

To codify any given dexterity cube puzzle, write out the number of each element below in the following format (leaving off any zero elements).

B # R # O # H # S #

Where each letter stands for:

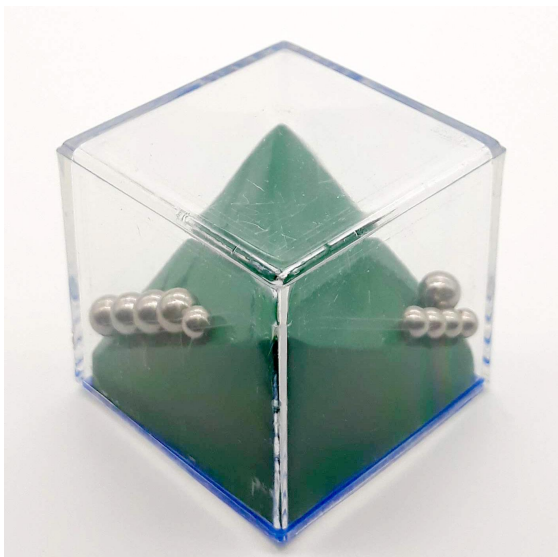
(B)all
(R)ing / (R)od
(O)ther
(H)ole
(S)lot

Followed by the number of accessible chambers (left off if only 1).

Note the following rules and definitions

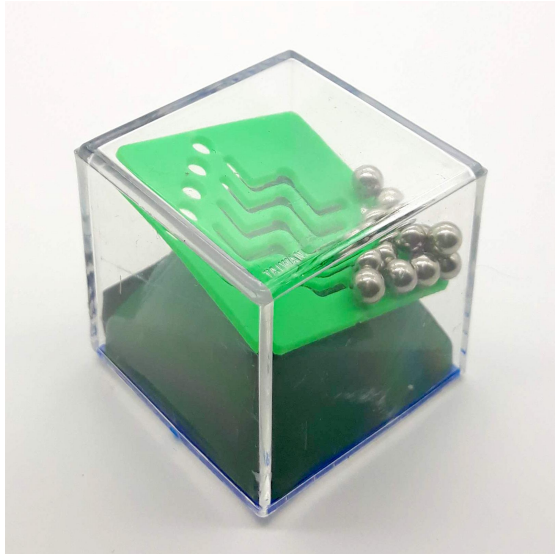
- If two or more separate puzzles are built into one enclosure (and they cannot be solved simultaneously) put a slash between each code for each puzzle.
- A hole is defined as either a hole in a surface where a ball can pass through or rest in, or as a divot where one ball is intended to rest.
- A slot is defined as either a long cut in a surface or any shape of hole or divot that is intended to hold more than one ball or other moving object. To be considered a slot and not just an odd-shaped hole, it should be able to hold at least one moving object. If all moving objects in the puzzle will pass through it you may consider it a hole instead.
- The number of chambers is defined as the number of separate volumes that at least one moving element can enter into (most often separated by holes and slots). Purely transient areas where moving objects have no ability to come to a rest within should not be considered chambers.

Some examples:



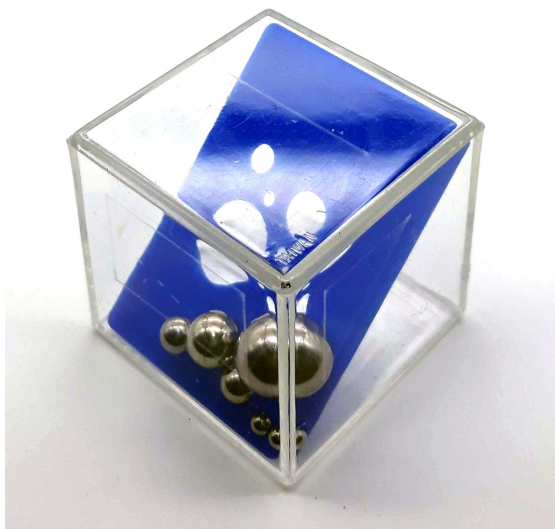
10B2S

This one is considered to have two slots as the two valleys here hold more than one ball each.



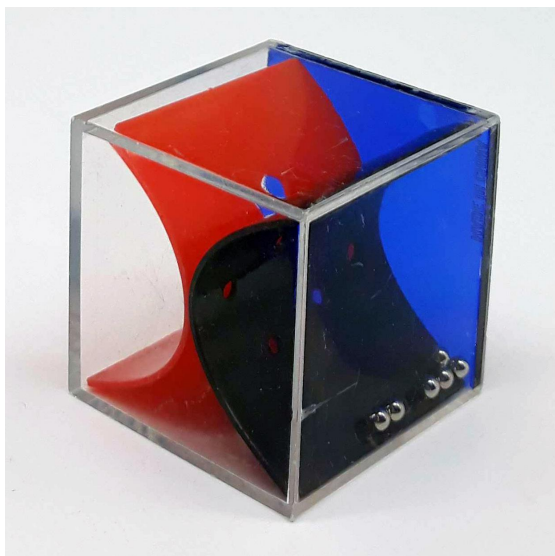
12B1O12H4S

The pivoting plate is considered an “other” moving element; there are four long slots with four additional resting spot holes in them, plus the eight obvious holes.



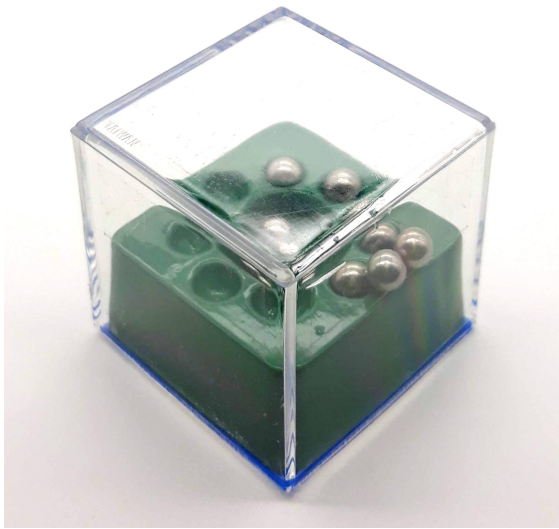
6B6H2

Distinguished from a 6B6H by the fact that some balls can travel into the second half of the volume thanks to oversized holes.



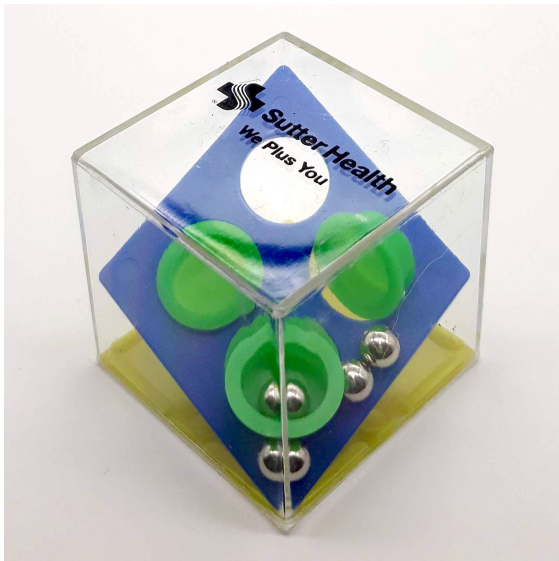
2B2H/6B6H

An example of a combined puzzle.



8B8H1S

The large central divot can be considered a slot as it can hold (as a trap) more than one ball.



4B4O8H2

There are eight holes in this one, the four obvious holes for the cups to rest in, and the four resting positions inside those cups for the balls to rest in.



1B1H2

Distinguished from a 1B1H by the fact that the immovable tube counts as a separate volume thanks to being enclosed on all but one side.