

## 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 2 of 3

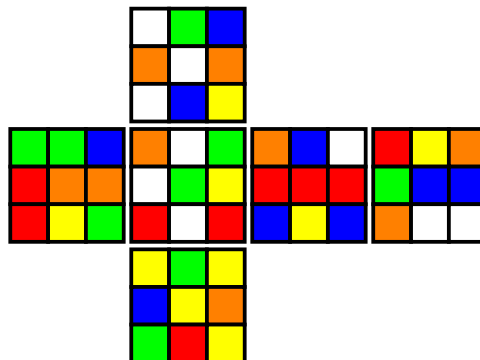
Competitor: \_\_\_\_\_

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

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

DO NOT FILL IF YOU ARE THE COMPETITOR.

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



## Scramble

R' U' F R' B' R' D' F2 L U2 L' B2 F2 U2 B2 L2 D' F' D R' U B2 F2 R' U' F

A grid of 100 horizontal black line segments arranged in 10 rows and 10 columns. Each segment is of uniform length and thickness, and they are spaced evenly both horizontally and vertically, creating a pattern that resembles a barcode or a stylized letter 'E' repeated across the page.