

Super STEM Saturday 2026 Rubik's Cube Team Solve

I. Introduction

We are excited to announce the **3x3x3 Team Solve Competition**, a thrilling competition that brings together Rubik's Cube enthusiasts from all over to showcase their skills and determination. This competition will be held during [Super STEM Saturday at California State University – San Marcos \(CSUSM\)](#), on **March 14th, 2026**, and promises to be a day filled with fun, excitement, and, of course, some mind-boggling cube solving.

Whether you are a seasoned competitor or a newcomer to the world of Rubik's Cube solving, this competition is the perfect opportunity for you to challenge yourself, meet new people, and create some unforgettable memories. With a range of events and categories, there is something for everyone, so get ready to impress the judges with your amazing skills.

So, mark your calendars and get ready for a day of fun, competition, and Rubik's Cube solving at its finest. We can't wait to see you there!

II. Booth Format

All competitors will be using **this cube** (provided by competition)

<https://www.thecubicle.com/products/mfjs-meilong-3c>

The booth will consist of three parts: group, individual, and activity.

1. Group Competition

a. **Time:** 12 PM

b. Teams of 6 work together to solve 18 3x3 Rubik's Cubes

i. Teams are **PRE-MADE and registered at**

<https://docs.google.com/forms/d/e/1FAIpQLSc-waKtsdJS3oPVhdj7XBwUnFO1I7vMTDT6VD3iS52w5whKww/viewform?usp=header>

III. Rules and Regulations

a. Competitors will need to be in elementary/middle school

- b. The timer will only be stopped once ALL Rubik's cubes are completely solved and **placed flat** on the table
- c. Once done, participants may not disturb other groups and should quietly stand beside their table
- d. Should any participant argue with their volunteer, their team will be disqualified
- e. Horseplaying, violence, and jeering will result in disqualification

IV. Scoring System

1. Group Competition

- a. Time will be recorded when all solved Rubik's cubes are placed **flat** on the table
- b. Volunteers will state the time and team name
- c. Team with lowest time will get medals

V. Prizes

1. Group

- a. Winners will receive **medals** at the end of the competition

VI. Contact Information

sss.rubiks.cube@gmail.com

VII. Disclaimer

Event organizers are not responsible for any injuries or losses that may occur during the competition.