



INDIA'S EMERGING TALENT 2020

BEST SPEED CUBER PROTOCOL DOCUMENT

Stage: Group Level Only

Age category: Kids & Teens

Talent Category: Best Speed Cuber

Date: 20th November, 2020

Status: Unpublished

Purpose of the document: Use this document for guidelines purposes only for **IET- BEST SPEED CUBER** category 2020. This is the Group Stage Protocol Document. This document will provide details on stages, rules, guidelines, marking, scoring, self-campaign points for The Best Speed Cuber and how to progress to Semi Final Stage with other important information. Please read this document carefully.

This Category will have three stages after successful participation confirmation.

1. Stage 1: Group Level (Oct-Early 2021)
2. Stage 2: Semi Finals (Early 2021)
3. Stage 3: Grand Finale (Early-Mid 2021)

This document is for Stage 1: Group Stage Level of Competitions only.

Semi Finals Level of Competitions Protocol Document will be made available after 15th January, 2021 on FunKids India Website. <https://funkids.in>

ABOUT

In

“INDIA'S EMERGING TALENT- DE HUNAR KO PEHCHAN”

1ST FUNCADEMY AWARDS 2020

THE BEST SPEED CUBER contains 4 age divisions categories for the participants. Contestants will be responsible for producing proof of age to the team. Please upload this to your child's FunKids India web account. This protocol document contains the information that is used for the children to participate in **The Best Speed Cuber** category which is to be conducted. So please read this document carefully.



GROUP STAGE LEVEL (Solo)

AGE DIVISIONS

CATEGORY	AGE
Kids junior	5 - 8 Years
Kids senior	9 - 12 Years
Teens junior	13 - 15 Years
Teens senior	16 - 19 Years

* The Talent can apply under the respective age division for the **IET –BEST SPEED CUBER** category.

UPLOAD VIDEOS TO FUN KIDS INDIA WEB ACCOUNT

- Upload the Introduction video (optional) on Fun Kids India web account
- Online Talent Showcase Session will be organized
- The BEST SPEED CUBER experts will be selected by judges / panellists.
- Selected children are invited to the Semi-finale

Introduction Video Duration: Under 2 minutes.

ONLINE TALENT SHOWCASE SESSION

Each Talent will be called for Online Talent Showcase Session lasting between 10 to 20 minutes. This session will be recorded and used by the judges in judging the contestant’s Rubik’s cube solving talent.

During Online Talent Showcase Session, the children have got to solve the Rubik’s cube within the time duration for each level.

GUIDELINES

The candidate should follow these rules for delivering the talent in their Online Talent Showcase Session. So read these guidelines carefully.

- The **Best Speed Cuber** talent which is going to be perform should be fun and riskless
- The candidate should accomplish the talent within the time duration
- The talent should accommodate with Positive attitude
- Furnish the credibility in a confident demeanour



- Keep it natural and keep it simple
- It's a fair competition and we expect Talent to fairly perform the Rubik cube session.

LIMITATIONS

There are few obstructions for how to deliver the talent in both semblance and communication levels. Therefore, the candidates should follow those stipulations requisite.

- Hair should be out of your face
- Take off your glasses if needless, because it would be helpful in judging your eye contact
- Contestants will stop their performance if they exceed the time limit
- The talent must be substantially genuine. If any fraudulence found, then the contestant should be notified of disqualification before the winners are announced.

Make a roadmap for your performance and ready to rehearse before the interview. You have your own time during the online interview to bring off your skills with this round. Tell yourself that your enactment is powerful and you are a strong Talent. You owe it to yourself to have fun and utilize those minutes. Keep your energy as high as possible. Be passion about what you say. Have fun!!!

LEVELS OF CUBE

There are three levels for each age group of children based on difficulties. The levels are conducted as varied duration in which the children have to solve the cube with number of sides within the time limit correctly. The number of sides to be solved in the cube and scope of the level will be decided by the panellists. The levels are as follows,

LEVEL	NO OF SIDES
Easy	1
Normal	2
Hard	6

The points given are drew on the level of puzzle solved by the children. The children are move on to the next level of the competition concerning the points they have earned. Decision by the Jury/Panellist is final and binding. Children need to score 50% of points to move on to the next level of difficulty. Their points will be the total of complete or partial stage of solved puzzle in each level.

TIME SPAN

Each Participant will have 10 - 20 minutes duration in which the children need to solve the Rubik's cube as per the rules for every levels given by the judges/panellists. The time assigned for the children to solve the puzzle for each level is varied.

LEVEL	TIME LIMIT
Level-1	30 seconds
Level-2	45 seconds
Level-3	2 minutes

SELECTION CRITERIA

The children are selected for the next level of the competition based on the total points scored in each level. The point increases as the level of difficulty increases. See below.,

LEVEL	SCORE
Level-1	20 points
Level-2	30 points
Level-3	50 points

The host has timer for all the levels. So the children ought to solve the cube before the timer ends. The children must fulfil each level partially or completely as per the rules for every levels. The results will be notified by the judges/panellists thereupon. Gear up your children to solve the puzzle completely. It would help them to acquire the Best Speed Cuber.

*** Online Live session contains 100% of scoring.**

GOLDEN POINTS

If the contestant has solved the cube before a second or more earlier than the given duration, then **some Golden points** will be given to that solver for every level. For instance, if a contestant has finished solving the cube in less time (say 5 seconds) in all the three levels and , then he/she will get **15 Golden points** in their hands. This Golden point is completely separated from their total score. However, it is not necessary to acquire the Golden points for all contestants. Because these golden



points are not taken for the validation for Online Session. But it will be very helpful in their Semi-finals level of competition for gaining some privileges or getting an advantage at group level if required by the judges.

ROUND CONTROLS

Some of the basic rules for the Best Speed Cuber talent during the Online Talent Showcase Session are as follows,

- The contestants need to use the 3*3 Rubik's cube during the Online Talent Showcase Session.
- **How to start the Solving:**
Before the start: Talent needs to **be eye blind folded with black cloth** and move the 3*3 Rubik Cube from all sides for a minute in front of the Host/Judge.
- Host will ask to stop after a minute after satisfactory mixing of the cube.
- Talent needs to put the Cube on the table with closed eyes and should be within a reach of the talent. All these moves must be visible in the Camera.
- No one else can help in any way the Talent during this process.
- Talent needs to do this after every Level in front of the judges in the camera.
- As soon as Host says **START**, talent needs to open their eyes and pick up the Cube and start solving it. The timer will start when host says **START**.
- Cube must also meet a certain standard. They must be normal, functional puzzles that have no irregular markings, stickers or pieces.
- Stickers must also meet a certain standard. They must not be damaged beyond a certain level (slight chipping of stickers is okay, but completely worn stickers are not).
- Most puzzles also have a logo sticker on the centre piece (or one of them when there are multiple). If you choose to apply your own logo, you must remove the current logo.
- If completion of your solved puzzle is misaligned, i.e., if your cube is a single quarter OR a single half turn away from being solved when you stop the timer, a penalty of **2 points** is reduced from your score.
- If the misaligned layer is closer to being correctly aligned than it is to being incorrectly aligned, no penalty will be issued. If two or more layers are misaligned (e.g. a 3x3 is an M move away from being solved), then the time is recorded as a **DNF** (did not finish).

POPS OR CORNER TWISTS

In official solves, pieces from your puzzle may pop and corners may twist if the puzzle is too loose. These defects are the responsibility of the solver.

- If a solver pops their puzzle during a solve, they can either retrieve the piece, reinsert it and finish the solve (all whilst the timer is still running), or stop the timer and have the solve recorded as a DNF.
- Please note that you cannot use tools or external equipment to aid in the repair of the puzzle during an official solve.



- If a corner twists in its place within a solve, the solve may be completed and the twisted corner corrected once the rest of the solve has been completed.
- These defects do not allow for the timer to be paused; once the timer has started, if the cube is not solved upon stopping the timer then the solve is recorded as a **DNF**, regardless of the defect in question.

*** It's important to keep practicing to solve the Rubik's cube anyways, as this will help you to score better in next year's IET 2021 Best Speed Cuber.**

CUT OFF SCORE

Anybody who scored above cut off score will be invited to the IET Semi Finals. Cut off score will be decided by the Judges/Panellists on the basis of the number of participants, their score level depending on the number of spaces available for the Semi Final.

We strongly believe that positive-reinforcement is a crucial educational tool, which is integral to the construction of a child's self-esteem. Our Judges strive to employ this philosophy in each of their evaluations.

*** Scores are averaged for all judges to determine the final score.**

SELF CAMPAIGN BONUS POINTS

We appreciate that parents, friends and families want to do more to showcase the talent and help the child to win this international award. To achieve this, we will be giving 10 bonus points to a child. So, it's important that you all keep sharing the child top photos and videos with your friends and families on social media, e.g. Facebook, YouTube and on Instagram. You can hash tag that photo or video as #CHILDFULLNAME #IET2020AWARDS #FUNKIDSINDIA #1STFUNCADEMYAWARDS

Hence, the final score will include bonus points. More you campaign, more score the child will get. This will be calculated in a percentile. The Top **SELF CAMPAIGN** will have 10 points and rest will have a percentile of that.

For example, when we search with a Child Name using hash tag, we will look on the numbers of post tags, shares, comments etc. on the photo and video of the child. One child has done 100 posts share, got 1000 likes on those posts and he has done the maximum self-campaign as per the research, then this child will get full 10 points. Rest children will get percentile points.

So it's good to keep sharing the posts and use **correct** hash tags. This will increase the chances of your child to get bonus points.

Our Website and Social Media platforms links are below.

Good luck!! Have a great Fun Learning with Fun Kids India.



CONSTRAINTS FOR ONLINE SHOWCASE SESSION

As we are pursuing ZOOM for Online Talent Showcase Session, you have to keep up with the instructions below,

- Download Zoom Application before the given time and make sure you are available on the given time slot with your child. Use <https://zoom.us/> to download the Zoom application in your device.
- You should have appropriate space and good lighting
- Make sure you have good Internet connection and a laptop available with you
- Choose a quiet place to avoid unnecessary noise
- Apparels must be fair and acceptable

CONTACT US

Any query email us at support@funkids.in

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-> Website: <https://funkids.in/>

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<http://bit.ly/2TFtKpr>

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<https://funkids.in/terms-conditions/>