch the puzzle in any way. In the event of a penalty or DNF, you will be required to initial the score sheet.
- 11 After completing your solve the judge will carry your cube and score sheet back to the scrambling table where the entire process is then repeated. If you do not have more solves to complete, the judge will tell you it is safe to pick up your cube. You are then free to return to your seat, or take a break.