

## Fewest Moves

- You have 60 minutes to find and write a solution.
- Write 1 move per bar. To delete a move, clearly blacken it.
- Your solution must not be directly derived from any part of the scrambling algorithm.
- Your solution must be at most 80 moves, including rotations.
- Your result will be counted in OBTM.
- Only use notation from Article 12 of the WCA Regulations. If you are uncertain, use only the exact moves listed here:

## Face Moves

Clockwise	R	U	F	L	D	B
Counter-clockwise	R'	U'	F'	L'	D'	B'
Double	R2	U2	F2	L2	D2	B2

## Rotations

Clockwise	x	y	z
Counter-clockwise	x'	y'	z'
Double	x2	y2	z2

Scrambles for SCW 2026-02-02  
Fewest Moves Round 1  
Scramble 1 of 3

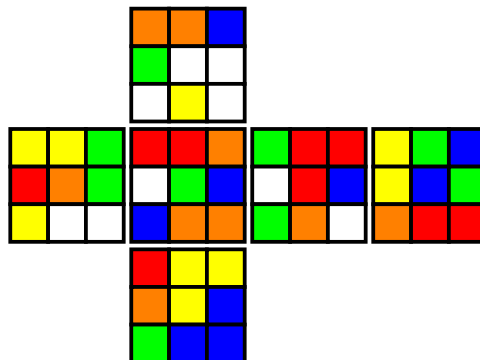
Competitor: \_\_\_\_\_

WCA ID: \_\_\_\_\_

Registrant ID: \_\_\_\_\_

DO NOT FILL IF YOU ARE THE COMPETITOR.

Graded by: \_\_\_\_\_ Result: \_\_\_\_\_



## Scramble

R' U' F R U B D' B' U L D' L2 D F2 U' D2 B2 D L' B2 L' F' R' U' F

A grid of horizontal lines, consisting of 10 rows and 10 columns of short, black horizontal segments. The segments are arranged in a regular, repeating pattern across the entire image.